Usenet Newsgroup Archive: comp.sys.atari.st

2004

These Usenet messages were preserved as a plain-text archive. This PDF was generated by Kay Savetz from the source text file in 2026.

Date span: 2004-01-01 through 2004-12-31

Source text: comp.sys.atari.st.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 6,682

Message records with no readable body available in the source text: 1

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: Falcon HD woes

Newsgroup: comp.sys.atari.st
Date: 2004-01-01 00:06:54 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0401010102300.370-100000@hadesbox>
Source record: 21989

On Wed, 31 Dec 2003, George Nakos wrote:

> On Wed, 31 Dec 2003 14:23:55 +0100, <ozk@atari-RULES.org> wrote:
>
> > They are? Where? You do mean ALL the sources? If you have that, could
> > you
> > please mail it to me at the mail addy in my sig?
> >
> > Thanks :)
> >
>
> Ozk, you seem very interested in the sources! If you want I can send you
> my partly reassembled source (provided of course that Ekkehard refers to
> the sources in cbhd502.lzh). Mabye we can continue re-assembling it
> together! (I don't have any hdds on my ST, so some stuff on the code I can
> only guess :)

That sounds like a very interesting project, but I must say no. I just
dont have time at this point. All my focus is going into oVDI atm. I just
thought that if the sources where actually available, I'd make sure I got
my hands on them and do something with it later, if noone else did. We
need a new harddisk driver implementation for MiNT :-)

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

2. Re: ct60 and NOVA

Newsgroup: comp.sys.atari.st
Date: 2004-01-01 01:07:34 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040101020734.a19411@du3.maus.de>
Source record: 21993

>Do you speak about a new modified 060 nova driver or the orginal one ???

Both. :-)

>If nobody patched the driver, it may not work !
>If there is no board, the driver sees that and some accesses to the board
>are not done !

Someone wrote a new emulator.prg and this one worked (without NOVA). Then I received a new STA_VDI.PRG and therefore I tried to reinstall the NOVA. But when I did my first tests with my NOVA the falcon booted (although when running emulator.prg it crashed with a debug output). This time it even didn't had a chance to crash (distorted ATARI logo).

>So, the fact that the driver runs alone doesn't mean that the driver is
>good with 060 !

:-(

I hoped not to hear that.

Regards,

Frank

P.S.: Offline until january, 18th.

3. Since nobodies done it

Newsgroup: comp.sys.atari.st
Date: 2004-01-01 01:10:23 UTC
From: Tim Anderson <t-dot-anderson@zen.co.uk>
Message-ID: <3ff37437$0$25932$fa0fcedb@lovejoy.zen.co.uk>
Source record: 21990

HAPPY NEW YEAR ALL :)

Tim

4. Re: Since nobodies done it

Newsgroup: comp.sys.atari.st
Date: 2004-01-01 01:37:12 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <cRKIb.475$Co.457710@monger.newsread.com>
Source record: 21991

```
On 1 Jan 2004 01:10:23 -, "Tim Anderson" wrote:
>HAPPY NEW YEAR ALL :)
>
>Tim
>
>

same here!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!
```

5. Re: Bravo's Atari New Years Resolution!

Newsgroup: comp.sys.atari.st
Date: 2004-01-01 01:51:25 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0312311751.6dc055c4@posting.google.com>
Source record: 21992

"Clockmeister" <clockmeister@gidgenet.com.au> wrote in message

> It was said in concise, accurate and clear English actually.

Hardly, but instead clearly intended as an insult. If that is the kind
of crap you wish to read/write on usenet, you're (unfortunately) free
to do so.

/Joakim

6. Re: Got a Falcon.. now what?

Newsgroup: comp.sys.atari.st
Date: 2004-01-01 06:21:56 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <80PIb.495$Co.465630@monger.newsread.com>
Source record: 21995

On 31 Dec 2003 15:15:13 , Meffy wrote:
>Total noob alert... Only used an ST last about 10 years ago...
>
>Got myself a German Falcon, now with English keyboard fitted. There
>is a HD fitted but it does not boot... might be knackered or no driver
>installed or blank.
>
>Questions:
>
>1) How can I find the TOS version?

If you have it booted by floppy, open the Control Panel: General
CPX/Status shows TOS version. If you need a control panel, E-mail me
(remove -NOT- from my address) and I'll send you XCONTROL.ACC and some
CPXs.

>
>2) How can I find the Ram size. I recall 4mb being mentioned but it
>could be less (need to UG) or more?
>

Again, if you have it booted by floppy, open the Control Panel: General
CPX/Status shows available RAM. If you see available RAM over 4 meg (most
likely over 12 meg with little in the Auto folder) then you're fitted with
a 16 meg board (14 meg recogniized). If you see over 1 meg you have a 4 meg
board. Under a meg you have only a 1 meg board! The bigger the better!

>3) How can I change the NVRam settings to get it in English?
>

get BOOT132 at http://www.seimet.de/atari_english.html

>4) OK, when its in English what is the best way to go about getting
>her up and running... hard disk software perhaps?

http://www.seimet.de has a demo of HDDriver to get you started

>
>5) Can I use PC Formatted 1.44Mb drives and just copy files onto these
>on my PC and then read on Atari. ISTR that ST's read PC disks fine.
>

yup!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

7. Re: Since nobodies done it

Newsgroup: comp.sys.atari.st
Date: 2004-01-01 13:58:30 UTC
From: John Nicholas Oakes <doyene@zetnet.co.uk>
Message-ID: <3ff42786$0$8570$4c56ba96@master.news.zetnet.net>
Source record: 21896

I second that with the first to be unemployed 2004 happy new year
everone in atari land

Tim Anderson wrote:
> HAPPY NEW YEAR ALL :)
>
> Tim
>
>

8. Re: Happy Holidays! GAIM Update!

Newsgroup: comp.sys.atari.st
Date: 2004-01-01 15:44:48 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3ff44070.0@entanet>
Source record: 21898

On 30 Dec 2003 14:31:52 , Mark D wrote:
....
>
>Also, Regarding that socket issue, that's Gaim trying to create a socket
>to use socket based communications with the xserver which I believe it
>doesn't support. That's where this error is coming from as far as I know.
> The Atari x-server must communicate over network only using the local ip
> (127.0.0.1) further slowing things down.
>
>A completed xserver will have socket based communications (speed) and
>direct bitmap copying for local applications (even more speed) ;-). So
>perhaps all our porting work is unnecessary but I don't have the time nor
>the qualifications to finish the x-server properly. AltF4 would have to
>do that and he's working on much bigger and better things, Highwire.
>(thanks altf4).
>
>Mark
>http://portal.atari-source.com
>.

Thanks for that. You learn something new every day. The Xserver seems
to work ok but it is a bit sluggish even on this Milan060. I had just
assumed this was because it was a Unix port and not as efficient as
aes/vdi.

Don't worry too much about back-porting stuff. The Yahoo Messenger
is just a "nice to have".

Have a Good New Year,

Peter

9. Re: Bravo's Atari New Years Resolution!

Newsgroup: comp.sys.atari.st
Date: 2004-01-01 16:21:41 UTC
From: Clockmeister <clockmeister@gidgenet.com.au>
Message-ID: <3ff448d7$0$76215$c30e37c6@lon-reader.news.telstra.net>
Source record: 21897

```
"Joakim H?gberg" <gokmase@bigfoot.com> wrote in message
news:366c6d2a.0312311751.6dc055c4@posting.google.com...
> "Clockmeister" <clockmeister@gidgenet.com.au> wrote in message
>
> > It was said in concise, accurate and clear English actually.
>
>
> Hardly, but instead clearly intended as an insult. If that is the kind
> of crap you wish to read/write on usenet, you're (unfortunately) free
> to do so.
>

There is nothing unfortunate about freedom of speech, pal.
```

10. Re: ct60 and NOVA

Newsgroup: comp.sys.atari.st
Date: 2004-01-01 16:23:13 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0401011720160.292-100000@hadesbox>
Source record: 21899

On Thu, 1 Jan 2004, Frank Szymanski wrote:

> >Do you speak about a new modified 060 nova driver or the orginal one ???
>
> Both. :-)
>
> >If nobody patched the driver, it may not work !
> >If there is no board, the driver sees that and some accesses to the board
> >are not done !
>
> Someone wrote a new emulator.prg and this one worked (without NOVA). Then I
> received a new STA_VDI.PRG and therefore I tried to reinstall the NOVA. But
> when I did my first tests with my NOVA the falcon booted (although when
> running emulator.prg it crashed with a debug output). This time it even
> didn't had a chance to crash (distorted ATARI logo).

If you can get Emulator.prg to run, and the XCB API is the same across
all cards Nova drives, perhaps you'd be interested in testing this with
oVDI instead of STA_VDI? If you are on the MiNT-list you know how to get
to the source and compile yourself a binary. If not, let me know.

>
> >So, the fact that the driver runs alone doesn't mean that the driver is
> >good with 060 !
>
> :-(
>
> I hoped not to hear that.
>
> Regards,
>
> Frank
>
> P.S.: Offline until january, 18th.
>

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

11. Re: Bravo's Atari New Years Resolution!

Newsgroup: comp.sys.atari.st
Date: 2004-01-01 23:43:25 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0401011543.267e93c@posting.google.com>
Source record: 21900

"Clockmeister" <clockmeister@gidgenet.com.au> wrote in message
news:<3ff448d7$0$76215$c30e37c6@lon-reader.news.telstra.net>...

> > Hardly, but instead clearly intended as an insult. If that is the kind
> > of crap you wish to read/write on usenet, you're (unfortunately) free
> > to do so.
>
> There is nothing unfortunate about freedom of speech, pal.

Nice clichï¿½, but that is not really the point now, is it?
I question how this forum benefits from personal insults and foul language.
If it doesn't, I sure would say it is unfortunate.

12. Re: Happy Holidays! GAIM Update!

Newsgroup: comp.sys.atari.st
Date: 2004-01-02 05:35:18 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.01.02.05.35.18.882493@nossspamXXatari-source.com>
Source record: 21901

On Thu, 01 Jan 2004 15:44:48 +0000, Peter Slegg wrote:

> On 30 Dec 2003 14:31:52 , Mark D wrote:
> ....
>>
>>Also, Regarding that socket issue, that's Gaim trying to create a socket
>>to use socket based communications with the xserver which I believe it
>>doesn't support. That's where this error is coming from as far as I know.
>> The Atari x-server must communicate over network only using the local ip
>> (127.0.0.1) further slowing things down.
>>
>>A completed xserver will have socket based communications (speed) and
>>direct bitmap copying for local applications (even more speed) ;-). So
>>perhaps all our porting work is unnecessary but I don't have the time nor
>>the qualifications to finish the x-server properly. AltF4 would have to
>>do that and he's working on much bigger and better things, Highwire.
>>(thanks altf4).
>>
>>Mark
>>http://portal.atari-source.com
>>.
>
> Thanks for that. You learn something new every day. The Xserver seems
> to work ok but it is a bit sluggish even on this Milan060. I had just
> assumed this was because it was a Unix port and not as efficient as
> aes/vdi.
>
> Don't worry too much about back-porting stuff. The Yahoo Messenger
> is just a "nice to have".
>
> Have a Good New Year,
>
> Peter

Happy New year to you too. GIM text draw routines are nearly completed.
The up and coming weeks should prove interesting. I hope to get a basic
buddy list/im window structure completed. I'm using a plugin design
architecture, once I get one protocol I should be able to have any one of
them :) To save space though I will probably distribute a BUNCH of
binaries, gimoscar030.prg, gimoscar.prg, gimyahoo030.prg, so forth so that
everyone out there is happy. And of course once I make a binary release I
will honor the GPL and distribute my source so that the public may
ridicule it (or fix it! :))

Thanks,
Mark
http://portal.atari-source.com

13. Mavis Beacon Teaches Typing?

Newsgroup: comp.sys.atari.st
Date: 2004-01-02 06:00:51 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <vva28if3ovqvfd@corp.supernews.com>
Source record: 21902

Anyone have the disk image they can send?

14. Re: ST software memory requirements

Newsgroup: comp.sys.atari.st
Date: 2004-01-02 09:27:11 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <VUaJb.652$Pn5.428@bignews5.bellsouth.net>
Source record: 21903

> Even with a ton of extra features, and alowing for a little
> unavoidable bloat, I still can't see alowing one program to use more
> than 64k for itself and exept for graphics, most people don't need
> more than another 64k for data.
>
> I guess the Atari ST is just another bloatware machine just like the
> pee see, mac, and amiga.

Actually, an ST with 4meg will indeed multitask slews of programs and the programs are usually well under 10k in size. Where the bloat comes into play is when people decide they want a modern looking desk top with colorful icons, a screen saver lurking in memory, several desktop accessaries loaded at once, an array of disk caches, and to use scaleable vector fonts both onscreen and printing. To use a TT font via GDOS etc etc etc...for any decent speed requires caches for rasterized versions of the fonts, blah blah.

This is why people recommend 4 meg or more for the best ST multitasking experience. These tend to be folks who are used to running NVDI with an array of vector fonts at their disposal, quite a few hard disk partitions...maybe some CDROM drivers, a fancy desk top that supports long file names and has stunning graphics, etc.......

.The fact is however, that the LARGEST TOS/GEM applications I've ever seen top out at 400kb, rescources and all...and easily fit on a single 1.44 floppy. The other disks might be full of fonts and stuff that you don't always need at once...if at all. Such 'large' applications tend to be massive suite like packages...such as CuBase Audio that is really several dozen apps all rolled into one. It's really a multi tasking experience in itself when you launch a 'beast' like this. Launch CAF, and there is a note pad in there, there are sample editors akin to SOX in there, there is a full MIDI engine in there...with a dozen editor modules that are often loaded into memeory *but can be disabled for space if ya want*, maps, effects, and so much more. Sure, maybe by today's standards it is bloat to put all these things into one application...but to be fair, back when these packages were written, there was no 'standard' to load 50 pieces of code all written by different folks and sold by different publishers....so...when they did a package, they packed all the 'bloat' under one hood....so hopefully you wouldn't need to run something else in the first place! Load CuBase, and do pretty much everything you need right there in that environment.

So...if we take a package like that apart...
Text Editor...2k
MIDI engine...20k or smaller
Audio engine...20k or smaller
Editors/maps/modules...20k or smaller

Printer routines....20k or smaller
User Interface...20k or smaller...

Well...the point I'm trying to make is that when you consider what all this kind of software does...it's still very small!

I suppose it can be bloat if there's alot of stuff in a suite you never use... But again, lets be fair....
Alot of the 'monster' applications that recommended 'at least' a 1 meg ST were actually done in a modular fashion where you could 'choose' not to enable every single module or feature at the same time. Hence, if it was 'bloat'....it was because the USER chose to load the module...not because the computer or the software sucked. Alot of them would work fine inside 1meg....you just couldn't enable all the 'bloat' at once and have room left over for data and its manipulation.

The major problem with the ST was that there wasn't any standard for multitasking....
So....for various publishers to provide a multitasking-like suite of tools...they did often reinvent the wheel and bloat up programs larger than they'd need to be had there been a 'standard'. I.E. If you could use any text editor you wanted side by side with CuBase...they would not have bothered to include a 'note pad' in the CuBase code, and boom...2k or more would be shaved off the thing just like that. Had their been a reliable way to run SOX alongside CAF without ever having to exit...they wouldn't have bothered to put sample conversion routines right there in the program....and so on.

All considered...I think it's amazing how well done and lean the top commercial apps for the ST were/are!

In Closing...
If you're sticking with the built in system fonts (no font caches).....and don't fill your memory up with desk top pictures and 16-256 color icons....you CAN indeed multask a hell of alot of apps in a 1meg ST.

When it comes to peeks and pokes, working with simple screens...code is small on all the platforms. It's pretty elementary to me.

Brian

15. ADV: Atari 20/20 Discounts!

Newsgroup: comp.sys.atari.st
Date: 2004-01-02 11:36:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401020332300.14889-100000@onyx.spiritone.com>
Source record: 21904
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently offering my Atari 20/20 Discounts! 2 20% Discounts. A 20%
Discount on All Games/SoftWare & Books/References for Classic Atari 8 Bit
& Atari ST Computer Lines! And a 20% Discount for my more regular /
preferred Customers covering All Games/SoftWare, Books/References and Most
HardWare/Accessories for Classic Atari 8 Bit & Atari ST Computer Lines.
Got Questions? E-Mail Ben Today at Atari@aracnet.com Get Catalogs at
http://BensCatalogs.Atari.org and Call Ben AnyTime at (503)256-9974!!!
http://www.aracnet.com/~atari/specials.htm Atari Special Details!!

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I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

16. ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-01-02 11:40:54 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401020336470.14889-100000@onyx.spiritone.com>
Source record: 21905
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

17. F/X BlowUp accelerator card

Newsgroup: comp.sys.atari.st
Date: 2004-01-02 17:38:44 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1073043576-079072AEicMi@adelphia.net>
Source record: 21906

Anyone,
I posted this 4 or 5 days ago and some google
searching has turned up hardly any information. If
you know anything about these 2 upgrades below please
contact me via e-mail or post here in CSAST.

Thanks,
Carey

Does anyone have any information on the F/X BlowUp
card for the Falcon 030?? I just acquired a Falcon
030 with this card in it and wish to see technical
specs on this card. Any web-sites or information on
this card would be greatly appreciated. I also
acquired a 1040 STf with 4 megs of STram soldered in
place and this 1040 STf has a PC Ditto II card
soldered on to a LONG chip in front of the DISK DRIVE.

Any information that someone can provide for this
adapter would be greatly appreciated also. The board
is about 1 inch by 3 inches and has 2 rows of pins the

whole width (3 inch direction) of the board. If
anyone knows what this board is and how I can utilize
its capabilities I would greatly appreciate the
information.

Thanks,
Carey Christenson

```
|||
|||
|||
/ | \
/ | \ High Flying Falcon 060!!!
```

Falcon 030 @ 16 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer

19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with 64 Megs DDR SDRam
PCI/AGP adapter from Rodolphe,
Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)

18. Re: F/X BlowUp accelerator card

Newsgroup: comp.sys.atari.st
Date: 2004-01-02 19:16:29 UTC
From: Paul Lefebvre <atari@logicalvue.com>
Message-ID: <BC1B2DBC.4355%atari@logicalvue.com>
Source record: 21907

On 1/2/04 12:38 PM, in article 1073043576-079072AEicMi@adelphia.net, "Carey Christenson" <falcon060@adelphia.net> wrote:

Back in 1990 or so I had a pc-ditto II card installed in my 1040STfm. It was a good hardware PC emulator that used the NEC V30 chip. From what I recall, it connected directly on top of the 68000 chip. It does require special software to activate, which I no longer have. There was a lot of controversy when pc-ditto II was first released as it was too large to fit in a lot of people's STs. It also was not supposed to require soldering, but those who were able to get it working almost always had to solder it.

-- Paul
AtariVue: http://www.logicalvue.com/atari

>
> Does anyone have any information on the F/X BlowUp
> card for the Falcon 030?? I just acquired a Falcon
> 030 with this card in it and wish to see technical
> specs on this card. Any web-sites or information on
> this card would be greatly appreciated. I also
> acquired a 1040 STf with 4 megs of STram soldered in
> place and this 1040 STf has a PC Ditto II card
> soldered on to a LONG chip in front of the DISK DRIVE.
>
> Any information that someone can provide for this
> adapter would be greatly appreciated also. The board
> is about 1 inch by 3 inches and has 2 rows of pins the
>
> whole width (3 inch direction) of the board. If
> anyone knows what this board is and how I can utilize
> its capabilities I would greatly appreciate the
> information.
>

19. Falcon030 Hard Drive upgrade

Newsgroup: comp.sys.atari.st
Date: 2004-01-02 19:23:25 UTC
From: Paul Lefebvre <atari@logicalvue.com>
Message-ID: <BC1B2F5B.43B4%atari@logicalvue.com>
Source record: 21908

Hello all,

I want to thank everyone with their help over the last couple months with my CD-ROM problems. I could never get my AppleCD 300e to work with my Falcon, but I picked up a Plextor 4Plex Plus on eBay and that worked right away without any troubles.

My next project is to replace the hard drive in the Falcon with a bigger model. My Falcon has a lowly 65MB Seagate drive. It works fine, but I figure it can't hurt to have more.

I picked up an 810MB drive off eBay for $10 but have not had any luck getting it to work with. It hooks up fine and I can hear it spin up, but for some reason it renders the floppy drive inoperable so I can't run any of my hard driver software to see if is recognized. I don't know the make of the drive as its labels were removed.

Since I'm about to give up on that drive I'm wondering if people could recommend some drive models that they know work in a Falcon and also perhaps some places to purchase them. I'm thinking 1 to 2GB ought to be enough.

Thanks,

-- Paul
AtariVue: http://www.logicalvue.com/atari

20. Re: Falcon HD woes

Newsgroup: comp.sys.atari.st
Date: 2004-01-02 19:41:42 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <opr05ybsdcmj6qhx@news.ntua.gr>
Source record: 21909

On Tue, 30 Dec 2003 21:45:00 +0100, Peter Schneider
<Peter_Schneider@b.maus.de> wrote:

> Hi George,
>
> GN>(btw, what is the status of CBHD?
> I think it's bookware for it was sold with the book "Scheibenkleister"
> by Claus Brod and Anton Stepper, but IIRC the sources came along on
> the disc (in german Scheibe)...
>
> Und TTschö
> ps
>

Hmmm... I read that in the english docs too... Anyone got that disk??? You
can freely mail it to me :)

--

George Nakos AKA GGN/KUA software productions - Atari or buST!

Real programmers disdain structured programming. Structured programming is
for compulsive neurotics who were prematurely toilet- trained. They wear
neckties and carefully line up pencils on otherwise clear desks.

To send mail, remove the ROCKS from the address shown.
That's g g n a t a t a r i d o t o r g

21. Re: Falcon HD woes

Newsgroup: comp.sys.atari.st
Date: 2004-01-02 19:42:32 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <opr05yc6himj6qhx@news.ntua.gr>
Source record: 21910

On Thu, 1 Jan 2004 01:06:54 +0100, <ozk@atari-RULES.org> wrote:

> That sounds like a very interesting project, but I must say no. I just
> dont have time at this point. All my focus is going into oVDI atm. I just
> thought that if the sources where actually available, I'd make sure I got
> my hands on them and do something with it later, if noone else did. We
> need a new harddisk driver implementation for MiNT :-)
>

Ok, it was just a silly proposition (what with me not having an hdd and
all :)

When I get an hdd actually running on my STE (no other Atari computers
here!) my interest might fire up again on that project. I hope MiNT will
run ok on my machine :))) But remember me if you will actually need at
some point the source.

Regards,

--

George Nakos AKA GGN/KUA software productions - Atari or buST!

Real programmers disdain structured programming. oΩ½Structured programming is
for compulsive neurotics who were prematurely toilet- trained. oΩ½They wear
neckties and carefully line up pencils on otherwise clear desks.

To send mail, remove the ROCKS from the address shown.
That's g g n a t a t a r i d o t o r g

22. Re: Falcon030 Hard Drive upgrade

Newsgroup: comp.sys.atari.st
Date: 2004-01-02 20:11:35 UTC
From: Paul Lefebvre <atari@logicalvue.com>
Message-ID: <BC1B3AA6.44E6%atari@logicalvue.com>
Source record: 21911

I've been playing with the drive a little bit more and finally got the
Falcon to recognize it. According to HDX 6 and CBHD, the drive is an
Hitachi DK212A-81.

Of course I am unable to format it or partition it. I get an error that
says "unable to read root sector".

-- Paul

On 1/2/04 2:23 PM, in article BC1B2F5B.43B4%atari@logicalvue.com, "Paul
Lefebvre" <atari@logicalvue.com> wrote:

> Hello all,
>
> I want to thank everyone with their help over the last couple months with my
> CD-ROM problems. I could never get my AppleCD 300e to work with my Falcon,
> but I picked up a Plextor 4Plex Plus on eBay and that worked right away
> without any troubles.
>
> My next project is to replace the hard drive in the Falcon with a bigger
> model. My Falcon has a lowly 65MB Seagate drive. It works fine, but I
> figure it can't hurt to have more.
>
> I picked up an 810MB drive off eBay for $10 but have not had any luck
> getting it to work with. It hooks up fine and I can hear it spin up, but
> for some reason it renders the floppy drive inoperable so I can't run any of
> my hard driver software to see if is recognized. I don't know the make of
> the drive as its labels were removed.
>
> Since I'm about to give up on that drive I'm wondering if people could
> recommend some drive models that they know work in a Falcon and also perhaps
> some places to purchase them. I'm thinking 1 to 2GB ought to be enough.
>
> Thanks,
>
> -- Paul
> AtariVue: http://www.logicalvue.com/atari
>

23. Re: Bravo's Atari New Years Resolution!

Newsgroup: comp.sys.atari.st
Date: 2004-01-02 20:55:19 UTC
From: Clockmeister <clockmeister@gidgenet.com.au>
Message-ID: <3ff5da75$0$76212$c30e37c6@lon-reader.news.telstra.net>
Source record: 21912

"Joakim H?gberg" <gokmase@bigfoot.com> wrote in message
news:366c6d2a.0401011543.267e93c@posting.google.com...
> "Clockmeister" <clockmeister@gidgenet.com.au> wrote in message
news:<3ff448d7$0$76215$c30e37c6@lon-reader.news.telstra.net>...
>
> > > Hardly, but instead clearly intended as an insult. If that is the kind
> > > of crap you wish to read/write on usenet, you're (unfortunately) free
> > > to do so.
> >
> > There is nothing unfortunate about freedom of speech, pal.
>
> Nice clich&#65533;, but that is not really the point now, is it?
> I question how this forum benefits from personal insults and foul
language.
> If it doesn't, I sure would say it is unfortunate.

```
You are also free to not read it, or stay away altogether if you don't like
it. I would suggest that you either use that freedom or stop whining about
the odd post that you don't like.
```

24. Re: Bravo's Atari New Years Resolution!

Newsgroup: comp.sys.atari.st
Date: 2004-01-02 22:46:21 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <bt4se0lq1@news8.svr.pol.co.uk>
Source record: 21913

Freedom of speech is a nice idea, and it may give you the right to say anything you want, offensive or not, but it doesn't mean you can be callous and offensive and somehow magically not be an arsehole for having done so.

As for that "free not to read it" business, in order to figure out if a post is offensive, you have to have already read it. Slight flaw in the plan, wouldn't you say?

Now, in a feeble and probably doomed attempt to steer this thread away from bickering and onto something productive: Assuming it isn't just an automated posting program (perhaps somebody could make a list of all the Bravo Sierra posts and check to see if it's just generated from a list or something), can anyone think of any, preferably legal, morally justifiable and reasonably likely-to-succeed way of shutting Bravo Sierra the hell up? Or at least reducing the flow a bit? I heard the argument a while back that continued advertising is necessary to keep people aware, but we're getting simultaneous posts now, often before the last batch has even timed out and disappeared. If nothing else, can we PLEASE have just one at a time, rather than getting swamped??

Tom

25. TEC Card HELP!!

Newsgroup: comp.sys.atari.st
Date: 2004-01-02 23:49:26 UTC
From: Don S <atari1040st@sbcglobal.net>
Message-ID: <Xns9464A0F74CE3Catari1040stsbcglobal@64.164.98.50>
Source record: 21915

I just purchased a TOS Extension Card from Germany so the manual is in German (of course). Ive looked on google for some help but nothing has ever been posted about the single wire that comes the chip on the card. Can some one please tell me where this wire goes? It has a gold pin on the end. Also is there anything else that needs to be done to the mega motherboard for the installation of this unit?

Don

26. Re: Falcon030 Hard Drive upgrade

Newsgroup: comp.sys.atari.st
Date: 2004-01-02 23:49:30 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <vvc0sal2t0bb05@corp.supernews.com>
Source record: 21914

"Paul Lefebvre" <atari@logicalvue.com> wrote in message
news:BC1B2F5B.43B4%atari@logicalvue.com...
> Hello all,
>
> My next project is to replace the hard drive in the Falcon with a bigger
> model. My Falcon has a lowly 65MB Seagate drive. It works fine, but I
> figure it can't hurt to have more.
>
> I picked up an 810MB drive off eBay for $10 but have not had any luck
> getting it to work with. It hooks up fine and I can hear it spin up, but
> for some reason it renders the floppy drive inoperable so I can't run any
of
> my hard driver software to see if is recognized. I don't know the make of
> the drive as its labels were removed.
>
This has been discussed a trillion times on this group. You need an updated
Hard Drive Driver to make it work with larger drives. HDDriver, SCSI-Tools
are two that work with larger drives. I have used 2GB, 4GB and 8GB laptop
drives in mine.

Tim

27. Re: F/X BlowUp accelerator card

Newsgroup: comp.sys.atari.st
Date: 2004-01-03 01:00:29 UTC
From: Paul Lefebvre <atari@logicalvue.com>
Message-ID: <BC1B7E5E.44EE%atari@logicalvue.com>
Source record: 21916

Sorry about that. I recently reorganized the file structure. Until I get
the links fixed, try this:
http://www.logicalvue.com/atari/software/freeware/

-- Paul
AtariVue: http://www.logicalvue.com/atari

On 1/2/04 6:48 PM, in article BC1B6D6D.426C%gfabasic@mint.net, "lp"
<gfabasic@mint.net> wrote:

> Hi Paul,
> Happened to follow your web link, and the file downloads seem to be broken?
> Tried to download GENEVA_C.ZIP but I get an error 404.

28. Re: Falcon030 Hard Drive upgrade

Newsgroup: comp.sys.atari.st
Date: 2004-01-03 01:16:11 UTC
From: Paul Lefebvre <atari@logicalvue.com>
Message-ID: <BC1B820C.44F0%atari@logicalvue.com>
Source record: 21917

I am using CBHD as my hard disk driver, but as I mentioned I cannot even run it since the floppy drive stops reading disks when the hard drive is plugged in.

Although I had seen the hard disk driver topic discussed much in the archives, I have found no reference to the associated floppy drive problem.

I did get the hard drive to be briefly recognized by mucking around with the jumper switches until the floppy worked but I was unable to partition it using CBHD or AHDI 6. Now it doesn't even want to spin up, so I'm just writing it off as a bad drive.

-- Paul

On 1/2/04 6:49 PM, in article vvc0sal2t0bb05@corp.supernews.com, "Tim" <TjLaZer@NOSPAM.Mail.com> wrote:

> This has been discussed a trillion times on this group. You need an updated
> Hard Drive Driver to make it work with larger drives. HDDriver, SCSI-Tools
> are two that work with larger drives. I have used 2GB, 4GB and 8GB laptop
> drives in mine.

29. Re: Falcon030 Hard Drive upgrade

Newsgroup: comp.sys.atari.st
Date: 2004-01-03 05:39:47 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <DAsJb.696$Nd.664542@newshog.newsread.com>
Source record: 21918

On 3 Jan 2004 01:16:11 G, Paul Lefebvre wrote:
>I am using CBHD as my hard disk driver, but as I mentioned I cannot even run
>it since the floppy drive stops reading disks when the hard drive is plugged
>in.
>
>Although I had seen the hard disk driver topic discussed much in the
>archives, I have found no reference to the associated floppy drive problem.
>
>I did get the hard drive to be briefly recognized by mucking around with the
>jumper switches until the floppy worked but I was unable to partition it
>using CBHD or AHDI 6. Now it doesn't even want to spin up, so I'm just
>writing it off as a bad drive.
>
>-- Paul
>

Hi Paul,
I'm not the resident expert nor do I know if it effects floppy
recognition but I do know that improper termination would effect the system
The last physical drive in the chain must be terminated by a jumper on
the hard drive, passive terminator on the last connector and I've heard
of resistors on the drive.

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

30. Re: TEC Card HELP!!

Newsgroup: comp.sys.atari.st
Date: 2004-01-03 05:45:00 UTC
From: rsmac@t-online.de
Message-ID: <1g6z30t.6l2g4n1pwqwemN%rsmac@t-online.de>
Source record: 21919

Don S <atari1040st@sbcglobal.net> wrote:

> I just purchased a TOS Extension Card from Germany so the manual is in German

Where the card is from? Hard&Soft ?
But "TEC" sounds like more it is from ddd.

I think it is the chip select wire.

Regards, Robert
--
-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

31. Re: Bravo's Atari New Years Resolution!

Newsgroup: comp.sys.atari.st
Date: 2004-01-03 05:48:50 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <6JsJb.698$Nd.664720@newshog.newsread.com>
Source record: 21920

On 2 Jan 2004 22:46:21 -, "Tom McEwan" wrote:
>Freedom of speech is a nice idea, and it may give you the right to say
>anything you want, offensive or not, but it doesn't mean you can be callous
>and offensive and somehow magically not be an arsehole for having done so.
>

Not relating to anything or person in this thread, freedom of speech
(as it is in the USA) gives anyone the right to be an asshole :)

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

32. Re: TEC Card HELP!!

Newsgroup: comp.sys.atari.st
Date: 2004-01-03 06:34:49 UTC
From: Don S <atari1040st@sbcglobal.net>
Message-ID: <Xns9464E5AE3631Catari1040stsbcglobal@64.164.98.51>
Source record: 21921

rsmac@t-online.de (Robert Schaffner) wrote in
news:1g6z30t.6l2g4n1pwqwemN%rsmac@t-online.de:

> Don S <atari1040st@sbcglobal.net> wrote:
>
>> I just purchased a TOS Extension Card from Germany so the manual is in
>> German
>
> Where the card is from? Hard&Soft ?
> But "TEC" sounds like more it is from ddd.
>
> I think it is the chip select wire.
>
> Regards, Robert

Its actually a TOS CPUcard by artifex GmbH.

Thanks, Don

33. Re: TEC Card HELP!!

Newsgroup: comp.sys.atari.st
Date: 2004-01-03 07:53:34 UTC
From: rsmac@t-online.de
Message-ID: <1g6z9cm.rebnds1hs74qsN%rsmac@t-online.de>
Source record: 21922

Don S <atari1040st@sbcglobal.net> wrote:

> Its actually a TOS CPUcard by artifex GmbH.

Ups, i see. German manual talk about differnt methods of fitting?
20 wires soldering to CPU, TecBridgeBus, TecBridgeCPU?

(No info about one single wire)

Any chance to make a picture of your artifex board?

Regards, Robert
--
-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

34. Re: Falcon030 Hard Drive upgrade

Newsgroup: comp.sys.atari.st
Date: 2004-01-03 10:12:10 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC1C45FA.BCFF%derryck@nospam.cix.co.uk.invalid>
Source record: 21923

In article DAsJb.696$Nd.664542@newshog.newsread.com, John Garone at swamptaxes-NOT-@atlantic.net wrote on 3/1/04 05:39:

> I'm not the resident expert nor do I know if it effects floppy
> recognition but I do know that improper termination would effect the system

Paul doesn't say whether this is an IDE or SCSI drive! I guess that this is an IDE drive and that it's actually faulty. No termination issues with these, only jumper positions Master, Slave, Cable select that I know of.

> The last physical drive in the chain must be terminated by a jumper on
> the hard drive, passive terminator on the last connector and I've heard
> of resistors on the drive.

For SCSI drives I recommend setting TERMPWR to ON (with a jumper), and then either using the drive's own termination resistors if it's the only SCSI device, or removing them and rely on an external terminator on the second SCSI port on the case (better, as this allows extending the system at a later date).

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

35. Re: Bravo's Atari New Years Resolution!

Newsgroup: comp.sys.atari.st
Date: 2004-01-03 11:07:06 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <bt67qubdu1@news6.svr.pol.co.uk>
Source record: 21924

Exactly. You have every right to be an arsehole, but it's still not a good thing to be.

"John Garone" <swamptaxes-NOT-@atlantic.net> wrote in message news:6JsJb.698$Nd.664720@newshog.newsread.com...
> On 2 Jan 2004 22:46:21 -, "Tom McEwan" wrote:
> >Freedom of speech is a nice idea, and it may give you the right to say
> >anything you want, offensive or not, but it doesn't mean you can be callous
> >and offensive and somehow magically not be an arsehole for having done so.
> >
>
> Not relating to anything or person in this thread, freedom of speech
> (as it is in the USA) gives anyone the right to be an asshole :)
>
> John
> P.S.
> To Reply by E-mail, please remove -NOT- from my address!

36. Re: Bravo's Atari New Years Resolution!

Newsgroup: comp.sys.atari.st
Date: 2004-01-03 12:13:06 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.ininbkja@localhost>
Source record: 21925

Tom McEwan wrote:
>
> Exactly. You have every right to be an arsehole, but it's still not
> a good thing to be.

My point exactly.

Regards,

Joakim

37. Re: Since nobodies done it

Newsgroup: comp.sys.atari.st
Date: 2004-01-03 12:44:23 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3ff664867666e9@comcast.net>
Source record: 21926

>HAPPY NEW YEAR ALL :)
>
>Tim
>

Same to you and all other Atarians....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

38. Papyrus X is great.....

Newsgroup: comp.sys.atari.st
Date: 2004-01-03 12:44:24 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3ff664867666ea@comcast.net>
Source record: 21927

Hello All,

I recently received my Papyrus X upgrae from 16/32 Systems. I must say that this version is a lot better then version 8. Version 8 always crashed on my Hades unless I removed the cache. Not so for version 10. Thing go a lot smoother and faster. I have the full Papyrus Office package, so I need to find out how things work. Anyone else have version 10?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

39. Re: Bravo's Atari New Years Resolution!

Newsgroup: comp.sys.atari.st
Date: 2004-01-03 14:14:31 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <b7AJb.638$Co.576876@monger.newsread.com>
Source record: 21928

On 3 Jan 2004 12:13:06 G, GokMasE wrote:
>Tom McEwan wrote:
>>
>> Exactly. You have every right to be an arsehole, but it's still not
>> a good thing to be.
>
>My point exactly.
>
>Regards,
>
>Joakim
>
>.

I was, in vain, trying to be fascicious (spelling?) as in: free to commit crimes if you don't mind doing the jail time! I would also consider (as someone else mentioned in this thread) that the original remark has a different connotation today then years ago and it reduces the meaning to just plain sarcastic. Ex: a phone company rep told me that I was being vulgar and hung up on me because I said I was getting "screwed" by the company! Guess I should have said I was getting the same service as a bull services a cow!
But then, if I had a "challanged" person in my home or I if were challanged then it would be more offensive hearing the word "retard"!
Another thing to consider is that the person that the remark was directed to has been asked politely to stop or at least reduce the number of ad posts but the requests go unheeded! If the few remaining Atari dealers did the same then the newsgroup would be swamped with ads!
So, the word "retard" as seen here is out of context without knowing the history of frequent threads on the matter. Remarks like that are frequently said out of frustration. Personally though, I would have (and have) put it differently!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

P.S.
To Reply by E-mail, please remove -NOT- from my address!

40. Re: Bravo's Atari New Years Resolution!

Newsgroup: comp.sys.atari.st
Date: 2004-01-03 14:28:58 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.eoalsgbh@localhost>
Source record: 21929

John Garone wrote:

> Another thing to consider is that the person that the remark was
> directed to has been asked politely to stop or at least reduce the
> number of ad posts but the requests go unheeded! If the few remaining
> Atari dealers did the same then the newsgroup would be swamped with
> ads!

Yes, I think many of us reading this forum aren't too fond of this way
of marketing, to put it mildly.

> history of frequent threads on the matter. Remarks like that are
> frequently said out of frustration. Personally though, I would have
> (and have) put it differently!

Indeed a good approach. The best way to fight someone you consider being
a jerk, is probably not turning into one yourself ;)

Regards,

Joakim

41. Re: Falcon030 Hard Drive upgrade

Newsgroup: comp.sys.atari.st
Date: 2004-01-03 15:49:09 UTC
From: Paul Lefebvre <atari@logicalvue.com>
Message-ID: <BC1C4EA5.4503%atari@logicalvue.com>
Source record: 21930

Sorry all. I'm trying to replace the internal Falcon IDE drive. I agree
that the drive appears to be faulty. I'm going to try another one.

-- Paul
AtariVue: http://www.logicalvue.com/atari

On 1/3/04 5:12 AM, in article
BC1C45FA.BCFF%derryck@nospam.cix.co.uk.invalid, "Derryck Croker"
<derryck@nospam.cix.co.uk.invalid> wrote:

> Paul doesn't say whether this is an IDE or SCSI drive! I guess that this is
> an IDE drive and that it's actually faulty. No termination issues with
> these, only jumper positions Master, Slave, Cable select that I know of.

42. EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-03 17:30:28 UTC
From: John Nicholas Oakes <doyene@zetnet.co.uk>
Message-ID: <3ff6fc36$0$8568$4c56ba96@master.news.zetnet.net>
Source record: 21931

Hi all.
I am trying to get XP and TT030 to talk to each other. I follow
all the instructions. My card NE2000 show mac as ff.ff.ff.ff.ff on the
control panel via sting setup. I noticed that on the two light only the
green flashes and orange stays off when I connect Ethernet cable this my
setup.
TT030=EtherNet=Cable=Hub=Cable=Ethernet=XP
TT030 192.168.255.1
XP 192.168.255.2
Any clues would help.

regards sore spot on my head john

43. Re: EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-03 18:44:15 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.01.03.18.44.15.172794@removenoaspam.atari-source.com>
Source record: 21932

On Sat, 03 Jan 2004 17:30:28 +0000, John Nicholas Oakes wrote:

> Hi all.
> I am trying to get XP and TT030 to talk to each other. I follow
> all the instructions. My card NE2000 show mac as ff.ff.ff.ff.ff on the
> control panel via sting setup. I noticed that on the two light only the
> green flashes and orange stays off when I connect Ethernet cable this my
> setup.
> TT030=EtherNet=Cable=Hub=Cable=Ethernet=XP
> TT030 192.168.255.1
> XP 192.168.255.2
> Any clues would help.
>
> regards sore spot on my head john

What kind of NE2000 card do you have.. Are you using EtherNEC? Did the
card come from Lyndon as well as the EtherNEC?

Thanks,
Mark
http://portal.atari-source.com

44. Atari 2004

Newsgroup: comp.sys.atari.st
Date: 2004-01-03 18:52:35 UTC
From: jdplace@REMOVESPAMadelphia.net
Message-ID: <TbEJb.737$IE.691693@news3.news.adelphia.net>
Source record: 21933

What new things do you think we will see on our Atari 16/32 platform
in 2004? What would you like to see happen?

45. Re: Falcon HD woes

Newsgroup: comp.sys.atari.st
Date: 2004-01-03 18:56:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200401031956.a36889@b.maus.de>
Source record: 21848

Hi George,

GN>Anyone got that disk??? You can freely mail it to me :)
as I'm unable to find the sources of CBHD neither on my 2.33 original
nor on a 5.67 version, I doubt if the sources of the driver itself
have ever been published.

You might imagine what harm some unexperienced user could do to
himself (to his hard drive, of course) by using a modified disk driver
that came via the net from unknown origins...

There are sources of programs that came with CBHD, most of them in GFA
or Assembler, but there is no file like CBHD.C or CBHD.S or ...

Sorry, Peter

46. Re: EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-03 20:45:42 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ff729e67273c10@tripnet.se>
Source record: 21934

In comp.sys.atari.st <pan.2004.01.03.18.44.15.172794@removenoaspam.atari-source.com>
Mark D wrote on Sat 03-01-2004 13:44 (-0500):

>On Sat, 03 Jan 2004 17:30:28 +0000, John Nicholas Oakes wrote:

>> I am trying to get XP and TT030 to talk to each other. I follow
>> all the instructions. My card NE2000 show mac as ff.ff.ff.ff.ff on the

Means you can't read the MAC address. Either hardeware or software
problem makes the card unable to comunicate with the TT.

>> control panel via sting setup. I noticed that on the two light only the
>> green flashes and orange stays off when I connect Ethernet cable this my
>> setup.
>> TT030=EtherNet=Cable=Hub=Cable=Ethernet=XP
>> TT030 192.168.255.1
>> XP 192.168.255.2
>> Any clues would help.

>What kind of NE2000 card do you have.. Are you using EtherNEC? Did the
>card come from Lyndon as well as the EtherNEC?

Add to that these important quetions:

Which IP stack?
Which operating system?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

47. Re: Atari 2004

Newsgroup: comp.sys.atari.st
Date: 2004-01-03 22:23:23 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ff740db$0$28699$626a54ce@news.free.fr>
Source record: 21935

Excellent question !

"Joseph D. Place" <jdplace@REMOVESPAMadelphia.net> a ï¿½crit dans le message
de news: TbEJb.737$lE.691693@news3.news.adelphia.net...
> What new things do you think we will see on our Atari 16/32 platform
> in 2004? What would you like to see happen?
>

48. Re: Atari 2004

Newsgroup: comp.sys.atari.st
Date: 2004-01-03 23:17:16 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1073150290-723647AEicMi@adelphia.net>
Source record: 21936

I know what I would like to see!!! First off, we all know that the completion of the CT60 Graphics Card may well be the first thing done in 2004. But what will R. Czuba do??? We all know that he may be working on the PCI/USB adapter. But remember what he said about Vernanelm!!! This may have hurt our platform for further hardware upgrades. I would personally like to THANK Vernanelm for that (sarcacism of course!!!). By the way has anyone setup a FUND for Mr. Czuba to contribute whatever they can to this fund and hand the monetary donations over Rodolphe??? If this PCI adapter comes into play we would need developers to write drivers for PCI cards. Some of the first PCI cards I would like to see drivers written for are 10/100 mbit ethernet cards and 2 channel IDE cards to allow 4 IDE devices hooked into the PCI slot. With support from major software we could see some very FAST CD-Burning and VERY FAST access from modern hard drives. Also let us not forget SoundBlaster cards which would give us 5.1 surround sound capabilities!!! Just my 2 cents worth. Of course this may not all be possible in one year but we can sit back and see.

Thanks,

Carey Christenson

```
|||
|||
|||
/ | \
/ | \ High Flying Falcon 060!!!
```

Falcon 030 @ 16 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with 64 Megs DDR SDRam
PCI/AGP adapter from Rodolphe,
Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)

49. Re: Atari 2004

Newsgroup: comp.sys.atari.st
Date: 2004-01-03 23:35:12 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <QkIJb.742$Nd.703229@newshog.newsread.com>
Source record: 21937

On 3 Jan 2004 18:52:35 G, Joseph D. Place wrote:
>What new things do you think we will see on our Atari 16/32 platform
>in 2004? What would you like to see happen?
>
>.

I had a discussion with my friend Jose Cuervo and we think Rudolphe
should acquire the rights to TOS and set up a full blown hardware plant in
the Bahamas to build a "real" Atari and call it the Czubetchya! Free
vacation accomidations and air fare included with each system :))
After a few hours nap and without Jose's influence I'd be happy if
Okami had an installation program!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

50. Re: EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-03 23:35:30 UTC
From: John Nicholas Oakes <doyene@zetnet.co.uk>
Message-ID: <3ff751c2$0$8569$4c56ba96@master.news.zetnet.net>
Source record: 21938

yes for both

Mark D wrote:
> On Sat, 03 Jan 2004 17:30:28 +0000, John Nicholas Oakes wrote:
>
>
>>Hi all.
>> I am trying to get XP and TT030 to talk to each other. I follow
>>all the instructions. My card NE2000 show mac as ff.ff.ff.ff.ff on the
>>control panel via sting setup. I noticed that on the two light only the
>>green flashes and orange stays off when I connect Ethernet cable this my
>>setup.
>>TT030=EtherNet=Cable=Hub=Cable=Ethernet=XP
>>TT030 192.168.255.1
>>XP 192.168.255.2
>>Any clues would help.
>>
>>regards sore spot on my head john
>
>
> What kind of NE2000 card do you have.. Are you using EtherNEC? Did the
> card come from Lyndon as well as the EtherNEC?
>
> Thanks,
> Mark
> http://portal.atari-source.com
>

51. Re: EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-03 23:53:53 UTC
From: John Nicholas Oakes <doyene@zetnet.co.uk>
Message-ID: <3ff75611$0$8567$4c56ba96@master.news.zetnet.net>
Source record: 21939

yes to both request EtherNec and lyndon
regards john

Mark D wrote:
> On Sat, 03 Jan 2004 17:30:28 +0000, John Nicholas Oakes wrote:
>
>
>>Hi all.
>> I am trying to get XP and TT030 to talk to each other. I follow
>>all the instructions. My card NE2000 show mac as ff.ff.ff.ff.ff on the
>>control panel via sting setup. I noticed that on the two light only the
>>green flashes and orange stays off when I connect Ethernet cable this my
>>setup.
>>TT030=EtherNet=Cable=Hub=Cable=Ethernet=XP
>>TT030 192.168.255.1
>>XP 192.168.255.2
>>Any clues would help.
>>
>>regards sore spot on my head john
>
>
> What kind of NE2000 card do you have.. Are you using EtherNEC? Did the
> card come from Lyndon as well as the EtherNEC?
>
> Thanks,
> Mark
> http://portal.atari-source.com
>

52. Re: Atari 2004

Newsgroup: comp.sys.atari.st
Date: 2004-01-04 01:16:43 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bt7phr$2l8$1@tyfon.itea.ntnu.no>
Source record: 21940

Joseph D. Place <jdplace@removespamadelphia.net> wrote:
> What new things do you think we will see on our Atari 16/32 platform
> in 2004? What would you like to see happen?

A really good development environment for gcc or PureC, with , with a good object oriented GEM-library. Something as simple and straight-forward as e.g. Visual Basic. This will really help the software situation on this platform, atleast I would write several applications I need/want if I had a powerfull tool like this...

--

```
/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

53. Re: Atari 2004

Newsgroup: comp.sys.atari.st
Date: 2004-01-04 01:35:58 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0401040228400.312-100000@hadesbox>
Source record: 21943

On Sat, 3 Jan 2004, Rodolphe Czuba wrote:

> Excellent question !
>
> "Joseph D. Place" <jdplace@REMOVESPAMadelphia.net> a ï¿½crit dans le message
> de news: TbEJb.737$lE.691693@news3.news.adelphia.net...
> > What new things do you think we will see on our Atari 16/32 platform
> > in 2004? What would you like to see happen?
> >

There is a new and better VDI (oVDI) on the way, for which drivers should
be easy to write. So perhaps we see support for more graphics cards
(SuperVidel will need this to take advantage of its capabilities .. if it
appears), pointing devices, etc., etc. (oVDI will, I hope, make it very
much easier to implement USB-based drivers. That is, easier to do a USB
stack when there is a system under which USB drivers is easy to write,
like mouse/printer/kbd drivers)

Apart from that, perhaps some new network-card drivers?

I dont know if anything will happen on the Hardware front, but I think
things will happen on the software front ;-)

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

54. Atari Online News, Etc. #06-01

Newsgroup: comp.sys.atari.st
Date: 2004-01-04 02:08:45 UTC
From: danap8@aol.comno-spam
Message-ID: <20040103210845.29446.00001901@mb-m02.aol.com>
Source record: 21941

```
A-ONE #0601 01/02/04

~ HighWire Update News! ~ People Are Talking! ~ Happy New Year 2004!
~ Narrowing Net Searches ~ Readying Holiday Fare! ~ Cyber Blackmail!
~ Net Nudity Gets Ticket ~ Mitnick Writing Book! ~ XIII Lucky Number?
~ AOL's Top Spam List! ~ Bulk E-Mail Issues! ~ GTA Suit Moves!

-* AOL Anti-Spam Suit Dismissed *-
-* AOL Debuts Inexpensive Web Service! *-
-* Apple Users Threaten To Sue Over Hardware! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

55. Re: Atari 2004

Newsgroup: comp.sys.atari.st
Date: 2004-01-04 02:24:18 UTC
From: jdplace@REMOVESPAMadelphia.net
Message-ID: <mPKJb.786$lE.760950@news3.news.adelphia.net>
Source record: 21942

On 3 Jan 2004 23:23:23 +, "Rodolphe Czuba" wrote:

>Excellent question !
>
>"Joseph D. Place" <jdplace@REMOVESPAMadelphia.net> a crit dans le message
>de news: TbEJb.737$lE.691693@news3.news.adelphia.net...
>> What new things do you think we will see on our Atari 16/32 platform
>> in 2004? What would you like to see happen?
>>
>
>.
Thanks! In answer to these questions:

I think (and hope) we'll see continued Highwire development. I'm very impressed with what has been accomplished, and I'd love to see forms (to enter search text) and downloads supported soon. I've also been impressed with development on "MyMail", and hope to see further optimization and newsgroup support added.

I would also love to see further development related to the CT60, PCI card, graphics card, etc. I'm willing, as I'm sure others are to pay to see development continued.

This would be a good start.

56. Re: EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-04 02:35:40 UTC
From: John Nicholas Oakes <doyene@zetnet.co.uk>
Message-ID: <3ff77bfc$0$8566$4c56ba96@master.news.zetnet.net>
Source record: 21944

MY TT030 is 3.06
you got me ip stack

Kenneth Medin wrote:
> In comp.sys.atari.st <pan.2004.01.03.18.44.15.172794@removenoaspam.atari-source.com>
> Mark D wrote on Sat 03-01-2004 13:44 (-0500):
>
>
>>On Sat, 03 Jan 2004 17:30:28 +0000, John Nicholas Oakes wrote:
>
>
>>> I am trying to get XP and TT030 to talk to each other. I follow
>>>all the instructions. My card NE2000 show mac as ff.ff.ff.ff.ff on the
>
>
> Means you can't read the MAC address. Either hardeware or software
> problem makes the card unable to comunicate with the TT.
>
>
>>>control panel via sting setup. I noticed that on the two light only the
>>>green flashes and orange stays off when I connect Ethernet cable this my
>>>setup.
>>>TT030=EtherNet=Cable=Hub=Cable=Ethernet=XP
>>>TT030 192.168.255.1
>>>XP 192.168.255.2
>>>Any clues would help.
>
>
>>What kind of NE2000 card do you have.. Are you using EtherNEC? Did the
>>card come from Lyndon as well as the EtherNEC?
>
>
> Add to that these important quetions:
>
> Which IP stack?
> Which operating system?
>

57. Re: EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-04 02:56:04 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <3ff77fcc$0$18689$afc38c87@news.optusnet.com.au>
Source record: 21945

"John Nicholas Oakes" <doyene@zetnet.co.uk> wrote in message
news:3ff6fc36$0$8568$4c56ba96@master.news.zetnet.net...
> Hi all.
> I am trying to get XP and TT030 to talk to each other. I follow
> all the instructions. My card NE2000 show mac as ff.ff.ff.ff.ff on the
> control panel via sting setup. I noticed that on the two light only the
> green flashes and orange stays off when I connect Ethernet cable this my
> setup.
> TT030=EtherNet=Cable=Hub=Cable=Ethernet=XP
> TT030 192.168.255.1
> XP 192.168.255.2
> Any clues would help.

Hi John, the ff.ff.ff.ff.ff, if that IS your mac and not an error, is a broadcast address. This will cause copius problems. I have heard of some cheap cards that had this address because the manufacturer stuffed up the firmware. Or, as Kenneth points out the TT may not be able to read the Data from the card correctly. The green leds are generally Link, and the orange transmit. What response to you get from a simple ICMP (Ping) test? I don't suppose you have another ISA Ne2000 to try?

Mark

58. Re: CBHD

Newsgroup: comp.sys.atari.st
Date: 2004-01-04 13:52:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200401041452.a36900@b.maus.de>
Source record: 21852

PS> CBHD neither on my 2.33 original

They are in the 'kap14drv.lzh'. It is the Version 3.8.

Gerhard

59. Re: EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-04 13:53:00 UTC
From: John Nicholas Oakes <doyene@zetnet.co.uk>
Message-ID: <3ff81aba$0$8567$4c56ba96@master.news.zetnet.net>
Source record: 21846

Unfortunately I do not have a spare to try as for pinging the green
light flashes no orange lignt though on dialer.prg it shows route but
ping nothing happens it okay pinging myself which i suspect tells me the
ethernec is working. but no responce from xp ethernet. As for xp
ethernet pinging like works to itself but =request time out= hope this
helps. The only other thing to check is software for TT030.

REGARDS
JOHN

Mark Bedingfield wrote:
> "John Nicholas Oakes" <doyene@zetnet.co.uk> wrote in message
> news:3ff6fc36$0$8568$4c56ba96@master.news.zetnet.net...
>
>>Hi all.
>> I am trying to get XP and TT030 to talk to each other. I follow
>>all the instructions. My card NE2000 show mac as ff.ff.ff.ff.ff on the
>>control panel via sting setup. I noticed that on the two light only the
>>green flashes and orange stays off when I connect Ethernet cable this my
>>setup.
>>TT030=EtherNet=Cable=Hub=Cable=Ethernet=XP
>>TT030 192.168.255.1
>>XP 192.168.255.2
>>Any clues would help.
>
>
> Hi John, the ff.ff.ff.ff.ff, if that IS your mac and not an error, is a
> broadcast address. This will cause copius problems. I have heard of some
> cheap cards that had this address because the manufacturer stuffed up the
> firmware. Or, as Kenneth points out the TT may not be able to read the Data
> from the card correctly. The green leds are generally Link, and the orange
> transmit. What response to you get from a simple ICMP (Ping) test? I don't
> suppose you have another ISA Ne2000 to try?
>
> Mark
>
>

60. Re: EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-04 14:41:09 UTC
From: anders_plovgaard@yahoo.com
Message-ID: <d25eb39.0401040641.1ab500eb@posting.google.com>
Source record: 21847

"Mark Bedingfield" <atari030@nospampleaseoptusnet.com.au> wrote in message
news:<3ff77fcc$0$18689$afc38c87@news.optusnet.com.au>...
> "John Nicholas Oakes" <doyene@zetnet.co.uk> wrote in message
> news:3ff6fc36$0$8568$4c56ba96@master.news.zetnet.net...
> > Hi all.
> > I am trying to get XP and TT030 to talk to each other. I follow
> > all the instructions. My card NE2000 show mac as ff.ff.ff.ff.ff on the
> > control panel via sting setup. I noticed that on the two light only the
> > green flashes and orange stays off when I connect Ethernet cable this my
> > setup.
> > TT030=EtherNet=Cable=Hub=Cable=Ethernet=XP
> > TT030 192.168.255.1
> > XP 192.168.255.2
> > Any clues would help.
>
> Hi John, the ff.ff.ff.ff.ff, if that IS your mac and not an error, is a
> broadcast address. This will cause copius problems. I have heard of some
> cheap cards that had this address because the manufacturer stuffed up the
> firmware. Or, as Kenneth points out the TT may not be able to read the Data
> from the card correctly. The green leds are generally Link, and the orange
> transmit. What response to you get from a simple ICMP (Ping) test? I don't
> suppose you have another ISA Ne2000 to try?
>
> Mark

Hi Mark

You are not running Norton Internet Security on your XP?

Are you getting any reaction using PING 192.168.255.1 from the XP
machine and PING 192.168.255.2 from the TT?

Anders

61. Re: EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-04 17:10:13 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <bt9hdm$4ka69$1@ID-40235.news.uni-berlin.de>
Source record: 21849

"John Nicholas Oakes" <doyene@zetnet.co.uk> wrote in message
news:3ff751c2$0$8569$4c56ba96@master.news.zetnet.net...
> yes for both
>
> Mark D wrote:
> > On Sat, 03 Jan 2004 17:30:28 +0000, John Nicholas Oakes wrote:
> >
> >
> > >Hi all.
> > >> I am trying to get XP and TT030 to talk to each other. I follow
> > >all the instructions. My card NE2000 show mac as ff.ff.ff.ff.ff on the
> > >control panel via sting setup.

This means that the driver can't see the Ethernet card.

1) Make sure the connector card is seated properly in the cartridge socket,
and is the correct way up.

2) Run the test programs that are included with the software. What results
do they give.

3) Make sure you have the latest versions as there were some changes made
for TT030. The drivers use instruction loops to set delays and so work
differently between ST, TT and Falcon. They work on my TT but others have
had problems. See

http://groups.google.com/groups?hl=en&lr=&ie=UTF-8&oe=UTF-8&threadm=3db9c334
63a062%40tripnet.se&rnum=1&prev=/groups%3Fq%3Datari%2Btt%2Bethernec%26hl%3De
n%26lr%3D%26ie%3DUTF-8%26oe%3DUTF-8%26selm%3D3db9c33463a062%2540tripnet.se%2
6rnum%3D1

(you will need to glue it back together)

>> I noticed that on the two light only the
> >green flashes and orange stays off when I connect Ethernet cable this my
> >setup.
> >TT030=EtherNet=Cable=Hub=Cable=Ethernet=XP
> >TT030 192.168.255.1
> >XP 192.168.255.2
> >Any clues would help.
> >>
> >regards sore spot on my head john
> >
> >
> > What kind of NE2000 card do you have.. Are you using EtherNEC? Did the
> > card come from Lyndon as well as the EtherNEC?

> >
> > Thanks,
> > Mark
> > http://portal.atari-source.com
> >
>

62. Re: EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-04 17:57:47 UTC
From: Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <bt9k6m$g70$1@news-reader2.wanadoo.fr>
Source record: 21850

"John Nicholas Oakes" <doyene@zetnet.co.uk> a crit dans le message de news:
3ff6fc36$0$8568$4c56ba96@master.news.zetnet.net...
> Hi all.

Hello John,

> I am trying to get XP and TT030 to talk to each other. I follow
> all the instructions. My card NE2000 show mac as ff.ff.ff.ff.ff on the
> control panel via sting setup. I noticed that on the two light only the
> green flashes and orange stays off when I connect Ethernet cable this my
> setup.
> TT030=EtherNet=Cable=Hub=Cable=Ethernet=XP
> TT030 192.168.255.1
> XP 192.168.255.2
> Any clues would help.

Well... as far as I know, 255 at any place in the adress means it's a
broadcast one, so that could be one possible cause of your problems.
Just change to, for instance, 100, and it should be better.
Then, which driver did you activate in your STinG folder ? If it is the 030
one, it won't work at all : I had the same problem, and thanks to Kenneth I
could fix it by activating the Enec.stx (and not the Enec30.stx).
So, first change this 255 in your adresses (on both PC an TT side) with
something else, then use the enec.stx, and if it still doesn't work, just
drop me a mail : I'll send you the config I use on my TT.

J.-Luc

A happy new year to all people here and their families.
As we say here : Pace e saluta

63. Re: EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-04 18:12:45 UTC
From: vdjole@EUnet.yu
Message-ID: <bt9l2p$a2$1@news.eunet.yu>
Source record: 21851

On 4 Jan 2004 13:56:04 +, "Mark Bedingfield" wrote:
>
>"John Nicholas Oakes" <doyene@zetnet.co.uk> wrote in message
>> all the instructions. My card NE2000 show mac as ff.ff.ff.ff.ff on the
>> [...]
>> TT030=EtherNet=Cable=Hub=Cable=Ethernet=XP
>> TT030 192.168.255.1
>> XP 192.168.255.2
>
>Hi John, the ff.ff.ff.ff.ff, if that IS your mac and not an error, is a
>broadcast address. This will cause copius problems.

To this might be added that in "192.168.255.1" and "192.168.255.2" the
"255" is not exactly politically correct, though probably is passable
for most software. Probably would have been a better idea to use "0"
or any other number instead.

>> control panel via sting setup. I noticed that on the two light only the
>> green flashes and orange stays off when I connect Ethernet cable this my
>>[...]
>from the card correctly. The green leds are generally Link, and the orange
>transmit.

John, are you sure that the cables are OK? I have seen these symptoms
(flashing "link" light) with faulty cables. Did you connect the RJ-45
connectors yourself? Do all the leads in the cable work? Also, I have seen
too many times UTP cables, even made by paid "professionals", which were not
laid out correctly. It is important to know: wires in an UTP cable are NOT
identical (orange, green, blue and brown pairs being twisted with different
pitches, etc.). It is not sufficient just to make a "correct" pin-to-pin
connection using whichever lead from the cable comes conveniently over a pin
on the connector being connected first. Correct wire colours must be put to
appropriate pins- otherwise you will get a cable which will appear OK when
tested with an ohm-meter but may, or may NOT work on lengths of 2-3 metres
and at 10Mbit/s, and most certainly will not work at longer lengths or
100Mbit/s. Also note that a cable for computer-hub connection is not
the same as a cable for direct computer-computer connection
(the latter having orange and green pairs exchanged on one end).

cu;

64. Re: CBHD

Newsgroup: comp.sys.atari.st
Date: 2004-01-04 19:08:47 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0401042008090.309-100000@hadesbox>
Source record: 21859

On Sun, 4 Jan 2004, Gerhard Stoll wrote:

> PS> CBHD neither on my 2.33 original
>
> They are in the 'kap14drv.lzh'. It is the Version 3.8.

What do you mean? That the above file contains the files? If so, where do
I find this file, or could you mail it to me?

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

65. Re: EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-04 19:11:34 UTC
From: michaels@heisenberg.ccac.rwth-aachen.de
Message-ID: <bt9oh6$5na$1@nets3.rz.RWTH-Aachen.DE>
Source record: 21853

```
In article <bt9l2p$a2$1@news.eunet.yu>,
Djordje Vukovic <vdjole@EUnet.yu> wrote:
>
>To this might be added that in "192.168.255.1" and "192.168.255.2" the
>"255" is not exactly politically correct, though probably is passable
>for most software. Probably would have been a better idea to use "0"

Huh?

Assuming a /24 netmask (ie. 255.255.255.0), these are perfectly valid
addresses. What makes you think otherwise?

cu
Michael
```

66. Re: EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-04 19:19:39 UTC
From: michaels@heisenberg.ccac.rwth-aachen.de
Message-ID: <bt9p0b$5na$2@nets3.rz.RWTH-Aachen.DE>
Source record: 21854

In article <bt9k6m$g70$1@news-reader2.wanadoo.fr>,
Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr> wrote:
>
>Well... as far as I know, 255 at any place in the adress means it's a
>broadcast one, so that could be one possible cause of your problems.

Um - no. A network-directed broadcast address has all host bits set to one,
not just 8 bits in one byte of the host part of the address.

cu
Michael

67. [TOPP] PopGEM updated

Newsgroup: comp.sys.atari.st
Date: 2004-01-04 19:20:19 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.opftknol@localhost>
Source record: 21855

Hi all,

While PopGEM still lacks a maintainer, it has depite of this had another update. Except from regular cleanups and fixes, some new functionality has been added as well. In case you are new to PopGEM, it is a small tool for maintaining the inbox of your popserver. It is however a simple program, and if you are looking for something that is eg. capable of filtering out spam you should give Meg a closer look.

On a different note, we have also added aFTP to the project wishlist on TOPP. Do get in touch if you have information on the status of this program or its authors.

http://topp.atari-users.net

As always, any feedback, information and help is most appreciated!

Regards,

Joakim

www.ataricq.org
topp.atari-users.net

68. Re: eBay idiots

Newsgroup: comp.sys.atari.st
Date: 2004-01-04 19:21:53 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3ff867d3$0$200$75868355@news.frii.net>
Source record: 21856
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Sorry for the late reply, but it's been
> On Tue, 15 Jul 2003, Tim wrote:
>
>
>>I am sick of ID10Ts on eBay. People trying to scam every cent off their
>>vintage gear. I am glad there are still Atari dealers where I can spend
>>decent money on quality gear at a fair price. One thing I hate is when
>>people sell their crap for more than you can get it at the dealers!
>>Especially with an opening bid! It's one thing to start the bid low and see
>>where it ends...
>>
>>Unbelievable!!!

Also consider the fact that virtually everyone knows about Ebay. Does virtually everyone know where the nearest Atari dealer is?

And if you are a seller, wouldn't you want to maximize your potential buying market? Wouldn't you do that with your house or your car?

Ken

69. Re: WMF -> GEM converter

Newsgroup: comp.sys.atari.st
Date: 2004-01-04 19:30:41 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3ff869e2$0$199$75868355@news.frii.net>
Source record: 21857

Dexter wrote:

> I used to use an old version of Corel Draw, which could save/load GEM
> and WMF
>
> Dex
>
> On Fri, 21 Nov 2003 02:06:33 +0000, Guy Harrison
> <swamp-DEL-dog@ntlworld.com> wrote:
>
>
>>Marius & Hester wrote:
>>
>>
>>>Hi!
>>>
>>>Who has a tool for me (Windows or TOS) to convert the .WMF clipart
>>>graphics format to .GEM format. It has to be .GEM, because I want to keep
>>>the vector graphics format.
>>
>>GIMP can *load* both those formats...
>>http://registry.gimp.org/index.jsp
>>
>>There may be enough info in those two sourcefiles to figure out how to write
>>one.
>

Corel Draw 4. I do this occasionally.

Better late than never. :-)

Ken

70. Re: eBay idiots

Newsgroup: comp.sys.atari.st
Date: 2004-01-04 19:55:42 UTC
From: Larry Serflaten <Abuse@SpamBusters.com>
Message-ID: <3ff86f7c_2@corp.newsgroups.com>
Source record: 21858
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Ken Springer" <wordworks@greeleynet.com> wrote
>
> Also consider the fact that virtually everyone knows about Ebay. Does virtually
> everyone know where the nearest Atari dealer is?

www.atarisales.com ???

he he
LFS

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 100,000 Newsgroups - 19 Different Servers! =-----

71. Re: eBay idiots

Newsgroup: comp.sys.atari.st
Date: 2004-01-04 21:14:32 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bt9s51$g8b$1@news1.nivel5.cl>
Source record: 21860
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
Personally..
For me, it is cheaper and faster to buy over eBay than anyplace else..
(I'm from chile)
```

"Larry Serflaten" <Abuse@SpamBusters.com> escribi&#65533; en el mensaje
news:3ff86f7c_2@corp.newsgroups.com...
> "Ken Springer" <wordworks@greeleynet.com> wrote
> >
> > Also consider the fact that virtually everyone knows about Ebay. Does
virtually
> > everyone know where the nearest Atari dealer is?
>
> www.atarisales.com ???
>
> he he
> LFS
>
>
>
>
>
> -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> -----== Over 100,000 Newsgroups - 19 Different Servers! =-----

72. Re: EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-04 21:30:59 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ff88608c267b0@tripnet.se>
Source record: 21861

In comp.sys.atari.st <3ff77bfc$0$8566$4c56ba96@master.news.zetnet.net>
John Nicholas Oakes wrote on Sun 04-01-2004 02:35 (GMT):

>MY TT030 is 3.06

To sum up your sporadic infos:

Lyndon Amsdon EtherNEC
MAC adress reads as FF FF FF FF FF

>you got me ip stack

I suppose you are using STinG?

I have a TT with EtheNEC and STinG and it works but I had to do some tweaks to get it running. (EtherNEC has however lately started to act strange here, possibly because I have used the TT too much or something...)

Use ENEC.STX (not ENEC3.STX).

Set ENEC.STX to load and allocate in TT RAM by altering the program flags. Some desktops can do this but if you are using the built in desktop you need some application to change them. Sorry I use the desktop so I have no app name to give...

Check that ENEC.STX is the physically last program in the STING folder. When STinG launches it puts the driver names on screen and if the EtherNEC driver appear last you are fine.

EtherNEC has problems with some TT's. Probably timing problems? On another TT here I only got it working with TOS and not Magic. On this TT it works (actually worked) fine with Magic but not with TOS.

I have a third TT with the older Genius LAN parallel port EtherNet and it runs fine all the time as my webserver. Guess it's time to power it down soon and check how EtherNEC works with that...

A month ago the TT I'm writing this on started to have problems with EtherNEC if I _reboot_ or turn it completely off and start it again warm. If I leave it overnight it starts just fine. Sympthoms are no connection and wrong or no MAC address. I actually did shut it down for an hour today and now I'm working with the rather strange MAC address 6a6a6a6a6a6a! (Checked from my router's arp table.)

This means I lose my Internet connection if I have to reboot but fortunately this TT runs very stable...

Did some tests earlier today and booted into TOS and managed to get the correct MAC there (but not with Magic) using both ENEC.STX and ENEC3.STX. PingpPackets got out but all dropped on return.

I have some time ago actually got it working with TOS when the computer had been on for really long and at that time EtherNEC refused to work with Magic. STinG configuration remained the same.

I have full control over file contents here (backups in four generations plus an older reference backup) using checksum validation so it's really something with the hardware that changes.

(I realise you may not have use for all this info but there are others who have TT's and EtherNEC...)

And... try to learn about proper news posting using quotes and not place your own comments at the top. As you may be a newbie in newsgroups I answered you anyway... A post with lazy layout deserves a lazy answer or none at all...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

73. Re: EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-04 21:58:31 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ff88c401102360@tripnet.se>
Source record: 21862

In comp.sys.atari.st <bt9hdm$4ka69$1@ID-40235.news.uni-berlin.de>
David Wade wrote on Sun 04-01-2004 17:10 (GMT):

>3) Make sure you have the latest versions as there were some changes made
>for TT030. The drivers use instruction loops to set delays and so work
>differently between ST, TT and Falcon. They work on my TT but others have
>had problems. See

Are these new drivers on the Redelberger site? I just surfed in at

http://home.nexgo.de/thomas.redelberger/prj/atari/download/index.htm

and they are from 2002-06-08 and the ones I have used all the time
(v. 1.14).

>http://groups.google.com/groups?hl=en&lr=&ie=UTF-8&oe=UTF-8&threadm=3db9c334
>63a062%40tripnet.se&rnum=1&prev=/groups%3Fq%3Datari%2Btt%2Bethernec%26hl%3De
>n%26lr%3D%26ie%3DUTF-8%26oe%3DUTF-8%26selm%3D3db9c33463a062%2540tripnet.se%2
>6rnum%3D1
>
>(you will need to glue it back together)

This is really pathetic. Get a working newsreder now! :-)

Glued together for lazy OE users:

http://groups.google.com/groups?hl=en&lr=&ie=UTF-8&oe=UTF-8&threadm=3db9c33463a062%40tripn
et.se&rnum=1&prev=/groups%3Fq%3Datari%2Btt%2Bethernec%26hl%3Den%26lr%3D%26ie%3DUTF-8%26oe%
3DUTF-8%26selm%3D3db9c33463a062%2540tripnet.se%26rnum%3D1

but will probably not work with Okami+CAB as it it is simply too long
anyway.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

74. Re: EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-05 03:06:23 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <yv4Kb.8946$vO5.1983@bignews6.bellsouth.net>
Source record: 21863

> > I am trying to get XP and TT030 to talk to each other. I follow
> > all the instructions. My card NE2000 show mac as ff.ff.ff.ff.ff on the
> > control panel via sting setup. I noticed that on the two light only the
> > green flashes and orange stays off when I connect Ethernet cable this my
> > setup.
> > TT030=EtherNet=Cable=Hub=Cable=Ethernet=XP
> > TT030 192.168.255.1
> > XP 192.168.255.2
> > Any clues would help.

To add to all the rest:

Once you get a proper STing init, with the proper MAC address showing in your
STing CPX,
these are some things I learned along the way:

1. Before my Windows XP box will pay any attention to anything non MS on my
LAN, I had to do manual ARP entries on the XP box.

I.E. arp.exe -s 192.168.1.8 00-00-1c-1c-37-a5
^^^^^^^^^ ^^^^^^^^^^^^^^^
IP for ENEC Mac Address for NEC Card

2. Your TCP/IP settings do make a difference. Particularly the RWIN value. I
understand that if it's too big, the NEC card's buffers can overflow. Here's
how I've been taught to figure optimal values.

First find out what the suggested MTU is for your router/ISP.
Use that setting in STing for MTU.

Now subtract 40 from this MTU value.
Set Maximum Segment Size (MMS) to this.

Finally, multiply the MSS value by 3. (You might also try 4, but that's getting
close to the card's buffer limit, 2 or 3 should be very safe and perform well)
Set the Recieve Window (RWIN) to this value.

The main thing here is the RWIN size...if it gets too big, buffers in the NEC
card can overflow.
Keep in mind that taking the time to set this properly can indeed make alot of
difference in speed/performance.

In summary:
MTU = Maximum Transmission Unit: Typically 1442 or 1500 over broadband...ask
your ISP for their recommended MTU and match everything your lan to this, or any
variant evenly divisible.

MSS = Maximum Segment Size: This is your MTU minus 40.

RWIN= Recieve Window Buffer Size: The Receive Window (RWIN) value is the maximum number of bytes of data that can be buffered, pending the receipt of an acknowledgment packet back from the sender. Typically, the RWIN value should be a multiple of 2-10 times the maximum segment size (MTU-40). I recommend a multiple of 2 or 3 with the NEC2000 Ethernet card.

Hope this is helpful,
Brian

75. Re: TEC Card HELP!!

Newsgroup: comp.sys.atari.st
Date: 2004-01-05 04:05:00 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <6w5Kb.10691$Pn5.6436@bignews5.bellsouth.net>
Source record: 21868

> Ups, i see. German manual talk about differnt methods of fitting?
> 20 wires soldering to CPU, TecBridgeBus, TecBridgeCPU?

Is this a TOS 2.6 upgrade?
If so, where does the rest of the board go? Can you tell by your instructions where to fit the board so the 68000 can see it?

I got something similar in my Mega ST (Wizztronics Compatability II), and it works like so:
Take out the origional CPU solder in the board and plug the CPU back on top (it's basically a set of extension rails and a PCB with the TOS chips on the underside.). It can also be installed by soldering it onto the 68000 piggy back.

The part that sounds similar to your board, is the one lead wire. In the case of the compatability 2 board, this wire goes to pin 22 on the U9 ROM socket (The front most ROM socket on the right side).

There's a couple of ways you can do this.
1. You can pull the old TOS ROMS out all together, and just have TOS 2.06 onboard.

2. You can bend up some pins on the front two rainbow tos roms in the mother board, fit a few wire jumpers and a switch, and have a machine switchable between whatever ROMS are in your mother board and whatever is fitted in the Compatability Plus board. If your TOS board has extra pads to wire in a switch, then it's bound to work something like this:

Remove the Rainbow TOS chips U9 and U10 (remember where they were). Bend up pins 20 and 22 on both chips. Reseat them in their sockets, taking care that pin 22 on U9 doesn't make any sort of contact with your mystery wire. Next connect the two bent up leads for pin 20 together with wire. Also connect pins 22 of the two chips together. Now run a wire from pin 22 of either ROM to a convienent ground. Finally, if your TOS board supports a switch, you'll run a wire pin 20 of either ROM to the TOS Expansion board. Finally, you'd wire the switch to where ever it goes on the TOS expansion board.

Another thing it might be...
If not all Megas, I know REV 5 at least, has some sort of patch soldered on the side of the M68000 with a wire that runs close to the left side of the expansion slot. It could be that your TOS board has the patch built in to replace the old one. In my case, I did have to reinstall the CPU patch to the CPU as it was before. The 'mystery wire', I believe is either a power source, or a ROM enable/disable signal, and had nothing to do with the Mega CPU patch.

It's a very good chance that your mystery wire goes to pin 22 of U9. If you have not bent out any ROM pins and jumpered them together, etc....then you'll

need to REMOVE the old ROMS to try this hook up.

Hope this helps,
Brian

76. Re: EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-05 04:10:36 UTC
From: John Nicholas Oakes <doyene@zetnet.co.uk>
Message-ID: <3ff8e3bc$0$8564$4c56ba96@master.news.zetnet.net>
Source record: 21866

I have checked my cable they work fine for my broadband use thank for
info. regards john

Djordje Vukovic wrote:
> On 4 Jan 2004 13:56:04 +, "Mark Bedingfield" wrote:
>
>>"John Nicholas Oakes" <doyene@zetnet.co.uk> wrote in message
>>
>>>all the instructions. My card NE2000 show mac as ff.ff.ff.ff.ff on the
>>>[...]
>>>TT030=EtherNet=Cable=Hub=Cable=Ethernet=XP
>>>TT030 192.168.255.1
>>>XP 192.168.255.2
>>
>>Hi John, the ff.ff.ff.ff.ff, if that IS your mac and not an error, is a
>>broadcast address. This will cause copius problems.
>
>
> To this might be added that in "192.168.255.1" and "192.168.255.2" the
> "255" is not exactly politically correct, though probably is passable
> for most software. Probably would have been a better idea to use "0"
> or any other number instead.
>
>
>>>control panel via sting setup. I noticed that on the two light only the
>>>green flashes and orange stays off when I connect Ethernet cable this my
>>>[...]
>
>>from the card correctly. The green leds are generally Link, and the orange
>
>>transmit.
>
>
> John, are you sure that the cables are OK? I have seen these symptoms
> (flashing "link" light) with faulty cables. Did you connect the RJ-45
> connectors yourself? Do all the leads in the cable work? Also, I have seen
> too many times UTP cables, even made by paid "professionals", which were not
> laid out correctly. It is important to know: wires in an UTP cable are NOT
> identical (orange, green, blue and brown pairs being twisted with different
> pitches, etc.). It is not sufficient just to make a "correct" pin-to-pin
> connection using whichever lead from the cable comes conveniently over a pin
> on the connector being connected first. Correct wire colours must be put to
> appropriate pins- otherwise you will get a cable which will appear OK when
> tested with an ohm-meter but may, or may NOT work on lengths of 2-3 metres

> and at 10Mbit/s, and most certainly will not work at longer lengths or
> 100Mbit/s. Also note that a cable for computer-hub connection is not
> the same as a cable for direct computer-computer connection
> (the latter having orange and green pairs exchanged on one end).
>
> cu;
>
>

77. Re: EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-05 04:13:13 UTC
From: John Nicholas Oakes <doyene@zetnet.co.uk>
Message-ID: <3ff8e459$0$8564$4c56ba96@master.news.zetnet.net>
Source record: 21864

Bonjour Jean-Luc.
Nice idea I will try that and I will drop you a line
just got off nightshift only a few more days to go.

Aurevoir john

Jean-Luc wrote:

> "John Nicholas Oakes" <doyene@zetnet.co.uk> a ï¿½crit dans le message de news:
> 3ff6fc36$0$8568$4c56ba96@master.news.zetnet.net...
>
>>Hi all.
>
>
> Hello John,
>
>
>> I am trying to get XP and TT030 to talk to each other. I follow
>>all the instructions. My card NE2000 show mac as ff.ff.ff.ff.ff on the
>>control panel via sting setup. I noticed that on the two light only the
>>green flashes and orange stays off when I connect Ethernet cable this my
>>setup.
>>TT030=EtherNet=Cable=Hub=Cable=Ethernet=XP
>>TT030 192.168.255.1
>>XP 192.168.255.2
>>Any clues would help.
>
>
> Well... as far as I know, 255 at any place in the adress means it's a
> broadcast one, so that could be one possible cause of your problems.
> Just change to, for instance, 100, and it should be better.
> Then, which driver did you activate in your STinG folder ? If it is the 030
> one, it won't work at all : I had the same problem, and thanks to Kenneth I
> could fix it by activating the Enec.stx (and not the Enec30.stx).
> So, first change this 255 in your adresses (on both PC an TT side) with
> something else, then use the enec.stx, and if it still doesn't work, just
> drop me a mail : I'll send you the config I use on my TT.
>
> J.-Luc
>
> A happy new year to all people here and their families.
> As we say here : ï¿½Pace e salutaï¿½
>
>

78. Re: EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-05 04:14:46 UTC
From: John Nicholas Oakes <doyene@zetnet.co.uk>
Message-ID: <3ff8e4b6$0$8564$4c56ba96@master.news.zetnet.net>
Source record: 21865

thanks I will this a try as well
regards john

David Wade wrote:

> "John Nicholas Oakes" <doyene@zetnet.co.uk> wrote in message
> news:3ff751c2$0$8569$4c56ba96@master.news.zetnet.net...
>
>>yes for both
>>
>>Mark D wrote:
>>
>>>On Sat, 03 Jan 2004 17:30:28 +0000, John Nicholas Oakes wrote:
>>>
>>>
>>>
>>>>Hi all.
>>>> I am trying to get XP and TT030 to talk to each other. I follow
>>>>all the instructions. My card NE2000 show mac as ff.ff.ff.ff.ff on the
>>>>control panel via sting setup.
>
>
> This means that the driver can't see the Ethernet card.
>
> 1) Make sure the connector card is seated properly in the cartridge socket,
> and is the correct way up.
>
> 2) Run the test programs that are included with the software. What results
> do they give.
>
> 3) Make sure you have the latest versions as there were some changes made
> for TT030. The drivers use instruction loops to set delays and so work
> differently between ST, TT and Falcon. They work on my TT but others have
> had problems. See
>
> http://groups.google.com/groups?hl=en&lr=&ie=UTF-8&oe=UTF-8&threadm=3db9c334
> 63a062%40tripnet.se&rnum=1&prev=/groups%3Fq%3Datari%2Btt%2Bethernec%26hl%3De
> n%26lr%3D%26ie%3DUTF-8%26oe%3DUTF-8%26selm%3D3db9c33463a062%2540tripnet.se%2
> 6rnum%3D1
>
> (you will need to glue it back together)
>
>
>
>

>>>I noticed that on the two light only the
>>>
>>>>green flashes and orange stays off when I connect Ethernet cable this my
>>>>setup.
>>>>TT030=EtherNet=Cable=Hub=Cable=Ethernet=XP
>>>>TT030 192.168.255.1
>>>>XP 192.168.255.2
>>>>Any clues would help.
>>>>
>>>>regards sore spot on my head john
>>>
>>>
>>>What kind of NE2000 card do you have.. Are you using EtherNEC? Did the
>>>card come from Lyndon as well as the EtherNEC?
>>>
>>>Thanks,
>>>Mark
>>>http://portal.atari-source.com
>>>
>>
>
>

79. Re: EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-05 04:16:26 UTC
From: John Nicholas Oakes <doyene@zetnet.co.uk>
Message-ID: <3ff8e51a$0$8564$4c56ba96@master.news.zetnet.net>
Source record: 21867

no to norton and no too responses from pinging

regards john

Anders wrote:

> "Mark Bedingfield" <atari030@nospampleaseoptusnet.com.au> wrote in message
news:<3ff77fcc$0$18689$afc38c87@news.optusnet.com.au>...
>
>>"John Nicholas Oakes" <doyene@zetnet.co.uk> wrote in message
>>news:3ff6fc36$0$8568$4c56ba96@master.news.zetnet.net...
>>
>>>Hi all.
>>> I am trying to get XP and TT030 to talk to each other. I follow
>>>all the instructions. My card NE2000 show mac as ff.ff.ff.ff.ff on the
>>>control panel via sting setup. I noticed that on the two light only the
>>>green flashes and orange stays off when I connect Ethernet cable this my
>>>setup.
>>>TT030=EtherNet=Cable=Hub=Cable=Ethernet=XP
>>>TT030 192.168.255.1
>>>XP 192.168.255.2
>>>Any clues would help.
>>
>>Hi John, the ff.ff.ff.ff.ff, if that IS your mac and not an error, is a
>>broadcast address. This will cause copius problems. I have heard of some
>>cheap cards that had this address because the manufacturer stuffed up the
>>firmware. Or, as Kenneth points out the TT may not be able to read the Data
>>from the card correctly. The green leds are generally Link, and the orange
>>transmit. What response to you get from a simple ICMP (Ping) test? I don't
>>suppose you have another ISA Ne2000 to try?
>>
>>Mark
>
>
> Hi Mark
>
> You are not running Norton Internet Security on your XP?
>
> Are you getting any reaction using PING 192.168.255.1 from the XP
> machine and PING 192.168.255.2 from the TT?
>
> Anders

80. Re: TEC Card HELP!!

Newsgroup: comp.sys.atari.st
Date: 2004-01-05 07:39:44 UTC
From: Richard Anderson <rganders@pacbell.net>
Message-ID: <4x8Kb.6328$QI5.4786@newssvr29.news.prodigy.com>
Source record: 21869

Don,

I have a TEC card from CodeHead Technologies in the US a long time ago. I have found the docs on it, and looked through it. The only special connection for an individual wire that is documented is for a modification to allow switching to your original OS.

CodeHead sold this mod in three versions. The first (standard) has a 22 wire ribbon cable that has to be soldered to pins of the CPU or pins of the Mega's expansion connector. The second (CPU bridge) plugs into a motherboard with a socketed CPU. The third (Bus bridge) plugs into the Mega's expansion connector. All three have a ROM socket connector that plugs into the socket for the first high-byte ROM (U9 on the Mega, U4 on others).

I believe I have the Bus bridge version, but I would have to open up my system to check.

Richard

"Don S" <atari1040st@sbcglobal.net> wrote in message news:Xns9464A0F74CE3Catari1040stsbcglobal@64.164.98.50...
> I just purchased a TOS Extension Card from Germany so the manual is in German
> (of course). Ive looked on google for some help but nothing has ever been
> posted about the single wire that comes the chip on the card. Can some one
> please tell me where this wire goes? It has a gold pin on the end. Also is
> there anything else that needs to be done to the mega motherboard for the
> installation of this unit?
>
> Don

81. Re: EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-05 10:24:05 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <3ff93a4d$0$18386$afc38c87@news.optusnet.com.au>
Source record: 21870

"John Nicholas Oakes" <doyene@zetnet.co.uk> wrote in message
news:3ff81aba$0$8567$4c56ba96@master.news.zetnet.net...
> Unfortunately I do not have a spare to try as for pinging the green
> light flashes no orange lignt though on dialer.prg it shows route but
> ping nothing happens it okay pinging myself which i suspect tells me the
> ethernec is working. but no responce from xp ethernet. As for xp
> ethernet pinging like works to itself but =request time out= hope this
> helps. The only other thing to check is software for TT030.
>
> REGARDS
> JOHN
>
> Mark Bedingfield wrote:
> > "John Nicholas Oakes" <doyene@zetnet.co.uk> wrote in message
> > news:3ff6fc36$0$8568$4c56ba96@master.news.zetnet.net...
> >
>>Hi all.
> >> I am trying to get XP and TT030 to talk to each other. I follow
> >>all the instructions. My card NE2000 show mac as ff.ff.ff.ff.ff on the
> >>control panel via sting setup. I noticed that on the two light only the
> >>green flashes and orange stays off when I connect Ethernet cable this my
> >>setup.
> >>TT030=EtherNet=Cable=Hub=Cable=Ethernet=XP
> >>TT030 192.168.255.1
> >>XP 192.168.255.2
> >>Any clues would help.
> >
> >
> > Hi John, the ff.ff.ff.ff.ff, if that IS your mac and not an error, is a
> > broadcast address. This will cause copius problems. I have heard of some
> > cheap cards that had this address because the manufacturer stuffed up
the
> > firmware. Or, as Kenneth points out the TT may not be able to read the
Data
> > from the card correctly. The green leds are generally Link, and the
orange
> > transmit. What response to you get from a simple ICMP (Ping) test? I
don't
> > suppose you have another ISA Ne2000 to try?

Have you tried pinging the loop back address (127.0.0.1) to see if tcp/ip is OK? your range of 192.196.255.XXX is a completely valid class C ip, so that should be fine. The request time out? I'm having a little trouble understanding you? Also, what subnet mask are you using?

Mark

82. Re: CBHD

Newsgroup: comp.sys.atari.st
Date: 2004-01-05 12:22:18 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <opr1axzgnwmj6qhx@news.ntua.gr>
Source record: 21871

On Sun, 4 Jan 2004 20:08:47 +0100, <ozk@atari-RULES.org> wrote:

>> They are in the 'kap14drv.lzh'. It is the Version 3.8.
>
> What do you mean? That the above file contains the files? If so, where
> do
> I find this file, or could you mail it to me?
>

(of course) I'm interested too! Give us a url, or mail plz!!!

--

George Nakos AKA GGN/KUA software productions - Atari or buST!

Real programmers disdain structured programming. oΩ½Structured programming is for compulsive neurotics who were prematurely toilet- trained. oΩ½They wear neckties and carefully line up pencils on otherwise clear desks.

To send mail, remove the ROCKS from the address shown.
That's g g n a t a t a r i d o t o r g

83. Re: CBHD

Newsgroup: comp.sys.atari.st
Date: 2004-01-05 13:27:21 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ff9662a1b5ca80@tripnet.se>
Source record: 21872

In comp.sys.atari.st <opr1axzgnwmj6qhx@news.ntua.gr>
George Nakos wrote on Mon 05-01-2004 14:22 (+0200):

>On Sun, 4 Jan 2004 20:08:47 +0100, <ozk@atari-RULES.org> wrote:
>
>>> They are in the 'kap14drv.lzh'. It is the Version 3.8.
>>
>> What do you mean? That the above file contains the files? If so, where
>> do
>> I find this file, or could you mail it to me?
>>
>
>(of course) I'm interested too! Give us a url, or mail plz!!!

Hm there are lots of source code in CBHD502.TOS at:

http://home.t-online.de/home/Steffen.Engel/CBHD.htm

Maybe that is what you are looking for?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

84. Cover Disks looking for a new home....

Newsgroup: comp.sys.atari.st
Date: 2004-01-05 17:06:46 UTC
From: Adrian <adrian_dont_send_me_spam_bradshaw@yahoo.com>
Message-ID: <3ff99ab7.0@entanet>
Source record: 21873

I have a couple of hundred Atari ST User, ST Format and Ataris ST Review cover disks.

Email me if you are interested - remove the spamtrap bits from my return address though...

Adrian

85. Re: CBHD

Newsgroup: comp.sys.atari.st
Date: 2004-01-05 19:24:04 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0401052023220.177-100000@hadesbox>
Source record: 21874

On Mon, 5 Jan 2004, Kenneth Medin wrote:

> In comp.sys.atari.st <opr1axzgnwmj6qhx@news.ntua.gr>
> George Nakos wrote on Mon 05-01-2004 14:22 (+0200):
>
> >On Sun, 4 Jan 2004 20:08:47 +0100, <ozk@atari-RULES.org> wrote:
> >
> >>> They are in the 'kap14drv.lzh'. It is the Version 3.8.
> >>
> >> What do you mean? That the above file contains the files? If so, where
> >> do
> >> I find this file, or could you mail it to me?
> >>
> >
> >(of course) I'm interested too! Give us a url, or mail plz!!!
>
> Hm there are lots of source code in CBHD502.TOS at:
>
> http://home.t-online.de/home/Steffen.Engel/CBHD.htm
>
> Maybe that is what you are looking for?

No, this is the file I already have, and the sources here is not the
driver itself, I think :/

Thanks anyway.

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

86. ANN: James Haslam's Atari Pages have moved!

Newsgroup: comp.sys.atari.st
Date: 2004-01-05 23:20:16 UTC
From: James Haslam <jfhaslam@zetnet.co.uk>
Message-ID: <3ff9f1b3$0$8570$4c56ba96@master.news.zetnet.net>
Source record: 21875

Hi All!

Just to let everyone know that my Atari Pages have moved from Zetnet to Atari.Org.

Please therefore update your bookmarks to use http://jfhaslam.atari.org/

This address has been usable for some time, but it was pointing at my old address on Zetnet. Now the site is hosted by Atari.Org.

Thanks to Anders Eriksson for letting me in! :-)

--

Cheers,

James

Websites designed by myself (in order of creation 1999-2003):
Home Pages: http://jfhaslam.atari.org/home.htm
Atari Pages: http://jfhaslam.atari.org/
Enfield District Scout Band: http://www.edsb.org.uk/

87. Reading PC Formated ZIP disks with TOS 3.06.

Newsgroup: comp.sys.atari.st
Date: 2004-01-06 00:09:13 UTC
From: A Walshe <acs@webaxs.net>
Message-ID: <btcuav$2cjn$1@arachne.labyrinth.net.au>
Source record: 21876

Hi all.

I am trying to transfer data from my PC to my TT but cannot read the data using TOS (3.06). I have managed in the past to read these disks with Magic but I no longer have that installed. Is there a utility which will solve the problem, or is there a configuration of my HD Driver (Ver 6) which needs to be adjusted?

Thanks

88. Re: eBay idiots

Newsgroup: comp.sys.atari.st
Date: 2004-01-06 01:09:26 UTC
From: Thomas Brown <twbrown1@peoplepc.com>
Message-ID: <la2kvvk395cg0ap2tjp59ekmpcrb974pu1@4ax.com>
Source record: 21877

On Sun, 4 Jan 2004 13:55:42 -0600, "Larry Serflaten"
<Abuse@SpamBusters.com> wrote:

>"Ken Springer" <wordworks@greeleynet.com> wrote
>>
>> Also consider the fact that virtually everyone knows about Ebay. Does virtually
>> everyone know where the nearest Atari dealer is?
>
>www.atarisales.com ???
>
>he he
>LFS
>
>
>
>
>
>-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
>http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
>-----== Over 100,000 Newsgroups - 19 Different Servers! =-----
Well I like EBAY.. i got a nice Mega STE from Germany..total cost in
US Dollars Inc shipping from there was $300.00..now show me an Atari
dealer who has a Mega for less then $500.00 (with 4 mb memory and 80
meg HD) also tac on shipping cost. I looked and Ebay was my best
option..besides it up to the BUYER what a fair price is..If its too
much don't bid

Thomas

89. Re: EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-06 04:29:20 UTC
From: John Nicholas Oakes <doyene@zetnet.co.uk>
Message-ID: <3ffa399e$0$8572$4c56ba96@master.news.zetnet.net>
Source record: 21878

>
>>REGARDS
>>JOHN
>>
>>Mark Bedingfield wrote:
>>
>?
>
>
> Have you tried pinging the loop back address (127.0.0.1) to see if tcp/ip is
> OK? your range of 192.196.255.XXX is a completely valid class C ip, so that
> should be fine. The request time out? I'm having a little trouble
> understanding you? Also, what subnet mask are you using?
>
> Mark
>
>
Hello Mark.
At the moment I will not be able to touch my computer as I
am working nightshift. But my information for XP Windows ip address is
192.168.255.2 subnet 255.255.255.0 . When I tried pinging from XP Run I
got on my display "Request time out" several times down the screen. What
I can gleam from the replies it may just be a software problem.

regards john

90. FA: ATARI ST Hard drive, 20MB GBP11.50

Newsgroup: comp.sys.atari.st
Date: 2004-01-06 10:44:59 UTC
From: buck <buck@hotestmail.com>
Message-ID: <dba2346d8cf99baf16c7a0b078be90d4@news.teranews.com>
Source record: 21879

ATARI ST Hard drive, 20MB

Still only at £11.50

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=1250&item=3069068209

91. Gem Candy Programming Compo 2003

Newsgroup: comp.sys.atari.st
Date: 2004-01-06 19:00:03 UTC
From: Dan A <artdept@coinboards.com>
Message-ID: <vvm0pa4fbchr3b@corp.supernews.com>
Source record: 21880

Three nice entries this year. Check them out and make sure to vote.
Everyone participating will get access to a special early download
to a game on the 13th of January. Anyone not participating will
have to wait a bit.

Thanks and please vote and show some support to the great programmers
that provided entries this year.

http://www.gemcandy.org

92. Man, has this newsgroup gone to pot...

Newsgroup: comp.sys.atari.st
Date: 2004-01-06 19:33:55 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0401061133.6d79331b@posting.google.com>
Source record: 21881
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video.atari

sinclap has not gone away.... is alive and well.

the new Atari is a very profitable company now. Earned some profit off the shares.

So what happened to the ol Atari alumni ie...Minter?

From: chexxon (espresso71@optonline.net)
Subject:

From: chexxon (espresso71@optonline.net)
Subject: Man, has this newsgroup gone to pot...

This is the only article in this thread

View: Original Format
Newsgroups: comp.sys.atari.advocacy
Date: 2003-07-24 19:49:20 PST
This is the first time I've poked my head around in the comp.sys.*
hierarchy for several years, and I must admit that the death of the
c.s.atari.advocacy and c.s.amiga.advocacy is quite sad. At one time,
those were the most entertaining groups on usenet. Does anyone else
remember Sinclap, Marc Barrett, and Lord Thanatos? Those guys
provided some pretty good laughs :) !

Oh well, enough of this nostalgia trip, time to get back to the real
world ;) .

* Chexxon

PS: It seems that usenet in general is a calmer place than it was
5-10 years ago, I guess due to the ascendency of the World Wide Web.

PPS: I wonder what Sinclap is up to these days. Is he still
continuing his crusade against the Jack Tramiel, the Jaguar, and
everything Atari?

PPPS: The alt.music.* hierarchy is also dead :(

This is the only article in this thread

View: Original Format
Newsgroups: comp.sys.atari.advocacy
Date: 2003-07-24 19:49:20 PST
This is the first time I've poked my head around in the comp.sys.*
hierarchy for several years, and I must admit that the death of the
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PPPS: The alt.music.* hierarchy is also dead :(

93. Re: EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-06 20:38:23 UTC
From: vdjole@EUnet.yu
Message-ID: <btf6bq$4f9$1@news.eunet.yu>
Source record: 21882

On 4 Jan 2004 19:11:34 G, Michael Schwingen wrote:
>>To this might be added that in "192.168.255.1" and "192.168.255.2" the
>>"255" is not exactly politically correct, though probably is passable
>>for most software. Probably would have been a better idea to use "0"
>
>Huh?
>
>Assuming a /24 netmask (ie. 255.255.255.0), these are perfectly valid
>addresses. What makes you think otherwise?

I sort of remember reading it in some RFC or another. I do not have the RFC collection or any tcp/ip manuals handy now to check, that would have to wait until I got back to work after the holidays (currently being Christmas around here), but I do have a (rather old) tcp/ip tutorial text originated at Rutgers University, which -does- say that both "255" and "0" should be avoided in any of the four octets of a network or host address, because they are reserved for special use, translatable in human terms roughly as 0 = this/unknown (network) and 255 = all/any (hosts/networks).

However, that not being an official document, I will allow that it may be in error- but it makes sense to me, as, e.g. class B range is defined as 128.1 to 191.254. and class C range 192.1.1 to 223.254.254. - i.e. "1" and "254" not "0" and "255". Besides, if, for example, 192.168.1.255 would be an address mask for a broadcast within the limits of a 192.168.1. (private) network, AFAIK it is permissible to specify an address mask 192.168.255.255 for a broadcast that would reach as far out as a complete set of interconnected 192.168. private networks- and then it would not be possible to differentiate between a broadcast and a 192.168.255 network. Or maybe it is more for the benefit of human operators than computers themselves (i.e. avoiding the use of some values in order to make the addresses and masks more readable?)

It may also be that different implementations of tcp/ip differ in their treatment of this- and some other items; AFAIK in tcp/ip of DOS/Windows one does not have much choice in specifying broadcast masks, and on the other hand. for example, TCPIP of OpenVMS insists on specifying an explicit broadcast mask when defining each network (off-topic, I also remember that once it took me a lot of persuasion to convince the DNS in Windows NT4 to use a corrent reverse-lookup zone for e.g. 192.168.25.128/26 subnet- it insisted on automatically creating 25-168-192-in_addr... etc. instead of 128-168-192-in_addr..., even though all the subnets and their masks have been correctly defined in the routing table, and the same zoning worked perfectly in DNS of OpenVMS TCPIP).

cu;

94. Re: EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-06 22:49:26 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <ySGKb.436$dh.215@bignews2.bellsouth.net>
Source record: 21883

> I sort of remember reading it in some RFC or another. I do not have the
> RFC collection or any tcp/ip manuals handy now to check, that would have to
> wait until I got back to work after the holidays (currently being Christmas
> around here), but I do have a (rather old) tcp/ip tutorial text originated
> at Rutgers University, which -does- say that both "255" and "0" should be
> avoided in any of the four octets of a network or host address, because
> they are reserved for special use, translatable in human terms roughly as
> 0 = this/unknown (network) and 255 = all/any (hosts/networks).

I've been led to believe/practice this as well.
Most software I've used does allow you to 'assign' your preferred broadcast and unknown octets, it seems pretty common to reserve 255 and 0 for these purposes...and more often than not, routing tables I've run into are set up this way.

Brian

95. Re: EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-07 03:56:11 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <vrLKb.81197$aT.80449@news-server.bigpond.net.au>
Source record: 21884

Hi Djordje, according to Cisco (I completed both the Netacad and CCNA this year), that is fine, as long as the last octet is not Bcast or Network. So 192.168.0.1 to 192.168.255.254 are valid ranges for class C IP's. Cisco also say that you should never use the first or last subnet. Thought the RFC say you can. Although this is a different situation:-). Most people use 192.168.0.1-255. But ,by your definition this would be invalid too, because the third octet is 0. It is the first 2 bits of the octet that determines the Class, http://www.faqs.org/rfcs/rfc1918.html seems prety good as an explenation.

Mark

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message news:btf6bq$4f9$1@news.eunet.yu...
> On 4 Jan 2004 19:11:34 G, Michael Schwingen wrote:
> >>To this might be added that in "192.168.255.1" and "192.168.255.2" the
> >>"255" is not exactly politically correct, though probably is passable
> >>for most software. Probably would have been a better idea to use "0"
> >
> >Huh?
> >
> >Assuming a /24 netmask (ie. 255.255.255.0), these are perfectly valid
> >addresses. What makes you think otherwise?
>
> I sort of remember reading it in some RFC or another. I do not have the
> RFC collection or any tcp/ip manuals handy now to check, that would have to
> wait until I got back to work after the holidays (currently being Christmas
> around here), but I do have a (rather old) tcp/ip tutorial text originated
> at Rutgers University, which -does- say that both "255" and "0" should be
> avoided in any of the four octets of a network or host address, because
> they are reserved for special use, translatable in human terms roughly as
> 0 = this/unknown (network) and 255 = all/any (hosts/networks).
>
> However, that not being an official document, I will allow that it may be
> in error- but it makes sense to me, as, e.g. class B range is defined as
> 128.1 to 191.254. and class C range 192.1.1 to 223.254.254. - i.e. "1" and
> "254" not "0" and "255". Besides, if, for example, 192.168.1.255 would be
> an address mask for a broadcast within the limits of a 192.168.1. (private)
> network, AFAIK it is permissible to specify an address mask 192.168.255.255
> for a broadcast that would reach as far out as a complete set of
> interconnected 192.168. private networks- and then it would not be

> possible to differentiate between a broadcast and a 192.168.255 network.
> Or maybe it is more for the benefit of human operators than computers
> themselves (i.e. avoiding the use of some values in order to make the
> addresses and masks more readable?)
>
> It may also be that different implementations of tcp/ip differ in their
> treatment of this- and some other items; AFAIK in tcp/ip of DOS/Windows
> one does not have much choice in specifying broadcast masks, and on the
> other hand. for example, TCPIP of OpenVMS insists on specifying an
explicit
> broadcast mask when defining each network (off-topic, I also remember that
> once it took me a lot of persuasion to convince the DNS in Windows NT4 to
use
> a corrent reverse-lookup zone for e.g. 192.168.25.128/26 subnet- it
insisted
> on automatically creating 25-168-192-in_addr... etc. instead of
> 128-168-192-in_addr..., even though all the subnets and their masks have
> been correctly defined in the routing table, and the same zoning worked
> perfectly in DNS of OpenVMS TCPIP).
>
> cu;
>

96. Re: HD-Driver Caches / Unstable Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-01-07 07:23:49 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <btgc6g$6q6q6$1@ID-27442.news.uni-berlin.de>
Source record: 21885

Mark D wrote:

> The 2 important things I noticed are HD-Driver itself installs it's binary
> to load into st-ram not fastram (none of the flags are set). I set the
> fast-ram flags and everything seems to work. So that begs the question.
> Is it really loading into fastram? And is this okay?

When booting from hard disk HDDRIVER will reside in ST-RAM since ST-RAM
is provided by TOS during the boot process, not TT-RAM. You cannot
influence this.
When starting HDDRIVER manually you can influence where it is loaded by
changing the program flags in the program header. I do not recommend
this, though, as this might lead to problems. In general you should
assume that if HDDRIVER allocates ST-RAM there is a good reason for not
using ST-RAM. Some hardware (ACSI in particular) does not have direct
access to TT-RAM at all, for instance, so ST-RAM must be used.
By the way, if your ST-RAM does not work reliably other programs, or
even TOS itself, will also fail, so you cannot use a machine with broken
ST-RAM anyway.

--

Dr. Uwe Seimet http://www.seimet.de

97. Re: Reading PC Formated ZIP disks with TOS 3.06.

Newsgroup: comp.sys.atari.st
Date: 2004-01-07 07:29:33 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <btgcgt$6q6q6$2@ID-27442.news.uni-berlin.de>
Source record: 21886

A Walshe wrote:

> I am trying to transfer data from my PC to my TT but cannot read the data
> using TOS (3.06). I have managed in the past to read these disks with Magic
> but I no longer have that installed. Is there a utility which will solve the
> problem, or is there a configuration of my HD Driver (Ver 6) which needs to
> be adjusted?

With current versions of HDDRIVER
(http://www.seimet.de/hddriver_english.html) you can partition a ZIP
media so that without additional software (except HDDRIVER) it can be
used with Windows and TOS.
By the way, I cannot find you in my database of registered users. Can
you please send me the serial number of your HDDRIVER?

--

Dr. Uwe Seimet http://www.seimet.de

98. SCSI PCMCIA Card Reader

Newsgroup: comp.sys.atari.st
Date: 2004-01-07 07:53:54 UTC
From: jdplace@REMOVESPAMadelphia.net
Message-ID: <mWOKb.1649$IE.1363821@news3.news.adelphia.net>
Source record: 21887

I purchased a SCSI PCMCIA Card Reader (Litronic Argus/2102) for the purpose of setting up a silent ST for music composition. I'd like to be able to use compact flash memory for "hard disk" space. Are there drivers available that will allow an Atari to see this as a drive? The device shows up at boot and on a bus scan with HDDriver, but it does not show as a drive. Any ideas? Anyone else doing this?

TIA

--
Joseph D. Place
ATARI Falcon030, 1040STE, STacy4, Portfolio, 130XE, 400.

99. Re: SCSI PCMCIA Card Reader

Newsgroup: comp.sys.atari.st
Date: 2004-01-07 08:19:25 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.01.07.08.19.25.248775@nossspamXXatari-source.com>
Source record: 21888

On Wed, 07 Jan 2004 07:53:54 +0000, Joseph D. Place wrote:

> I purchased a SCSI PCMCIA Card Reader (Litronic Argus/2102) for the
> purpose of setting up a silent ST for music composition. I'd like to
> be able to use compact flash memory for "hard disk" space. Are there
> drivers available that will allow an Atari to see this as a drive?
> The device shows up at boot and on a bus scan with HDDriver, but it
> does not show as a drive. Any ideas? Anyone else doing this?
>
> TIA
>

Ahem,

Maybe I'm jumping the gun, but I wish you luck ;-) OTOH if it's scsi it
should be somewhat standardized if you plug standard memory media into it.

Thanks,
Mark
http://portal.atari-source.com

100. Re: HD-Driver Caches / Unstable Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-01-07 08:21:04 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.01.07.08.21.03.984236@nossspamXXatari-source.com>
Source record: 21889

On Wed, 07 Jan 2004 08:23:49 +0100, Uwe Seimet wrote:

> Mark D wrote:
>
>> The 2 important things I noticed are HD-Driver itself installs it's binary
>> to load into st-ram not fastram (none of the flags are set). I set the
>> fast-ram flags and everything seems to work. So that begs the question.
>> Is it really loading into fastram? And is this okay?
>
> When booting from hard disk HDDRIVER will reside in ST-RAM since ST-RAM
> is provided by TOS during the boot process, not TT-RAM. You cannot
> influence this.
> When starting HDDRIVER manually you can influence where it is loaded by
> changing the program flags in the program header. I do not recommend
> this, though, as this might lead to problems. In general you should
> assume that if HDDRIVER allocates ST-RAM there is a good reason for not
> using ST-RAM. Some hardware (ACSI in particular) does not have direct
> access to TT-RAM at all, for instance, so ST-RAM must be used.
> By the way, if your ST-RAM does not work reliably other programs, or
> even TOS itself, will also fail, so you cannot use a machine with broken
> ST-RAM anyway.

Uwe,

It was worth a shot ;-) .. Thanks for your comments :)

Thanks,
Mark
http://portal.atari-source.com

101. Re: Man, has this newsgroup gone to pot...

Newsgroup: comp.sys.atari.st
Date: 2004-01-07 09:15:04 UTC
From: bill@newbreedsoftware.com
Message-ID: <s6QKb.7092$XF6.156895@typhoon.sonic.net>
Source record: 21890
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video.atari

In rec.games.video.atari sinclap@yahoo.com wrote:
> So what happened to the ol Atari alumni ie...Minter?

Doing some PocketPC versions of his classic games (like Hover Bovver),
last I saw. His Yak site's still around and gets updated every once in
a while, even.

-bill!

102. EtherNec questions

Newsgroup: comp.sys.atari.st
Date: 2004-01-07 09:43:56 UTC
From: Bernd Maedicke <BMaedicke@t-online.de>
Message-ID: <btgkdvneo02$1@news.t-online.com>
Source record: 21891

Hi,

I use the EtherNec interface with a Realtek RTL8019AS chip on board.
I use the STinG 1.26 installing.
The ftp transfer from my iMac to my Falcon with aFTP 1.55 is fast, but the transfer from the Falcon to the iMac is very slow (round 7 KB/s)
Why this? Any ideas?

ciao, Bernd

103. Re: SCSI PCMCIA Card Reader

Newsgroup: comp.sys.atari.st
Date: 2004-01-07 10:12:10 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <btgm1q$6jikp$1@ID-27442.news.uni-berlin.de>
Source record: 21892

Joseph D. Place wrote:

> I purchased a SCSI PCMCIA Card Reader (Litronic Argus/2102) for the
> purpose of setting up a silent ST for music composition. I'd like to
> be able to use compact flash memory for "hard disk" space. Are there
> drivers available that will allow an Atari to see this as a drive?
> The device shows up at boot and on a bus scan with HDDriver, but it
> does not show as a drive. Any ideas? Anyone else doing this?

Did you create partition on this device? I do not see a reason why the
read should not work with HDDRIVER, provided that it is fully compliant
to other direct access or optical memory SCSI devices.

--

Dr. Uwe Seimet http://www.seimet.de

104. Re: Atari 2004

Newsgroup: comp.sys.atari.st
Date: 2004-01-07 13:49:24 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC21BEE4.BFC5%derryck@nospam.cix.co.uk.invalid>
Source record: 21893

In article TbEJb.737$lE.691693@news3.news.adelphia.net, Joseph D. Place at jdplace@REMOVESPAMadelphia.net wrote on 3/1/04 18:52:

> What new things do you think we will see on our Atari 16/32 platform
> in 2004? What would you like to see happen?

I'd like to see some promised developments appear:

Chagall
Pheonix (a relational database)

English translations etc were provided by DDP Translations for the respective developers over the past couple of years!

--

Cheers

Derryck


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

105. GEM Programmer's Kit for PCs

Newsgroup: comp.sys.atari.st
Date: 2004-01-07 14:28:00 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bth51g$77uik$2@ID-27442.news.uni-berlin.de>
Source record: 21894

Hi!

Those who are interested in GEM programming on PCs might be interested
in in the developer's kit I am auctioning at ebay.de (3651662778).
It consists of the Digital Research developer's package and the Borland
Turbo C compiler.

Best regards, Uwe

--

Dr. Uwe Seimet http://www.seimet.de

106. Re: SCSI PCMCIA Card Reader

Newsgroup: comp.sys.atari.st
Date: 2004-01-07 22:37:22 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <bti1n2$r8k$1@news5.svr.pol.co.uk>
Source record: 21895

Hi Joseph

I use an Adtron Accent SCSI PCMCIA Card Reader with my CT2b Falcon. It shows up on a bus scan as having 2 LUNs 6.00 & 6.01 which I take to be the device and its card or something.

Jinnee then automatically recognises it and places an icon on the desktop. Adtron do tell you NOT to have a card in the slot when booting, but to put it in later, ie when the desktop appears. I found this to be correct as I got strange effects on file transfers if the card was in. Also I have to use GEMDOS mode in Kobold otherwise I lose data or it freezes whilst copying more than 2 files! I think because it is the last device in the chain I get termination problems too which are solved when I switch on the CDRW drive - don't ask me why!

But for reading CF cards from digi cameras it is essential. I have tried to load pictures from the card directly into say PhotoTip but there seems to be picture loss (thats why I copy them to disk first). Some programs can run directly, I tried GEM Pacman it seemed to work OK.

Hope this helps you!

Neil :-)

On 7 Jan 2004 07:53:54 G, Joseph D. Place wrote:
>I purchased a SCSI PCMCIA Card Reader (Litronic Argus/2102) for the
>purpose of setting up a silent ST for music composition. I'd like to
>be able to use compact flash memory for "hard disk" space. Are there
>drivers available that will allow an Atari to see this as a drive?
>The device shows up at boot and on a bus scan with HDDriver, but it
>does not show as a drive. Any ideas? Anyone else doing this?
>
>TIA
>
>__
>Joseph D. Place
>ATARI Falcon030, 1040STE, STacy4, Portfolio, 130XE, 400.
>.

107. Re: eBay idiots

Newsgroup: comp.sys.atari.st
Date: 2004-01-07 23:47:48 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <yU0Lb.151765$VB2.585867@attbi_s51>
Source record: 21796
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

> >>I am glad there are still Atari dealers where I can spend
> >>decent money on quality gear at a fair price.

Just a question.. who are these dealers that sell at a "fair price?". Most dealers I see around are priced much higher than what you can buy stuff for on ebay. :(

Cheers.

108. Re: eBay idiots

Newsgroup: comp.sys.atari.st
Date: 2004-01-08 00:36:13 UTC
From: Annie <No@noklshfgdsghh.ie>
Message-ID: <3ffcd04a$1@news.greennet.net>
Source record: 21797
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Bruce" <No-Spam@Ivn.cl> wrote in message
news:bt9s51$g8b$1@news1.nivel5.cl...
> Personally..
> For me, it is cheaper and faster to buy over eBay than anyplace else..
> (I'm from chile)

Nice one !! here in the UK we are short on folk from Chile, we do have
many from other countries but woud like to enritch our culture even more
with a smattering from your country , I do hope when you come you will all
work for 40 years and die in poverty like british pensioners

109. Re: eBay idiots

Newsgroup: comp.sys.atari.st
Date: 2004-01-08 01:00:40 UTC
From: mo <momo@atariland.com>
Message-ID: <YY1Lb.435$1F4.340@fe2.texas.rr.com>
Source record: 21798
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"SteveV4V" <stevev4v1@comcast.net> wrote in message
news:yU0Lb.151765$VB2.585867@attbi_s51...
> > >>I am glad there are still Atari dealers where I can spend
> > >>decent money on quality gear at a fair price.
>
> Just a question.. who are these dealers that sell at a "fair price?". Most
> dealers I see around are priced much higher than what you can buy stuff
for
> on ebay. :(
>
> Cheers.
>

Thats because they buy their stuff off of Ebay and resell it at a mark-up. I
try to skip the middle man as much as possible.
Mo

110. Re: SCSI PCMCIA Card Reader

Newsgroup: comp.sys.atari.st
Date: 2004-01-08 06:07:01 UTC
From: jdplace@REMOVESPAMadelphia.net
Message-ID: <9s6Lb.1813$lE.1507530@news3.news.adelphia.net>
Source record: 21799

On 7 Jan 2004 11:12:10 +, Uwe Seimet wrote:
>Joseph D. Place wrote:
>
>> I purchased a SCSI PCMCIA Card Reader (Litronic Argus/2102) for the
>> purpose of setting up a silent ST for music composition. I'd like to
>> be able to use compact flash memory for "hard disk" space. Are there
>> drivers available that will allow an Atari to see this as a drive?
>> The device shows up at boot and on a bus scan with HDDriver, but it
>> does not show as a drive. Any ideas? Anyone else doing this?
>
>Did you create partition on this device? I do not see a reason why the
>read should not work with HDDRIVER, provided that it is fully compliant
>to other direct access or optical memory SCSI devices.
>
>--
>---
> Dr. Uwe Seimet http://www.seimet.de
>
>.
The device does not show up under partitioning (or as a drive) so I
think it may not be a standard device. It's really designed to read
a "Fortezza" secure token for email security. I was just taking a
chance that it would work this way. I have found in searching old
messages that there are other brands of readers that do work with
HDDriver or BIGDOS.

Thanks,
Joe Place

--
Joseph D. Place
ATARI Falcon030, 1040STE, STacy4, Portfolio, 130XE, 400.

111. Re: SCSI PCMCIA Card Reader

Newsgroup: comp.sys.atari.st
Date: 2004-01-08 06:15:52 UTC
From: jdplace@REMOVESPAMadelphia.net
Message-ID: <sA6Lb.1819$lE.1508694@news3.news.adelphia.net>
Source record: 21800

```
On 7 Jan 2004 16:11:27 -, lp wrote:
>in article mWOKb.1649$lE.1363821@news3.news.adelphia.net, Joseph D. Place at
>jdplace@REMOVESPAMadelphia.net wrote on 1/7/04 2:53 AM:
>
>> I purchased a SCSI PCMCIA Card Reader (Litronic Argus/2102) for the
>> purpose of setting up a silent ST for music composition. I'd like to
>> be able to use compact flash memory for "hard disk" space. Are there
>> drivers available that will allow an Atari to see this as a drive?
>> The device shows up at boot and on a bus scan with HDDriver, but it
>> does not show as a drive. Any ideas? Anyone else doing this?
>
>I have such units on all my Atari's. This is how I moved large amounts
>of data before getting wired for ethernet. Also for extracting
>pictures off the smart media from the camera. All you need is HD Driver
>itself, and you should treat the unit like a normal removable HD.
>So you will have to mount the drive at the desktop, or rather install
>an icon for the drive. Also format and partition the media.
>Some units can be fussy if you boot with the media removed,
>so I suggest you do any setup at the desktop level with media inserted.
>
>I use an 880mb pcmcia card on my hades for backup, HD Driver with
>mint, sees the 880mb card fine. I have a dual card reader, so I also
>leave an 8mb card in the other slot and use it like a ramdisk. ;-)
>
>--
>FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
>Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
>L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]
>
>
>.
HDDriver does not see the device as a drive, nor does the desktop, so
I don't think this is a standard card reader. I may have to look for
a different brand of reader. Which ones have you found to work?

Thanks,
Joe Place

--
Joseph D. Place
ATARI Falcon030, 1040STE, STacy4, Portfolio, 130XE, 400.
```

112. Re: Man, has this newsgroup gone to pot...

Newsgroup: comp.sys.atari.st
Date: 2004-01-08 07:16:10 UTC
From: Tim Wilson <timkel@swbell.net>
Message-ID: <_s7Lb.394$RP6.284737645@newssvr11.news.prodigy.com>
Source record: 21801
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video.atari

William Kendrick wrote:

> Doing some PocketPC versions of his classic games (like Hover Bovver),
> last I saw. His Yak site's still around and gets updated every once in
> a while, even.
>
> -bill!

Actually he's working on the game Unity for the Nintendo Gamecube, in conjunction with Lionhead (Peter Molyneux's company). Looks like he's finally (deservedly) hit the bigtime.

Tim

113. Re: Man, has this newsgroup gone to pot...

Newsgroup: comp.sys.atari.st
Date: 2004-01-08 07:22:14 UTC
From: bill@newbreedsoftware.com
Message-ID: <Gy7Lb.7339$XF6.160445@typhoon.sonic.net>
Source record: 21802
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video.atari

In rec.games.video.atari Tim Wilson <timkel@swbell.net> wrote:
> Actually he's working on the game Unity for the Nintendo Gamecube, in
> conjunction with Lionhead (Peter Molyneux's company). Looks like he's
> finally (deservedly) hit the bigtime.

Oh, sweet!!! :)

-bill!
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

114. Re: SCSI PCMCIA Card Reader

Newsgroup: comp.sys.atari.st
Date: 2004-01-08 07:42:19 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <btj1kr$7phr6$1@ID-27442.news.uni-berlin.de>
Source record: 21803

Joseph D. Place wrote:

> HDDriver does not see the device as a drive, nor does the desktop, so
> I don't think this is a standard card reader. I may have to look for
> a different brand of reader. Which ones have you found to work?

But the devices shows up on a bus scan and when booting, as you said in
your initial posting? This is strange since it means that the device is
SCSI compatible except for reading sectors, which is very strange.
You should not yet give up but use SCSI_MON
(http://www.seimet.de/atari_english.html) to find out what's going wrong.

--

Dr. Uwe Seimet http://www.seimet.de

115. Re: CBHD

Newsgroup: comp.sys.atari.st
Date: 2004-01-08 08:31:56 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <opr1f7biqomj6qhx@news.ntua.gr>
Source record: 21804

On Mon, 5 Jan 2004 20:24:04 +0100, <ozk@atari-RULES.org> wrote:

>> Hm there are lots of source code in CBHD502.TOS at:
>>
>> http://home.t-online.de/home/Steffen.Engel/CBHD.htm
>>
>> Maybe that is what you are looking for?
>
> No, this is the file I already have, and the sources here is not the
> driver itself, I think :/
>
> Thanks anyway.
>

That's the version I disassembled :)

--

George Nakos AKA GGN/KUA software productions - Atari or buST!

Real programmers disdain structured programming. oΩ½Structured programming is for compulsive neurotics who were prematurely toilet- trained. oΩ½They wear neckties and carefully line up pencils on otherwise clear desks.

To send mail, remove the ROCKS from the address shown.
That's g g n a t a t a r i d o t o r g

116. Re: EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-08 12:53:46 UTC
From: michaels@heisenberg.ccac.rwth-aachen.de
Message-ID: <btjjsq$p0d$1@nets3.rz.RWTH-Aachen.DE>
Source record: 21806

In article <vrLKb.81197$aT.80449@news-server.bigpond.net.au>,
Mark Bedingfield <mark@computercom.com.au> wrote:

>the third octet is 0. It is the first 2 bits of the octet that determines
>the Class, http://www.faqs.org/rfcs/rfc1918.html seems prety good as an
>explenation.

"Classes" are obsolete since the introduction of CIDR. All that counts is
the netmask you use on your net - it is perfectly valid to use a 10.*
address with eg. a /24 (255.255.255.0) or /12 (255.240.0.0) netmask, as long
as all your machines are configured the same (which is always required for
IP to work).

When using 10.0.0.0/12 as a net, 10.0.255.255 is a valid, non-broadcast
address - 10.15.255.255 would be the broadcast address in that case. An IP
implementation that confuses 10.0.255.255 in this case with a broadcast
address is simply broken, and will not be able to reliably communicate with
other, conforming implementations, since there are special rules regarding
broadcast packets.

cu
Michael

117. Re: eBay idiots

Newsgroup: comp.sys.atari.st
Date: 2004-01-08 13:52:21 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <btjjns$6al$1@news1.nivel5.cl>
Source record: 21805
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
i don't get it...
What's going on ?
```

"Annie" <No@noklshfgdsghh.ie> escribi&#65533; en el mensaje
news:3ffcd04a$1@news.greennet.net...
>
> "Bruce" <No-Spam@Ivn.cl> wrote in message
> news:bt9s51$g8b$1@news1.nivel5.cl...
> > Personally..
> > For me, it is cheaper and faster to buy over eBay than anyplace else..
> > (I'm from chile)
>
> Nice one !! here in the UK we are short on folk from Chile, we do have
> many from other countries but woud like to enritch our culture even more
> with a smattering from your country , I do hope when you come you will all
> work for 40 years and die in poverty like british pensioners
>
>

118. Re: eBay idiots

Newsgroup: comp.sys.atari.st
Date: 2004-01-08 15:24:49 UTC
From: Annie <No@noklshfgdsghh.ie>
Message-ID: <3ffda090@news.greennet.net>
Source record: 21807
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
It doesn't have to be spelt out!
```

"Bruce" <No-Spam@lvn.cl> wrote in message
news:btjjns$6al$1@news1.nivel5.cl...
> i don't get it...
> What's going on ?
>
>
> "Annie" <No@noklshfgdsghh.ie> escribi&#65533; en el mensaje
> news:3ffcd04a$1@news.greennet.net...
> >
> > "Bruce" <No-Spam@lvn.cl> wrote in message
> > news:bt9s51$g8b$1@news1.nivel5.cl...
> > > Personally..
> > > For me, it is cheaper and faster to buy over eBay than anyplace else..
> > > (I'm from chile)
> >
> > Nice one !! here in the UK we are short on folk from Chile, we do have
> > many from other countries but woud like to enritch our culture even
more
> > with a smattering from your country , I do hope when you come you will
all
> > work for 40 years and die in poverty like british pensioners
> >
> >
>
>

119. Re: eBay idiots

Newsgroup: comp.sys.atari.st
Date: 2004-01-08 15:39:06 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <btjtob$62i$1@reader10.wxs.nl>
Source record: 21808
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Annie wrote:

> Nice one !! here in the UK we are short on folk from Chile, we do have
> many from other countries but woud like to enritch our culture even more
> with a smattering from your country , I do hope when you come you will all
> work for 40 years and die in poverty like british pensioners

Yes and a big Sieg Heil to you too.

I don't know what brought on this rant, but I don't think Bruce had any
intention of emigrating to the UK.

I already knew racists were stupid enough to blame all foreigners for
their own problems, but even jumping on someone when he says "I'm in
Chile" is even more stupid than I'd ever imagine people like you to be. :)

What I fail to see is what your nazi talk has to do with eBay or Atari.

Have you got one final excuse before I post a complaint to v21?

Maurits.

120. Re: Man, has this newsgroup gone to pot...

Newsgroup: comp.sys.atari.st
Date: 2004-01-08 17:28:25 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <mk4rvvkn5j4noqps5umsh4mh0ff5o6nleb@4ax.com>
Source record: 21809

On Thu, 08 Jan 2004 07:16:10 GMT, Tim Wilson <timkel@swbell.net> wrote:

>William Kendrick wrote:
>
>> Doing some PocketPC versions of his classic games (like Hover Bovver),
>> last I saw. His Yak site's still around and gets updated every once in
>> a while, even.
>>
>> -bill!
>
>Actually he's working on the game Unity for the Nintendo Gamecube, in
>conjunction with Lionhead (Peter Molyneux's company). Looks like he's
>finally (deservedly) hit the bigtime.

Er...isn't the Xbox hugely outselling the Gamecube?
Jeff has a history fraught with consoles that he wrote stuff for that didn't make it big, like the Konix (which sounded great) and the Jaguar of course (which we all know *was* great). The minute I read about him leaving development of Pocket PC "Super Gridrunner" for the Gamecube I felt a little sorry for him.
I do hope I am wrong and that Gamecube sales are sound despite the Xbox selling more.

Richard

121. Re: eBay idiots

Newsgroup: comp.sys.atari.st
Date: 2004-01-08 19:06:01 UTC
From: Larry Serflaten <Abuse@SpamBusters.com>
Message-ID: <3ffda9b6_4@corp.newsgroups.com>
Source record: 21810
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Bruce" <No-Spam@Ivn.cl> wrote
> i don't get it...
> What's going on ?

Good question! You'd think someone has pissed in his coffee or
something by the response he posted. Then again, if that is how he
he treats people, I hope somebody does piss in his coffee!

<g>
LFS

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 100,000 Newsgroups - 19 Different Servers! =-----

122. Re: eBay idiots

Newsgroup: comp.sys.atari.st
Date: 2004-01-08 19:37:13 UTC
From: drojo1@lycos.co.uk
Message-ID: <fa3f7acf.0401081137.aa3fa3e@posting.google.com>
Source record: 21811
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
Annie: You better explain, otherwise you sound just like a bigot.

Daniel.

---------
| * | |
---------
|\\\\\\\\\|
---------

"Annie" <No@noklshfgdsghh.ie> wrote in message news:<3ffda090@news.greennet.net>...
> It doesn't have to be spelt out!
>
>
> "Bruce" <No-Spam@Ivn.cl> wrote in message
> news:btjjns$6al$1@news1.nivel5.cl...
> > i don't get it...
> > What's going on ?
> >
> >
> > "Annie" <No@noklshfgdsghh.ie> escribiï¿½ en el mensaje
> > news:3ffcd04a$1@news.greennet.net...
> > >
> > > "Bruce" <No-Spam@Ivn.cl> wrote in message
> > > news:bt9s51$g8b$1@news1.nivel5.cl...
> > > > Personally..
> > > > For me, it is cheaper and faster to buy over eBay than anyplace else..
> > > > (I'm from chile)
> > >
> > > Nice one !! here in the UK we are short on folk from Chile, we do have
> > > many from other countries but woud like to enritch our culture even
> more
> > > with a smattering from your country , I do hope when you come you will
> all
> > > work for 40 years and die in poverty like british pensioners
> > >
> > >
> >
> >
```

123. Re: eBay idiots

Newsgroup: comp.sys.atari.st
Date: 2004-01-08 22:26:37 UTC
From: Annie <No@noklshfgdsghh.ie>
Message-ID: <3ffe036e$1@news.greennet.net>
Source record: 21812
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

what I really ment is that the Morris Minor was probably the best car ever made

"Daniel" <drojo1@lycos.co.uk> wrote in message news:fa3f7acf.0401081137.aa3fa3e@posting.google.com...
> Annie: You better explain, otherwise you sound just like a bigot.
>
> Daniel.
>
> ---------
> | * | |
> ---------
> |\\\\\\\\\|
> ---------
>
>
>
>
>
> "Annie" <No@noklshfgdsghh.ie> wrote in message news:<3ffda090@news.greennet.net>...
> > It doesn't have to be spelt out!
> >
> >
> > "Bruce" <No-Spam@Ivn.cl> wrote in message
> > news:btjjns$6al$1@news1.nivel5.cl...
> > > i don't get it...
> > > What's going on ?
> > >
> > >
> > > "Annie" <No@noklshfgdsghh.ie> escribi&#65533; en el mensaje
> > > news:3ffcd04a$1@news.greennet.net...
> > > >
> > > > "Bruce" <No-Spam@Ivn.cl> wrote in message
> > > > news:bt9s51$g8b$1@news1.nivel5.cl...
> > > > > Personally..
> > > > > For me, it is cheaper and faster to buy over eBay than anyplace else..
> > > > > (I'm from chile)
> > > > >
> > > > Nice one !! here in the UK we are short on folk from Chile, we do have
> > > > many from other countries but woud like to enritch our culture even

> > more
> > > > with a smattering from your country , I do hope when you come you
will
> > all
> > > > work for 40 years and die in poverty like british pensioners
> > > >
> > > >
> > >
> > >

124. Brand New Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-01-08 23:18:58 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <sdWDPIAATe$$Ew4W@btinternet.com>
Source record: 21813

So...

What am I likely to expect in this box?

Our local car dealer got chatting to me about old computers (there's an old PC lying in their workshop, and has been for 4 months; I asked if it was going to be chucked out as I want to make a smoothwall box and could also use the monitor if it's SVGA), and he tells me that a few years back, he wanted to do music.

He searched the country high and low to find the computer he'd been told was best for music - an Atari Falcon. Reckons it was 8 years ago, the last one he could find anywhere. Paid ï¿½500 for it. He did also say 1040, so I wasn't sure, but he insists it's a Falcon and I believe him on that point.

Bought it, tried to use it, put it back in the box, and hasn't touched it for 8 years. It is apparently complete unupgraded, as new, still in the bag.

Needless to say, I made him a fair offer (before anyone either thinks I tried to rip him off, or missed out on a bargain, this dealer has been so brilliant with our 5 year old, almost trade priced car doing at least ï¿½1,000 warranty work on it - there's no way I'm risking the karma of telling him it's worth a tenner ;)), which he thought was a fantastic offer (so the tenner may have been feasible!), and I should have it next week.

Did any Falcons ship without HDs, and do I need to be finding a new mounting kit? I know Lyndon sent me stuff for my last, rather more 'complete' Falcon system, but I'm loath to even touch the screws on this one. If it's really a brand new, essentially untouched Falcon, it would be nice if it stays that way.

Also, whilst I'm not disclosing my offer, what do people think it's worth? I see two Falcons completed on eBay recently and one active, one badly described Italian one for ï¿½125 reserve not met, one US system with the proper Steinberg hardware for $300 reserve not met (I'd once have willingly paid that for the Steinberg kit), and one currently at ï¿½35 equivalent on ebay.de with Midex interface and monitor.

Richard, looking forward to getting a Falcon again.
--
Richard Kilpatrick, long haired prophet of doom. |\ _,,,---,,_
Musical suicide - www.mp3.com/RichardKilpatrick /,`.-'`' -. ;-;;,
Work: Icon Publications, Group Sales Manager |,4-))-,_. ,\ (`'::.
Homepage: http://www.dmc12.demon.co.uk/ '----''(_/--' `-'_)Morticia

125. Re: Man, has this newsgroup gone to pot...

Newsgroup: comp.sys.atari.st
Date: 2004-01-09 00:02:27 UTC
From: Tim Wilson <timkel@swbell.net>
Message-ID: <ncmLb.5585$Um6.4721@newssvr22.news.prodigy.com>
Source record: 21814

Richard Karsmakers wrote:

> Er...isn't the Xbox hugely outselling the Gamecube?
> Jeff has a history fraught with consoles that he wrote stuff for that didn't
> make it big, like the Konix (which sounded great) and the Jaguar of course
> (which we all know *was* great). The minute I read about him leaving
> development of Pocket PC "Super Gridrunner" for the Gamecube I felt a little
> sorry for him.
> I do hope I am wrong and that Gamecube sales are sound despite the Xbox
> selling more.
>

I don't know about in Europe, but right now the GameCube has been outselling the Xbox and holding it's own against the PS2 lately. Much of that is most likely due more to the big price drop than anything else, but the GameCube has sold quite well. In comparison to the last console that Jeff developed for (the Jaguar), the GameCube is by far and away a better selling system.

Tim

126. rare modified STacy , offers wanted

Newsgroup: comp.sys.atari.st
Date: 2004-01-09 01:30:45 UTC
From: lollyingtonsmith <12345678@bntherffg.co.uk>
Message-ID: <3ffe2eab@news.greennet.net>
Source record: 21815

Offers wanted
on here, this address is false, This machine is squarely aimed at musicians or recording studios willing to see working and collect in the Manchester area, in the UK, not someone who dreams of playing an old Atari game upstairs on a double decker bus, It was modified by the lead singer from a hugely successful boy band at great cost with the maximum in every area, 4 meg of memory, a one gigabyte hard drive and a modern 1.4 meg PC compatible floppy drive, a true collectors item or a Retro Studio " must have" tool, the only fully portable and compatible Atari midi box ever made

127. Re: Man, has this newsgroup gone to pot...

Newsgroup: comp.sys.atari.st
Date: 2004-01-09 01:36:39 UTC
From: lollyingtonsmith <12345678@bntherffg.co.uk>
Message-ID: <3ffe2ff5@news.greennet.net>
Source record: 21816
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.amiga.advocacy,rec.games.video.atari

```
> Oh well, enough of this nostalgia trip, time to get back to the real
> world ;) .
>
> * Chexxon

drop by in another ten years we will still be here in our real world!!
```

128. Atari Laser Printer

Newsgroup: comp.sys.atari.st
Date: 2004-01-09 02:31:19 UTC
From: progster@iname.com
Message-ID: <080120041842270772%progster@iname.com>
Source record: 21817
Cross-posted to: dc.forsale.misc,comp.sys.atari.st

For Sale:

Yup, an ancient Atari laser printer, SLM 804. Yours for $10. It's
been unused for a long time, but was working perfectly when last
unplugged. If you have any interest, and can pick it up in the
Washington, DC metro area, please email progster@hotmail.com or call
301-345-1548.

129. How to get a CT60 running MiNT and other questions.

Newsgroup: comp.sys.atari.st
Date: 2004-01-09 02:43:55 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0401081843.34afec73@posting.google.com>
Source record: 21818

Hello everyone,

I haven't browsed this group for the better part of three weeks. During this time, I actually got my CT60 running (Thanks, Mark!). It was a harrowing experience cutting the chip leg without destroying the board, I'll tell you! As usual, success begets yet more questions, so here goes:

1. Where is the current "newbie" FAQ for MiNT? I'd like this machine to be MiNT-based, unlike my other Falcon which runs Geneva/NeoDesk. (BTW, Geneva/NeoDesk run quite well on the CT60.)

2. What happened to text reading on the CT60? When I double-click on a file, I get a white screen. Pressing "Q" gets me back to the desktop, but I'm having to run Edith to read my configuration files.

3. Did anyone get the NOVA adapter working? 640x480 is getting mighty old.

4. Wizztronics recommends that the lower shielding be retained when moving the motherboard. Does anyone know why? I didn't keep mine, and I'm wondering if that might be a reason for some instability.

5. What are the relative advantages of copying TOS to SDRAM (the default) versus not (Control-Shift at bootup)? Leaving TOS off the SDRAM seems to be a bit more stable, but I haven't done enough testing to be sure.

6. Are there any know "port" issues with the CT60? I haven't tried printing, scanning, or modeming yet. (The IDE HD and the SCSI CD-R work quite well).

Happy new year to everyone! Although the CT60 isn't quite stable yet (I get far fewer crashes now, but the darn thing reboots on me occasionally and I can't figure out why), I'm looking forward to my 66Mhz computer with 256Mb of RAM and a 3.1Gb hard drive. I can load JPGs with ImageCopy 4 over three times as fast! (Can't type any faster with it though.) :-)

Galen

130. Re: SCSI PCMCIA Card Reader

Newsgroup: comp.sys.atari.st
Date: 2004-01-09 04:28:05 UTC
From: jdplace@REMOVESPAMadelphia.net
Message-ID: <p5qLb.2254$lE.1665738@news3.news.adelphia.net>
Source record: 21819

```
On 8 Jan 2004 08:42:19 +, Uwe Seimet wrote:
>Joseph D. Place wrote:
>
>> HDDriver does not see the device as a drive, nor does the desktop, so
>> I don't think this is a standard card reader. I may have to look for
>> a different brand of reader. Which ones have you found to work?
>
>But the devices shows up on a bus scan and when booting, as you said in
>your initial posting? This is strange since it means that the device is
>SCSI compatible except for reading sectors, which is very strange.
>You should not yet give up but use SCSI_MON
>(http://www.seimet.de/atari_english.html) to find out what's going wrong.
>
>--
>-----------------------------------------------------------------
> Dr. Uwe Seimet http://www.seimet.de
>
>.
I'll try SCSI_MON. When I select ID CHECK in HDUTIL it lists my
drives as DIRECT ACCESS, and the card reader as PROCESSOR like the
Falcon. Could this be the problem? Also under CONFIGURE DEVICES,
none of the options are selectable for the card reader.

Thanks very much,
Joe Place

--
Joseph D. Place
ATARI Falcon030, 1040STE, STacy4, Portfolio, 130XE, 400.
```

131. Re: Brand New Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-01-09 05:31:46 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <5ZqLb.5764$CM4.1887@bignews1.bellsouth.net>
Source record: 21820

> Did any Falcons ship without HDs, and do I need to be finding a new
> mounting kit? I know Lyndon sent me stuff for my last, rather more
> 'complete' Falcon system, but I'm loath to even touch the screws on this
> one. If it's really a brand new, essentially untouched Falcon, it would
> be nice if it stays that way.

Yes, a few Falcon's did ship with out a hard drive.
Even fewer shipped with a 1meg memory board.

The standard factory configs were:
4meg RAM, 80meg Conner IDE Hard Drive.
14meg RAM, 80meg Conner IDE Hard Drive

You should be able to tell which Falcon you have at boot.

There is a memory test at boot, and if there is a hard drive set to boot, you'll see a list of all IDE/SCSI devices connected.

Also keep in mind that when your friend called to order the machine, he may have coustomized the order in some way. I.E. Purchased a larger HD from the dealer, or an after market memory upgrade, etc. Seeing as he purchased the machine for music, he may have had the SCSI and various CAF patches done to the mother board. If not, they are HIGHLY recommended. In many cases the audio portions of CuBase Audio are nearly useless without the SCSI patch. An alternative is to use a system for audio that will work with IDE (SoundPool, Softjee, etc...). Other CAF patches involve the analogue audio circutry...one buffers the inputs for line level input. One removes the bass boost circutry (not such a good thing for serious audio work).

An alternative to having these 'audio' patches done is to use external DSP port units like the Soundpool FA4/8 for D/A conversion (hooks to the DSP). Jam In, ADAT-FDI, or S/PDIF-FDI for A/D conversion. These units just plug right on the DSP port.

> Also, whilst I'm not disclosing my offer, what do people think it's
> worth? I see two Falcons completed on eBay recently and one active, one
> badly described Italian one for ï¿½125 reserve not met, one US system with
> the proper Steinberg hardware for $300 reserve not met (I'd once have
> willingly paid that for the Steinberg kit), and one currently at ï¿½35
> equivalent on ebay.de with Midex interface and monitor.

I figure the going average rate at popular auctions is between $400 and $700 US, depending on the config and what other goodies might come with it. Dealers with 'new stock' tend to ask between $700 and $1,200 US. Also, used Falcons from 'dealers' tend to be $700 and up...but keep in mind you'll be assured it is tested and in a refurbished state, and may have had Atari/approved patches and modifications, or after market additions.

The CuBase package you speak of is still under reserve AFAIK. The Midex + is a pretty rare item! I'm guessing it's worth between $150 and $200 U.S. Keychange is likely to still have a few of these for sale. The CuBase 3 is worth that again....between $50 and $200 with an auction average somewhere in the middle. Keychange has most if not all versions of CuBase for sale.

If you need CuBase Audio Falcon and can not find it anywhere, contact me, as I have a spare english version with CAC that I might let go.

Brian

> Richard, looking forward to getting a Falcon again.
> --
> Richard Kilpatrick, long haired prophet of doom. |\ _,,,---,,_
> Musical suicide - www.mp3.com/RichardKilpatrick /,`.-'`' -. ;-;;,
> Work: Icon Publications, Group Sales Manager |,4-))-,_. ,\ (`'::.
> Homepage: http://www.dmc12.demon.co.uk/ '----''(_/--'
`-'_)Morticia

132. ADV: Atari 20/20 Discount! Please Read! New stuff!

Newsgroup: comp.sys.atari.st
Date: 2004-01-09 07:26:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401082321470.4760-100000@onyx.spiritone.com>
Source record: 21821
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org Check out my WebSite! I've updated my Web-
Site, fixing problems with Word Wrap, Readability, Links and New Catalogs!

I'm currently offering my Atari 20/20 Discounts! 2 20% Discounts. A 20%
Discount on All Games/SoftWare & Books/References for Classic Atari 8 Bit
& Atari ST Computer Lines! And a 20% Discount for my more regular /
preferred Customers covering All Games/SoftWare, Books/References and Most
HardWare/Accessories for Classic Atari 8 Bit & Atari ST Computer Lines.
Buyers outside the U.S. take advantage of favorable exchange Rates over
the Dollar! Shipping and selling to anyone/anywhere the Law allows!
Got Questions? E-Mail Ben Today at Atari@aracnet.com Get Catalogs at
http://BensCatalogs.Atari.org and Call Ben AnyTime at (503)256-9974!!!
http://www.aracnet.com/~atari/specials.htm Atari Special Details!!

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

133. Re: How to get a CT60 running MiNT and other questions.

Newsgroup: comp.sys.atari.st
Date: 2004-01-09 09:52:51 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbvsta6.qp3.atari@core.preferuje.luzik.pl>
Source record: 21822

On 8 Jan 2004 18:43:55 -0800, Galen <ekaljuma@mtsac.edu> had a noticeable pleasure while writting:
> 1. Where is the current "newbie" FAQ for MiNT? I'd like this machine
> to be MiNT-based, unlike my other Falcon which runs Geneva/NeoDesk.
> (BTW, Geneva/NeoDesk run quite well on the CT60.)

The best thing to start with for begginer is EasyMiNT distribution.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

134. Re: Brand New Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-01-09 10:17:29 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <yk0UhlDI9n$$EwpB@btinternet.com>
Source record: 21823

In message <5ZqLb.5764$CM4.1887@bignews1.bellsouth.net>, Brian Roland
<BJRoland@bellsouth.net> writes

>Yes, a few Falcon's did ship with out a hard drive.
>Even fewer shipped with a 1meg memory board.

As in, only 1Mb RAM? Yikes.

>The standard factory configs were:
>4meg RAM, 80meg Conner IDE Hard Drive.
>14meg RAM, 80meg Conner IDE Hard Drive

I'm guessing it's a factory untouched 4Mb version - he complained that
it didn't do very much and hardly had any memory. Maybe it /is/ a 1Mb
one, hence him calling it a Falcon 1040...

I'll be very pleased if it does have 80Mb. I don't know why, but I'm
fairly sure I had to get an HD kit from Lyndon. Maybe I'm thinking of
removing the HD once, and it was just a speaker I got from him instead.

>There is a memory test at boot, and if there is a hard drive set to
>boot, you'll
>see a list of all IDE/SCSI devices connected.

nods I've owned a Falcon before, a 14Mb, patched one with a big SCSI
tower - sold it in 2001 when I got an iMac.

>Also keep in mind that when your friend called to order the machine, he
>may have
>coustomized the order in some way. I.E. Purchased a larger HD from
>the dealer,
>or an after market memory upgrade, etc.

He didn't mention that, and I think he'd remember since I talked about
HDs and memory when discussing values. I get the impression he bought it
in 1995/6, and the dealer was an Edinburgh company called Silicon (IIRC)
once based on Antigua St. - I remembered them because when I bought a PC
for college in 1991 (one of those tiny Amstrad ones with the 10"
screen), they still had a Sinclair PC200 out for sale. I get the
impression it was an unsold one, NOS, and he took it as is. The company
folded about a year later.

>Seeing as he purchased the machine for
>music, he may have had the SCSI and various CAF patches done to the mother
>board. If not, they are HIGHLY recommended. In many cases the audio portions
>of CuBase Audio are nearly useless without the SCSI patch.

I remember this. Now, I don't know how likely that is given the shop's
reputation. If some of the last were already patched, that might be
done, but it all depends on when it came into stock.

>An alternative to having these 'audio' patches done is to use external DSP port
>units like the Soundpool FA4/8 for D/A conversion (hooks to the DSP). Jam In,
>ADAT-FDI, or S/PDIF-FDI for A/D conversion. These units just plug right on the
>DSP port.

nods

I am interested in this aspect of the Falcon, but I have a Mac G5 with
RME Multiface, Logic Platinum and SoundDiver beta, and Steinberg Midex8.
I can't justify spending the amounts (quite justifiably, in many cases)
asked for these devices - the cost of getting this stuff is partly why I
abandoned the Falcon in favour of the Mac. No doubt one day, I'll get to
play around with a suitable system, but it's not a priority now.

>The CuBase package you speak of is still under reserve AFAIK. The Midex + is a
>pretty rare item!

I know!

But there is no reserve on the active auction I found.

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2778493851

It's currently at 88 Euro with 3 days to go, and consists of the Falcon,
Midex+, key, Cubase etc plus SM-124.

Not many Falcons around on eBay, at least that I can find.

>I'm guessing it's worth between $150 and $200 U.S. Keychange
>is likely to still have a few of these for sale. The CuBase 3 is worth that
>again....between $50 and $200 with an auction average somewhere in the middle.
>Keychange has most if not all versions of CuBase for sale.

Again, whilst I'd like to use it, I can't justify spending on it - good
as the Falcon is, I doubt it would be as easy to use as Logic on a Mac
with 20" screen.

Richard
--
Richard Kilpatrick, long haired prophet of doom. |\ _,,,---,,_
Musical suicide - www.mp3.com/RichardKilpatrick /,`.-'`' -. ;-;;,
Work: Icon Publications, Group Sales Manager |,4-))-,_. ,\ (`'::.
Homepage: http://www.dmc12.demon.co.uk/ '----''(_/--' `-'_)Morticia

135. Re: SCSI PCMCIA Card Reader

Newsgroup: comp.sys.atari.st
Date: 2004-01-09 10:51:06 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <btm12q$8vcqp$1@ID-27442.news.uni-berlin.de>
Source record: 21824

Joseph D. Place wrote:

> I'll try SCSI_MON. When I select ID CHECK in HDUTIL it lists my
> drives as DIRECT ACCESS, and the card reader as PROCESSOR like the

So the reader does not implement the SCSI direct access device protocol
(like hard disks) but has a special SCSI-command set. You will only be
able to use it with special software, that knows about the
vendor-specific SCSI commands it uses.
It is possible to write software that uses HDDRIVER's SCSI driver
interface to access the reader, but this requires knowledge about SCSI
in general and the vendor-specific commands for this device in
particular. No use in trying IMO.

--

Dr. Uwe Seimet http://www.seimet.de

136. Re: How to get a CT60 running MiNT and other questions.

Newsgroup: comp.sys.atari.st
Date: 2004-01-09 11:11:24 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3ffe8c50$0$17139$626a54ce@news.free.fr>
Source record: 21825

>
> 3. Did anyone get the NOVA adapter working? 640x480 is getting
> mighty old.

You can go up to 896 x 672 at 16 & 256 colors if you boost the mb from 16 to
25 MHz.

> 4. Wizztronics recommends that the lower shielding be retained when
> moving the motherboard. Does anyone know why? I didn't keep mine,
> and I'm wondering if that might be a reason for some instability.

NO. But you may hear some disturbing in your FM Radio.

> 5. What are the relative advantages of copying TOS to SDRAM (the
> default) versus not (Control-Shift at bootup)? Leaving TOS off the
> SDRAM seems to be a bit more stable, but I haven't done enough testing
> to be sure.

Really faster in SDRAM, sure ! Copyback mode of the caches is only possible
on SDRAM accesses, not on IO or ST-RAM.
On IO and ST-RAM the cache mode is Write Through...

> 6. Are there any know "port" issues with the CT60? I haven't tried
> printing, scanning, or modeming yet. (The IDE HD and the SCSI CD-R
> work quite well).
>
> Happy new year to everyone! Although the CT60 isn't quite stable yet
> (I get far fewer crashes now, but the darn thing reboots on me
> occasionally and I can't figure out why), I'm looking forward to my
> 66Mhz computer with 256Mb of RAM and a 3.1Gb hard drive.

To be stable, you have to be sure that you have no bad software running.
Try to boot with TOS please and the minimum config from CT60 package (CPX)
and a NVDI 5.
If you have no more crash running software from this config, I can assure
you that your problems are coming from your alternative OS installations.
At 66 MHz, there is no reasons that a CT60 is not stable !
I'm sure of that ! The only problem may be a 060 not accepting overclock at
66 ! It is very rare but possible.

Regards

Rodolphe

137. Re: Atari 2004

Newsgroup: comp.sys.atari.st
Date: 2004-01-09 14:47:04 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3ffe6a5017a3a11@comcast.net>
Source record: 21827

>What new things do you think we will see on our Atari 16/32 platform
>in 2004? What would you like to see happen?

I would love to see the new Atari Coldfire computer come to light.
I would also like an upgrade to NVDI....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

138. Re: EtherNec questions

Newsgroup: comp.sys.atari.st
Date: 2004-01-09 14:47:05 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3ffe6a5017a3a12@comcast.net>
Source record: 21826

>Hi,
>
>I use the EtherNec interface with a Realtek RTL8019AS chip on board.
>I use the STinG 1.26 installing.
>The ftp transfer from my iMac to my Falcon with aFTP 1.55 is fast, but the
>transfer from the Falcon to the iMac is very slow (round 7 KB/s)
>Why this? Any ideas?
>
>ciao, Bernd

It is the same thing for me between my Hades/STe and my wife's PC.
The ftp server on my wife's PC has an option for a fast/slow
connection. If I use the fast, data streams from the PC to Hades,
but if I use the slow option, it goes about the same (7-10kb)
speed when I transfer from the STe to my Hades.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

139. Re: EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-09 14:47:05 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3ffe6a5017a3a13@comcast.net>
Source record: 21829

>yes for both
>
>Mark D wrote:
>> On Sat, 03 Jan 2004 17:30:28 +0000, John Nicholas Oakes wrote:
>>
>> >> What kind of NE2000 card do you have.. Are you using
EtherNEC? Did the
>> card come from Lyndon as well as the EtherNEC?
>>
>> Thanks,
>> Mark

I had heard that TT owners were having trouble with the
NEC2000/Sting setup. I got it working fine on my STe. A big factor
in getting everything to work is the Route.tab setup. What does
yours look like?

--
Edward S. Baiz Jr.
(Gamer)

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Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

140. Re: [TOPP] PopGEM updated

Newsgroup: comp.sys.atari.st
Date: 2004-01-09 14:47:06 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3ffe6a5017a3a14@comcast.net>
Source record: 21828

PopGem is a nice program and does a great job. I use PopWatch, but
PopGem is about just as good. Easy and simple to use.

>Hi all,
>
>While PopGEM still lacks a maintainer, it has depite of this had
>another update. Except from regular cleanups and fixes, some new
>functionality has been added as well. In case you are new to PopGEM, it
>is a small tool for maintaining the inbox of your popserver. It is
>however a simple program, and if you are looking for something that is
>eg. capable of filtering out spam you should give Meg a closer look.
>
>On a different note, we have also added aFTP to the project wishlist on
>TOPP. Do get in touch if you have information on the status of this
>program or its authors.
>
>http://topp.atari-users.net
>
>As always, any feedback, information and help is most appreciated!
>
>
>
>Regards,
>
>Joakim
>
>www.ataricq.org
>topp.atari-users.net
>

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

141. Re: How to get a CT60 running MiNT and other questions.

Newsgroup: comp.sys.atari.st
Date: 2004-01-09 16:27:22 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.01.09.16.27.21.346781@removenoaspam.atari-source.com>
Source record: 21830

On Fri, 09 Jan 2004 12:11:24 +0100, Rodolphe Czuba wrote:

>
>>
>> 3. Did anyone get the NOVA adapter working? 640x480 is getting
>> mighty old.
>
> You can go up to 896 x 672 at 16 & 256 colors if you boost the mb from 16 to
> 25 MHz.
>
>
>> 4. Wizztronics recommends that the lower shielding be retained when
>> moving the motherboard. Does anyone know why? I didn't keep mine,
>> and I'm wondering if that might be a reason for some instability.
>
> NO. But you may hear some disturbing in your FM Radio.
>
>> 5. What are the relative advantages of copying TOS to SDRAM (the
>> default) versus not (Control-Shift at bootup)? Leaving TOS off the
>> SDRAM seems to be a bit more stable, but I haven't done enough testing
>> to be sure.
>
> Really faster in SDRAM, sure ! Copyback mode of the caches is only possible
> on SDRAM accesses, not on IO or ST-RAM.
> On IO and ST-RAM the cache mode is Write Through...
>
>> 6. Are there any know "port" issues with the CT60? I haven't tried
>> printing, scanning, or modeming yet. (The IDE HD and the SCSI CD-R
>> work quite well).
>>
>> Happy new year to everyone! Although the CT60 isn't quite stable yet
>> (I get far fewer crashes now, but the darn thing reboots on me
>> occasionally and I can't figure out why), I'm looking forward to my
>> 66Mhz computer with 256Mb of RAM and a 3.1Gb hard drive.
>
> To be stable, you have to be sure that you have no bad software running.
> Try to boot with TOS please and the minimum config from CT60 package (CPX)
> and a NVDI 5.
> If you have no more crash running software from this config, I can assure
> you that your problems are coming from your alternative OS installations.
> At 66 MHz, there is no reasons that a CT60 is not stable !
> I'm sure of that ! The only problem may be a 060 not accepting overclock at
> 66 ! It is very rare but possible.
>

> Regards
>
> Rodolphe

In my case, GCC is highly regarded as one of the world's best memory tests. When you receive internal compiler errors on an otherwise stable system, it's evidence that GCC is thrashing RAM around and getting 1 bit wrong every so often, especially under heavy optimization. This is what is wrong with my falcon. Generally, it runs just fine. Every now and then that "bad bit" will cause a terrible crash, but most times it's just an annoying hassle causing random compile errors in one source file out of 20 (big gnu projects).

I believe it's my Falcon's motherboard, but when Keith Scroggins and I get together to test this stuff, I'll figure out the defective component and send it to you for your analysis. I'm extremely highly suspect of my falcon motherboard by the way, not the CT60, and not the st-ram board(s) since all of them exhibit the exact same problem. Unfortunately I do not have another DIMM with which to test. I would think gcc would be using only the SDRAM and hence it wouldn't be subject to poor ST-ram problems. If that's the case.. HRMM! But wait, the same types of crash occur in 030 mode using ST-ram only. Also occur in 060 mode using st-ram only. So obviously MiNT must make some use of st-ram even with an abundant amount of SDRAM available - I think disk caches are getting corrupt!

In the mean time I plan to remove my bus overclock. I'm running at 16MHz anyway since my system has increased instability at 20MHz. Maybe my clocks just suck, or maybe my soldering sucks ;)

I have gone through my software and configs with a fine tooth comb. I've tried every combination of settings. My falcon is absolutely as stable as it ever can be with the current setup, plus this similar setup works perfectly under Aranym.

Despite all the problems I have had with Atari's dodgy hardware in the past, and the worse problems that I am having with it now, I'm still interested. I still keep trudging along. I still keep trying. That's really something to say for the charm of these machines. Anything else would have been long tossed in the nearest garbage pail (including several x86 pcs!). I really have the highest hopes that every single CT60 falcon out there works perfectly in the end for years to come! Maybe I'll get a 100MHz cpu if we ever find some.

Thanks,
Mark
http://portal.atari-source.com

142. Re: Brand New Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-01-09 16:31:48 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.01.09.16.31.47.324679@removenoaspam.atari-source.com>
Source record: 21831

On Thu, 08 Jan 2004 23:18:58 +0000, Richard Kilpatrick wrote:

> So...
>
> What am I likely to expect in this box?
>
> Our local car dealer got chatting to me about old computers (there's an
> old PC lying in their workshop, and has been for 4 months; I asked if it
> was going to be chucked out as I want to make a smoothwall box and could
> also use the monitor if it's SVGA), and he tells me that a few years
> back, he wanted to do music.
>
> He searched the country high and low to find the computer he'd been told
> was best for music - an Atari Falcon. Reckons it was 8 years ago, the
> last one he could find anywhere. Paid ï¿½500 for it. He did also say 1040,
> so I wasn't sure, but he insists it's a Falcon and I believe him on that
> point.
>
> Bought it, tried to use it, put it back in the box, and hasn't touched
> it for 8 years. It is apparently complete unupgraded, as new, still in
> the bag.
>
> Needless to say, I made him a fair offer (before anyone either thinks I
> tried to rip him off, or missed out on a bargain, this dealer has been
> so brilliant with our 5 year old, almost trade priced car doing at least
> ï¿½1,000 warranty work on it - there's no way I'm risking the karma of
> telling him it's worth a tenner ;)), which he thought was a fantastic
> offer (so the tenner may have been feasible!), and I should have it next
> week.
>
> Did any Falcons ship without HDs, and do I need to be finding a new
> mounting kit? I know Lyndon sent me stuff for my last, rather more
> 'complete' Falcon system, but I'm loath to even touch the screws on this
> one. If it's really a brand new, essentially untouched Falcon, it would
> be nice if it stays that way.
>
> Also, whilst I'm not disclosing my offer, what do people think it's
> worth? I see two Falcons completed on eBay recently and one active, one
> badly described Italian one for ï¿½125 reserve not met, one US system with
> the proper Steinberg hardware for $300 reserve not met (I'd once have
> willingly paid that for the Steinberg kit), and one currently at ï¿½35
> equivalent on ebay.de with Midex interface and monitor.
>
> Richard, looking forward to getting a Falcon again.

You're in the UK, there a fair price for a brand new falcon would be 200UKP I think. They're really quite rare, especially a virgin one. I've personally had my way with my falcon many times. Falcons go for rather small amounts of money in Poland and Germany though so it really depends where it's sold. I suspect that once my CT60 falcon is perfect, with all accessories I could pull nearly $1200 for it from the right buyer. But seems nowhere is more expensive than the UK looking at exchange rates.

Thanks,
Mark
http://portal.atari-source.com

143. Re: SCSI PCMCIA Card Reader

Newsgroup: comp.sys.atari.st
Date: 2004-01-09 17:19:41 UTC
From: jdplace@REMOVESPAMadelphia.net
Message-ID: <NoBLb.2392$IE.1754296@news3.news.adelphia.net>
Source record: 21832

On 9 Jan 2004 11:51:06 +, Uwe Seimet wrote:
>Joseph D. Place wrote:
>
>> I'll try SCSI_MON. When I select ID CHECK in HDUTIL it lists my
>> drives as DIRECT ACCESS, and the card reader as PROCESSOR like the
>
>So the reader does not implement the SCSI direct access device protocol
>(like hard disks) but has a special SCSI-command set. You will only be
>able to use it with special software, that knows about the
>vendor-specific SCSI commands it uses.
>It is possible to write software that uses HDDRIVER's SCSI driver
>interface to access the reader, but this requires knowledge about SCSI
>in general and the vendor-specific commands for this device in
>particular. No use in trying IMO.
>
>--
>---
> Dr. Uwe Seimet http://www.seimet.de
>
>.
Not a great loss. I got the unit for less than the price of the SCSI
II cable that came with it. I'll just look for another that will
work. LP posted that he uses Microtech.

Thanks,
Joe Place

--
Joseph D. Place
ATARI Falcon030, 1040STE, STacy4, Portfolio, 130XE, 400.

144. Re: EtherNec questions

Newsgroup: comp.sys.atari.st
Date: 2004-01-09 18:44:20 UTC
From: BMaedicke@t-online.de
Message-ID: <1g7b6ww.1cpvt9i8b35bcN%BMaedicke@t-online.de>
Source record: 21833

Edward S. Baiz Jr. <edbaizjr@comcast.net> wrote:

Hi,

> If I use the fast, data streams from the PC to Hades,
> but if I use the slow option, it goes about the same (7-10kb)
> speed when I transfer from the STe to my Hades.

But what's the problem?
A timing problem in the EtherNec driver? Or it's a hardware problem?
We need a answer or a bugfix now. The slow download rate is very pesky
:-(

Btw: What for a type of ethernet card do you have? And what for a chip
is onboard?

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

145. ATACK and Gary A. Priest

Newsgroup: comp.sys.atari.st
Date: 2004-01-09 18:44:25 UTC
From: BMaedicke@t-online.de
Message-ID: <1g7b7ww.efzmtihf8p6oN%BMaedicke@t-online.de>
Source record: 21834

Hi all,

Anyone have an idea how I can reach members of ATACK (aMail, aFTP) and
Gary A. Priest (POPwatch, NEWSwatch)?

And what is with the Newsie author John Rojewski?

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

146. Re: Brand New Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-01-09 19:26:35 UTC
From: Meffy <methanoid_AT_@hotmail.com>
Message-ID: <o10uvvkbl95vjb4dfn21noieidcgt6i6l9@4ax.com>
Source record: 21835

On Fri, 09 Jan 2004 11:31:48 -0500, Mark D
<mducksub@removenoaspam.atari-source.com> wrote:

>On Thu, 08 Jan 2004 23:18:58 +0000, Richard Kilpatrick wrote:
>
>> So...
>>
>> What am I likely to expect in this box?
>>
>> Our local car dealer got chatting to me about old computers (there's an
>> old PC lying in their workshop, and has been for 4 months; I asked if it
>> was going to be chucked out as I want to make a smoothwall box and could
>> also use the monitor if it's SVGA), and he tells me that a few years
>> back, he wanted to do music.
>>
>> He searched the country high and low to find the computer he'd been told
>> was best for music - an Atari Falcon. Reckons it was 8 years ago, the
>> last one he could find anywhere. Paid ï¿½500 for it. He did also say 1040,
>> so I wasn't sure, but he insists it's a Falcon and I believe him on that
>> point.
>>
>> Bought it, tried to use it, put it back in the box, and hasn't touched
>> it for 8 years. It is apparently complete unupgraded, as new, still in
>> the bag.
>>
>> Needless to say, I made him a fair offer (before anyone either thinks I
>> tried to rip him off, or missed out on a bargain, this dealer has been
>> so brilliant with our 5 year old, almost trade priced car doing at least
>> ï¿½1,000 warranty work on it - there's no way I'm risking the karma of
>> telling him it's worth a tenner ;)), which he thought was a fantastic
>> offer (so the tenner may have been feasible!), and I should have it next
>> week.
>>
>> Did any Falcons ship without HDs, and do I need to be finding a new
>> mounting kit? I know Lyndon sent me stuff for my last, rather more
>> 'complete' Falcon system, but I'm loath to even touch the screws on this
>> one. If it's really a brand new, essentially untouched Falcon, it would
>> be nice if it stays that way.
>>
>> Also, whilst I'm not disclosing my offer, what do people think it's
>> worth? I see two Falcons completed on eBay recently and one active, one
>> badly described Italian one for ï¿½125 reserve not met, one US system with
>> the proper Steinberg hardware for $300 reserve not met (I'd once have
>> willingly paid that for the Steinberg kit), and one currently at ï¿½35

>> equivalent on ebay.de with Midex interface and monitor.
>>
>> Richard, looking forward to getting a Falcon again.
>
>You're in the UK, there a fair price for a brand new falcon would be
>200UKP I think. They're really quite rare, especially a virgin one. I've
>personally had my way with my falcon many times. Falcons go for rather
>small amounts of money in Poland and Germany though so it really depends
>where it's sold. I suspect that once my CT60 falcon is perfect, with
>all accessories I could pull nearly $1200 for it from the right buyer.
>But seems nowhere is more expensive than the UK looking at exchange rates.
>
>Thanks,
>Mark
>http://portal.atari-source.com
>
>

Last Falcon on Ebay UK fetched nigh on ï¿½300 for a 2nd hand one..

You'd be having him at anything much under that... but its down to
your conscience...

In UK they are rare as rocking horse doo....

147. Re: How to get a CT60 running MiNT and other questions.

Newsgroup: comp.sys.atari.st
Date: 2004-01-09 21:47:51 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3fff217a$0$19266$626a54ce@news.free.fr>
Source record: 21836

> In my case, GCC is highly regarded as one of the world's best memory
> tests. When you receive internal compiler errors on an otherwise stable
> system, it's evidence that GCC is thrashing RAM around and getting 1 bit
> wrong every so often, especially under heavy optimization. This is what
> is wrong with my falcon. Generally, it runs just fine. Every now and
> then that "bad bit" will cause a terrible crash, but most times it's just
> an annoying hassle causing random compile errors in one source file out of
> 20 (big gnu projects).
> I believe it's my Falcon's motherboard, but when Keith Scroggins and I get
> together to test this stuff, I'll figure out the defective component and
> send it to you for your analysis. I'm extremely highly suspect of my
> falcon motherboard by the way, not the CT60, and not the st-ram board(s)
> since all of them exhibit the exact same problem. Unfortunately I do not
> have another DIMM with which to test. I would think gcc would be using
> only the SDRAM and hence it wouldn't be subject to poor ST-ram problems.
> If that's the case.. HRMM! But wait, the same types of crash occur in 030
> mode using ST-ram only. Also occur in 060 mode using st-ram only. So
> obviously MiNT must make some use of st-ram even with an abundant amount
> of SDRAM available - I think disk caches are getting corrupt!
> In the mean time I plan to remove my bus overclock. I'm running at 16MHz
> anyway since my system has increased instability at 20MHz. Maybe my
> clocks just suck, or maybe my soldering sucks ;)

Hum, If there is a problem in 030 mode (16 MHz), it is sure that is will
here and maybe worst in 060 mode with 16 MHz or 20 MHz bus.
With 030 mode the problem is here, so the CT60 is not the problem.

A bad clock problem may be here, what may explain that it is worst at 20
MHz...
The first thing I think is the ST-RAM !
What are you using as ST-RAM card ?

Send me the falcon mb and I will fix that...

Regards

148. Re: Atari 2004

Newsgroup: comp.sys.atari.st
Date: 2004-01-09 22:04:25 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3fff256a$0$19288$626a54ce@news.free.fr>
Source record: 21837

Who is the owner of the TOS 4 ????
C-Lab, JTS, Azbro, Infogramme ???
Big mystery for me...

"John Garone" <swamptaxes-NOT-@atlantic.net> a ï¿½crit dans le message de news: QkIJb.742$Nd.703229@newshog.newsread.com...
> On 3 Jan 2004 18:52:35 G, Joseph D. Place wrote:
> >What new things do you think we will see on our Atari 16/32 platform
> >in 2004? What would you like to see happen?
> >
> >.
>
> I had a discussion with my friend Jose Cuervo and we think Rudolphe
> should acquire the rights to TOS and set up a full blown hardware plant in
> the Bahamas to build a "real" Atari and call it the Czubetchya! Free
> vacation accomidations and air fare included with each system :))
> After a few hours nap and without Jose's influence I'd be happy if
> Okami had an installation program!
>
> John
> P.S.
> To Reply by E-mail, please remove -NOT- from my address!

149. Anyone considered porting Open Office?

Newsgroup: comp.sys.atari.st
Date: 2004-01-09 22:33:38 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0401091433.3dc77d7b@posting.google.com>
Source record: 21838

Hi!

I heard about the "Open Office" project from a friend of mine and thought I'd check it out. It looks extremely cool! For those who don't know, it's a MS Office-compatible office suite that's completely free and open source, designed to be ported to any platform. It has a word processor, spreadsheet, database, presentation program, and drawing program, all able to load and save MS file formats, as well as others. They've got just about every mainstream platform out there porting it (Windows, MacOS X, Linux, FreeBSD, etc).

I was just wondering if anyone had considered trying to port it for high-end Atari's (like Medusa/Hades/CT60/Aranym machines). It needs a 64Mb system, so that leaves most Atari-made machines without upgrades out of the picture, but I would imagine it would help give people a good reason to start buying the newer machines and upgrades. While we do have software that can work with images, Word files, and *old* Excel files, as well as more generic equivalents to the basic WP/Spreadsheet/Database/Drawing software, we don't have any kind of presentation software (like powerpoint) at all, and we don't have anything with the features that Open Office has (like saving any document as PDF by pressing a button on the toolbar, or saving Flash files from drawings and presentations). If it's possible, I think it'd be a good thing to port to our platform as well. That said, I don't have any experience with the porting process, so I may be barking up the wrong tree here. Any comments?

The Open Office web site is: http://www.openoffice.org/

Mike Freeman
e-mail: mike [at] freeman-studio [dot] com
(don't reply to the e-mail address this message is posted with)

150. Re: EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-09 23:31:01 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3fff39a011eb3a0@tripnet.se>
Source record: 21839

In comp.sys.atari.st <3ffe6a5017a3a13@comcast.net>
Edward S. Baiz Jr. wrote on Fri 09-01-2004 14:47 (GMT):

>>yes for both
>>
>>Mark D wrote:
>>> On Sat, 03 Jan 2004 17:30:28 +0000, John Nicholas Oakes wrote:
>>>
>>> >> What kind of NE2000 card do you have.. Are you using
>EtherNEC? Did the
>>> card come from Lyndon as well as the EtherNEC?

>I had heard that TT owners were having trouble with the
>NEC2000/Sting setup. I got it working fine on my STe. A big factor
>in getting everything to work is the Route.tab setup. What does
>yours look like?

A proper EtherNec ROUTE.TAB with a "broadband router" acting as the
default gateway with ip address 192.168.0.1 looks like this:

0.0.0.0 0.0.0.0 EtherNet 192.168.0.1

with nothing but TAB characters (no spaces!) and EtherNet spelled exactly
the way I just did.

EtherNec behaves really strange om my TT now... When cold (not used for a
couple of hours) it reads a MAC address but misses badly as it now uses
"2a:2a:2a:2a:2a:2a"! But the connection works perfectly.

If I reboot after a short time I get another MAC (usually 73:73:73:73:73)
and my switch gets a little confused and sends out packets from the TT to
all other computers (all LED's blink) but the connection is still fine!
If I reboot after a long time I get ff:ff:ff:ff:ff:ff or
00:00:00:00:00:00 and no connection. All this with Magic and it has
worked perfectly for over a year and just started to behave like this
before christmas... No difference if I do a full power down reset btw.

And now comes the really weird thing: If I boot into TOS or Geneva
EtherNEC reads the MAC address perfect all the time but I get no working
connection! All LED's blink but all I get back is dropped packets!

Guess it's about time to resort to how I did things before I got EtherNec
and have this TT on a nullmodem subnet under the other TT which have a
working parallel port Ethernet adaptor...

--
Kenneth Medin <kennethm@tripnet.se>

Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

151. Re: EtherNec questions

Newsgroup: comp.sys.atari.st
Date: 2004-01-10 05:07:37 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <5RLLb.7656$K6.2417@bignews6.bellsouth.net>
Source record: 21840

I use the EtherNec interface with a Realtek RTL8019AS chip on board.
I use the STinG 1.26 installing.
The ftp transfer from my iMac to my Falcon with aFTP 1.55 is fast, but the transfer from the Falcon to the iMac is very slow (round 7 KB/s)
Why this? Any ideas?

I'd bet a fiver that it's the client you're using.
With ga-ftp for STing (the plain ttp unix port) I get rates way up into the 20,000 to 50,000 cps range.
With AFTP (the cool GEM client) it's only around 5,000 cps. A BIG difference, and I have no idea why AFTP is so much slower. CAB also performs much much faster than the AFTP.

Try some different clients...

Brian

152. Re: EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-10 05:14:05 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <5RLLb.7657$K6.2815@bignews6.bellsouth.net>
Source record: 21841

> If I reboot after a short time I get another MAC (usually 73:73:73:73:73)
> and my switch gets a little confused and sends out packets from the TT to
> all other computers (all LED's blink) but the connection is still fine!
> If I reboot after a long time I get ff:ff:ff:ff:ff:ff or
> 00:00:00:00:00:00 and no connection. All this with Magic and it has
> worked perfectly for over a year and just started to behave like this
> before christmas... No difference if I do a full power down reset btw.

A long shot, and maybe 'over simple' but it has happened to me more than once.
My EtherNEC came mounted in a generic hobby chassis with a slot cut for the
ribbon cable. Sometimes the cable gets tugged a little to hard and thus the
connection from the ribbon bridge to the ISA adaptor isn't what it should be.
So....I open the little black box, make sure the card slots are well seated, and
presto....things run smooth again.

It may be worth checking this out.

Brian

153. Getting a different TT/Falcon GUI?

Newsgroup: comp.sys.atari.st
Date: 2004-01-10 06:58:08 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <vvv8k0q3g4o36d@corp.supernews.com>
Source record: 21842

I am a TT030/Falcon030 user and would like to spruce up my TOS! I ran across a site that had this screenshot up:

http://www.gregory.atari.pl/grafika/pap.gif

What OS and or tools are used to have this GUI? Looks cool. Not overly done and I think it would be nice to do.

Thanks
Tim

154. Re: EtherNec questions

Newsgroup: comp.sys.atari.st
Date: 2004-01-10 07:12:49 UTC
From: BMaedicke@t-online.de
Message-ID: <1g7c69n.1obf51939mlw2N%BMaedicke@t-online.de>
Source record: 21843

Brian Roland <BJRoland@bellsouth.net> wrote:

> With AFTP (the cool GEM client) it's only around 5,000 cps. A BIG difference,
> and I have no idea why AFTP is so much slower.

aFTP 1.4b4 is very fast. But aFTP 1.55 have a problem with slow transfer
rates :-(

> Try some different clients...

The second problem is the 'FTP Server' program off Vassilis
Papathanassiou. This program has the same problem like aFTP 1.55 and
this in STiK *and* MagiXNet version. Like aFTP 1.55 too.

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

155. Re: How to get a CT60 running MiNT and other questions.

Newsgroup: comp.sys.atari.st
Date: 2004-01-10 08:55:38 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.01.10.08.55.38.263654@nossspamXXatari-source.com>
Source record: 21844

On Fri, 09 Jan 2004 22:47:51 +0100, Rodolphe Czuba wrote:

>> In my case, GCC is highly regarded as one of the world's best memory
>> tests. When you receive internal compiler errors on an otherwise stable
>> system, it's evidence that GCC is thrashing RAM around and getting 1 bit
>> wrong every so often, especially under heavy optimization. This is what
>> is wrong with my falcon. Generally, it runs just fine. Every now and
>> then that "bad bit" will cause a terrible crash, but most times it's just
>> an annoying hassle causing random compile errors in one source file out of
>> 20 (big gnu projects).
>> I believe it's my Falcon's motherboard, but when Keith Scroggins and I get
>> together to test this stuff, I'll figure out the defective component and
>> send it to you for your analysis. I'm extremely highly suspect of my
>> falcon motherboard by the way, not the CT60, and not the st-ram board(s)
>> since all of them exhibit the exact same problem. Unfortunately I do not
>> have another DIMM with which to test. I would think gcc would be using
>> only the SDRAM and hence it wouldn't be subject to poor ST-ram problems.
>> If that's the case.. HRMM! But wait, the same types of crash occur in 030
>> mode using ST-ram only. Also occur in 060 mode using st-ram only. So
>> obviously MiNT must make some use of st-ram even with an abundant amount
>> of SDRAM available - I think disk caches are getting corrupt!
>> In the mean time I plan to remove my bus overclock. I'm running at 16MHz
>> anyway since my system has increased instability at 20MHz. Maybe my
>> clocks just suck, or maybe my soldering sucks ;)
>
> Hum, If there is a problem in 030 mode (16 MHz), it is sure that is will
> here and maybe worst in 060 mode with 16 MHz or 20 MHz bus.
> With 030 mode the problem is here, so the CT60 is not the problem.
>
> A bad clock problem may be here, what may explain that it is worst at 20
> MHz...
> The first thing I think is the ST-RAM !
> What are you using as ST-RAM card ?
>
> Send me the falcon mb and I will fix that...
>
>
> Regards

Rodolphe,

I use the Atari 4meg card right now. Although I test with that terrible
board when in 030 mode due to not having enough ram to complete the tests
with a 4 meg card. Any way around it, the problems seem quite similar
with fastram or original st-ram... I think the disk caches are getting

corrupted, which are located in st-ram regardless. First thing is first, I'm going to remove the bus upgrade and see if it helps at all. If it doesn't I will mail to you, have you fix and reinstall the bus upgrade yourself that way I can be sure it is 100% perfect. I am trying to get a new falcon in the mean time so that I can still have a CT60 falcon while this board is out for service... That way you can take as long as you want to look at it.

One thing is for sure though, it takes a LOT of memory I/O to get errors, so it's a very intermittent, very small problem. Hard to reproduce without gcc really.

Thanks,
Mark
http://portal.atari-source.com

156. Re: Getting a different TT/Falcon GUI?

Newsgroup: comp.sys.atari.st
Date: 2004-01-10 10:15:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200401101115.a37300@b.maus.de>
Source record: 21749

```
T> What OS and or tools are used to have this GUI?

The tool is Stewart <http://www.the-mclouds.de/>

Gerhard
```

157. Re: Getting a different TT/Falcon GUI?

Newsgroup: comp.sys.atari.st
Date: 2004-01-10 10:16:14 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnbvviv8.sb2.atari@core.preferuje.luzik.pl>
Source record: 21845

On Fri, 9 Jan 2004 22:58:08 -0800, Tim <TjLaZer@NOSPAM.Mail.com> had a noticeable pleasure while writting:
> I am a TT030/Falcon030 user and would like to spruce up my TOS! I ran
> across a site that had this screenshot up:
>
> http://www.gregory.atari.pl/grafika/pap.gif
>
> What OS and or tools are used to have this GUI? Looks cool. Not overly done
> and I think it would be nice to do.

It is Magic 6.x and Steward, and the program running is Papyrus.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

158. ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-01-10 10:50:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401100245410.3616-100000@onyx.spiritone.com>
Source record: 21746
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

159. FREE connectors and cables

Newsgroup: comp.sys.atari.st
Date: 2004-01-10 14:37:39 UTC
From: danspam@f2s.com
Message-ID: <1g7co0g.ivan5u1o0nxcN%danspam@f2s.com>
Source record: 21747

It's ages since I used an Atari. I find I still have some connectors and cables, which are free, except for postal costs, to anyone who can use them.

1. 25 pin male to 25 pin female connector (booster) for laser printers (made by C. P. Rossiter of Nottingham).

2. 9 pin male rto 25 pin female connector.

3. 15 pin female to 19 pin female connector.

4. 25 pin male 9 pin female cable.

--
Send e-mail to the Reply-To address;
mail to the From address is never read

160. Re: ebay spoof

Newsgroup: comp.sys.atari.st
Date: 2004-01-10 14:41:12 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <caULb.431$Ly6.273374@newshog.newsread.com>
Source record: 21748

On 10 Jan 2004 06:27:11 , Rustynutt wrote:
>I got an email tonight stating that my ebay account would be
>terminated in 24 hours because of improper account information. The
>email looks and "acts" pretty legit, however after I emailed
>spoof@ebay.com, I was informed that this mail was not an authentic
>message from ebay. It was an attempt to obtain my credit card and
>social security information. Two tips gave it away, one, a pop up
>window appears to fill in the "current" information, and two, using
>the Windows "properties" option showed that the window was not an SSL
>socket.
>Watch your assess.
>
>Mike
>.

good info! A while ago I got a bogus one relating to my ISP account!

John

P.S.
To Reply by E-mail, please remove -NOT- from my address!

161. Re: Brand New Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-01-10 15:26:59 UTC
From: RSE <stuff@recycledTAKECAPSOUTsteel.co.uk>
Message-ID: <btp5e8$am7$1$830fa79f@news.demon.co.uk>
Source record: 21750

> 4meg RAM, 80meg Conner IDE Hard Drive.
> 14meg RAM, 80meg Conner IDE Hard Drive

I believe that was all that Atari made (I think you could get some with smaller HDs), any others (i.e. without HD) were changed after they were built by some outlets to try and make them cheaper. No HD made them pratically useless, so you ended up buying the HD that was taken out plus the braket.

162. Re: ebay spoof

Newsgroup: comp.sys.atari.st
Date: 2004-01-10 19:29:28 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <1000kktjs2ll71a@corp.supernews.com>
Source record: 21751

"Rustynutt" <rustynutttakethisout@hotmail.com> wrote in message news:2u6vvvs581acn3vbkgr5ba59b6nedjrpsa@4ax.com...

> Watch your assess.

I once got a similar email wanting me to log on!

I checked the source code of the HTML email and it was coming from a non ebay site completly! Yes be wary of any attempts to get your passwords or user id and account info. There are some sad aholes out there I tell ya.

Tim

163. Re: Brand New Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-01-11 01:54:40 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <4000abe9$0$25565$afc38c87@news.optusnet.com.au>
Source record: 21752

"Brian Roland" <BJRoland@bellsouth.net> wrote in message
news:5ZqLb.5764$CM4.1887@bignews1.bellsouth.net...
> > Did any Falcons ship without HDs, and do I need to be finding a new
> > mounting kit? I know Lyndon sent me stuff for my last, rather more
> > 'complete' Falcon system, but I'm loath to even touch the screws on this
> > one. If it's really a brand new, essentially untouched Falcon, it would
> > be nice if it stays that way.
>
> Yes, a few Falcon's did ship with out a hard drive.
> Even fewer shipped with a 1meg memory board.
>
> The standard factory configs were:
> 4meg RAM, 80meg Conner IDE Hard Drive.
> 14meg RAM, 80meg Conner IDE Hard Drive

Early Falcons were 65Meg Hard drive. There are also 3 Revisions of TOS as
well. 4.01, 4.02, and 4.04. The early 2 were bloody awful. I have both a
4.04 and a 4.01 Falcon. TOS 4.04 even uses less ram than previous versions.

Mark

164. 1040 STe diagnostics

Newsgroup: comp.sys.atari.st
Date: 2004-01-11 03:08:29 UTC
From: Ryan Underwood <nemesis@icequake.net>
Message-ID: <pan.2004.01.11.03.08.28.676245@icequake.net>
Source record: 21753

Hi,

I just unboxed a 1040 STE of unknown origin. It came with a generic "multisync switchbox" and some diskettes. Well, I haven't a RGB monitor handy nor a VGA that will work at the ST medium res, so I wired up a composite cable to the lead of pin#2 and gnd inside the switchbox. (It's my only 13pin cable...) I also floated the mono detect pin (4). Booting up the ST, I see a green power light, an all white screen, and what appears to be floppy access, but nothing else happens. What should I be seeing here? (this is my first ST)

FWIW, I also grounded the mono detect, and then when it boots up, on the TV it goes from a white screen to a blank screen with rolling lines (I guess that is the composite sync signal that is also on pin 2). Then I can kind of see the hi-res on my VGA monitor which I plugged into the multisync adapter, but it is also all white and nothing else happens.

From what I read, it looks like after failing to boot from floppy I should be seeing TOS. Is that true? If so, what should I look at first to try to determine what the problem is that is preventing the machine from getting to the desktop?

Thanks.

165. Re: 1040 STe diagnostics

Newsgroup: comp.sys.atari.st
Date: 2004-01-11 04:47:27 UTC
From: mduckworth@nospamatari-source.com
Message-ID: <1073796441.907927@toad>
Source record: 21754

On 10 Jan 2004 21:08:29 , Ryan Underwood wrote:
>Hi,
>
>I just unboxed a 1040 STE of unknown origin. It came with a generic
>"multisync switchbox" and some diskettes. Well, I haven't a RGB monitor
>handy nor a VGA that will work at the ST medium res, so I wired up a
>composite cable to the lead of pin#2 and gnd inside the switchbox. (It's
>my only 13pin cable...) I also floated the mono detect pin (4). Booting
>up the ST, I see a green power light, an all white screen, and what
>appears to be floppy access, but nothing else happens. What should I be
>seeing here? (this is my first ST)

What you are seeing is precisely what you should be seeing. For some
reason unbeknownt to me the ST's take around 40 seconds to show a desktop.
The floppy will light. To get around this, simply stick any sort
of normally formatted 720K floppy in the drive and it will go directly to
the desktop.

FYI, the TV cannot show mono. Hence you don't want to do anything with
the mono detect. You see those lines when you ground that pin
because your TV can't do ST-mono - and I would think it could possibly
damage your TV. Using a TV you are limited to ST-Medium and ST-Low
resolutions which to be honest on an ST are the most interesting ones
(ST-low, games).

>
>FWIW, I also grounded the mono detect, and then when it boots up, on the
>TV it goes from a white screen to a blank screen with rolling lines (I
>guess that is the composite sync signal that is also on pin 2). Then I
>can kind of see the hi-res on my VGA monitor which I plugged into the
>multisync adapter, but it is also all white and nothing else happens.
>
>From what I read, it looks like after failing to boot from floppy I should
>be seeing TOS. Is that true? If so, what should I look at first to try
>to determine what the problem is that is preventing the machine from
>getting to the desktop?
>

Yeah, but it takes a while. Like 40 seconds. Just let it sit there for
what might seem like an eternity. You'll get a desktop with floppy
A and B icons. I can't imagine any good reason you wouldn't.

Thanks,
Mark
http://portal.atari-source.com

166. comp.sys.atari.st 2003 Report Card

Newsgroup: comp.sys.atari.st
Date: 2004-01-11 11:15:35 UTC
From: roughley@vanc.igsPAM.net
Message-ID: <1g7dmr3.15x3hexuajavuN%roughley@vanc.igsPAM.net>
Source record: 21755

2003 Report Card for the newsgroup comp.sys.atari.st

<http://netscan.research.microsoft.com/Static/reportcard.asp?timespan=y&
searchfor=comp.sys.atari.st&searchdate=11%2F30%2F2003>

Largest threads:

1 DSP port on the Falcon
2 MagiC Info
3 Macinosh = Crapintosh !
4 About Atari Inc.
5 New version of Papyrus for Atari a sure thing!
6 Stacey and STBook
7 A Word about Ben Smith
8 DOITF030 Virus!!!??
9 Parallel port reading
10 New PC Virus?

Steve Sweet was the most prolific author.

Searchable stats go back to 1999.

<< Neil >>

167. Re: ebay spoof

Newsgroup: comp.sys.atari.st
Date: 2004-01-11 11:43:43 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <btrctcmbb1@sparta.btinternet.com>
Source record: 21756

Hi "Rustynutt"

<rustynutttakethisout@hotmail.com> wrote in message
news:2u6vvvs581acn3vbkgr5ba59b6nedjrpsa@4ax.com...

> I got an email tonight stating that my ebay account would be
> terminated in 24 hours because of improper account information. The
> email looks and "acts" pretty legit, however after I emailed
> spoof@ebay.com, I was informed that this mail was not an authentic
> message from ebay. It was an attempt to obtain my credit card and
> social security information. Two tips gave it away, one, a pop up
> window appears to fill in the "current" information, and two, using
> the Windows "properties" option showed that the window was not an SSL
> socket.
> Watch your assess.

You're only about 6 months behind the times dude!. A recent spoof in GB
involved a well known bank apparently requesting updated personal details.
Ignore anything that's not snail mailed to you.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

168. Re: 1040 STe diagnostics

Newsgroup: comp.sys.atari.st
Date: 2004-01-11 13:27:11 UTC
From: Ryan Underwood <nemesis@icequake.net>
Message-ID: <pan.2004.01.11.13.27.10.669834@icequake.net>
Source record: 21757

On Sat, 10 Jan 2004 22:47:27 -0600, Mark D wrote:

> What you are seeing is precisely what you should be seeing. For some
> reason unbeknownt to me the ST's take around 40 seconds to show a desktop.
> The floppy will light. To get around this, simply stick any sort
> of normally formatted 720K floppy in the drive and it will go directly to
> the desktop.
>
> FYI, the TV cannot show mono. Hence you don't want to do anything with
> the mono detect. You see those lines when you ground that pin
> because your TV can't do ST-mono - and I would think it could possibly
> damage your TV. Using a TV you are limited to ST-Medium and ST-Low
> resolutions which to be honest on an ST are the most interesting ones
> (ST-low, games).

Yeah, what I meant was the multisync adapter was grounding the mono detect
pin, so it was showing the video on the VGA port. I had to remove it to
get the video to the composite output.

> Yeah, but it takes a while. Like 40 seconds. Just let it sit there for
> what might seem like an eternity. You'll get a desktop with floppy A
> and B icons. I can't imagine any good reason you wouldn't.

You're absolutely right. I booted it up this morning, this time bit my
tongue while waiting, and there's the desktop! :)

Thanks Mark!

169. Re: ebay spoof

Newsgroup: comp.sys.atari.st
Date: 2004-01-11 13:34:29 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <bgIIUFclDVAAFwKN@my-ste.in-the.bog>
Source record: 21758

On Sun, 11 Jan 2004, Steve Sweet <steve.sweet@btopen-2-viri-world.com>
wrote:-

>Hi "Rustynutt"
>
><rustynutttakethisout@hotmail.com> wrote in message
>news:2u6vvvs581acn3vbkgr5ba59b6nedjrpsa@4ax.com...
>
>> I got an email tonight stating that my ebay account would be
>> terminated in 24 hours because of improper account information.

<Snip details of a generic phish>

>> Watch your assess.
>
>You're only about 6 months behind the times dude!.

More like 12-18 months behind. I started receiving these "update your
details" phishes originally requesting I update my AOL details, and
these sent to a Demon user who has no AOL account[0]. Since then, I've
received multiple phishes for a variety of US and UK banks, Ebay, and
PayPal. I can't recall the last AOL phish so it looks like the phishers
may have actually done a little list validation.

>A recent spoof in GB
>involved a well known bank apparently requesting updated personal details.
>Ignore anything that's not snail mailed to you.

Good advice.

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 63 Mnodes/s: http://www.distributed.net/
AMD 1800 1Gb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 9.0
AMD 2200 256Mb SuSE 9.0 | A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11
Falcon 14Mb TOS 4.02 | STE 4Mb TOS 1.62

170. Atari Online News, Etc. #06-02

Newsgroup: comp.sys.atari.st
Date: 2004-01-11 15:06:37 UTC
From: danap8@aol.comno-spam
Message-ID: <20040111100637.01689.00002444@mb-m18.aol.com>
Source record: 21759

A-ONE #0602 01/09/04

~ Next Gen Xbox In Works ~ People Are Talking! ~ eBay Settles Suit!
~ AOL Goes After Spyware ~ MSN: From Free to Fee! ~ MSN Messenger Worm!
~ Powerline Broadband! ~ eBay Raises Some Fees! ~ Man Sues Over Spam!
~ 'Helpful' Hacker Plea! ~ Sony PSP In November? ~ New Office for Mac!

-* PA Porn Law Blocks Too Much? *-
-* RIAA Lawsuits Curb Music Downloads? *-
-* Spam Is Still Flowing Into E-Mail Boxes! *-

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/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
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/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

171. Re: 1040 STe diagnostics

Newsgroup: comp.sys.atari.st
Date: 2004-01-11 17:22:02 UTC
From: Ryan Underwood <nemesis@icequake.net>
Message-ID: <pan.2004.01.11.17.22.01.462584@icequake.net>
Source record: 21760

Now with knowing how the thing is supposed to function, I took the "multisync switchbox" which had an audio output, a VGA 15-pin output (for hi-res) and a RGB 9-pin output (I guess for low-res on a 1084S or similar). I added a composite output, an audio input, and ran a new ground wire from the ST 13-pin connector to the VGA plug since the signal ground had been broken somehow inside the cable. Now I get a 320x200 green desktop on a composite monitor when switch is in one position, and when switch is flipped to the other position, it reboots and puts a 640x400 mono desktop on my VGA monitor.

Looks like we are doing pretty good except for a few things:
1) The quality of the VGA is decently sharp now that the ground is fixed, but it is "flickery". Is this normal? The composite video is stable but slightly fuzzy like all composite video; there is no flicker to it at all.

2) When I switch from VGA to composite and back: whichever monitor is _not_ currently being displayed upon, instead of receiving nothing at all on its input, receives a messed up signal and goes out of sync. Is this the fault of the switchbox I have, or normal behavior?

3) I ran a cracktro from a diskette I got with the system. After 2-3 minutes of letting the graphics/music demo run, the ST stops with two bomb icons right next to each other in the middle of the screen, and the music halts to a solid tone. I guess this is the system crashing. (?) What are usual causes of this? There is no addons in the ST that I can see that would be stressing it. It definitely has not been used for awhile. Does the 4-inch dropfix address random bombs? :)

thanks for any info.

172. Re: 1040 STe diagnostics

Newsgroup: comp.sys.atari.st
Date: 2004-01-11 18:37:19 UTC
From: Ryan Underwood <nemesis@icequake.net>
Message-ID: <pan.2004.01.11.18.37.19.637542@icequake.net>
Source record: 21761

On Sun, 11 Jan 2004 11:22:02 -0600, Ryan Underwood wrote:

> 3) I ran a cracktro from a diskette I got with the system. After 2-3
> minutes of letting the graphics/music demo run, the ST stops with two bomb
> icons right next to each other in the middle of the screen, and the music
> halts to a solid tone. I guess this is the system crashing. (?) What are
> usual causes of this? There is no addons in the ST that I can see that
> would be stressing it. It definitely has not been used for awhile. Does
> the 4-inch dropfix address random bombs? :)

Hmm, to follow up here, I did the 4 inch drop and it didn't change a
thing, so I opened up the STe and found an open cap and a few with ESR
through the roof. I think my problem is located there....

173. How do I connect my ST to a TV (NTSC) ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-11 19:30:53 UTC
From: mbricout <mbricout@roadrunner.nf.net>
Message-ID: <bts8eg$6eu$1@nntp-stjh-01-01.rogers.nf.net>
Source record: 21762

I am in an NTSC zone. I have a 1040 STF with a SM124 monochrome monitor. My STF is NOT equipped with an RF modulator, and TVs over here do not have the Scart (Peritel) connector. What are my options to get access to the color modes of the ST ?

I have a TV with "ColorStream" component video input. These are 3 RCA connectors labelled "cY, cB, cR". That's where I usually connect my DVD player. Can I make a cable and hook up my ST to the TV using those connectors ?

What are my other options if I want to use the color modes of the ST ? I came accross some information regarding a ST to S-Video adapter called "Video Flyer" (I think). Anyone knows where to find one ? Or an external RF modulator ?

Thanks in advance,
Michael.

174. WTB: Good condition, working Mega STe and/or Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-01-11 20:21:04 UTC
From: Byron Followell <byronfollowell@hotmail.com>
Message-ID: <1003c1h49hk4k26@corp.supernews.com>
Source record: 21763

I am interested in either or both of these for my collection. I always wanted both but couldn't afford either at the time. By the time I could, I needed something compatible with my work computer so I've been part of the PC world for well over ten years. I love my PC's but I still hold a special place in my heart for my 8 and 16 bit Atari's.

Anyone know of someone wanting to part with either of these systems that isn't wanting an arm and a leg? What should I expect to pay for either system in fair to mint condition and good working order? I've checked eBay but they've been kind of low in the ST/STe/Mega/Falcon area lately.

Thanks for any info.

Sincerely,
- Byron Followell

175. Re: WTB: Good condition, working Mega STe and/or Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-01-11 21:01:28 UTC
From: Meffy <methanoid_AT_@hotmail.com>
Message-ID: <lbe30059725o0j02jcb88vnam33j8i3b1j@4ax.com>
Source record: 21764

On Sun, 11 Jan 2004 14:21:04 -0600, "Byron Followell"
<byronfollowell@hotmail.com> wrote:

>I am interested in either or both of these for my collection. I always
>wanted both but couldn't afford either at the time. By the time I could, I
>needed something compatible with my work computer so I've been part of the
>PC world for well over ten years. I love my PC's but I still hold a special
>place in my heart for my 8 and 16 bit Atari's.
>
>Anyone know of someone wanting to part with either of these systems that
>isn't wanting an arm and a leg? What should I expect to pay for either
>system in fair to mint condition and good working order? I've checked eBay
>but they've been kind of low in the ST/STe/Mega/Falcon area lately.
>
>Thanks for any info.
>
> Sincerely,
> - Byron Followell
>

Guessing you are in USA since you didnt post location and all
Americans seems to think that the world consists of US states and sod
all else...

I have a Falcon in UK but not shipping to USA....

176. Re: EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-11 21:23:40 UTC
From: michaels@heisenberg.ccac.rwth-aachen.de
Message-ID: <btsess$t6t$1@nets3.rz.RWTH-Aachen.DE>
Source record: 21765

In article <3fff39a011eb3a0@tripnet.se>,
Kenneth Medin <kennethm@tripnet.se> wrote:
>
>If I reboot after a short time I get another MAC (usually 73:73:73:73:73)
>and my switch gets a little confused and sends out packets from the TT to
>all other computers (all LED's blink) but the connection is still fine!

The switch is correct - everything with the LSB set in the first byte of the
MAC address is a broadcast/multicast address.

cu
Michael

177. Re: WTB: Good condition, working Mega STe and/or Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-01-11 21:56:18 UTC
From: Dexter Braithwate <uswhere?@godbless.co.uk>
Message-ID: <4001f0cf@news.greennet.net>
Source record: 21766

> Guessing you are in USA since you didnt post location and all
> Americans seems to think that the world consists of US states and sod
> all else...
>
> I have a Falcon in UK but not shipping to USA....

Same here

178. Re: WTB: Good condition, working Mega S

Newsgroup: comp.sys.atari.st
Date: 2004-01-12 00:22:46 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <qNlMb.87$1f.106408@monger.newsread.com>
Source record: 21767

On 11 Jan 2004 21:01:28 , Meffy wrote:
>On Sun, 11 Jan 2004 14:21:04 -0600, "Byron Followell"
><byronfollowell@hotmail.com> wrote:
>
>>I am interested in either or both of these for my collection. I always
>>wanted both but couldn't afford either at the time. By the time I could, I
>>needed something compatible with my work computer so I've been part of the
>>PC world for well over ten years. I love my PC's but I still hold a special
>>place in my heart for my 8 and 16 bit Atari's.
>>
>>Anyone know of someone wanting to part with either of these systems that
>>isn't wanting an arm and a leg? What should I expect to pay for either
>>system in fair to mint condition and good working order? I've checked eBay
>>but they've been kind of low in the ST/STe/Mega/Falcon area lately.
>>
>>Thanks for any info.
>>
>> Sincerely,
>> - Byron Followell
>>
>
>Guessing you are in USA since you didnt post location and all
>Americans seems to think that the world consists of US states and sod
>all else...
>
>I have a Falcon in UK but not shipping to USA....
>.

Guessing? hmmmm.... No signature!("Maby" from the UK..could be forged!)
Won't ship across the pond (even if he pays shipping?).
Hang in there Byron and keep watching this group (and Evil-bay) for a
"willing" seller!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

179. Re: Anyone considered porting Open Office?

Newsgroup: comp.sys.atari.st
Date: 2004-01-12 01:05:11 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0401111705.1f562915@posting.google.com>
Source record: 21768

mail@freeman-studio.com (Mike Freeman) wrote in message
news:<5c1cf651.0401091433.3dc77d7b@posting.google.com>...

snip

> be a good thing to port to our platform as well. That said, I don't
> have any experience with the porting process, so I may be barking up
> the wrong tree here. Any comments?
>
Hey Mike! I'm not a programmer either, so I don't know what is
possible. But I think it'd be great to see something like that happen!

Wayne

180. Re: WTB: Good condition, working Mega STe and/or Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-01-12 01:12:57 UTC
From: Dexter Braithwate <uswhere?@godbless.co.uk>
Message-ID: <40021f95@news.greennet.net>
Source record: 21769

> Guessing you are in USA since you didnt post location and all
> Americans seems to think that the world consists of US states and sod
> all else...
>
> I have a Falcon in UK but not shipping to USA....

Englandistan eh? Bobbys on bicycles 2by2 , young lads jumpers for goalposts, Mosques for pubs,4 wheel drives full of assylum seekers and asians,british pensioners frozen to death, enduring image is'nt it?

181. Re: WTB: Good condition, working Mega STe and/or Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-01-12 03:21:36 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <10044lvkrl1gr72@corp.supernews.com>
Source record: 21770

"Meffy" <methanoid_AT_@hotmail.com> wrote in message
news:lbe30059725o0j02jcb88vnam33j8i3b1j@4ax.com...
> On Sun, 11 Jan 2004 14:21:04 -0600, "Byron Followell"
> <byronfollowell@hotmail.com> wrote:

> Guessing you are in USA since you didnt post location and all
> Americans seems to think that the world consists of US states and sod
> all else...

Well I guess he understandably assumed that only American people would be
the magority of users of Atari Computer hardware, which came from the USA.
But strangely it was the other way around! Atari computers did better in EU
then the US!!!

Best bet is to pay a arm and a leg for one when it pops up on FleaBay. They
show up every so often, there is one on there for $750 right now, and with a
buy it now for $1495! LOL

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2780113699&category=51107

I lucked out and got a stock one back in April for $320.

Tim

182. Re: ebay spoof

Newsgroup: comp.sys.atari.st
Date: 2004-01-12 05:49:13 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <40023557@news.alphalink.com.au>
Source record: 21771

"Rustynutt" <rustynutttakethisout@hotmail.com> wrote in message
news:rg5300p3q178gt2pe6e8go6kn3sh2l7id3@4ax.com...
> On Sun, 11 Jan 2004 11:43:43 +0000 (UTC), "Steve Sweet"
> <steve.sweet@btopen-2-viri-world.com> wrote:
>
> >Hi "Rustynutt"
> >
> ><rustynutttakethisout@hotmail.com> wrote in message
> >news:2u6vvvs581acn3vbkgr5ba59b6nedjrpsa@4ax.com...
> >
> >> I got an email tonight stating that my ebay account would be
> >> terminated in 24 hours because of improper account information. The
> >> email looks and "acts" pretty legit, however after I emailed
> >> spoof@ebay.com, I was informed that this mail was not an authentic
> >> message from ebay. It was an attempt to obtain my credit card and
> >> social security information. Two tips gave it away, one, a pop up
> >> window appears to fill in the "current" information, and two, using
> >> the Windows "properties" option showed that the window was not an SSL
> >> socket.
> >> Watch your assess.
> >
> >You're only about 6 months behind the times dude!. A recent spoof in GB
> >involved a well known bank apparently requesting updated personal
details.
> >Ignore anything that's not snail mailed to you.
>
> How can I be behind if I just got the mail? :)
> Guess I only read Sinclaps post here. :(
> It didn't take long to spot it, but it sure was a good fake.
> Mike

I got similar email but from PayPal..email told me to run attached pif
file...still not sure if it was bogus or not, but no way was I going to run
the pif file..

gra

183. Re: How to get a CT60 running MiNT and other questions.

Newsgroup: comp.sys.atari.st
Date: 2004-01-12 08:43:15 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <40025e21$0$19263$626a54ce@news.free.fr>
Source record: 21772

And classical question : What is your HDD driver ????
I just hope you were care about that...
If not HDDriver or a to old version, it is normal you get HDD problems !
060 is running too fast.
Sure I have no explanations for 030 mode problems.

"Mark D" <mducksub@nossspamXXatari-source.com> a ï¿½crit dans le message de news: pan.2004.01.10.08.55.38.263654@nossspamXXatari-source.com...
> On Fri, 09 Jan 2004 22:47:51 +0100, Rodolphe Czuba wrote:
>
> >> In my case, GCC is highly regarded as one of the world's best memory
> >> tests. When you receive internal compiler errors on an otherwise stable
> >> system, it's evidence that GCC is thrashing RAM around and getting 1 bit
> >> wrong every so often, especially under heavy optimization. This is what
> >> is wrong with my falcon. Generally, it runs just fine. Every now and
> >> then that "bad bit" will cause a terrible crash, but most times it's just
> >> an annoying hassle causing random compile errors in one source file out of
> >> 20 (big gnu projects).
> >> I believe it's my Falcon's motherboard, but when Keith Scroggins and I get
> >> together to test this stuff, I'll figure out the defective component and
> >> send it to you for your analysis. I'm extremely highly suspect of my
> >> falcon motherboard by the way, not the CT60, and not the st-ram board(s)
> >> since all of them exhibit the exact same problem. Unfortunately I do not
> >> have another DIMM with which to test. I would think gcc would be using
> >> only the SDRAM and hence it wouldn't be subject to poor ST-ram problems.
> >> If that's the case.. HRMM! But wait, the same types of crash occur in 030
> >> mode using ST-ram only. Also occur in 060 mode using st-ram only. So
> >> obviously MiNT must make some use of st-ram even with an abundant amount
> >> of SDRAM available - I think disk caches are getting corrupt!
> >> In the mean time I plan to remove my bus overclock. I'm running at 16MHz
> >> anyway since my system has increased instability at 20MHz. Maybe my

> >> clocks just suck, or maybe my soldering sucks ;)
> >
> > Hum, If there is a problem in 030 mode (16 MHz), it is sure that is will
> > here and maybe worst in 060 mode with 16 MHz or 20 MHz bus.
> > With 030 mode the problem is here, so the CT60 is not the problem.
> >
> > A bad clock problem may be here, what may explain that it is worst at 20
> > MHz...
> > The first thing I think is the ST-RAM !
> > What are you using as ST-RAM card ?
> >
> > Send me the falcon mb and I will fix that...
> >
> >
> > Regards
>
> Rodolphe,
>
> I use the Atari 4meg card right now. Although I test with that terrible
> board when in 030 mode due to not having enough ram to complete the tests
> with a 4 meg card. Any way around it, the problems seem quite similar
> with fastram or original st-ram... I think the disk caches are getting
> corrupted, which are located in st-ram regardless. First thing is first,
> I'm going to remove the bus upgrade and see if it helps at all. If it
> doesn't I will mail to you, have you fix and reinstall the bus upgrade
> yourself that way I can be sure it is 100% perfect. I am trying to get a
> new falcon in the mean time so that I can still have a CT60 falcon while
> this board is out for service... That way you can take as long as you want
> to look at it.
>
> One thing is for sure though, it takes a LOT of memory I/O to get errors,
> so it's a very intermittent, very small problem. Hard to reproduce
> without gcc really.
>
> Thanks,
> Mark
> http://portal.atari-source.com

184. Re: ebay spoof

Newsgroup: comp.sys.atari.st
Date: 2004-01-12 14:58:53 UTC
From: Bill <bill@nomail.invalid>
Message-ID: <1201200409585379 41%bill@nomail.invalid>
Source record: 21774

About 3 months ago I got an email from eBay containing a link to a web form to fill in personal and credit card info, and the email asked me to use this link to update my personal info.

I was leery of this request, so forwarded the suspicious email to eBay with my concerns.

Ebay came back with the admission that the email WAS legitimate and that they HAD sent the email to me containing the link. They insisted that I had to go there and do this or I would lose my account with them.

This was in spite of eBays own warnings about responding to such requests, and their claims that they would never send out an email containing a link to personal information.

I'm a frequent use of eBay but this kinda lowered my level of confidence in the competence of eBay's security department.

--
Bill

185. Re: WTB: Good condition, working Mega STe and/or Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-01-12 15:03:49 UTC
From: Bill <bill@nomail.invalid>
Message-ID: <120120041003495688%bill@nomail.invalid>
Source record: 21773

In article <10044lvkrl1gr72@corp.supernews.com>, Tim
<TjLaZer@NOSPAM.Mail.com> wrote:

> Best bet is to pay a arm and a leg for one when it pops up on FleaBay. They
> show up every so often, there is one on there for $750 right now, and with a
> buy it now for $1495! LOL
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2780113699&category=51107

Don't laugh yet, he might get $750 for it.

--
Bill

186. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2004-01-12 17:11:03 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401120907430.15549-100000@onyx.spiritone.com>
Source record: 21775
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auctions Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Goto http://BensCatalogs.Atari.org or Call (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

187. Re: ebay spoof

Newsgroup: comp.sys.atari.st
Date: 2004-01-12 20:32:26 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <btv08paql1@hercules.btinternet.com>
Source record: 21777

Hi Bill

> About 3 months ago I got an email from eBay containing a link to a web
> form to fill in personal and credit card info, and the email asked me
> to use this link to update my personal info.
>
> I was leery of this request, so forwarded the suspicious email to eBay
with my concerns.
>
> Ebay came back with the admission that the email WAS legitimate and
> that they HAD sent the email to me containing the link. They insisted
> that I had to go there and do this or I would lose my account with them.
>
> This was in spite of eBay's own warnings about responding to such
> requests, and their claims that they would never send out an email
> containing a link to personal information.
>
> I'm a frequent use of eBay but this kinda lowered my level of
> confidence in the competence of eBay's security department.

Blimey, Gun, Foot, Hole, Shoot. Please rearrange to make a well known phrase
or saying.

I think the difference is that it would probably have taken you to a secure
server and was probably a certified mail. If not, Bugger that!!!

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

188. Re: ebay spoof

Newsgroup: comp.sys.atari.st
Date: 2004-01-12 20:32:28 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <btv08raql2@hercules.btinternet.com>
Source record: 21776

Hi Graham

"Graham" <hurfy@alphalink.com.au> wrote in message
news:40023557@news.alphalink.com.au...

> > >> I got an email tonight stating that my ebay account would be
> > >> terminated in 24 hours because of improper account information. The
> > >> email looks and "acts" pretty legit, however after I emailed
> > >> spoof@ebay.com, I was informed that this mail was not an authentic
> > >> message from ebay. It was an attempt to obtain my credit card and
> > >> social security information. Two tips gave it away, one, a pop up
> > >> window appears to fill in the "current" information, and two, using
> > >> the Windows "properties" option showed that the window was not an SSL
> > >> socket.
> > >> Watch your assess.
> > >
> > >You're only about 6 months behind the times dude!. A recent spoof in GB
> > >involved a well known bank apparently requesting updated personal
details.
> > >Ignore anything that's not snail mailed to you.
> >
> > How can I be behind if I just got the mail? :)
> > Guess I only read Sinclaps post here. :(
> > It didn't take long to spot it, but it sure was a good fake.
> > Mike
>
> I got similar email but from PayPal..email told me to run attached pif
> file...still not sure if it was bogus or not, but no way was I going to
run
> the pif file..

Most defiantly a home wrecker, no-one should ask you to run a pif file to
confirm anything other than a "violate me" request!

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

189. Re: WTB: Good condition, working Mega STe and/or Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-01-12 20:42:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1074099082-81459AEicMi@gmx.net>
Source record: 21735

From: "Tim" <TjLaZer@NOSPAM.Mail.com>
Date: Sun, 11 Jan 2004 19:21:36 -0800

Hi Tim,

>Best bet is to pay a arm and a leg for one when it pops up on FleaBay. They
>show up every so often, there is one on there for $750 right now, and with a
>buy it now for $1495! LOL

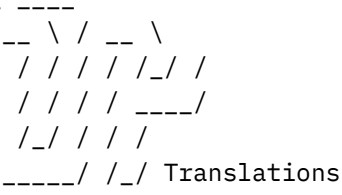
The very first thing that someone based in the US should do when he's looking
for used Atari hardware is to take a look at:
http://www.atari-fachmarkt.de , that's the URL of the German based Peter Denk
Atari dealer. Even if there's nothing available you fancy, you can be put on
a waiting-list...

Another option is to take a look at http://www.atari-home.de , in the section
"flohmarkt", "biete...", all the hardware there is offered by privat persons.
Alternatively, take a chance and fill in an add in the "suche" section... one
doesn't need to speak German fluently, something like "Ich suche eine "Falcon",
maximum (the amount you which to spend) should do it....

If you are afraid of ordering something from Europe because you think that
you might get swindled, get in touch with someone from this newsgroup who
lives in the same country and ask him/her to round off the deal. It's not a
100% waterproof guarantee of course that nothing will go wrong, but it'll
give you at least peace of mind...

In Holland and Belgium for example Falcons and TT's are offered on a regular
base for 75-200 Euro ($100-250), there are a couple of Dutch posters here, and
as far as Belgium goes, me and undoubtedly Martin Byttebier as well are willing
to help locating one.
But whatever method you choose, anything is better then paying $750 for a
Falcon, once people start paying these silly amounts, before you know it, next
year they'll be fetching a $1000 (easily) :-/

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net

xlator@cix.co.compulink.co.uk
http://ddp.atari.org

190. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2004-01-12 21:48:16 UTC
From: Larry Serflaten <Abuse@SpamBusters.com>
Message-ID: <400315b4_7@corp.newsgroups.com>
Source record: 21778
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Bravo Sierra Computers" <atari@aracnet.com> wrote
> I'm not asking a lot, I'm just trying to make a living and I'd like
> to earn your Business!

That sounds a lot like the story from the guy at www.atarisales.com.
It is surprising you guys can make a living off of 80's era technology!

Good luck!
LFS

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 100,000 Newsgroups - 19 Different Servers! =-----

191. Re: WTB: Good condition, working Mega STe and/or Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-01-12 22:39:08 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <CiFMb.20038$v16.11915@bignews5.bellsouth.net>
Source record: 21779

> Guessing you are in USA since you didnt post location and all
> Americans seems to think that the world consists of US states and sod
> all else...

That's a pretty pompus, and WRONG statement. Why do 'some' Europeans constantly go on about how ALL ELSE in the world think, act, and behave? Perhaps you've been watching too much snooty BBC? Not everyone posts on the news groups every day to realize the international make-up, or lack there of in a given news group. Fortunately, MOST British persons I've known are very polite and helpful in getting people on the right track, while being very understanding that when someone posts they're quite likely to forget to ask some of the right questions. A simple, "Where in the world are you mate?" would be sufficent. It's a common mistake, and I'll assure you that if one were to collect all similar mistakes on the whole of the usenet, you'd see Americans are not the only people in the world who make it. So....get the bloody chip off your shoulder man!

Now, for the fellow's question....
It's pretty rare you'll see a Mega STe for sale. Expect to pay between $300 and $400 US for a working one all maxed out with RAM, SCSI host, and HD.

Falcons seem more common, and tend to go for between $400 and $700 used in the USA, depending on configuration and what all comes with it.

Good luck,
Brian

192. Re: Anyone considered porting Open Office?

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 01:49:49 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0401121749.24624ede@posting.google.com>
Source record: 21780

mail@freeman-studio.com (Mike Freeman) wrote in message
news:<5c1cf651.0401091433.3dc77d7b@posting.google.com>...
> Hi!
>
> I heard about the "Open Office" project from a friend of mine and...

> I was just wondering if anyone had considered trying to port it for
> high-end Atari's (like Medusa/Hades/CT60/Aranym machines)...

> Any comments?

Hi Mike,

The CT60 might be powerful enough (barely), but you are talking about
a lot of compiling. If the OSX team's problems are any indication,
it's not a trivial job.

I'd be thrilled if anyone succeeded though!

Galen

193. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 01:55:16 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401121749170.717-100000@onyx.spiritone.com>
Source record: 21781
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

On Mon, 12 Jan 2004, Larry Serflaten wrote:

> "Bravo Sierra Computers" <atari@aracnet.com> wrote
> > I'm not asking a lot, I'm just trying to make a living and I'd like
> > to earn your Business!
>
> That sounds a lot like the story from the guy at www.atarisales.com.
> It is surprising you guys can make a living off of 80's era technology!
>
> Good luck!
> LFS

All us Atari Dealers in the U.S. are hurting right now. Were the last ones
to feel any Financial Relief. Others say the U.S. is going through a
Recession, but for us. It's a Depression. Both financial and emotional.

===Ben===

> -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> -----== Over 100,000 Newsgroups - 19 Different Servers! =-----

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

194. Re: TOS ownership (was Atari 2004)

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 02:58:22 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0401121858.6cfe2922@posting.google.com>
Source record: 21782

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:<3fff256a$0$19288$626a54ce@news.free.fr>...
> Who is the owner of the TOS 4 ????
> C-Lab, JTS, Azbro, Infogramme ???
> Big mystery for me...
>
I'm pretty certain that it's Atari (i.e. Infogrammes). The sale by
JTS to Hasbro Interactive certainly included TOS. See
http://www.atarihq.com/news/1998/980310.html which references the SEC
filing form. The sale from Hasbro Interactive to Infogrammes is a
little more vague, but since Infogrammes purchased 100% of Hasbro
Interactive's stock, anything owned by Hasbro Interactive at that
point in time is now owned by Infogrammes, which now calls themselves
Atari. The only real question is whether Hasbro Interactive made an
internal transfer of the copyright to its parent, Hasbro. Since
Hasbro (the parent) did not make computer games, the only reason to do
this would be to use parts of TOS somehow in a toy or game. Frankly,
this is way beyond rational belief.

To conclude, we KNOW that Wizztronics, Best, Milan, etc. do NOT own
TOS since it is specifically referenced in the SEC filing as being
part of the sale. (They might have the right to distribute it,
though.) We also know that Hasbro Interactive had no interest in it,
and in fact released the far better known Jaguar OS into the public
domain. Hence the rights to TOS almost certainly remained with Hasbro
Interactive until its sale to Infogrammes.

Now Infogrammes used to make ST games, so there's probably someone
there that remembers what an Atari ST is. However, the odds are that
Infogrammes was interested solely in the software's copyrights, and
they may not even have been interested enough in the hardware to
notice. This happened with Hasbro, where some Atari users managed to
convince Hasbro that they had the rights to the Jaguar. (At first,
they didn't even know they owned them.)

Galen

195. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 03:29:56 UTC
From: Jerry Trickey <j_trickey@cox.net>
Message-ID: <uCJMb.421$Xq2.185@fed1read07>
Source record: 21783
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I don't know Ben from Adam, but here's what I will say about my brief experience with him.

I wrote to ask if he had a replacement keyboard for my 1200xl. He indicated that he didn't, but offered that he sold a couple of the other XL machines or an XE system. When I emailed him back indicating that I had fixed my keyboard by cleaning it... He did something that few vendors do nowadays - he wrote back congratulating me on my success, and asked me to keep him in mind if I needed anything.

That 30 seconds he spent doing that goes a long way with me. I've dealt with plenty of vendors of electronics, on purchased from $2.50 to $25,000 (I work in information technology), and I distinctly get the impression that he cares about customer service. If the opportunity arises in the future, he will get my business.

Everyone needs an "attaboy" every once in a while... Hang in there Ben, the economy and our country will continue to get stronger and your business will pick up...

--
Jerry Trickey
Bakersfield, CA
j_trickey@cox.net

To reply directly - remove underscore ("_") from email address

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0401121749170.717-100000@onyx.spiritone.com...
> On Mon, 12 Jan 2004, Larry Serflaten wrote:
>
> > "Bravo Sierra Computers" <atari@aracnet.com> wrote
> > > I'm not asking a lot, I'm just trying to make a living and I'd like
> > > to earn your Business!
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> > That sounds a lot like the story from the guy at www.atarisales.com.
> > It is surprising you guys can make a living off of 80's era technology!
> >
> > Good luck!
> > LFS
>
> All us Atari Dealers in the U.S. are hurting right now. Were the last ones
> to feel any Financial Relief. Others say the U.S. is going through a
> Recession, but for us. It's a Depression. Both financial and emotional.

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> ===Ben===
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at
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Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

196. Re: Anyone considered porting Open Office?

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 03:36:52 UTC
From: LS <me@email.net>
Message-ID: <oJJMb.38288$8H.90093@attbi_s03>
Source record: 21784

I second that notion. I will never be able to afford the actual hardware of
a Falcon and CT60 but will always use Aranym. I think Open Office would be
a terrific addition to this platform.

Lannie

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0401121749.24624ede@posting.google.com...
> mail@freeman-studio.com (Mike Freeman) wrote in message
news:<5c1cf651.0401091433.3dc77d7b@posting.google.com>...
> > Hi!
> >
> > I heard about the "Open Office" project from a friend of mine and...
>
> > I was just wondering if anyone had considered trying to port it for
> > high-end Atari's (like Medusa/Hades/CT60/Aranym machines)...
>
> > Any comments?
>
> Hi Mike,
>
> The CT60 might be powerful enough (barely), but you are talking about
> a lot of compiling. If the OSX team's problems are any indication,
> it's not a trivial job.
>
> I'd be thrilled if anyone succeeded though!
>
> Galen

197. looking for BIOS ROMs to d/l

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 04:17:16 UTC
From: rtdos <status@rtdos.info>
Message-ID: <gjKMb.38539$sv6.111747@attbi_s52>
Source record: 21785

actually i am looking for a specific page. it was either light blue or
light green and listed BIOS ROMs from Atari, Apple, Sega, Commodore,
Nintendo, ti, Tandy, CoCo, MSX, etc. Would anyone have an inkling as to
what page I may be describing?

...not the GeoCities page as I'm not looking for MAME or MESS BIOS ROMs

--
* REPLY REQUESTED WHEN CONVENIENT *

Woodzy
http://www.rtdos.com

198. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 12:16:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401130414400.9605-100000@onyx.spiritone.com>
Source record: 21786
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Thank You Jerry, for your kind words. ===Ben===

On Mon, 12 Jan 2004, Jerry Trickey wrote:

> I don't know Ben from Adam, but here's what I will say about my brief
> experience with him.
>
> I wrote to ask if he had a replacement keyboard for my 1200xl. He indicated
> that he didn't, but offered that he sold a couple of the other XL machines
> or an XE system. When I emailed him back indicating that I had fixed my
> keyboard by cleaning it... He did something that few vendors do nowadays -
> he wrote back congratulating me on my success, and asked me to keep him in
> mind if I needed anything.
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> That 30 seconds he spent doing that goes a long way with me. I've dealt
> with plenty of vendors of electronics, on purchased from $2.50 to $25,000 (I
> work in information technology), and I distinctly get the impression that he
> cares about customer service. If the opportunity arises in the future, he
> will get my business.
>
> Everyone needs an "attaboy" every once in a while... Hang in there Ben, the
> economy and our country will continue to get stronger and your business will
> pick up...
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> --
> Jerry Trickey
> Bakersfield, CA
> j_trickey@cox.net
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> To reply directly - remove underscore ("_") from email address
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> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
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> > > > to earn your Business!
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> > > That sounds a lot like the story from the guy at www.atarisales.com.
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> > > Good luck!
> > > LFS
> >
> > All us Atari Dealers in the U.S. are hurting right now. Were the last ones
> > to feel any Financial Relief. Others say the U.S. is going through a
> > Recession, but for us. It's a Depression. Both financial and emotional.
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ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

199. Re: Anyone considered porting Open Office?

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 13:15:56 UTC
From: sf0218@aol.com
Message-ID: <20040113081556.14191.00003174@mb-m28.aol.com>
Source record: 21789

Hey Lannie,

How is Aranym working for you and what system did you install it on.

Thanks,
Sam

200. Re: WTB: Good condition, working Mega STe and/or Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 13:34:21 UTC
From: Bill <bill@nomail.invalid>
Message-ID: <1301200408342134 41%bill@nomail.invalid>
Source record: 21790

> > Guessing you are in USA since you didnt post location and all
> > Americans seems to think that the world consists of US states and sod
> > all else...
>
There are also plenty of "for sale" posts in this newsgroup from the
UK, containing no clue in the body of the message of where they came
from.

Cluelessness is everywhere.

--
Bill

201. Re: ebay spoof

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 13:34:24 UTC
From: Bill <bill@nomail.invalid>
Message-ID: <130120040834243646%bill@nomail.invalid>
Source record: 21791

> Most defiantly a home wrecker, no-one should ask you to run a pif file to
> confirm anything other than a "violate me" request!

What is a "pif" file? I have not heard of that term.

--
Bill

202. Re: How to get a CT60 running MiNT and other questions.

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 13:42:38 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.01.13.13.42.38.200838@nossspamXXatari-source.com>
Source record: 21792

On Mon, 12 Jan 2004 09:43:15 +0100, Rodolphe Czuba wrote:

> And classical question : What is your HDD driver ????
> I just hope you were care about that...
> If not HDDriver or a to old version, it is normal you get HDD problems !
> 060 is running too fast.
> Sure I have no explanations for 030 mode problems.
>
>

Rodolphe,

Sorry for the response delay. My hd-driver is, of course HD-driver 8.13.
I don't think there's any software issues. I'm up-to-date with CT60
firmware updates (JTAG and ABE), and I'm even running ABE5L hoping it
might help counter the problem even though I am in 16MHz bus mode. I
recently removed my bus overclock. Problem not solved, not changed.

>> Thanks,
>> Mark
>> http://portal.atari-source.com

203. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 13:49:13 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bu0pd0$v88$1@news1.nivel5.cl>
Source record: 21787
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi!
I've sent a mail to you.. but i'm going to ask here as well...

Which payments methods do you take ? I'm from Chile, but the shipping would
be to a mailbox on Miami, Florida.
Paypal ?

Thanks :o)

"Bravo Sierra Computers" <atari@aracnet.com> escribi&#65533; en el mensaje
news:Pine.LNX.4.44.0401130414400.9605-100000@onyx.spiritone.com...
> Thank You Jerry, for your kind words. ===Ben===
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> > will get my business.
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> > Everyone needs an "attaboy" every once in a while... Hang in there Ben,
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> > economy and our country will continue to get stronger and your business
will

> > pick up...
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> > --
> > Jerry Trickey
> > Bakersfield, CA
> > j_trickey@cox.net
> >
> > To reply directly - remove underscore ("_") from email address
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> > "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
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>

204. Re: ebay spoof

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 14:08:51 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bu0qhl$vj9$1@news1.nivel5.cl>
Source record: 21788

I receive lots of that mail...
But all the address are hoaxes.... http://www.ebay.com@blablabla ... where blablabla is the real server addres..
Even your dns holder (your isp or some place between you and the isp) could be hijacked, and resolved another fake server...

So... better than the mail... i preffer login to the site (using https, and some certificate) , and see what's going on there.
(and first, i check the correct dns entries, correct response/trace from servers, etc)

I'm very paranoid about my CC info.

"Bill" <bill@nomail.invalid> escribi&#65533; en el mensaje news:120120040958537941%bill@nomail.invalid...
> About 3 months ago I got an email from eBay containing a link to a web
> form to fill in personal and credit card info, and the email asked me
> to use this link to update my personal info.
>
> I was leery of this request, so forwarded the suspicious email to eBay
> with my concerns.
>
> Ebay came back with the admission that the email WAS legitimate and
> that they HAD sent the email to me containing the link. They insisted
> that I had to go there and do this or I would lose my account with
> them.
>
> This was in spite of eBays own warnings about responding to such
> requests, and their claims that they would never send out an email
> containing a link to personal information.
>
> I'm a frequent use of eBay but this kinda lowered my level of
> confidence in the competence of eBay's security department.
>
> --
> Bill

205. Re: ebay spoof

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 14:51:07 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bu0t0t$d5$1@news1.nivel5.cl>
Source record: 21793

```
a file detailing args and propierties passed to an executable file
Used a lot on win3.1 and win9x
```

"Bill" <bill@nomail.invalid> escribi&#65533; en el mensaje
news:1301200408342436 46%bill@nomail.invalid...
>
> > Most defiantly a home wrecker, no-one should ask you to run a pif file
to
> > confirm anything other than a "violate me" request!
>
> What is a "pif" file? I have not heard of that term.
>
> --
> Bill

206. Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 16:02:29 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <40041695.1050805@wanadoo.be>
Source record: 21794

Hi all !

I must apologize to communicate through this forum ... but haven't any other choice for the moment.

Dennis sorry to write from here ....
But it seems you don't receive my mails anymore ...
Maybe it's because wanadoo belgium is in process to transfer all data to tiscali ...
Can you answer through dipching@tiscali.be ?
Thanks in advance

Jo

207. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 17:16:58 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <4004277c1a23970@tripnet.se>
Source record: 21795
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

In comp.sys.atari.st <bu0pd0$v88$1@news1.nivel5.cl>
Bruce wrote on Tue 13-01-2004 09:49 (-0400):

>I've sent a mail to you.. but i'm going to ask here as well...
>
>Which payments methods do you take ? I'm from Chile, but the shipping would
>be to a mailbox on Miami, Florida.
>Paypal ?

>"Bravo Sierra Computers" <atari@aracnet.com> escribiï¿½ en el mensaje
>news:Pine.LNX.4.44.0401130414400.9605-100000@onyx.spiritone.com...

I have sent the money in US dollar bank notes in an envelope when I
bought stuff from Ben Smith.

Just use insured mail and you will be fine. Bank notes in letters are
often illegal and insecure but if insured perfectly OK.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

208. Re: EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 17:17:00 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <4004277c1a23971@tripnet.se>
Source record: 21696

In comp.sys.atari.st <btsess$t6t$1@nets3.rz.RWTH-Aachen.DE>
Michael Schwingen wrote on Sun 11-01-2004 21:23 (GMT):

>In article <3fff39a011eb3a0@tripnet.se>,
>Kenneth Medin <kennethm@tripnet.se> wrote:
>>
>>If I reboot after a short time I get another MAC (usually 73:73:73:73:73)
>>and my switch gets a little confused and sends out packets from the TT to
>>all other computers (all LED's blink) but the connection is still fine!
>
>The switch is correct - everything with the LSB set in the first byte of the
>MAC address is a broadcast/multicast address.

Thanks, that explains the blinking LED's.

After the TT has been idle for a couple of days I turned it on again
today and now EtherNEC refuses to work at all... Strangely it now
displays the correct MAC address again under Magic but no blinking LED on
the switch when sending Ping's. The EtherNEC LED does blink, however.

Under Geneva/TOS all LED's on the switch blinks so I guess the packets
that goes out are corrupted. Any idea of a MS Windows or Debian Linux
package that can display incoming raw Ethernet packets?

I'm now on a nullmodem subnet again and it definitely runs slower
compared with Ethernet...

On the other hand I managed to get my Stacy online using STinG and my
Siemens S35i GSM phone over the weekend! Fetching mail at around 1000
Bytes/sec is even slower but better than nothing if you are away from
home...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

209. Re: ebay spoof

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 17:44:21 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <bu1apl$b5o$1@thorium.cix.co.uk>
Source record: 21697

bill@nomail.invalid (Bill) wrote:
> About 3 months ago I got an email from eBay containing a link to a web
> form to fill in personal and credit card info, and the email asked me
> to use this link to update my personal info.
>
> I was leery of this request, so forwarded the suspicious email to eBay
> with my concerns.
>
> Ebay came back with the admission that the email WAS legitimate and
> that they HAD sent the email to me containing the link. They insisted
> that I had to go there and do this or I would lose my account with
> them.
>
> This was in spite of eBays own warnings about responding to such
> requests, and their claims that they would never send out an email
> containing a link to personal information.
>
> I'm a frequent use of eBay but this kinda lowered my level of
> confidence in the competence of eBay's security department.

LloydsTSB have a message after you log onto their site warning you of this
type of email but go on to provide an address to forward it to...

All UK banks have had these spoof messages for quite some while...

rgds
H

210. paralle.out >prn

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 18:19:50 UTC
From: Jan Wanders <janwanders@wanadoo.nl>
Message-ID: <400436c8$0$34174$1b62eedf@news.wanadoo.nl>
Source record: 21698

Who knows a manner in which I can print my scoreperfectfiles (music editing program) to my HP deskjet. When I worked under windows 95 I used the command type parallel.out >print. Now I work under Windows XP and the command does not work anymore.
Jan Wanders

211. Re: EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 19:36:10 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <gFXW9tNqiEBAFw28@my-ste.in-the.bog>
Source record: 21699

On Tue, 13 Jan 2004, Kenneth Medin <kennethm@tripnet.se> wrote:-

<snip>

>Under Geneva/TOS all LED's on the switch blinks so I guess the packets
>that goes out are corrupted. Any idea of a MS Windows or Debian Linux
>package that can display incoming raw Ethernet packets?

You could use either tcpdump or ethereal under Linux. While tcpdump will
work from a console, ethereal requires X.

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 63 Mnodes/s: http://www.distributed.net/
AMD 1800 1Gb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 9.0
AMD 2200 256Mb SuSE 9.0 | A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11
Falcon 14Mb TOS 4.02 | STE 4Mb TOS 1.62

212. Re: paralle.out >prn

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 19:39:48 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <clcZFPOEmEBAFwzO@my-ste.in-the.bog>
Source record: 21700

On Tue, 13 Jan 2004, Jan Wanders <janwanders@wanadoo.nl> wrote:-

>Who knows a manner in which I can print my scoreperfectfiles (music editing
>program) to my HP deskjet. When I worked under windows 95 I used the command
>type parallel.out >print. Now I work under Windows XP and the command does
>not work anymore.

If it's connected to the parallel port, rather than a USB port, you
could try typing the following in a DOS command prompt window:

copy /b parallel.out lpt1

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 63 Mnodes/s: http://www.distributed.net/
AMD 1800 1Gb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 9.0
AMD 2200 256Mb SuSE 9.0 | A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11
Falcon 14Mb TOS 4.02 | STE 4Mb TOS 1.62

213. Re: WTB: Good condition, working Mega STe and/or Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 20:06:58 UTC
From: Meffy <methanoid_AT_@hotmail.com>
Message-ID: <isj8005pukj7pm5cjtv1aoe23o5adr2l6i@4ax.com>
Source record: 21701

On Mon, 12 Jan 2004 16:39:08 -0600, "Brian Roland"
<BJRoland@bellsouth.net> wrote:

>> Guessing you are in USA since you didnt post location and all
>> Americans seems to think that the world consists of US states and sod
>> all else...
>
>That's a pretty pompus, and WRONG statement. Why do 'some' Europeans constantly
>go on about how ALL ELSE in the world think, act, and behave? Perhaps you've
>been watching too much snooty BBC? Not everyone posts on the news groups every
>day to realize the international make-up, or lack there of in a given news
>group. Fortunately, MOST British persons I've known are very polite and helpful
>in getting people on the right track, while being very understanding that when
>someone posts they're quite likely to forget to ask some of the right questions.
>A simple, "Where in the world are you mate?" would be sufficent. It's a common
>mistake, and I'll assure you that if one were to collect all similar mistakes on
>the whole of the usenet, you'd see Americans are not the only people in the
>world who make it. So....get the bloody chip off your shoulder man!
>
>Now, for the fellow's question....
>It's pretty rare you'll see a Mega STe for sale. Expect to pay between $300 and
>$400 US for a working one all maxed out with RAM, SCSI host, and HD.
>
>Falcons seem more common, and tend to go for between $400 and $700 used in the
>USA, depending on configuration and what all comes with it.
>
>Good luck,
>Brian
Brian

When you have removed your head from your own arse perhaps you'd take
a look on Ebay.

Try Ebay Germany.... you'll find lots of MegaSTEs over last few
months, probably lots more than Falcons. I've been watching but since
you're clearly a Yank-o-phile you probably only looked on Ebay.com ;-)

214. Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 20:22:23 UTC
From: sf0218@aol.com
Message-ID: <20040113152223.15210.00003362@mb-m04.aol.com>
Source record: 21703

Hello all,

I'd like to read the thoughts of any persons who've been using Aranym. I'm contemplating selling my Falcon and going with Aranym on my athlon based system.

Thanks,
SamF

215. Re: paralle.out >prn

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 21:03:08 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <bu1mee$c82ba$1@ID-40235.news.uni-berlin.de>
Source record: 21704

"David Bolt" <blacklist-me@davjam.org> wrote in message
news:clcZFPOEmEBAFwzO@my-ste.in-the.bog...
> On Tue, 13 Jan 2004, Jan Wanders <janwanders@wanadoo.nl> wrote:-
>
> >Who knows a manner in which I can print my scoreperfectfiles (music
editing
> >program) to my HP deskjet. When I worked under windows 95 I used the
command
> >type parallel.out >print. Now I work under Windows XP and the command
does
> >not work anymore.
>
> If it's connected to the parallel port, rather than a USB port, you
> could try typing the following in a DOS command prompt window:
>
> copy /b parallel.out lpt1
>

How about defining the local printer as an LPR printer. Then using LPR to
print to localhost ?

>
>
> Regards,
> David Bolt
>
> --
> Member of Team Acorn checking nodes at 63 Mnodes/s:
http://www.distributed.net/
> AMD 1800 1Gb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE
9.0
> AMD 2200 256Mb SuSE 9.0 | A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11
> Falcon 14Mb TOS 4.02 | STE 4Mb TOS 1.62

216. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 21:07:47 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bu1j34$6gg$1@news1.nivel5.cl>
Source record: 21702
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

```
In this case.. money orders are ok too.... i guess
```

"Kenneth Medin" <kennethm@tripnet.se> escribi&#65533; en el mensaje
news:4004277c1a23970@tripnet.se...
> In comp.sys.atari.st <bu0pd0$v88$1@news1.nivel5.cl>
> Bruce wrote on Tue 13-01-2004 09:49 (-0400):
>
> >I've sent a mail to you.. but i'm going to ask here as well...
> >
> >Which payments methods do you take ? I'm from Chile, but the shipping
would
> >be to a mailbox on Miami, Florida.
> >Paypal ?
>
> >"Bravo Sierra Computers" <atari@aracnet.com> escribi&#65533; en el mensaje
> >news:Pine.LNX.4.44.0401130414400.9605-100000@onyx.spiritone.com...
>
> I have sent the money in US dollar bank notes in an envelope when I
> bought stuff from Ben Smith.
>
> Just use insured mail and you will be fine. Bank notes in letters are
> often illegal and insecure but if insured perfectly OK.
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>
>

217. Re: Anyone considered porting Open Office?

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 21:09:59 UTC
From: JEDIDIAH <jedi@nomad.mishnet>
Message-ID: <40045ea7$1_2@news.athenanews.com>
Source record: 21705

On 2004-01-13, Galen <ekaljuma@mtsac.edu> wrote:
> mail@freeman-studio.com (Mike Freeman) wrote in message
news:<5c1cf651.0401091433.3dc77d7b@posting.google.com>...
>> Hi!
>>
>> I heard about the "Open Office" project from a friend of mine and...
>
>> I was just wondering if anyone had considered trying to port it for
>> high-end Atari's (like Medusa/Hades/CT60/Aranym machines)...
>
>> Any comments?

Why not just port GNOME or KDE? That should yield quite a number of
useful applications. There are a number of office style applications
(abiword/gnumeric) developed for them.

Seperated from X, those interfaces might even be able to run well on
older machines.

>
> Hi Mike,
>
> The CT60 might be powerful enough (barely), but you are talking about

I've run StarOffice on a 486 in the past. The problem is RAM, more
than MHz.

> a lot of compiling. If the OSX team's problems are any indication,
> it's not a trivial job.
>
> I'd be thrilled if anyone succeeded though!
>
> Galen

--
There's no reason not to contribute to the stone soup if those |||
contributions are not critical to your competitive edge. / | \

218. Re: EtherNet question

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 21:51:41 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <4004685c6663b0@tripnet.se>
Source record: 21706

In comp.sys.atari.st <gFXW9tNqiEBAFw28@my-ste.in-the.bog>
David Bolt wrote on Tue 13-01-2004 19:36 (GMT):

>On Tue, 13 Jan 2004, Kenneth Medin <kennethm@tripnet.se> wrote:-

>>Under Geneva/TOS all LED's on the switch blinks so I guess the packets
>>that goes out are corrupted. Any idea of a MS Windows or Debian Linux
>>package that can display incoming raw Ethernet packets?
>
>You could use either tcpdump or ethereal under Linux. While tcpdump will
>work from a console, ethereal requires X.

Thanks, Ethereal now up and running.

Rebooted to Geneva. STing Ports Setup show correct MAC address. Ping
192.168.0.11 (Linux box). All LED's on switch and all netcards blink.
Ethereal captures nothing!

Ifconfig on the Linux box show no received, dropped or error packets. The
only trace is the dropped packet count on the sending TT.

Back to nullmodem on the TT and Ping 192.168.0.11 again. Ethereal
captures everything and seems to work OK. ARP requests from the switch as
the Pinging TT (192.168.0.194) is on a subnet and can't be found etc...

I don't have a hub or crossed over TP-cable here so packets must go
through the switch. As all LED's did flicker something arrived to the
Linux box. Maybe the Network card discarded the packets directly?
Checksum error?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

219. Re: paralle.out >prn

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 21:53:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200401132253.a37557@b.maus.de>
Source record: 21654

```
JW>Who knows a manner in which I can print my scoreperfectfiles (music
JW>editing program) to my HP deskjet.
No problem with BASH:

cat datei.txt >PRN:

Und TTschi¿½
ps
```

220. Re: WTB: Good condition, working Mega STe and/or Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 21:57:30 UTC
From: sue and steve <ssmellon@tinternet.com>
Message-ID: <40049417@news.greennet.net>
Source record: 21707

You are a bounder sir!!, to insult the British Brodcasting Corporation is akin to calling the Queen a slapper, you "wankies" sorry "yankies" with your free nylons, chewing gum and loose sexual morals will be a problem in years to come

"Meffy" <methanoid_AT_@hotmail.com> wrote in message news:isj8005pukj7pm5cjtv1aoe23o5adr2l6i@4ax.com...
> On Mon, 12 Jan 2004 16:39:08 -0600, "Brian Roland"
> <BJRoland@bellsouth.net> wrote:
>
> >> Guessing you are in USA since you didnt post location and all
> >> Americans seems to think that the world consists of US states and sod
> >> all else...
> >
> >That's a pretty pompus, and WRONG statement. Why do 'some' Europeans constantly
> >go on about how ALL ELSE in the world think, act, and behave? Perhaps you've
> >been watching too much snooty BBC? Not everyone posts on the news groups every
> >day to realize the international make-up, or lack there of in a given news
> >group. Fortunately, MOST British persons I've known are very polite and helpful
> >in getting people on the right track, while being very understanding that when
> >someone posts they're quite likely to forget to ask some of the right questions.
> >A simple, "Where in the world are you mate?" would be sufficent. It's a common
> >mistake, and I'll assure you that if one were to collect all similar mistakes on
> >the whole of the usenet, you'd see Americans are not the only people in the
> >world who make it. So....get the bloody chip off your shoulder man!
> >
> >Now, for the fellow's question....
> >It's pretty rare you'll see a Mega STe for sale. Expect to pay between $300 and
> >$400 US for a working one all maxed out with RAM, SCSI host, and HD.
> >
> >Falcons seem more common, and tend to go for between $400 and $700 used in the
> >USA, depending on configuration and what all comes with it.

> >
> >Good luck,
> >Brian
> Brian
>
> When you have removed your head from your own arse perhaps you'd take
> a look on Ebay.
>
> Try Ebay Germany.... you'll find lots of MegaSTEs over last few
> months, probably lots more than Falcons. I've been watching but since
> you're clearly a Yank-o-phile you probably only looked on Ebay.com ;-)
>
>

221. Re: Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 22:00:03 UTC
From: sue and steve <ssmellon@tinternet.com>
Message-ID: <400494b0@news.greennet.net>
Source record: 21708

It is good to see that the foul mouthed Dennis has been removed from this
newsgroup,
God bless you
Earnest

"Jo Vandeweghe" <dipching@wanadoo.be> wrote in message
news:40041695.1050805@wanadoo.be...
> Hi all !
>
> I must apologize to communicate through this forum ... but haven't any
> other choice for the moment.
>
>
> Dennis sorry to write from here ....
> But it seems you don't receive my mails anymore ...
> Maybe it's because wanadoo belgium is in process to transfer all data to
> tiscali ...
> Can you answer through dipching@tiscali.be ?
> Thanks in advance
>
> Jo
>

222. Re: Atari 2004

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 22:57:35 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0401131457.4e2ee060@posting.google.com>
Source record: 21709

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:<3fff256a$0$19288$626a54ce@news.free.fr>...
> Who is the owner of the TOS 4 ????
> C-Lab, JTS, Azbro, Infogramme ???
> Big mystery for me...
>
>
I don't know if we even need TOS 4 anymore. The AFROS project seems
to be coming along pretty nicely.

Galen

223. Re: Anyone considered porting Open Office?

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 23:02:46 UTC
From: Getz Tuffed <shytalk@com>
Message-ID: <4004a363@news.greennet.net>
Source record: 21711

"Mike Freeman" <mail@freeman-studio.com> wrote in message
news:5c1cf651.0401091433.3dc77d7b@posting.google.com...
> Hi!
>
> I heard about the "Open Office" project from a friend of mine and
> thought I'd check it out. It looks extremely cool! For those who don't
> know, it's a MS Office-compatible office suite that's completely free
> and open source, designed to be ported to any platform. It has a word
> processor, spreadsheet, database, presentation program, and drawing
> program, all able to load and save MS file formats, as well as others.
> They've got just about every mainstream platform out there porting it
> (Windows, MacOS X, Linux, FreeBSD, etc).
>
> I was just wondering if anyone had considered trying to port it for
> high-end Atari's (like Medusa/Hades/CT60/Aranym machines).

I thought of this in depth but then decided "fuck it" I could get a cheap PC
to do the same job
I love you all

224. Re: Atari 2004

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 23:02:56 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0401131502.4204a552@posting.google.com>
Source record: 21710

jdplace@REMOVESPAMadelphia.net (Joseph D. Place) wrote in message news:<TbEJb.737$lE.691693@news3.news.adelphia.net>...
> What new things do you think we will see on our Atari 16/32 platform
> in 2004? What would you like to see happen?

1) A CT60 compatible graphics card.

2) A SCSI --> USB adapter for the Atari line.
(Note: This is not the same as USB --> SCSI)

3) Printer and scanner drivers.

Unfortunately, I have little hope in #2 and 3. Therefore:

4) Enough work done on Aranym so that the Linux printer, scanner, and USB drivers can be called by the Atari OS.

Atarily yours,

Galen (who is this week celebrating his 13th anniversary of using an Atari as his primary computer).

225. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 23:34:01 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.01.13.23.34.01.60904@nossspamXXatari-source.com>
Source record: 21712

On Tue, 13 Jan 2004 20:22:23 +0000, SF0218 wrote:

> Hello all,
>
> I'd like to read the thoughts of any persons who've been using Aranym. I'm
> contemplating selling my Falcon and going with Aranym on my athlon based
> system.
>
> Thanks,
> SamF

I like Aranym, It has great use for me coding at work. Would I ever
replace my CT60 falcon with it? Never. It's a good help for me, never a
replacement. Just as well, I can provide a good home for that falcon if
need be ;-)

Mark
http://portal.atari-source.com

226. Re: Anyone considered porting Open Office?

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 23:37:07 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.01.13.23.37.05.830879@nossspamXXatari-source.com>
Source record: 21713

On Tue, 13 Jan 2004 16:09:59 -0500, JEDIDIAH wrote:

> On 2004-01-13, Galen <ekaljuma@mtsac.edu> wrote:
>> mail@freeman-studio.com (Mike Freeman) wrote in message
news:<5c1cf651.0401091433.3dc77d7b@posting.google.com>...
>>> Hi!
>>>
>>> I heard about the "Open Office" project from a friend of mine and...
>>
>>> I was just wondering if anyone had considered trying to port it for
>>> high-end Atari's (like Medusa/Hades/CT60/Aranym machines)...
>>
>>> Any comments?
>
> Why not just port GNOME or KDE? That should yield quite a number of
> useful applications. There are a number of office style applications
> (abiword/gnumeric) developed for them.
>
> Seperated from X, those interfaces might even be able to run well on
> older machines.
>

We're working on that. First step is getting GTK-2.2.4 (or any 2.x series
version) running under MiNT and it's proving quite a challenge. Nobody
mentioned it because we do not as of yet know it's possible. Gtk 1.x was
a great success but 2.x offers much better abstraction to allow something
like making it gem/vdi native. It should be interesting nonetheless

Thanks,
Mark
http://portal.atari-source.com

227. Re: WTB: Good condition, working Mega STe and/or Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 23:45:00 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <Bo%Mb.10461$eq.1473@bignews6.bellsouth.net>
Source record: 21714

"sue and steve" <ssmellon@tinternet.com> wrote in message
news:40049417@news.greennet.net...
> You are a bounder sir!!, to insult the British Brodcasting Corporation is
> akin to calling the Queen a slapper, you "wankies" sorry "yankies" with your
> free nylons, chewing gum and loose sexual morals will be a problem in years
> to come

See what I mean? Your views are obviously laced with one sided propaganda. I simply implied that BBC is a bit on the snooty side. I suppose there is need for that on the planet, and plenty of room for it; however, it is in my opinion snooty. The 'anti-American' banter evidenced here of late is a prime reflective example.

1. 90% of the porn slogged off in the USA is imported from Europe and Japan. The other %10 is mostly produced in or around a city called Las Vegas, which interestingly enough is driven by foriegn investors. It's also worthy of noting that rather large chunks of Hollywood, where the so called 'American Image' is portrayed have been taken over by foriegn investors who out right refuse to produce anything above low class 'rubbash'. It's kind of sad that our Mother and Father nations beat the baby for eating sugar with one hand, while laying out troughs upon troughs of cheap candy for the child to feast upon. Loose morals? I do believe it was the British who taught the world about divorce, secularisum, and the seperation of church and state. It's a melting pot here, and you'll find more differing 'sets of morals' than one can shake a stick at! Your viral warfare is pretty slick....but enough of us are on to you that it's never going to work. Maybe you think the trash-traps being set in the USA will succeed someday...meanwhile, I'm most sorry for your own sons and daughters who are being enslaved to make porn trash and run grand drug-ok districts. Isn't that just like the BBC? To point fingers at the USA while they have your sister in the back room doing a BDSM shoot in exchange for a body peircing, some cool tattoos, and a shot of heroine.

Again, ?maybe? the BBC only shows the racy minority driven side of life around the world, while carefully deleting anything and everything that might show decency exists anywhere else on the planet but Mother England.

2. Unlike BBC, the Queen is very good about listening to all sides to a story, in a fair and balanced fashion. She actually ENCOURAGES differing ideas and opinions to be discussed both in the public and private sectors. I'd dare NOT call the Queen a slapper! The BBC is cool...so long as there's another channel or 5 to balance it all out. Is there? I'd love to find out some day ;)

3. I have no clue what free nylons are. Please explain?

4. I don't chew gum, nor do my associates.

> > Try Ebay Germany.... you'll find lots of MegaSTEs over last few
> > months, probably lots more than Falcons. I've been watching but since
> > you're clearly a Yank-o-phile you probably only looked on Ebay.com ;-)

No, I haven't looked on German Ebay lately.
1. I don't understand German.
2. I'd rather not have to spend $200 changing out the TOS, keyboard, and power supply.
3. Ever shipped 30 lbds of boxes across the Atlantic? I have....sometimes it's worth it, sometimes it's not. If I wanted a Mega STe that bad, for that kind of money, I could get one from Best or ATY in California. Agreed, it may seem a bit expensive to do it that way....but all considered, it'd be about the same price or less. It's not that I have a problem doing buissness over the pond....I do it all the time, but in this particular case it just doesn't make sense for 'me'.

The whole notion that people are biggoted and slight minded because they don't instantly scour EVERY source around the world is just plain strange. So is the name calling and type casting of anyone 'non euro'. My friends across the pond make the EXACT same mistakes every day with posts and searches; however, I chock it up to being human, not nationality or geography.

Happy livin'!
Brian

228. Re: Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 23:47:36 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bu202n$il3$1@hercules.btinternet.com>
Source record: 21715

Hi there

"sue and steve" <ssmellon@tinternet.com> wrote in message
news:400494b0@news.greennet.net...

> It is good to see that the foul mouthed Dennis has been removed from this
newsgroup,

Well shit for brains he has not been removed, he chose to selectively read
this group due to arseholes continually attempting to infect MS clients.

> God bless you

Is this the same god that burns and smashes children to a pulp because he
needs them for Angels, if so screw him as well as yourself.

> > I must apologize to communicate through this forum ... but haven't any
> > other choice for the moment.
> >
> >
> > Dennis sorry to write from here ....
> > But it seems you don't receive my mails anymore ...

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

229. Re: Good condition, working Mega STe and/or Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 23:52:09 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bu20b8$pp0$1@titan.btinternet.com>
Source record: 21716

Hi there

"Byron Followell" <byronfollowell@hotmail.com> wrote in message
news:1003c1h49hk4k26@corp.supernews.com...

> I am interested in either or both of these for my collection. I always
> wanted both but couldn't afford either at the time. By the time I could, I
> needed something compatible with my work computer so I've been part of the
> PC world for well over ten years. I love my PC's but I still hold a
special
> place in my heart for my 8 and 16 bit Atari's.
>
> Anyone know of someone wanting to part with either of these systems that
> isn't wanting an arm and a leg? What should I expect to pay for either
> system in fair to mint condition and good working order? I've checked eBay
> but they've been kind of low in the ST/STe/Mega/Falcon area lately.

What part of the world are you in Byron, i have a....

And want an arm a leg and a kidney in exchange...

--

Regards from STeve & his nice warm cosy PAK'd MegaSTe.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, 4.5gig SCSI II, MV-300 *
* Magic - NVDI - Jinnee - Scripter - Freedom - HDDriver - Extendos
*

230. Re: Anyone considered porting Open Office?

Newsgroup: comp.sys.atari.st
Date: 2004-01-13 23:58:55 UTC
From: LS <me@email.net>
Message-ID: <3D%Mb.48762$xy6.118164@attbi_s02>
Source record: 21717

I haven't tested it much lately but I've been using it on a Windows XP system and it works fairly solid. Windows is a back burner OS for the programmers as their main focus is on Linux. I will try and build a Linux system someday to try it out, but I will only use Aranym full time in combination with Windows, so I hope they change their support thoughts of Windows. :)

I read the developers forum often and they really seem to put a TON of time into this thing.

Lannie

"SF0218" <sf0218@aol.com> wrote in message news:20040113081556.14191.00003174@mb-m28.aol.com...
> Hey Lannie,
>
> How is Aranym working for you and what system did you install it on.
>
> Thanks,
> Sam

231. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 02:53:31 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <b5b80b5e67e51296a7b54875ab39c30a@news.teranews.com>
Source record: 21718
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Ah well, it's just 1982 all over again...

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0401121749170.717-100000@onyx.spiritone.com...
> On Mon, 12 Jan 2004, Larry Serflaten wrote:
>
> > "Bravo Sierra Computers" <atari@aracnet.com> wrote
> > > I'm not asking a lot, I'm just trying to make a living and I'd like
> > > to earn your Business!
> >
> > That sounds a lot like the story from the guy at www.atarisales.com.
> > It is surprising you guys can make a living off of 80's era technology!
> >
> > Good luck!
> > LFS
>
> All us Atari Dealers in the U.S. are hurting right now. Were the last ones
> to feel any Financial Relief. Others say the U.S. is going through a
> Recession, but for us. It's a Depression. Both financial and emotional.
>
> ===Ben===
>
> > -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> > http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> > -----== Over 100,000 Newsgroups - 19 Different Servers! =-----
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

232. Re: WTB: Good condition, working Mega S

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 03:30:43 UTC
From: Thomas Brown <twbrown1@peoplepc.com>
Message-ID: <qjd900dtaflag58m0o9fmpqi451j7rkcm2@4ax.com>
Source record: 21719

On Mon, 12 Jan 2004 00:22:46 GMT, swamptaxes-NOT-@atlantic.net (John
Garone) wrote:

>On 11 Jan 2004 21:01:28 , Meffy wrote:
>>On Sun, 11 Jan 2004 14:21:04 -0600, "Byron Followell"
>><byronfollowell@hotmail.com> wrote:
>>
>>>I am interested in either or both of these for my collection. I always
>>>wanted both but couldn't afford either at the time. By the time I could, I
>>>needed something compatible with my work computer so I've been part of the
>>>PC world for well over ten years. I love my PC's but I still hold a special
>>>place in my heart for my 8 and 16 bit Atari's.
>>>
>>>Anyone know of someone wanting to part with either of these systems that
>>>isn't wanting an arm and a leg? What should I expect to pay for either
>>>system in fair to mint condition and good working order? I've checked eBay
>>>but they've been kind of low in the ST/STe/Mega/Falcon area lately.
>>>
>>>Thanks for any info.
>>>
>>> Sincerely,
>>> - Byron Followell
>>>
>>
>>Guessing you are in USA since you didnt post location and all
>>Americans seems to think that the world consists of US states and sod
>>all else...
>>
>>I have a Falcon in UK but not shipping to USA....
>>.
>
> Guessing? hmmmm.... No signature!("Maby" from the UK..could be forged!)
>Won't ship across the pond (even if he pays shipping?).
> Hang in there Byron and keep watching this group (and Evil-bay) for a
>"willing" seller!
>
>John
>P.S.
> To Reply by E-mail, please remove -NOT- from my address!
Well I got my Mega STE from Germany :) try asking the seller via
e-mail if he is willing to ship to the USA..but bear in mind 2
things..shiping + wire transfer fees will most likely cost what the
computer does :P also go into your prefs and set it for all countries
then the ones from Europe ect will show up..and please watch the

Yankee comments :) I ain't from New York.

233. Re: Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 07:15:24 UTC
From: kees <crlaan@yahoo.com>
Message-ID: <4004EC8C.4030607@yahoo.com>
Source record: 21720

Jo Vandeweghe wrote:

> Dennis sorry to write from here ....
> But it seems you don't receive my mails anymore ...

He's busy translating Tempusword in Dutch......
DDP doesn't give a reaction too......
Stopped with Atari at all......
Promoting Umax Atari/mac clones.....
Promised too much

Happy I did't buy Tempusword yet, because I don't believe
the nice words of Dennis anymore. I bought already too much
hardware because of the enthousiasm of Dennis.
May MS bless him.

kees (from the Netherlands)

BTW: Jo did you receive my mail:-) ?

234. FA: TWO ATARI ST MONITORS SM124 & SC1224 - for the 1040ST & 520 ST

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 07:55:07 UTC
From: essoterik2001@alexandria.cc
Message-ID: <f969fdb5.0401132355.3b2fce22@posting.google.com>
Source record: 21721

F O R A U C T I O N
TWO WORKING MONITORS FOR THE ATARI ST COMPUTERS:

ATARI ST MONITOR SM124 - for the 1040ST & 520 ST
http://auctions.shopping.yahoo.com/auction/83331746

ATARI ST MONITOR SC1224 - for the 1040ST & 520 ST
http://auctions.shopping.yahoo.com/auction/83288382

Commodore 1084 Monitor. Lovely picture. Externally attractive beige.
Just $50!
http://auctions.shopping.yahoo.com/auction/83809123

Commodore 64 Computer. Includes power supply. Works Great! Just $15!
http://auctions.shopping.yahoo.com/auction/83749272

Okimate 20 Color Printer in box
http://auctions.shopping.yahoo.com/auction/83333937

ALSO
VINTAGE 1973 YELLOW BELL ROTARY DIAL DESK PHONE
http://auctions.shopping.yahoo.com/auction/83794611

**********>>>>>>>SEE THE BILL THE CAT FOR AUCTION!<<<<<<<<

RARE Microsoft Bob! New Never Opened! Where did MS Office Annoyer
"Clippit" come from? Right here. The failed MS Operating System Shell
- MS BOB!
http://auctions.shopping.yahoo.com/auction/83745209

Just a FEW of the many rare items! AMIGA! Mac SE! BILL THE CAT!

http://user.auctions.yahoo.com/show/auctions?userID=essoterik2001
for all the auctions

235. Re: Atari 2004

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 07:56:08 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bu2ss1ekg3@reader10.wxs.nl>
Source record: 21722

Galen wrote:

> I don't know if we even need TOS 4 anymore. The AFROS project seems
> to be coming along pretty nicely.

How exactly do you mean "need TOS 4"? It's in all Falcons, and it's not
the last version anyway, that's TOS 5 which runs on Milans.

Maurits.

236. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 09:01:43 UTC
From: Standa Opichal <opichals@seznam.cz>
Message-ID: <bu30hotct1@server4.gts.cz>
Source record: 21723

Hi!

try AFROS Live CD, http://aranym.sf.net/

STan

Mark D wrote:
> On Tue, 13 Jan 2004 20:22:23 +0000, SF0218 wrote:
>
>
>>Hello all,
>>
>>I'd like to read the thoughts of any persons who've been using Aranym. I'm
>>contemplating selling my Falcon and going with Aranym on my athlon based
>>system.
>>
>>Thanks,
>>SamF
>
>
> I like Aranym, It has great use for me coding at work. Would I ever
> replace my CT60 falcon with it? Never. It's a good help for me, never a
> replacement. Just as well, I can provide a good home for that falcon if
> need be ;-)
>
> Mark
> http://portal.atari-source.com
>

237. Re: Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 09:37:56 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1074076766-419175AEicMi@xs4all.nl>
Source record: 21724

Considering that it is not right to judge or talk about somebody without letting him or herself in the discussion i do feel i have to get into this. I fully do not agree with all what has been said about Dennis. If i ever have to point out somebody who is the most loyal to this platform it'll be Dennis. Supportive on many ways. And i do not share the experience ever have had any wrong advice from him.

For more than 13 years now i am using a TT as my main computer and i am sure it would not have gone for such a long period if there was not the support from Dennis.

Please use your energy to do something positive concerning this platform (like Dennis does) and not the other way round.

Nobody can match his dedication to Atari. End of subject.

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

238. Re: Anyone considered porting Open Office?

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 09:52:51 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0401141037540.104-100000@UNI_MANiacs>
Source record: 21725

On 9 Jan 2004, Mike Freeman wrote:

> I heard about the "Open Office" project from a friend of mine and

> I was just wondering if anyone had considered trying to port it for
> high-end Atari's (like Medusa/Hades/CT60/Aranym machines). It needs a
> 64Mb system, so that leaves most Atari-made machines without upgrades
> out of the picture, but I would imagine it would help give people a
> good reason to start buying the newer machines and upgrades. While we

Porting Open-Office to the Atari would be a huge effort.
In the Atari SpareMiNT project you will find many applications coming from the Open-Source/Linux world, that have been ported to run with the Atari FreeMiNT OS. Most of them are text based tools, but there are also a number of apps using X. On my Atari Falcon/CT2b these graphical apps are horribly slow. On a fast Linux based computer running Aranym things will be more interesting. But in that case the question is: why should I waste so much harddisk space to have Open Office running in my Aranym environment, if I already have Open Office installed on the same harddisk running directly under Linux ?

For the authentic "Atari feel" I'd rather use Papyrus Office or Tempus Word in that situation, and switch to Linux to run Open Office.

But maybe some day in the (not so far) future someone will port Open Office for FreeMiNT. You could have a fast Intel/AMD based computer with a minimal Linux installation completely dedicated to Aranym. Maybe even boot (almost) directly into Aranym. And then have all those wonderfull Open Source apps like Open Office and Gimp running on a virtual super Atari for a very small price. (Someone is actually working on porting the GIMP to FreeMiNT. It's not so easy, but will eventually happen.)

--

Martin Tarenskeen

239. Re: Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 12:25:47 UTC
From: kees <crlaan@yahoo.com>
Message-ID: <4005354B.9070908@yahoo.com>
Source record: 21726

Raoul Teulings wrote:
> Considering that it is not right to judge or talk
> about somebody without letting him or herself in
> the discussion i do feel i have to get into this. I
> fully do not agree with all what has been said
> about Dennis. If i ever have to point out somebody
> who is the most loyal to this platform it'll be
> Dennis. Supportive on many ways. And i do not share
> the experience ever have had any wrong advice from
> him.
>
> For more than 13 years now i am using a TT as my
> main computer and i am sure it would not have gone
> for such a long period if there was not the support
> from Dennis.
>
> Please use your energy to do something positive
> concerning this platform (like Dennis does) and not
> the other way round.
>
> Nobody can match his dedication to Atari. End of
> subject.

you are Dennis?

240. Re: How to get a CT60 running MiNT and other questions.

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 13:18:17 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <40054193$0$28713$626a54ce@news.free.fr>
Source record: 21727

"Rustynutt" <rustynutttakethisout@hotmail.com> a ï¿½crit dans le message de news: 0n1700lhnnfnugu9j4hubuvj5eja1ivg68@4ax.com...
> On Mon, 12 Jan 2004 09:43:15 +0100, "Rodolphe Czuba" <rczuba@free.fr>
> wrote:
>
> With the CT060 installed, and running Falcon in 030 mode, does the CT
> take care of the DMA buffer required of standard Falcons?

YES IF you fitted the CT60 with solders !
Without solders, the SDMA clock is unchanged = buffered if a buffer was here & unpatched if no buffer was here.

> CT060 termination resistor on SDMA works fine with Afterburner too,
> but gives Mighty Sonic fits. Mighty Sonic and Nemesis require SDMA
> buffer almost always for proper operation.

I don't care about nemesis or sonic, because CT60 offers the same features at 25 MHz with solders.
I spent a long time to solve the SDMA problem with CT60 at 16 20 & 25 MHz bus and now I don't care if CT60 don't work correctly with other booster.
For me, using 2 boosters both on the same mb is a stupid idea if the most powerfull booster has features replacing 100% the second booster !

241. Re: How to get a CT60 running MiNT and other questions.

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 13:20:36 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <4005421f$0$28683$626a54ce@news.free.fr>
Source record: 21728

If the problem exists in 030 mode, you should send me the mb and I will
check it.

Regards

"Mark D" <mducksub@nossspamXXatari-source.com> a ï¿½crit dans le message de
news: pan.2004.01.13.13.42.38.200838@nossspamXXatari-source.com...
> On Mon, 12 Jan 2004 09:43:15 +0100, Rodolphe Czuba wrote:
>
> > And classical question : What is your HDD driver ????
> > I just hope you were care about that...
> > If not HDDriver or a to old version, it is normal you get HDD problems !
> > 060 is running too fast.
> > Sure I have no explanations for 030 mode problems.
> >
> >
>
> Rodolphe,
>
> Sorry for the response delay. My hd-driver is, of course HD-driver 8.13.
> I don't think there's any software issues. I'm up-to-date with CT60
> firmware updates (JTAG and ABE), and I'm even running ABE5L hoping it
> might help counter the problem even though I am in 16MHz bus mode. I
> recently removed my bus overclock. Problem not solved, not changed.
>
> >> Thanks,
> >> Mark
> >> http://portal.atari-source.com
>

242. Re: Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 14:17:51 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC2AFE51.C6BE%derryck@nospam.cix.co.uk.invalid>
Source record: 21729

In article 4004EC8C.4030607@yahoo.com, kees at crlaan@yahoo.com wrote on 14/1/04 07:15:

Are you for real???

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

243. Re: WTB: Good condition, working Mega STe and/or Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 14:17:51 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC2AFF2E.C6BF%derryck@nospam.cix.co.uk.invalid>
Source record: 21730

In article Bo%Mb.10461$eq.1473@bignews6.bellsouth.net, Brian Roland at BJRoland@bellsouth.net wrote on 13/1/04 23:45:

> "sue and steve" <ssmellon@tinternet.com> wrote in message
> news:40049417@news.greennet.net...
>> You are a bounder sir!!, to insult the British Brodcasting Corporation is

--

Cheers

Derryck


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

244. Re: Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 14:30:39 UTC
From: Bill <bill@nomail.invalid>
Message-ID: <140120040930397577%bill@nomail.invalid>
Source record: 21731

In article <1074076766-419175AEicMi@xs4all.nl>, Raoul Teulings
<rt@xs4all.nl> wrote:

>
> Please use your energy to do something positive
> concerning this platform (like Dennis does) and not
> the other way round.
>
> Nobody can match his dedication to Atari. End of
> subject.
>
> Raoul Teulings

I agree with this, and I am definitely not Dennis.

Dennis has done a lot of work on translations that have benefitted
everyone who uses these programs. I hope all the bitching at and
about him doesn't discourage Dennis from continuing the very useful
work he has been doing to make Atari a more useful computer.

--
Bill

245. [ANN] Anodyne Software web site updated

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 15:24:24 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <40055db438802f2@europe-shareware.org>
Source record: 21732

The Anodyne Software web site has been updated, as follows:

The ExtenDOS Gold MiNT XFS is now available! Although this is still a beta
test version, it is believed to be both useful and stable. The XFS is being
distributed as an update to the current version (v3.4C) of ExtenDOS Gold. It
is available via download from either our web sites at the following URLs:
backup site (preferred): http://www.cyberus.ca/~anodyne/egold/egld_390.zip
main site: http://www.anodynesoftware.com/egold/egld_390.zip

Please note that some users are still experiencing problems with downloading
files from the main site, so we suggest that you obtain your update files from
our alternate site, as shown above.

Thank you for your interest in our products!
Roger Burrows

Anodyne Software Email: info@anodynesoftware.com
Phone: (613) 523-7498 Fax: Call to arrange
/|\ CD reading & recording software for Atari systems /|\
Visit our web site at: http://www.anodynesoftware.com

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
ST Magazine : http://stmagazine.org (French Atari fanzine)
Ric's HomePage : http://paricard.free.fr

246. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 16:29:11 UTC
From: Matthias Alles <alles@rhrk.uni-kl.de>
Message-ID: <bu3qoblik1@news.uni-kl.de>
Source record: 21733

Hi!

> I'd like to read the thoughts of any persons who've been using Aranym. I'm
> contemplating selling my Falcon and going with Aranym on my athlon based
> system.

Aranym is nice, if you want to compile things with MiNT for example. But
it never can give you the feeling you have when sitting in front of a
real Falcon. Sitting in front of a PC running an emulator (or virtual
machine if you prefer this) isn´t just as nice as sitting in front of an
Atari. That is why Aranym is not THE alternative for me.

Matthias

247. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 17:35:10 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <xceNb.1502$%x4.260392@news.siol.net>
Source record: 21734

> I'm contemplating selling my Falcon and going with Aranym on my athlon
> based system.

Thank you, ARANYM dudes....

248. Re: Good condition, working Mega STe and/or Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 18:10:37 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bu3t2q$3mq$1@news1.nivel5.cl>
Source record: 21736

I could give an arm an a leg.. but kidney is useless xD

Now serious..
I want a mega ste or falcon too.. Im from Chile, but have a mailbox on Miami
Could pay with paypal or money order...

My mail is the same as my name (on the news) domain : Ivn.cl

"Steve Sweet" <steve.sweet@btopen-2-viri-world.com> escribi&#65533; en el mensaje
news:bu20b8$pp0$1@titan.btinternet.com...
> Hi there
>
> "Byron Followell" <byronfollowell@hotmail.com> wrote in message
> news:1003c1h49hk4k26@corp.supernews.com...
>
> > I am interested in either or both of these for my collection. I always
> > wanted both but couldn't afford either at the time. By the time I could,
I
> > needed something compatible with my work computer so I've been part of
the
> > PC world for well over ten years. I love my PC's but I still hold a
> special
> > place in my heart for my 8 and 16 bit Atari's.
> >
> > Anyone know of someone wanting to part with either of these systems that
> > isn't wanting an arm and a leg? What should I expect to pay for either
> > system in fair to mint condition and good working order? I've checked
eBay
> > but they've been kind of low in the ST/STe/Mega/Falcon area lately.
>
> What part of the world are you in Byron, i have a....
>
> And want an arm a leg and a kidney in exchange...
>
> --
>
> Regards from STeve & his nice warm cosy PAK'd MegaSTe.
>
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, 4.5gig SCSI II, MV-300 *
> * Magic - NVDI - Jinnee - Scripter - Freedom - HDDriver -
Extendos
> *
>
>

249. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 18:11:28 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bu3t4l$3n2$1@news1.nivel5.cl>
Source record: 21737

```
Let me know if you sell your Falcon!
```

"SF0218" <sf0218@aol.com> escribi&#65533; en el mensaje
news:20040113152223.15210.00003362@mb-m04.aol.com...
> Hello all,
>
> I'd like to read the thoughts of any persons who've been using Aranym.
I'm
> contemplating selling my Falcon and going with Aranym on my athlon based
> system.
>
> Thanks,
> SamF

250. PC as a hardisk for a ST?

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 18:16:37 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bu3te2$3p4$1@news1.nivel5.cl>
Source record: 21738

Hi...
Ive been trying to use hdd_dmn, but it is written in pure asm code, and comments are in czech!!!, and all my systems are new, and running win2k3, or Linux...
I haven't been able to do it...even using vmware, bosch, dosemu.. etc....

So.. any of you guys, have been able to make it work ??
or better yet... any of you can translate the comments, so i can write a C++ version of the program ?

Thank!

251. Re: FA: TWO ATARI ST MONITORS SM124 & SC1224 - for the 1040ST & 520 ST

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 18:35:50 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <q5fNb.1504$%x4.260646@news.siol.net>
Source record: 21739

Essoterik2001 Auctions wrote:

> ##### F O R A U C T I O N #####
> TWO WORKING MONITORS FOR THE ATARI ST COMPUTERS:
>
> ATARI ST MONITOR SM124 - for the 1040ST & 520 ST
> http://auctions.shopping.yahoo.com/auction/83331746

Well, i have few at home, not throughly tested, but if someone is in need, i only want postage costs and a beer... Dont know how much postage would be, but heck, even from Ebay u need to pay it anyway :)

Janez

252. Re: WTB: Good condition, working Mega STe and/or Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 19:07:16 UTC
From: Meffy <methanoid_AT_@hotmail.com>
Message-ID: <up4b00ld0l7vitqvjecs0q364atghbp4su@4ax.com>
Source record: 21740

top posting cos most of Brian's "banter" is just mindless tosh..

Thanks Brian.. gave me a giggle... if nothjng else..

Oh and try altavista's Babelfish s/w

On Tue, 13 Jan 2004 17:45:00 -0600, "Brian Roland"
<BJRoland@bellsouth.net> wrote:

>
>"sue and steve" <ssmellon@tinternet.com> wrote in message
>news:40049417@news.greennet.net...
>> You are a bounder sir!!, to insult the British Brodcasting Corporation is
>> akin to calling the Queen a slapper, you "wankies" sorry "yankies" with your
>> free nylons, chewing gum and loose sexual morals will be a problem in years
>> to come
>
>See what I mean? Your views are obviously laced with one sided propaganda. I
>simply implied that BBC is a bit on the snooty side. I suppose there is need
>for that on the planet, and plenty of room for it; however, it is in my opinion
>snooty. The 'anti-American' banter evidenced here of late is a prime reflective
>example.
>
>1. 90% of the porn slogged off in the USA is imported from Europe and Japan.
>The other %10 is mostly produced in or around a city called Las Vegas, which
>interestingly enough is driven by foriegn investors. It's also worthy of noting
>that rather large chunks of Hollywood, where the so called 'American Image' is
>portrayed have been taken over by foriegn investors who out right refuse to
>produce anything above low class 'rubbash'. It's kind of sad that our Mother
>and Father nations beat the baby for eating sugar with one hand, while laying
>out troughs upon troughs of cheap candy for the child to feast upon. Loose
>morals? I do believe it was the British who taught the world about divorce,
>secularisum, and the seperation of church and state. It's a melting pot here,
>and you'll find more differing 'sets of morals' than one can shake a stick at!
>Your viral warfare is pretty slick....but enough of us are on to you that it's
>never going to work. Maybe you think the trash-traps being set in the USA will
>succeed someday...meanwhile, I'm most sorry for your own sons and daughters who
>are being enslaved to make porn trash and run grand drug-ok districts. Isn't
>that just like the BBC? To point fingers at the USA while they have your sister
>in the back room doing a BDSM shoot in exchange for a body peircing, some cool
>tattoos, and a shot of heroine.
>
>Again, ?maybe? the BBC only shows the racy minority driven side of life around
>the world, while carefully deleting anything and everything that might show
>decency exists anywhere else on the planet but Mother England.

>
>2. Unlike BBC, the Queen is very good about listening to all sides to a story,
>in a fair and balanced fashion. She actually ENCOURAGES differing ideas and
>opinions to be discussed both in the public and private sectors. I'd dare NOT
>call the Queen a slapper! The BBC is cool...so long as there's another channel
>or 5 to balance it all out. Is there? I'd love to find out some day ;)
>
>3. I have no clue what free nylons are. Please explain?
>
>4. I don't chew gum, nor do my associates.
>
>> > Try Ebay Germany.... you'll find lots of MegaSTEs over last few
>> > months, probably lots more than Falcons. I've been watching but since
>> > you're clearly a Yank-o-phile you probably only looked on Ebay.com ;-)
>
>No, I haven't looked on German Ebay lately.
>1. I don't understand German.
>2. I'd rather not have to spend $200 changing out the TOS, keyboard, and power
>supply.
>3. Ever shipped 30 lbds of boxes across the Atlantic? I have....sometimes it's
>worth it, sometimes it's not. If I wanted a Mega STe that bad, for that kind of
>money, I could get one from Best or ATY in California. Agreed, it may seem a
>bit expensive to do it that way....but all considered, it'd be about the same
>price or less. It's not that I have a problem doing buissness over the
>pond....I do it all the time, but in this particular case it just doesn't make
>sense for 'me'.
>
>The whole notion that people are biggoted and slight minded because they don't
>instantly scour EVERY source around the world is just plain strange. So is the
>name calling and type casting of anyone 'non euro'. My friends across the pond
>make the EXACT same mistakes every day with posts and searches; however, I chock
>it up to being human, not nationality or geography.
>
>Happy livin'!
>Brian

253. Re: Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 19:36:25 UTC
From: kees <crlaan@yahoo.com>
Message-ID: <40059A39.7020203@yahoo.com>
Source record: 21741

Derryck Croker wrote:
> In article 4004EC8C.4030607@yahoo.com, kees at crlaan@yahoo.com wrote on
> 14/1/04 07:15:
>
> Are you for real???
>

Be careful Machiavelli will be back sooner or later, drops
a name of someone to position himself again and offers
lots of help. After the weekend you will get a mail from him.
Nobody will ever know only which weekend that will be.

Oh friends: Forget the Tempusword stuff. I have the Papyrus X
payed version and it is fantastic.

kees (who bought to much Umax/macclone/magicmac)

keeslaan@xs4all.nl

254. CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 20:35:23 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.01.14.20.35.23.337093@nossspamXXatari-source.com>
Source record: 21742

Hello folks,

I *think* I found the definitive source of the problems of my ct60. I run an fpu test under 030 mode, 10,000 of 10,000 test calculations are successful and accurate. I run this same test under 060 mode and 0 of 10,000 test calculations are accurate. They are returning, I do have an FPU! It's just BROKE! This explains why ONLY gcc is broken!!!! Gcc is one of the only apps I use that uses fpu! We figured this out because I had troubles with a demo that used fpu too!

I cannot even begin to believe that the 060 chip was causing this all this time, but I'm going to get another chip and try. Nobody breathe until then though, I'm so tired of chanting "hey I found the source of hte problem" and it turns out to fix nothing at all.

Thanks,
Mark
http://portal.atari-source.com

255. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 21:01:44 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <bu4am4$4ul$1@news-reader1.wanadoo.fr>
Source record: 21743

Hi Mark,

Mark D wrote:
> I *think* I found the definitive source of the problems of my ct60. I run
> an fpu test under 030 mode, 10,000 of 10,000 test calculations are
> successful and accurate. I run this same test under 060 mode and 0 of
> 10,000 test calculations are accurate. They are returning, I do have an
> FPU! It's just BROKE! This explains why ONLY gcc is broken!!!! Gcc is
> one of the only apps I use that uses fpu! We figured this out because I
> had troubles with a demo that used fpu too!

You may know that the 68060 need a FPU emulator to run properly with FPU
code. That is because part of 68881 code is not implemented in the 060
instruction set. Anyway, the FPU is inside the 68060 chip. For the 030,
the FPU is external (6888[1-2]).

You can find this emulator if you fetch the one that is designed for
the Hades 060 at the address :

http://www.kingx.com/kingx/medusa/thes-download.html

and you download : Hadessh.zip (279kB): Neu!Hades software and
documentation. Stand 8. April 2001. The emulator is called FPU__3.PRG.

You can also download the emulator that I built, included in the
archive of POV at :

http://eureka.atari.org/pov31g60.lzh

The emulator is called FPU060.PRG.

Both emulators are not guaranteed to work properly.

What you can do is to try FPU__3.PRG.
If it doesn't work then use FPU__3.PRG + FPU060.PRG, with
FPU060.PRG placed after FPU__3.PRG in the AUTO folder (when
there's no sorting of PRGs in the AUTO folder).
FPU060.PRG may not work if it is used alone. But you can
try a few configurations.

Let me know ...

Regards,

-- Franï¿½ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

256. Re: Atari 2004

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 21:49:42 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0401141349.60f4aaf4@posting.google.com>
Source record: 21744

Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov> wrote in message news:<bu2ss1ekg3@reader10.wxs.nl>...
> Galen wrote:
>
> > I don't know if we even need TOS 4 anymore. The AFROS project seems
> > to be coming along pretty nicely.
>
> How exactly do you mean "need TOS 4"? It's in all Falcons, and it's not
> the last version anyway, that's TOS 5 which runs on Milans.
>
To take advantage of any improvements would likely require modifying TOS. The CT60 (as near as I can tell) uses a modestly modified 4.04. My point was that the AFROS project might be a better vehicle for future hardware.

Galen

257. Re: Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 21:52:09 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bu4dlv$cm0$1@titan.btinternet.com>
Source record: 21646

Hi Derryck

"Derryck Croker" <derryck@nospam.cix.co.uk.invalid> wrote in message
news:BC2AFE51.C6BE%derryck@nospam.cix.co.uk.invalid...
> In article 4004EC8C.4030607@yahoo.com, kees at crlaan@yahoo.com wrote on
> 14/1/04 07:15:
>
> Are you for real???

You think arseholes are imaginary, no wonder there's constipation!

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

258. Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 22:06:31 UTC
From: sf0218@aol.com
Message-ID: <20040114170631.01398.00000004@mb-m03.aol.com>
Source record: 21648

Is Magic still being supported/developed anymore or has it gone by the wayside
as well.

Thanks,
SamF

259. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 22:06:41 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnc0be34.66e.atari@core.preferuje.luzik.pl>
Source record: 21647

On Wed, 14 Jan 2004 22:01:44 +0100, Francois LE COAT <lecoat@atari.org> had a noticeable pleasure while writting:
<big cut>

CT60 routines already contain FPU emulation is neede. Why they do not work in Mark case you may ask? His CPU is supposed to have FPU (and it seems it has - but broken) so FPU emulator is not enabled.

It if possible to disable onboard FPU, then FPU emulation may be used.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

260. Re: WTB: Good condition, working Mega STe and/or Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 22:13:05 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <n8jNb.19645$eq.5854@bignews6.bellsouth.net>
Source record: 21649

"Meffy" <methanoid_AT_@hotmail.com> wrote in message
news:up4b00ld0l7vitqvjecs0q364atghbp4su@4ax.com...
> top posting cos most of Brian's "banter" is just mindless tosh..

Mindless indeed....kinda like life, liberty, and the persuit of happiness.
MINDLESS!

> Thanks Brian.. gave me a giggle... if nothjng else..

I'm glad you're amused. It is pretty mindless and funny. There's also a bit of
pretentious truth to it all. Banter is a favorite past-time...especially when
it gets a good 'smug' laugh ;)

Later...
Brian

261. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 22:31:31 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <bu4fuf$n3c$1@news-reader2.wanadoo.fr>
Source record: 21650

Hi Adam,

Adam Klobukowski wrote:
> CT60 routines already contain FPU emulation is neede. Why they do not work
> in Mark case you may ask? His CPU is supposed to have FPU (and it seems it
> has - but broken) so FPU emulator is not enabled.

Well, then. If I told you that FPU060.PRG wasn't working alone, that
is because it is a patch for 060 FPU emulator. If FPU emulation routines
are included in the software designed for CT60, then FPU060.PRG might
patch it, and it could have an effect on FPU emulation. If I've made
that patch, that was because the FPU emulation wasn't correct, and
that I had a lot of problems with Persistence Of Vision (POV) with
the software that was supplied with the Hades 060. It is anyway
originating from Motorola sources. It might do something good ...

> It if possible to disable onboard FPU, then FPU emulation may be used.

There's no problem with trying to patch the FPU emulation, and
FPU060.PRG can be useful for that. So, don't hesitate. Friends
told me that this patch was also working with a TT 030, so there's
no real problem with its use. In the worse case, it will do
nothing ... So, let's try it, and tell me ...

Regards,

-- Franï¿½ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

262. Re: CT60, Hades

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 22:50:38 UTC
From: Firulais <YoNoSoy@WWW.COM>
Message-ID: <bu4h3e$8q9$1@news1.nivel5.cl>
Source record: 21651

sniff...

"lp" <gfabasic@mint.net> escribi&#65533; en el mensaje
news:BC2B2B07.4520%gfabasic@mint.net...
> in article bu4dhj$7ur$1@news1.nivel5.cl, Bruce at No-Spam@Ivn.cl wrote on
> 1/14/04 5:51 PM:
>
> > Hi..
> > Want to know... Is there some place where i can buy a Hades (parts of
it)
> > system ? and CT 60...
>
> The hades is no longer produced. Unless some dealer has one on a shelf
> somewhere unsold, ebay or such is the only other way.
>
> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is
now!]
> Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
Hades060]
>
>

263. CT60, Hades

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 22:51:35 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bu4dhj$7ur$1@news1.nivel5.cl>
Source record: 21745

Hi..
Want to know... Is there some place where i can buy a Hades (parts of it)
system ? and CT 60...
I'm from Chile, so i need to pay either with paypal, or money orders...

Any info would be appreciatted

264. Help

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 23:25:57 UTC
From: sf0218@aol.com
Message-ID: <20040114182557.07879.00000026@mb-m22.aol.com>
Source record: 21652

Finally hooked my C-Lab falcon backup....it's been about 3 years.....I've just about forgotten everything!! Anyhow, when I boot falcon, it bombs out with 3 bombs and freezes. Can't tell for sure, but the problem might be nvdi, cause that's where it freezes.

Also, how to boot up from floppy...say the language disk or a boot disk.

265. Re: CT60, Hades

Newsgroup: comp.sys.atari.st
Date: 2004-01-14 23:38:40 UTC
From: sf0218@aol.com
Message-ID: <20040114183840.07879.00000027@mb-m22.aol.com>
Source record: 21653

Man, I've been out of it for a couple 2 or 3 years.....is there anything left being produced for the Atari pcs?

Thanks,
SamF

266. Re: Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-01-15 00:41:04 UTC
From: Nice Bloke <love@bliss.co.uk>
Message-ID: <40060c36@news.greennet.net>
Source record: 21655

"Steve Sweet" <steve.sweet@btopen-2-viri-world.com> wrote in message
news:bu202n$il3$1@hercules.btinternet.com...
> > It is good to see that the foul mouthed Dennis has been removed from
this
> newsgroup,
>
> Well shit for brains he has not been removed, he chose to selectively shag
> arseholes continually attempting to infect clients.

How Queer !! Crikey!! where's me washboard?

>
> > God bless you

>Is this the same god that burns and smashes children to a pulp because he
>needs them for Angels, if so screw him as well as yourself.

no that is the Asian one, and screwing has to be arranged by your parents

>
> Regards, Steve. S.
>
> Coke Please, 2 lines !,What snake!!, there is someone beaming secret
nuclear rays at me!!

267. *Ping* Barrie at keychange

Newsgroup: comp.sys.atari.st
Date: 2004-01-15 09:24:40 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <opr1s8feu4mj6qhx@news.ntua.gr>
Source record: 21657

```
Barrie,

I sent you a mail the other day. Did you recieve it or is
barrie@keychange.co.uk not working?

Let me know and I'll re-send if neccesary.

--
```

George Nakos AKA GGN/KUA software productions - Atari or buST!

Real programmers disdain structured programming. oΩ½Structured programming is for compulsive neurotics who were prematurely toilet- trained. oΩ½They wear neckties and carefully line up pencils on otherwise clear desks.

```
To send mail, remove the ROCKS from the address shown.
That's g g n a t a t a r i d o t o r g
```

268. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-15 09:26:44 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <40065bdf$0$16592$afc38c87@news.optusnet.com.au>
Source record: 21656

"lp" <gfabasic@mint.net> wrote in message
news:BC2B2CD8.4522%gfabasic@mint.net...
> in article 20040114170631.01398.00000004@mb-m03.aol.com, SF0218 at
> sf0218@aol.com wrote on 1/14/04 5:06 PM:
>
> > Is Magic still being supported/developed anymore or has it gone by the
wayside
> > as well.
>
> Read the authors own words:
>
>
http://groups.google.com/groups?selm=dc0fb4f6.0308140136.4e3b4ee4%40posting.
> google.com&output=gplain
>
> Note that magic lacks some Atari AES 4.1 features such as AES toolbars, so
> apps using such calls won't work correctly.

In other words, Magic is a dead duck. Oh well. Mint was always good:-),
better get the latest version of Xaaes and Terra Desk.

Mark

269. How much for a TT shell?

Newsgroup: comp.sys.atari.st
Date: 2004-01-15 09:52:37 UTC
From: kingsmedley@yahoo.com
Message-ID: <7d763a23.0401150152.1f104958@posting.google.com>
Source record: 21658

I need a TT or Mega STe case for a project I'm planning. Does anybody have a non-working computer they may be willing to part with cheap? An original Mega case would also be acceptable, but the TT/MegaSTE case design was so much cooler that I'd rather use that one, plus it would give me a lot more space to work in. I don't need any of the internal parts, just what's necessary for the structural integrity of the case.

BTW, anybody have any need for a 32MB or a 64MB PC-100 SODIMM? I yanked them out of an old iMac I recenlty upgraded to 256MB. (Trade for the case, perhaps?)

270. Re: How much for a TT shell?

Newsgroup: comp.sys.atari.st
Date: 2004-01-15 10:04:30 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.01.15.10.04.30.423881@nossspamXXatari-source.com>
Source record: 21659

On Thu, 15 Jan 2004 01:52:37 -0800, Daniel A. Mazurowski wrote:

> I need a TT or Mega STe case for a project I'm planning. Does anybody
> have a non-working computer they may be willing to part with cheap? An
> original Mega case would also be acceptable, but the TT/MegaSTE case
> design was so much cooler that I'd rather use that one, plus it would
> give me a lot more space to work in. I don't need any of the internal
> parts, just what's necessary for the structural integrity of the case.
>
> BTW, anybody have any need for a 32MB or a 64MB PC-100 SODIMM? I
> yanked them out of an old iMac I recenlty upgraded to 256MB. (Trade
> for the case, perhaps?)

You want to butcher an atari case to put pc hardware in it don't you ;-)
The least you could do is make a fish aquarium out of it!

Mark
http://portal.atari-source.com

271. Re: How do I connect my ST to a TV (NTSC) ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-15 10:04:38 UTC
From: kingsmedley@yahoo.com
Message-ID: <7d763a23.0401150204.5fb08ce1@posting.google.com>
Source record: 21660

mbricout <mbricout@roadrunner.nf.net> wrote in message
news:<bts8eg$6eu$1@nntp-stjh-01-01.rogers.nf.net>...
> I am in an NTSC zone. I have a 1040 STF with a SM124 monochrome monitor. My
> STF is NOT equipped with an RF modulator, and TVs over here do not have the
> Scart (Peritel) connector. What are my options to get access to the color
> modes of the ST ?
>

Wha...?! A 1040 without a built-in RF?!? Hmm... perhaps the cheapest
option would be to look for a replacement 1040, one with an RF built
in. Or if you're brave (and good with a soldering iron), you could
obtain a non-working ST and transplant the RF modulator.

> I have a TV with "ColorStream" component video input. These are 3 RCA
> connectors labelled "cY, cB, cR". That's where I usually connect my DVD
> player. Can I make a cable and hook up my ST to the TV using those
> connectors ?
>

Might be possible, but without an Atari monitor to hack a cbale from
it will be a challenging hack. And even then I suspect the sync rates
will be all wrong.

> What are my other options if I want to use the color modes of the ST ? I
> came accross some information regarding a ST to S-Video adapter called
> "Video Flyer" (I think). Anyone knows where to find one ? Or an external RF
> modulator ?
>

To use an external RF modulator you will need to have AV output, which
the ST does not have.

272. Re: How do I connect my ST to a TV (NTSC) ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-15 10:19:37 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bu5ppc$k2b$1@reader11.wxs.nl>
Source record: 21661

mbricout wrote:

> I have a TV with "ColorStream" component video input. These are 3 RCA
> connectors labelled "cY, cB, cR". That's where I usually connect my DVD
> player. Can I make a cable and hook up my ST to the TV using those
> connectors ?

Hmm never saw this, but judging from your description these must be
composite signals with sync and lumination for one color. The ST doesn't
provide these (only R, G and B signals with separate sync, and composite
video in the models that also have a modulator built in (STm/STe)).

> What are my other options if I want to use the color modes of the ST ? I
> came accross some information regarding a ST to S-Video adapter called
> "Video Flyer" (I think). Anyone knows where to find one ? Or an external RF
> modulator ?

Electronic stores probably have converters from R/G/B/Sync to
ColorStream. This would give a much better quality than modulating the
signal to RF. It would be even better if your TV also had composite
video input (just one RCA for the total picture information), because I
know there are simple modulators for that (R/G/B/Sync to composite video).

A final possibility would be to find an old VCR with a scart input.
Might even be cheaper (second hand) :)

Maurits.

273. ADV: Atari 20/20 Discount!

Newsgroup: comp.sys.atari.st
Date: 2004-01-15 11:50:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401150340530.7966-100000@onyx.spiritone.com>
Source record: 21662
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently offering my Atari 20/20 Discounts! 2 20% Discounts. A 20%
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http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

274. Re: How do I connect my ST to a TV (NTSC) ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-15 12:35:24 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bu61o0$4gg$1@reader11.wxs.nl>
Source record: 21665

Bruce wrote:

> I have a 1040 without RF too :o)
> (it is in german)

It's not that rare. The ST and STf have no modulator. Only STm, STfm and STe have (guess what the "m" in STm stands for) :)

Maurits.

275. Re: CT60, Hades

Newsgroup: comp.sys.atari.st
Date: 2004-01-15 13:26:49 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bu60qj$kk1$1@news1.nivel5.cl>
Source record: 21663

```
Oh well :o(
I'll keep looking at eBay :o(
```

"lp" <gfabasic@mint.net> escribi&#65533; en el mensaje
news:BC2B2B07.4520%gfabasic@mint.net...
> in article bu4dhj$7ur$1@news1.nivel5.cl, Bruce at No-Spam@Ivn.cl wrote on
> 1/14/04 5:51 PM:
>
> > Hi..
> > Want to know... Is there some place where i can buy a Hades (parts of
it)
> > system ? and CT 60...
>
> The hades is no longer produced. Unless some dealer has one on a shelf
> somewhere unsold, ebay or such is the only other way.
>
> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is
now!]
> Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
Hades060]
>
>

276. Re: How do I connect my ST to a TV (NTSC) ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-15 13:29:27 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bu60vh$kl7$1@news1.nivel5.cl>
Source record: 21664

```
I have a 1040 without RF too :o)
( it is in german )
```

"Daniel A. Mazurowski" <kingsmedley@yahoo.com> escribi&#65533; en el mensaje
news:7d763a23.0401150204.5fb08ce1@posting.google.com...
> mbricout <mbricout@roadrunner.nf.net> wrote in message
news:<bts8eg$6eu$1@nntp-stjh-01-01.rogers.nf.net>...
> > I am in an NTSC zone. I have a 1040 STF with a SM124 monochrome monitor.
My
> > STF is NOT equipped with an RF modulator, and TVs over here do not have
the
> > Scart (Peritel) connector. What are my options to get access to the
color
> > modes of the ST ?
> >
>
> Wha...?! A 1040 without a built-in RF?!? Hmm... perhaps the cheapest
> option would be to look for a replacement 1040, one with an RF built
> in. Or if you're brave (and good with a soldering iron), you could
> obtain a non-working ST and transplant the RF modulator.
>
> > I have a TV with "ColorStream" component video input. These are 3 RCA
> > connectors labelled "cY, cB, cR". That's where I usually connect my DVD
> > player. Can I make a cable and hook up my ST to the TV using those
> > connectors ?
> >
>
> Might be possible, but without an Atari monitor to hack a cbale from
> it will be a challenging hack. And even then I suspect the sync rates
> will be all wrong.
>
> > What are my other options if I want to use the color modes of the ST ? I
> > came accross some information regarding a ST to S-Video adapter called
> > "Video Flyer" (I think). Anyone knows where to find one ? Or an external
RF
> > modulator ?
> >
>
> To use an external RF modulator you will need to have AV output, which
> the ST does not have.

277. Re: PC as a hardisk for a ST?

Newsgroup: comp.sys.atari.st
Date: 2004-01-15 14:00:56 UTC
From: Rod Smith <rodsmith@rodsbooks.com>
Message-ID: <pe66ub-6bg.ln@speaker.rodsbooks.com>
Source record: 21666

Bruce wrote:

> Ive been trying to use hdd_dmn, but it is written in pure asm code, and
> comments are in czech!!!, and all my systems are new, and running
> win2k3, or Linux...
> I haven't been able to do it...even using vmware, bosch, dosemu..
> etc....
>
> So.. any of you guys, have been able to make it work ??
> or better yet... any of you can translate the comments, so i can write a
> C++ version of the program ?

I can't help with that specific program, but you might want to look into setting up a TCP/IP network between the two computers and using NFS, which is a standard file-sharing protocol. Here's a page with documentation on doing this:

ftp://gem.win.co.nz/hall/hardware/stpc_nfs.txt

Note that I've not done this myself, so I can't offer advice beyond this pointer. I'm just suggesting it because it's a solution that uses a standard protocol.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

278. UK; Who would like an original model Atari 520ST with B/W Monitor?

Newsgroup: comp.sys.atari.st
Date: 2004-01-15 14:47:03 UTC
From: Speeder <almostelvis@hotmail.com>
Message-ID: <bu6956$595$1@sparta.btinternet.com>
Source record: 21667

Hi All,

First, I am in Northwest England. UK.

I have an Atari 520 ST with a black and white Atari monitor. This was the first model released in the UK and it's been in my family since new (1987?) It appeared to be functioning okay last time I checked it a few months ago. I have some original games; Brattacus, Starglider, Psion Chess. I have the disk drive and mouse also, probably have the manual, possibly other ST stuff.

I need to get rid of it, but rather than throw it in the bin I would like to offer it to a good home i.e. one of you people.

I don't want any money, but collection or postage cost would be the responsibility of the person wanting the items.

Send me a mail if you are interested.

Terms & Conditions:
I may retract my offer at any time and keep the items.
The items are given as seen.
I do not assert that the items are in safe working condition. (I would recommend the subsequent owner has them checked by a suitable professional.)
I hold no responsibility for the items once they have left my possession.
Etc etc etc.

Regards,

Speeder.

279. Re: How much for a TT shell?

Newsgroup: comp.sys.atari.st
Date: 2004-01-15 15:17:08 UTC
From: JEDIDIAH <jedi@nomad.mishnet>
Message-ID: <4006aef4$1_5@news.athenanews.com>
Source record: 21668

```
On 2004-01-15, Mark D <mducksub@nossspamXXatari-source.com> wrote:
> On Thu, 15 Jan 2004 01:52:37 -0800, Daniel A. Mazurowski wrote:
>
>> I need a TT or Mega STe case for a project I'm planning. Does anybody
>> have a non-working computer they may be willing to part with cheap? An
>> original Mega case would also be acceptable, but the TT/MegaSTE case
>> design was so much cooler that I'd rather use that one, plus it would
>> give me a lot more space to work in. I don't need any of the internal
>> parts, just what's necessary for the structural integrity of the case.
>>
>> BTW, anybody have any need for a 32MB or a 64MB PC-100 SODIMM? I
>> yanked them out of an old iMac I recenlty upgraded to 256MB. (Trade
>> for the case, perhaps?)
>
> You want to butcher an atari case to put pc hardware in it don't you ;-)
> The least you could do is make a fish aquarium out of it!

You never know. He might want to put some PC hardware in there so
that he can run STeem or somesuch. '-)

--
There's no reason not to contribute to the stone soup if those |||
contributions are not critical to your competitive edge. / | \
```

280. Re: PC as a hardisk for a ST?

Newsgroup: comp.sys.atari.st
Date: 2004-01-15 15:34:36 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnc0dbio.71c.atari@core.preferuje.luzik.pl>
Source record: 21670

On Thu, 15 Jan 2004 12:18:45 -0400, Bruce <No-Spam@Ivn.cl> had a noticeable pleasure while writting:
> Ok.. it seems doable...
> How much memory does MiNT needs to run ?
> The best Atari that i have, is a Mega ST2...

Recent stable (1.15.12) FreeMiNT kernel may have problems running on ST due
to 4MB memory limitation. In fact I doubt if it will run.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

281. Re: PC as a hardisk for a ST?

Newsgroup: comp.sys.atari.st
Date: 2004-01-15 15:38:19 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bu6cf0jec1@reader11.wxs.nl>
Source record: 21671

Adam Klobukowski wrote:

> Recent stable (1.15.12) FreeMiNT kernel may have problems running on ST due
> to 4MB memory limitation. In fact I doubt if it will run.

Has so much been added then? 1.14 together with an NFS driver wouldn't
eat more than a few hundred KB.

If all you want is to share a PC drive, you don't need N.AES or MiNTos
:) (or the latest kernel).

Maurits.

282. Mint Advice

Newsgroup: comp.sys.atari.st
Date: 2004-01-15 16:12:20 UTC
From: sf0218@aol.com
Message-ID: <20040115111220.13670.00000009@mb-m27.aol.com>
Source record: 21673

Any all advice, suggestions, experiences, for Mint on a Falcon will be welcome.
I'm contemplating installing it on my Falcon since Magic is dead.

Thanks to all,
SamF

283. Re: PC as a hardisk for a ST?

Newsgroup: comp.sys.atari.st
Date: 2004-01-15 16:18:45 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bu6asumqb1@news1.nivel5.cl>
Source record: 21669

```
Ok.. it seems doable...
How much memory does MiNT needs to run ?
The best Atari that i have, is a Mega ST2...
```

"Rod Smith" <rodsmith@rodsbooks.com> escribi&#65533; en el mensaje
news:pe66ub-6bg.ln@speaker.rodsbooks.com...
> Bruce wrote:
>
> > Ive been trying to use hdd_dmn, but it is written in pure asm code, and
> > comments are in czech!!!, and all my systems are new, and running
> > win2k3, or Linux...
> > I haven't been able to do it...even using vmware, bosch, dosemu..
> > etc....
> >
> > So.. any of you guys, have been able to make it work ??
> > or better yet... any of you can translate the comments, so i can write a
> > C++ version of the program ?
>
> I can't help with that specific program, but you might want to look into
> setting up a TCP/IP network between the two computers and using NFS,
> which is a standard file-sharing protocol. Here's a page with
> documentation on doing this:
>
> ftp://gem.win.co.nz/hall/hardware/stpc_nfs.txt
>
> Note that I've not done this myself, so I can't offer advice beyond this
> pointer. I'm just suggesting it because it's a solution that uses a
> standard protocol.
>
> --
> Rod Smith, rodsmith@rodsbooks.com
> http://www.rodsbooks.com
> Author of books on Linux, FreeBSD, and networking

284. Re: PC as a hardisk for a ST?

Newsgroup: comp.sys.atari.st
Date: 2004-01-15 16:39:51 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bu6c4h$n2j$1@news1.nivel5.cl>
Source record: 21672

```
so.. i'm stuck again...
I'm thinking on learn czech =P
```

"Adam Klobukowski" <atari@gabo.pl> escribi&#65533; en el mensaje
news:slrnc0dbio.71c.atari@core.preferuje.luzik.pl...
> On Thu, 15 Jan 2004 12:18:45 -0400, Bruce <No-Spam@Ivn.cl> had a
noticeable pleasure while writting:
> > Ok.. it seems doable...
> > How much memory does MiNT needs to run ?
> > The best Atari that i have, is a Mega ST2...
>
> Recent stable (1.15.12) FreeMiNT kernel may have problems running on ST
due
> to 4MB memory limitation. In fact I doubt if it will run.
>
> --
> Semper Fidelis
>
> Adam Klobukowski
> atari@gabo.pl

285. Re: Mint Advice

Newsgroup: comp.sys.atari.st
Date: 2004-01-15 17:03:29 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnc0dgpc.73c.atari@core.preferuje.luzik.pl>
Source record: 21674

On 15 Jan 2004 16:12:20 GMT, SF0218 <sf0218@aol.com> had a noticeable pleasure while writting:
> Any all advice, suggestions, experiences, for Mint on a Falcon will be welcome.
> I'm contemplating installing it on my Falcon since Magic is dead.

It works.
It works better on accelerated machine with fastram.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

286. Re: PC as a hardisk for a ST?

Newsgroup: comp.sys.atari.st
Date: 2004-01-15 17:07:44 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnc0dh1c.73c.atari@core.preferuje.luzik.pl>
Source record: 21675

On Thu, 15 Jan 2004 16:38:19 +0100, Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov> had a noticeable pleasure while writting:
> Adam Klobukowski wrote:
>
>> Recent stable (1.15.12) FreeMiNT kernel may have problems running on ST due
>> to 4MB memory limitation. In fact I doubt if it will run.
>
> Has so much been added then? 1.14 together with an NFS driver wouldn't
> eat more than a few hundred KB.
>
> If all you want is to share a PC drive, you don't need N.AES or MiNTos
>:) (or the latest kernel).

ROM GEM will not work with 1.15.12, so yo need other AES and desktop (if you want desktop compatibile enviroment), and it consumes majority memory. You will have very little memory left, and it will be unusable.

Bere kernel+CLI shell would leave more memory, but such setup is not so user friendly ;)

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

287. Re: *Ping* Barrie at keychange

Newsgroup: comp.sys.atari.st
Date: 2004-01-15 18:18:57 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <lPANb.4234$YV1.2832@newsfep4-winn.server.ntli.net>
Source record: 21676

Hello.
"George Nakos" <ggn@atariROCKS.org> wrote in message
news:opr1s8feu4mj6qhx@news.ntua.gr...
> I sent you a mail the other day. Did you recieve it or is
> barrie@keychange.co.uk not working?

Resend.

288. Re: WTB: Good condition, working Mega STe and/or Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-01-15 20:04:43 UTC
From: Michael <mbricout_A@T_roadrunner.nf.net>
Message-ID: <bu6ru6irs1@nntp-stjh-01-01.rogers.nf.net>
Source record: 21677

Hi all,

As a new subscriber, I am extremely disapointed to see such a problem on this newsgroup.

Aside from the fact that personal attacks based on someone's supposed nationality are inapropriate, what's the point of an exchange like this:
- Foo: "Hi, I'm looking to buy an [item A]. I need one."
- Bar: "Hi Foo, I have an [item A], but I won't sell it to you."

Hum... Should all the subscribers to this group who have an [Item A] but are not willing to sell it respond to Foo and tell him ? Perhaps everyone who does not even have an [Item A] should also write back and notify Foo they can do nothing from him.

About the personal attack now:

Who cares about any of this group's subscribers nationality, race, religion, sex, etc. As long as we are all Atari fans, are we not all welcome and united in our passion ? Of course, if some weirdo alien starts talking about Amiga, that'll be another story ;)

Michael

Nationality:
Atarian.

289. Re: How do I connect my ST to a TV (NTSC) ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-15 20:21:22 UTC
From: Michael <mbricout_A@T_roadrunner.nf.net>
Message-ID: <bu6std$j2u$1@nntp-stjh-01-01.rogers.nf.net>
Source record: 21678

Maurits van de Kamp wrote:

> Electronic stores probably have converters from R/G/B/Sync to
> ColorStream. This would give a much better quality than modulating the
> signal to RF. It would be even better if your TV also had composite
> video input (just one RCA for the total picture information), because I
> _know_ there are simple modulators for that (R/G/B/Sync to composite
> video).

Something like this, I suppose:
http://www.preromanbritain.com/gwem/martbean/ataridiy/conv.htm

I was thinking about trying to adapt an RF modulator for Nintendo N64
(they're pretty cheap), but I know the picture quality would be terrible
:(.

Thanks,
Michael

290. Re: WTB: Good condition, working Mega STe and/or Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-01-15 22:13:22 UTC
From: Meffy <methanoid_AT_@hotmail.com>
Message-ID: <814e00t95osbn5f1gtv8rq6av8rdj0e7m0@4ax.com>
Source record: 21679

On Thu, 15 Jan 2004 16:34:43 -0330, Michael
<mbricout_A@T_roadrunner.nf.net> wrote:

>Hi all,
>
>As a new subscriber, I am extremely disapointed to see such a problem on
>this newsgroup.
>
>Aside from the fact that personal attacks based on someone's supposed
>nationality are inapropriate, what's the point of an exchange like this:
>- Foo: "Hi, I'm looking to buy an [item A]. I need one."
>- Bar: "Hi Foo, I have an [item A], but I won't sell it to you."
>
>Hum... Should all the subscribers to this group who have an [Item A] but are
>not willing to sell it respond to Foo and tell him ? Perhaps everyone who
>does not even have an [Item A] should also write back and notify Foo they
>can do nothing from him.
>
>About the personal attack now:
>
>Who cares about any of this group's subscribers nationality, race, religion,
>sex, etc. As long as we are all Atari fans, are we not all welcome and
>united in our passion ? Of course, if some weirdo alien starts talking
>about Amiga, that'll be another story ;)
>
>Michael
>
>Nationality:
>Atarian.
>

You will find off topic banter in any group.. get used to it...

I really douby anyone who wanted to sell any item would REALLY be put
off an international sale just cos they were a Yank... honest.. it
just can irritate non-Americans when Americans make those
"assumptions"... (trying hard not to wind him up again!!)

291. Re: Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-01-15 22:21:18 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1074280256-76791AEicMi@gmx.net>
Source record: 21599

From: kees <crlaan@yahoo.com>
Date: Wed, 14 Jan 2004 08:15:24 +0100

Kees,

This is me, Dennis, the *real* one

>Happy I did't buy Tempusword yet, because I don't believe
>the nice words of Dennis anymore. I bought already too much
>hardware because of the enthousiasm of Dennis.
>May MS bless him.

On 03.11.2003 in Message-ID: <1068060744-369975AEicMi@gmx.net> I posted the
following:

<SNIP>
>>> sombody knows how the TW project is going?
>>> Translations and other good news about it?
>>
>>Translation into English continues. It's a big job as you can appreciate.
>>
>
>The german edition will do. Any opinions?

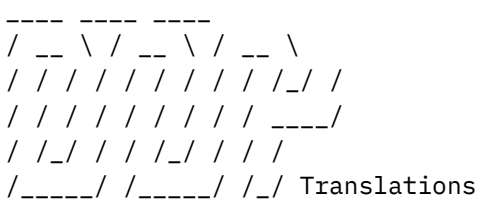
Why don't you download it from http://www.tempus-word.de , install it and
form an opinion yourself?
The English translation is moving slowly but steadily in the right
direction, Tempus Word NG will definitely be available in English, have
some patience, the translation of such a project doesn't happen overnight...

<SNAP>

Where are the nice words?
I've asked you to USE your brains and decide for yourself if TempusWord is
the kind of app you like and have a use for. You obviously didn't... :-/
Is this kintergarten? Do I have to hold your hand in every decision you're
gonna take?

As for you buying to much hardware... one could say that it's never enough
of course, I told you what **IMO** was the best and cheapest way to get a
really fast Atari on your desktop. You've got the hardware now and it seems
to me that you're disapointed with the results... instead of bitching about
it may I suggest to start reading some manuals and set up the whole lot
correctly, it worked for me and others, there's no reason why it shouldn't
work for you, just put some effort in it.

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

292. Re: WTB: Good condition, working Mega STe and/or Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-01-15 22:39:12 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <3DENb.1099$%86.245@bignews4.bellsouth.net>
Source record: 21680

"Michael" <mbricout_A@T_roadrunner.nf.net> wrote in message
news:bu6ru6irs1@nntp-stjh-01-01.rogers.nf.net...
> Hi all,
>
> As a new subscriber, I am extremely disapointed to see such a problem on
> this newsgroup.
>

Hi Michael,
We're just havin' a little fun. Really, most of us do get along quite well, even when we agree to disagree. Some folks on the newgroup disagree just to disagree and get a thread of chatter going every now and then. After a while ya learn it's a little like your local pub or coffee shop. Sure, the premise of the establishment is to 'drink and eat', but is their any harm in a little BS on the side?

Honestly, I don't think any of us are so small minded as to carry every sensability around all the time like some chip on our shoulder. We all put our pants on one leg at the time like everyone else.

I honestly was a little annoyed at the implication that Americans, and only Americans zone from time to time and forget to acknowledge the fact that the world is bigger than what's in our back yard. Am I really 'that' sensitive about it? No...

In reading the rest of your post below, I think you get the idea.
Atari Fans....
Just burnin' a little free time and tryin' to have fun...not really at anyone's expense.
Sorry if feelings 'truly' get hurt.

BTW....anyone out there that can tell me how to detect which revision of mother board is in my Amiga 2000? (just kidding)

Happy livin'!
Brian

> Aside from the fact that personal attacks based on someone's supposed
> nationality are inapropriate, what's the point of an exchange like this:
> - Foo: "Hi, I'm looking to buy an [item A]. I need one."
> - Bar: "Hi Foo, I have an [item A], but I won't sell it to you.
>
> Hum... Should all the subscribers to this group who have an [Item A] but are
> not willing to sell it respond to Foo and tell him ? Perhaps everyone who
> does not even have an [Item A] should also write back and notify Foo they
> can do nothing from him.

>
> About the personal attack now:
>
> Who cares about any of this group's subscribers nationality, race, religion,
> sex, etc. As long as we are all Atari fans, are we not all welcome and
> united in our passion ? Of course, if some weirdo alien starts talking
> about Amiga, that'll be another story ;)
>
> Michael
>
> Nationality:
> Atarian.
>
>

293. Re: How do I connect my ST to a TV (NTSC) ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-15 23:36:20 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <UtFNb.13959$Wa.6736@news-server.bigpond.net.au>
Source record: 21681

"mbricout" <mbricout@roadrunner.nf.net> wrote in message
news:bts8eg$6eu$1@nntp-stjh-01-01.rogers.nf.net...
> I am in an NTSC zone. I have a 1040 STF with a SM124 monochrome monitor.
My
> STF is NOT equipped with an RF modulator, and TVs over here do not have
the
> Scart (Peritel) connector. What are my options to get access to the color
> modes of the ST ?
>
> I have a TV with "ColorStream" component video input. These are 3 RCA
> connectors labelled "cY, cB, cR". That's where I usually connect my DVD
> player. Can I make a cable and hook up my ST to the TV using those
> connectors ?
>
> What are my other options if I want to use the color modes of the ST ? I
> came accross some information regarding a ST to S-Video adapter called
> "Video Flyer" (I think). Anyone knows where to find one ? Or an external
RF
> modulator ?

Hi Michael, I reakon the easiest way out would be to get a Amiga A520
external modulator and make a 13 to 23 pin adaptor. This has a modulator
that produces both rf and composite. The just tap the audio using the 13 to
23 pin adaptor. easy:-). Oh the STF is lacking alot of extra circuitry as
well as the modulator so just dropping in a modulator is not an easy job.

Mark

294. Re: CT60, Hades

Newsgroup: comp.sys.atari.st
Date: 2004-01-15 23:45:40 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <40072619$0$1159$636a55ce@news.free.fr>
Source record: 21682

Why did you not contact me ????

I just need 40 orders to produce again CT60.
You have just to register and you will get a CT60 !

Rodolphe Czuba
France
www.czuba-tech.com

"Bruce" <No-Spam@Ivn.cl> a ï¿½crit dans le message de news:
bu4dhj$7ur$1@news1.nivel5.cl...
> Hi..
> Want to know... Is there some place where i can buy a Hades (parts of it)
> system ? and CT 60...
> I'm from Chile, so i need to pay either with paypal, or money orders...
>
> Any info would be appreciatted
>
>

295. Re: Mint Advice

Newsgroup: comp.sys.atari.st
Date: 2004-01-15 23:46:14 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.01.15.23.46.13.221193@removenoaspam.atari-source.com>
Source record: 21683

On Thu, 15 Jan 2004 16:12:20 +0000, SF0218 wrote:

> Any all advice, suggestions, experiences, for Mint on a Falcon will be welcome.
> I'm contemplating installing it on my Falcon since Magic is dead.
>
> Thanks to all,
> SamF

Sam,

On a non-accelerated falcon, MiNT works and works fairly well but in my opinion was too slow to deal with. The features are worth the general slowdown though so on an accelerated system with lots of ram, it's definitely the system of choice for me and many others.

As far as installing though. First thing is first, install easymint and CAREFULLY read the documentation. There's a lot of stuff you have to do including having a partition ready to be demolished. Then after easymint is installed and running (or not), come here with more specific questions, and we're all quite happy to help you become another mint user.

Thanks,
Mark
http://portal.atari-source.com

296. Re: Mint Advice

Newsgroup: comp.sys.atari.st
Date: 2004-01-15 23:46:43 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <nMFNb.1297$2L6.1096@bignews6.bellsouth.net>
Source record: 21685

"SF0218" <sf0218@aol.com> wrote in message
news:20040115111220.13670.00000009@mb-m27.aol.com...
> Any all advice, suggestions, experiences, for Mint on a Falcon will be
welcome.
> I'm contemplating installing it on my Falcon since Magic is dead.

SamF,
It's not dead as long as it does the jobs you need done.

What do you want a possible MiNT setup to do?

If you're simply courious, and enjoy this sort of thing, I say clear a partition
and go for it :)

Things I feel you'll want to look into.

1. HDDriver is recommended if you want to take advantage of the latest
partition schemes and file systems.

2. NVDI, or a combination of fVDI and Speedo GDOS will certianly be of
interest.

3. Plenty of RAM.

In my opinion, what really sets MiNT apart from MagiC are networking abilities
and unix portability. Beyond that, at 'this' point, I personally don't see any
major advantage to abandoning MagiC.

I use stock TOS, MagiC, Geneva, and MiNT all four, as each one seems to offer
various advantages and disadvantages for various work environments. I also have
used N.AES for quite some time.

So...what kind of workstation are you shooting for, that MagiC doesn't do....
That's a good place to start advising more specificly.

MagiC may in a sense be dead....
But one fact remains....
It's pretty fast and efficent, and alot of good software which is also 'dead'
works happily with it.

Brian

297. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2004-01-15 23:50:19 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <40072733$0$1181$636a55ce@news.free.fr>
Source record: 21684

Hey Franï¿½ois, you don't know the CT60 !

The 060 FPU routs are inside the FLASH ! So they cannot be patched and they
do not need.
And I'm sure the routs are good because all FPU software run fine on CT60
without your FPU patch...
POV is running on CT60.

And the software mark tried is running fine on an other CT60.
So the 060 is the problem because there is no problem on an other CT60.
Ok?

"Francois LE COAT" <lecoat@atari.org> a ï¿½crit dans le message de news:
bu4fuf$n3c$1@news-reader2.wanadoo.fr...
> Hi Adam,
>
> Adam Klobukowski wrote:
> > CT60 routines already contain FPU emulation is neede. Why they do not
work
> > in Mark case you may ask? His CPU is supposed to have FPU (and it seems
it
> > has - but broken) so FPU emulator is not enabled.
>
> Well, then. If I told you that FPU060.PRG wasn't working alone, that
> is because it is a patch for 060 FPU emulator. If FPU emulation routines
> are included in the software designed for CT60, then FPU060.PRG might
> patch it, and it could have an effect on FPU emulation. If I've made
> that patch, that was because the FPU emulation wasn't correct, and
> that I had a lot of problems with Persistence Of Vision (POV) with
> the software that was supplied with the Hades 060. It is anyway
> originating from Motorola sources. It might do something good ...
>
> > It if possible to disable onboard FPU, then FPU emulation may be used.
>
> There's no problem with trying to patch the FPU emulation, and
> FPU060.PRG can be useful for that. So, don't hesitate. Friends
> told me that this patch was also working with a TT 030, so there's
> no real problem with its use. In the worse case, it will do
> nothing ... So, let's try it, and tell me ...
>
> Regards,
>
> -- Franï¿½ois LE COAT
> Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
> http://eureka.atari.org

>

298. AACE Meeting/Lunch Jan 24th

Newsgroup: comp.sys.atari.st
Date: 2004-01-16 04:47:26 UTC
From: "Rick D." <sysop2003@a8maestro.com>
Message-ID: <40076CDD.ACAD7132@a8maestro.com>
Source record: 21686
Body handling: HTML body converted to readable text

AACE Meeting/Lunch Jan 24th

This is a note that the next AACE Meeting/Lunch is scheduled.

Saturday January 24th 12 Noon
Mr. Gattis on 620 & Lakecreek.
Austin, TX

See map at www.a8maestro.com/visitors/aacemap2.gif.

MAP

Rick D.

299. Re: How do I connect my ST to a TV (NTSC) ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-16 04:51:59 UTC
From: d_mango1@yahoo.com
Message-ID: <6d40f6fd.0401152051.7f95be00@posting.google.com>
Source record: 21687

> Hi Michael, I reakon the easiest way out would be to get a Amiga A520
> external modulator and make a 13 to 23 pin adaptor. This has a modulator
> that produces both rf and composite. The just tap the audio using the 13 to
> 23 pin adaptor. easy:-). Oh the STF is lacking alot of extra circuitry as
> well as the modulator so just dropping in a modulator is not an easy job.
>
> Mark

This sounds very interesting. I have an A520 hooked up my a500, and wouldn't mind giving it a go on my Stacy. How difficult is it to build a 13 to 23 pin adapter? Any pinouts for such a beast on the net?

300. Re: How do I connect my ST to a TV (NTSC) ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-16 06:51:52 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <cSLNb.14307$Wa.6530@news-server.bigpond.net.au>
Source record: 21688

"D.C." <d_mango1@yahoo.com> wrote in message
news:6d40f6fd.0401152051.7f95be00@posting.google.com...
> > Hi Michael, I reakon the easiest way out would be to get a Amiga A520
> > external modulator and make a 13 to 23 pin adaptor. This has a modulator
> > that produces both rf and composite. The just tap the audio using the 13
to
> > 23 pin adaptor. easy:-). Oh the STF is lacking alot of extra circuitry
as
> > well as the modulator so just dropping in a modulator is not an easy
job.
> >
> > Mark
>
> This sounds very interesting. I have an A520 hooked up my a500, and
wouldn't
> mind giving it a go on my Stacy. How difficult is it to build a 13 to 23
pin
> adapter? Any pinouts for such a beast on the net?

Should not be too hard.

http://www.howell1964.freeserve.co.uk/Atari/ST/Atari_ST_Video.htm for the
stf side.

http://www.ntrautanen.fi/computers/hardware/misc/amiga_rgb.htm for the Amiga
a520 side.

this is only a theory mind you, if the modulator uses csync you could tie
the v and h sync together via a low value resistor. A little experimentation
would be required. Usual disclaimer apllies of course;-)

Mark

301. Re: WTB: Good condition, working Mega STe and/or Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-01-16 09:55:32 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <M4abGGDIL7BAFwgd@btinternet.com>
Source record: 21689

In message <3DENb.1099$%86.245@bignews4.bellsouth.net>, Brian Roland
<BJRoland@bellsouth.net> writes
>
>I honestly was a little annoyed at the implication that Americans, and only
>Americans zone from time to time and forget to acknowledge the fact that the
>world is bigger than what's in our back yard. Am I really 'that' sensitive
>about it? No...

Apart from anything else, it's only Americans who have figured that
really, the world is too small, and that funny red ball that looks kinda
like Oklahoma, but with more atmosphere and a greater chance of
intelligent life, is worth trying to get some people on.

Richard, who wishes that the British government would put some real
effort into a proper, inspiring space programme. Or anything, really.
--
Richard Kilpatrick, long haired prophet of doom. |\ _,,,---,,_
Musical suicide - www.mp3.com/RichardKilpatrick /,`.-'`' -. ;-;;,
Work: Icon Publications, Group Sales Manager |,4-))-,_. ,\ (`'::.
Homepage: http://www.dmc12.demon.co.uk/ '----''(_/--' `-'_)Morticia

302. Re: CT60, Hades

Newsgroup: comp.sys.atari.st
Date: 2004-01-16 13:09:41 UTC
From: sf0218@aol.com
Message-ID: <20040116080941.13622.00000040@mb-m24.aol.com>
Source record: 21690

I am a bit confused. must the Falcon be re-cased, or use an external ps if it the Falcon remains in original case, inorder to use the CT60, unsoldered?

Thanks,
SamF

303. Re: Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-01-16 13:27:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1074280262-77751AEicMi@gmx.net>
Source record: 21600

From: "sue and steve" <ssmellon@tinternet.com>
Date: Tue, 13 Jan 2004 22:00:03 -0000

>It is good to see that the foul mouthed Dennis has been removed from this
>newsgroup,

Sorry mate, I was right in the middle of my wintersleep until you came by
and woke me up. Ever heard of "don't wake up sleeping dogs"?...

STAY TUNED :-)

Cheers from Belgium
Dennis

304. Re: Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-01-16 13:27:34 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1074280252-75647AEicMi@gmx.net>
Source record: 21598

From: lp <gfabasic@mint.net>
Date: Tue, 13 Jan 2004 17:42:25 -0500

>You mean to say he hasn't beat the thread with the word "port" into the
>ground yet?

No he hasn't..., you should know by now that I'm the realistic type, and looking realisticly at this issue, there's no way that monster (which some call an office suit) will ever run on Atari hardware (real hardware that is). So I just sit here watching the dreamers dream up some more crazy dreams, I suppose it's the time of the year for it....

Cheers from Belgium
Dennis

305. Re: CT60, Hades

Newsgroup: comp.sys.atari.st
Date: 2004-01-16 14:12:25 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bu8nrvbbt1@news1.nivel5.cl>
Source record: 21691

```
Duh!
i Will contact you.. but first i need a Falcon !!!
xD
```

"Rodolphe Czuba" <rczuba@free.fr> escribi&#65533; en el mensaje
news:40072619$0$1159$636a55ce@news.free.fr...
> Why did you not contact me ????
>
> I just need 40 orders to produce again CT60.
> You have just to register and you will get a CT60 !
>
>
> Rodolphe Czuba
> France
> www.czuba-tech.com
>
>
>
>
> "Bruce" <No-Spam@Ivn.cl> a &#65533;crit dans le message de news:
> bu4dhj$7ur$1@news1.nivel5.cl...
> > Hi..
> > Want to know... Is there some place where i can buy a Hades (parts of
it)
> > system ? and CT 60...
> > I'm from Chile, so i need to pay either with paypal, or money orders...
> >
> > Any info would be appreciatted
> >
> >
>

306. Re: WTB: Good condition, working Mega STe and/or Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-01-16 14:21:35 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bu8od5bem1@news1.nivel5.cl>
Source record: 21692

Totally agree with you.

Personally, when i feel attacked, i just stop answering. There is no
point in follow the thread, making it a flame war.
Besides, all internet is full of trolls, spammers, flamers, kiddiez, etc.

In here, we are gather as an Atari Nationality. Much of us, arent from
usa. Some of us, doesn't have english as our primary language, that's why
time to time (or all the time) write things a bit confusing.
But with the GREAT help that i've found on almost every people i read
here, i've been able to improve me. and revive the old atari tradition, dead
on my country.

I think, the only thing we must do.. is keep this group alive. Cause all
atari was (and is) the best computer ever built. (Yeah... it is awesome how
they survive to electric shocks, dust, metal, and even water.... really)

Regards :o)

Ivan Barrera --> Bruce

"Michael" <mbricout_A@T_roadrunner.nf.net> escribi en el mensaje
news:bu6ru6irs1@nntp-stjh-01-01.rogers.nf.net...
> Hi all,
>
> As a new subscriber, I am extremely disapointed to see such a problem on
> this newsgroup.
>
> Aside from the fact that personal attacks based on someone's supposed
> nationality are inapropriate, what's the point of an exchange like this:
> - Foo: "Hi, I'm looking to buy an [item A]. I need one."
> - Bar: "Hi Foo, I have an [item A], but I won't sell it to you."
>
> Hum... Should all the subscribers to this group who have an [Item A] but
are
> not willing to sell it respond to Foo and tell him ? Perhaps everyone who
> does not even have an [Item A] should also write back and notify Foo they
> can do nothing from him.
>
> About the personal attack now:
>
> Who cares about any of this group's subscribers nationality, race,
religion,
> sex, etc. As long as we are all Atari fans, are we not all welcome and
> united in our passion ? Of course, if some weirdo alien starts talking

> about Amiga, that'll be another story ;)
>
> Michael
>
> Nationality:
> Atarian.
>
>

307. Re: CT60, Hades

Newsgroup: comp.sys.atari.st
Date: 2004-01-16 16:30:34 UTC
From: sf0218@aol.com
Message-ID: <20040116113034.21982.00000032@mb-m22.aol.com>
Source record: 21695

Okay, so where in the falcon casedoes the atx psu go in?

308. Re: Mint Advice

Newsgroup: comp.sys.atari.st
Date: 2004-01-16 17:05:27 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <LYTNb.1610$%x4.278628@news.siol.net>
Source record: 21693

Brian Roland wrote:

> MagiC may in a sense be dead....
> But one fact remains....
> It's pretty fast and efficent, and alot of good software which is also
> 'dead' works happily with it.

I agree here. With MiNT 14mb is esential and even with 14mb, MiNT us usable in "multitos" mode, which means kernel+AES (gem) only, no unix part etc. So close to Magic. MiNT even in multitos mode offers some advantages, such as usage of ext2 etc filesystems, u can also use MiNTnet preety efeciently (if u have whole mint setup but not boot in "unix mode" u can enter shell, call rc.net script and the use mintnet) etc, but u need to judge by itself, if that is worthy extra RAM, since Magic uses less RAM and it will run basicaly same GEM apps as MiNT does. (except those with AES toolbars, whuch may make some probs) + some Magic only apps

Since we have nice boot managers, i would install both and use them on demand... And for unix+gem at same time, 14mb is very tight, and its wise to have more RAM... Personaly i prefer MiNT, because its more flexible etc, but on other handm i have more RAM...

Janez

309. Re: *Ping* Barrie at keychange

Newsgroup: comp.sys.atari.st
Date: 2004-01-16 17:06:12 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <8RUNb.4626$JL4.34862@newsfep4-glfd.server.ntli.net>
Source record: 21596

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:lPANb.4234$YV1.2832@newsfep4-winn.server.ntli.net...
> Hello.
> "George Nakos" <ggn@atariROCKS.org> wrote in message
> news:opr1s8feu4mj6qhx@news.ntua.gr...
> > I sent you a mail the other day. Did you recieve it or is
> > barrie@keychange.co.uk not working?
>
> Resend.

I replied on 08.01.04, repeated today.

Barrie.

310. Re: CT60, Hades

Newsgroup: comp.sys.atari.st
Date: 2004-01-16 17:07:30 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <G_TNb.1611$%x4.278628@news.siol.net>
Source record: 21694

SF0218 wrote:

> I am a bit confused. must the Falcon be re-cased, or use an external ps
> if it the Falcon remains in original case, inorder to use the CT60,
> unsoldered?

U have to use ATX psu in any case. U can use original Falcob case with
ct60, but u need to mount fan sideways, since of on heatsink, its to high.

Janez

311. Re: CT60, Hades

Newsgroup: comp.sys.atari.st
Date: 2004-01-16 18:48:04 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <YsVNb.1616$%x4.279817@news.siol.net>
Source record: 21597

SF0218 wrote:

> Okay, so where in the falcon casedoes the atx psu go in?

"in any case" is meant u MUST use atx psu... But it need to be external psu, except that microATX PSUs may fit in original case...

Janez

312. Re: CT60, Hades

Newsgroup: comp.sys.atari.st
Date: 2004-01-16 21:30:22 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1074267024-577319AEicMi@adelphia.net>
Source record: 21601

SF0218,
Hi, I have a CT60 on my Falcon. I have put the ATX
PSU outside the Falcon and ran the wires from the ATX
PSU through the Power Supply Plug of the old Falcon
power supply. Also, remember you must REMOVE the
Falcon Power Supply from the Falcon all together to
make room for the CT60. I have heard of these MICRO
ATX PSU but it seems to me that that would be a very
TIGHT fit and increase the HEAT factor inside the
Falcon. Not to mention you must be extremely careful
how the MICRO ATX PSU is placed inside the Falcon!!!
I would be afraid even if you protected the
motherboard that it may short something some time into
the future. Just be cautious with this method
anyways!!!!!

Thanks,
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 16 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with 64 Megs DDR SDRam
PCI/AGP adapter from Rodolphe,
Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)

313. Re: Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-01-16 21:30:23 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1074267024-577559AEicMi@adelphia.net>
Source record: 21602

Dennis,
Nice to see that your BACK my friend!!!! Keep up
the great work on TEMPUS!!!

Thanks,
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 16 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with 64 Megs DDR SDRam
PCI/AGP adapter from Rodolphe,
Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)

314. Re: PC as a hardisk for a ST?

Newsgroup: comp.sys.atari.st
Date: 2004-01-16 21:50:08 UTC
From: vdjole@EUnet.yu
Message-ID: <bu9mae$il0$1@news.eunet.yu>
Source record: 21604

On 15 Jan 2004 15:34:36 , Adam Klobukowski wrote:
>> How much memory does MiNT needs to run ?
>> The best Atari that i have, is a Mega ST2...
>
>Recent stable (1.15.12) FreeMiNT kernel may have problems running on ST due
>to 4MB memory limitation. In fact I doubt if it will run.

It will run on 4MB... barely. With NVDI, an AES and TeraDesk, one would
have less than 1MB left... drastically worse than with 1.15.0,
sa I returned to 1.15.0 for the cases when I need Mint.

Maybe it might be a good idea to make sure that the binaries of an
older version like that remain available somewhere for the sake
of ST users.

cu;

315. Got my shiny new Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-01-16 22:00:37 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <I2W6FIA33FCAFwYx@btinternet.com>
Source record: 21603

First sold in 1993, somewhat earlier than the previous owner had suggested! Absolutely mint, not a mark anywhere on the casing, no fading or discolouring, box in reasonable condition, manuals, mouse, leads and disks all as new.

4Mb, no HD.

Now. What to do with it. How hard is it going to be, now, to find full RAM and an HD for it; do I need a fitting kit to get an HD? Can I download MultiTOS or similar, since I have an external disc enclosure which has a CD-ROM and HD inside.

It's very nice having such an unusually clean example of Atari's (almost) finest - and for once, at the same time as an ST!

Just to make life good, I also got an RME Multiface for my G5 today - so high-quality digital recording, here I come. Just as soon as I've figured out how to configure Logic :/

Richard
--
Richard Kilpatrick, long haired prophet of doom. |\ _,,,---,,_
Musical suicide - www.mp3.com/RichardKilpatrick /,`.-'`' -. ;-;;,
Work: Icon Publications, Group Sales Manager |,4-))-,_. ,\ (`'::.
Homepage: http://www.dmc12.demon.co.uk/ '----''(_/--' `-'_)Morticia

316. Native GTK port (was Re: Anyone considered porting Open Office?)

Newsgroup: comp.sys.atari.st
Date: 2004-01-16 23:46:42 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <25t9ub.cr3.ln@127.0.0.1>
Source record: 21616

Dans l'article
<pan.2004.01.13.23.37.05.830879@nossspamXXatari-source.com>, "Mark D"
<mducksub@nossspamxxatari-source.com> a tapotï¿½ avec ses petits doigts:

> We're working on that. First step is getting GTK-2.2.4 (or any 2.x
> series version) running under MiNT and it's proving quite a challenge.
> Nobody mentioned it because we do not as of yet know it's possible. Gtk
> 1.x was a great success but 2.x offers much better abstraction to allow
> something like making it gem/vdi native.

Is it possible for interested people to test the gtk1 ? or even the
current gtk2 work ?

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

317. CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-17 01:38:42 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <400891b2$0$4261$c30e37c6@lon-reader.news.telstra.net>
Source record: 21605

Just lurking and it seems that this CT60 is a rather expensive hack that doesn't seem to work very well, or is it just me who seems to think this?

318. Re: Atari 20/20 Discount!

Newsgroup: comp.sys.atari.st
Date: 2004-01-17 01:41:57 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <40089275$0$4261$c30e37c6@lon-reader.news.telstra.net>
Source record: 21606
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0401150340530.7966-100000@onyx.spiritone.com...
> I'm currently offering my Atari 20/20 Discounts! 2 20% Discounts. A 20%
> Discount on All Games/SoftWare & Books/References for Classic Atari 8 Bit
> & Atari ST Computer Lines! And a 20% Discount for my more regular /
> preferred Customers covering All Games/SoftWare, Books/References and Most
> HardWare/Accessories for Classic Atari 8 Bit & Atari ST Computer Lines.
> Buyers outside the US can take advantage of favorable exchange Rates over
> the Dollar! Shipping and selling to anyone/anywhere the Law allows!
> Got Questions?

Which came first, the chicken or the egg?

319. Re: Help

Newsgroup: comp.sys.atari.st
Date: 2004-01-17 02:10:32 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <sQ0Ob.422$1f.440912@monger.newsread.com>
Source record: 21607

On 14 Jan 2004 23:25:57 , SF0218 wrote:
>Finally hooked my C-Lab falcon backup....it's been about 3 years.....I've just
>about forgotten everything!! Anyhow, when I boot falcon, it bombs out with 3
>bombs and freezes. Can't tell for sure, but the problem might be nvdi, cause
>that's where it freezes.
>
>Also, how to boot up from floppy...say the language disk or a boot disk.
>.

If it freezes during booting and NVDI is causing the freeze you'll
probably see the boot process stop as it attempts to load NVDI stuff
(NVDI will be the last on the screen). If so, try holding both shift keys
down near the beginning of the boot process until you see "NVDI not
installed....hit any key" (or something like that). NVDI path to GEMSYS is
important. Assign.sys too!
Loading from the floppy: use a blank disk and hold the ALT key down as
soon as you see the monitor light up (or hear a click from the speaker).
Not sure how long to hold it.
If you get a clean boot then use HDDriver from the floppy to access the
hard drive and either start eliminating stuff in the Auto folder and CPX
modules (including XCONTROL.ACC) or start from scratch by adding stuff one
at a time until you hit the culprit.
Good luck!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

320. Re: WTB: Good condition, working Mega S

Newsgroup: comp.sys.atari.st
Date: 2004-01-17 02:28:51 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <D51Ob.423$1f.442283@monger.newsread.com>
Source record: 21608

On 15 Jan 2004 16:34:43 , Michael wrote:
>Hi all,
>
>As a new subscriber, I am extremely disapointed to see such a problem on
>this newsgroup.
>
>Aside from the fact that personal attacks based on someone's supposed
>nationality are inapropriate, what's the point of an exchange like this:
>- Foo: "Hi, I'm looking to buy an [item A]. I need one."
>- Bar: "Hi Foo, I have an [item A], but I won't sell it to you."
>
>Hum... Should all the subscribers to this group who have an [Item A] but are
>not willing to sell it respond to Foo and tell him ? Perhaps everyone who
>does not even have an [Item A] should also write back and notify Foo they
>can do nothing from him.
>
>About the personal attack now:
>
>Who cares about any of this group's subscribers nationality, race, religion,
>sex, etc. As long as we are all Atari fans, are we not all welcome and
>united in our passion ? Of course, if some weirdo alien starts talking
>about Amiga, that'll be another story ;)
>
>Michael
>
>Nationality:
>Atarian.
>

Hi Michael,
Don't let it get to you! There'll be more to come!
It's ironic that some posters make "assuming" off-topic remarks (maby
fed by the news media they access) but accept help without knowing
what country the help is comming from!
There ain't no aethiests in foxholes :)

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

321. Re: Atari 20/20 Discount!

Newsgroup: comp.sys.atari.st
Date: 2004-01-17 02:45:42 UTC
From: Don Schmidt <"Retired Engineer"@PNB.usa>
Message-ID: <100h8efn8i7eo83@corp.supernews.com>
Source record: 21609
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

The egg. It went this way, first there was a salmon who laid an egg in the headwaters of the Monongahela where at the moment of lay an eagle pounced upon the salmon and brought it back to it's nest where the egg was lost among the eaglets and later when it hatched it acquired feathers for it thought it was an eagle but of course it wasn't. As it grew it followed the eaglets over hill and dale which got lost and came to a highway where there were several rabbits about to run across the highway. The eagelsal (salmon with feathers) was to scared to run across the highway and all the rabbits called him chicken. Thus there was the first chicken and of course it was an egg. Yep, the egg came first.

This is written somewhere in the bible.... Ah... someone's bible somewhere.. Or was it on the Rosetta Stone? Writings in the Great Pyramid? Rantings of an old person up at the "home"? It's one of those mysteries we just have to assume is fact.

I don't want to put my name here.

"Clockmeister" <no-one@nowhere.com> wrote in message
news:40089275$0$4261$c30e37c6@lon-reader.news.telstra.net...
>
> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0401150340530.7966-100000@onyx.spiritone.com...
> > I'm currently offering my Atari 20/20 Discounts! 2 20% Discounts. A 20%
> > Discount on All Games/SoftWare & Books/References for Classic Atari 8
Bit
> > & Atari ST Computer Lines! And a 20% Discount for my more regular /
> > preferred Customers covering All Games/SoftWare, Books/References and
Most
> > HardWare/Accessories for Classic Atari 8 Bit & Atari ST Computer Lines.
> > Buyers outside the US can take advantage of favorable exchange Rates
over
> > the Dollar! Shipping and selling to anyone/anywhere the Law allows!
> > Got Questions?
>
> Which came first, the chicken or the egg?
>
>
>

322. Re: Got my shiny new Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-01-17 03:29:23 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <100hb0llrrjj51f@corp.supernews.com>
Source record: 21610

Open it up and see if it comes with a IDE cable. If it does just connect a laptop HD preferably under 10Gb. Grab a newer HDdriver software program and off you go.

The Falcon does not run a lot of ST games, but runs most everything else.

Tim

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message news:I2W6FlA33FCAFwYx@btinternet.com...
> First sold in 1993, somewhat earlier than the previous owner had
> suggested! Absolutely mint, not a mark anywhere on the casing, no fading
> or discolouring, box in reasonable condition, manuals, mouse, leads and
> disks all as new.
>
> 4Mb, no HD.
>
> Now. What to do with it. How hard is it going to be, now, to find full
> RAM and an HD for it; do I need a fitting kit to get an HD? Can I
> download MultiTOS or similar, since I have an external disc enclosure
> which has a CD-ROM and HD inside.
>
> It's very nice having such an unusually clean example of Atari's
> (almost) finest - and for once, at the same time as an ST!
>
> Just to make life good, I also got an RME Multiface for my G5 today - so
> high-quality digital recording, here I come. Just as soon as I've
> figured out how to configure Logic :/
>
> Richard
> --
> Richard Kilpatrick, long haired prophet of doom. |\ _,,,---,,_
> Musical suicide - www.mp3.com/RichardKilpatrick /,`.-'`' -. ;-;;,
> Work: Icon Publications, Group Sales Manager |,4-))-,_. ,\ (
`'::.
> Homepage: http://www.dmc12.demon.co.uk/ '----''(_/--'
`-'_)Morticia

323. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-17 05:34:43 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnc0hh5t.8r6.atari@core.preferuje.luzik.pl>
Source record: 21611

On Sat, 17 Jan 2004 09:38:42 +0800, Clockmeister <no-one@nowhere.com> had a noticeable pleasure while writting:
> Just lurking and it seems that this CT60 is a rather expensive hack that
> doesn't seem to work very well, or is it just me who seems to think this?

It is you.

It works fine for me.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

324. CT60 is Awesome!

Newsgroup: comp.sys.atari.st
Date: 2004-01-17 07:05:49 UTC
From: jdplace@REMOVESPAMadelphia.net
Message-ID: <h95Ob.722$b56.421141@news3.news.adelphia.net>
Source record: 21612

I'm a recent new owner of a CT60. It booted up right out of the box,
and even though I have an EC, not the full version 68060, my Falcon
screams in comparison to what it was before! I have not boosted the
motherboard, just installed the CT60 with no solders. It is
certainly no "hack" but a very sophisticated addition to my Falcon!
Thanks Rodolphe, and keep up the great work!

Joe Place

--
Joseph D. Place
ATARI Falcon030, 1040STE, STacy4, Portfolio, 130XE, 400.

325. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-17 10:00:02 UTC
From: exxos <chris@home.co.uk>
Message-ID: <40090798$0$28119$cc9e4d1f@news.dial.pipex.com>
Source record: 21615

"Adam Klobukowski" <atari@gabo.pl> wrote in message
news:slrnc0hh5t.8r6.atari@core.preferuje.luzik.pl...
> On Sat, 17 Jan 2004 09:38:42 +0800, Clockmeister <no-one@nowhere.com> had
a noticeable pleasure while writting:
> > Just lurking and it seems that this CT60 is a rather expensive hack that
> > doesn't seem to work very well, or is it just me who seems to think
this?
>
> It is you.
>
> It works fine for me.
>
> --

I gave up trying to get mine to work right :-\

Chris

> Semper Fidelis
>
> Adam Klobukowski
> atari@gabo.pl

326. Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-17 10:10:43 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <ZZ6Ob.1632$%x4.285316@news.siol.net>
Source record: 21613

Carey Christenson wrote:

> Falcon 030 @ 16 mhz. with 14 megs STRam
> CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133
> SDRam Eclipse 4 MB ATI Rage IIc Graphics Card
> 120 GB IDE Maxtor 8 meg cache
> 40 GB IDE Maxtor 2 meg cache
> 4.5 GB SCSI Seagate Barracuda
> 10x4x32x Sony CD-Burner
> 24x Cyberdrive CD-Rom drive
> EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
> Epson Stylus COLOR 880 Printer
> 19 inch Samsung VGA Monitor
> Subwoofer Satelite speaker system
>
> Coming:
> CT60 Graphics Card with 64 Megs DDR SDRam
> PCI/AGP adapter from Rodolphe,
> Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)

Ok sorry to say, but this is ridicilous...

327. Re: WTB: Good condition, working Mega S

Newsgroup: comp.sys.atari.st
Date: 2004-01-17 10:22:19 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <S87Ob.1633$%x4.285423@news.siol.net>
Source record: 21614

.....
.....
.....
> Don't let it get to you! There'll be more to come!
> It's ironic that some posters make "assuming" off-topic remarks (maby
> fed by the news media they access) but accept help without knowing
> what country the help is comming from!

Well i remarked to few US based guys seeking for stuff with good wishes, and on end they did try to buy from EU, on which they didnt even think off earlier. I really doubt that has anthing with nationality. If it has it is actualy shortsightening or no will to even check outside US for many US buyers. Im in process off geting a Falcon for 50E (45USD aprox) for a US guy. And with postage from UK to me and then from me to US it is WAY WAY bellow prices can reach in US. The only prob can maybe be kbd layout, but i doubt thats a real prob (i use german, uk and swiss-german ones regulary).

Janez

P.S it also can help for ppl from this group to show up on IRC in #atariscne (not in #atari) talk to guys there... Many of us are willing to bid or buy stuff from EU ebays and then sent it further... or just plain atari talk and "live" help, etc. There is a world outside this group as well :)

328. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-17 10:43:48 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1074338356-48055AEicMi@gmx.net>
Source record: 21618

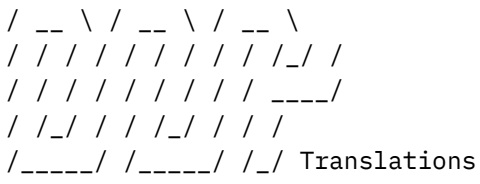
From: sf0218@aol.com (SF0218)
Date: 14 Jan 2004 22:06:31 GMT

Hi Sam,

>Is Magic still being supported/developed anymore or has it gone by the
>wayside as well.

Yep, it's supported by the distributors and by 95% of the programmers. As for the development - the author is busy working on the OS X version, once that is finished, no doubt we'll see some spin-offs appear from it on this platform also.
MagiC 6.2 revison C is available from the English distributor Atari Workshop, if you happen to have an older version then get in touch with ASH for a relatively cheap German update, on the DDP website (see signature) you'll find a patch to translate the German version into a 100% English one.

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

329. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-17 10:57:32 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1074338352-47435AEicMi@gmx.net>
Source record: 21617

From: "Mark Bedingfield" <atari030@nospampleaseoptusnet.com.au>
Date: Thu, 15 Jan 2004 20:26:44 +1100

>In other words, Magic is a dead duck. Oh well. Mint was always good:-),

It's dead allright, just as dead as your TT and Falcon. Everything related
to Atari is dead... it died some 9 years ago. We all pretend that the flame
is still burning, but let's face it, it doesn't even flicker anymore ;-)

>better get the latest version of Xaaes and Terra Desk.

Yes, especially Terra Desk, that's really an improvement... if this is an
example of moving forward I rather stay behind and play with "dead" stuff.
But then I shouldn't knock it, should I? It's free and "open", and that's
the holy word in here lately...

Cheers from Belgium
Dennis
--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```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

330. Re: Mint Advice

Newsgroup: comp.sys.atari.st
Date: 2004-01-17 10:57:58 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1074338358-48575AEicMi@gmx.net>
Source record: 21619

From: "Brian Roland" <BJRoland@bellsouth.net>
Date: Thu, 15 Jan 2004 17:46:43 -0600

Hi Brian,

>In my opinion, what really sets MiNT apart from MagiC are networking
>abilities and unix portability. Beyond that, at 'this' point, I personally
>don't see any major advantage to abandoning MagiC.

True, but these don't come standard, without MiNTNet for example MiNT has
just the same networking abilities as TOS or MagiC. And since there's a
third party "dirty hack" of MinTNET available called MagiCNet, the
networking abilities are no issue anymore.
Which only leaves unix portability....

>I use stock TOS, MagiC, Geneva, and MiNT all four, as each one seems to
>offer various advantages and disadvantages for various work environments.
>I also have used N.AES for quite some time.

You shouldn't really write this... some people here don't wanna hear and
know this. I've been flamed for less, but then who cares anyway? ;-)

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

331. Re: Mint Advice

Newsgroup: comp.sys.atari.st
Date: 2004-01-17 13:29:18 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <bU9Ob.1641$%x4.286135@news.siol.net>
Source record: 21620

>>In my opinion, what really sets MiNT apart from MagiC are networking
>>abilities and unix portability. Beyond that, at 'this' point, I personally
>>don't see any major advantage to abandoning MagiC.

Main MiNT advantage are imho unix portability (as u said), where i dont mean monsters as OpenOffice etc, but various devices, network, filesystem drivers, or some apps and tools we realy lack on Atari, based on fact that ANY GEM app can use those. (in other way we could just boot linux)

Other very big advantage is flexibility: use Xaaes, if u dont like use N.AES. there is also new VDI in making and as it seems it will be very good. And of course portability of MiNT itself. U have 030, compile 030 version, or 040, or 060. If we ever (i hope so) get ColdFire machine or PPC or whatewer, MiNT is ported easy... Forgot to mention, since Xaaes is in making, authors DO accept proposals. This dont mean all will be accepted, but u can affect the AES itself.

Main disadvantage, esp for ST users is RAM usage and speed, esp on low specs machines. Magic is more compact, and more close to hardware and on 4mb or less systems perform great. As do Geneva, but Magics AES is a lot better. Sadly, reason for Magic compactness make it realy hard to port on some less compatible machines.... So on machines with less as 14mb, MiNT will not feel nearly as good as Magic. Except if u use it as server machine, i used a 4+4 TT as server and gateway, since i had reibl card on TT and cable modem, and my main machine (falcon) PLIPed to it. Or something like that. OR if u realy realy want unix, but even CLI only on 4mb is not comfortable at all.

> True, but these don't come standard, without MiNTNet for example MiNT has
> just the same networking abilities as TOS or MagiC. And since there's a
> third party "dirty hack" of MinTNET available called MagiCNet, the
> networking abilities are no issue anymore.

Well it still remains. But mainly for using apps or drivers which need Unix filesystem tree etc.. I agree those are somehow extra, and u will need those mainly if want to live with unix domain, so wont run Magic/Tos anyway.

> Which only leaves unix portability....

Yes. Altough i would wish u wont refer to that part as unix portability only. Its not just that. MiNT allows (and thats why i like it over linux and so) that even plain GEM apps benefit from Unix domain. Also, porting of apps like OpenOffice is imho still not too real, since those apps are quite big and to expect them to run on 030 or even 060 is a bit naive imho...

>>I use stock TOS, MagiC, Geneva, and MiNT all four, as each one seems to
>>offer various advantages and disadvantages for various work environments.
>>I also have used N.AES for quite some time.
>
> You shouldn't really write this... some people here don't wanna hear and
> know this. I've been flamed for less, but then who cares anyway? ;-)

Lets be honest :). It perfectly okay to write this. Newbies and less experienced ppl will see that its perfectly easy to live with Magic, or MiNT or TOS or Geneva! They will also learn what advantages certain OS have, and what they could use for their specific tasks. And they will learn that in any way thel will use same apps as other users, regardless of OS they use. U know damn well, why u received blaiming and why other ppl didnt, even if they wrote what Brian did (altough no "shit, crap, lamers...." words in his message). Please dont understand this as patronising, but tone of this message is for me just fine and can hopefuly make this thread constructive.

I just wish users can learn as much they can bout those OSes. With pro and contras, and im not affraid to write some pro's bout my choosen OS as well. So in short: if u have 4mb, go for Magic/Geneva, If u have 14mb machine, u can also got for MiNT, but mainly in so called multitos mode, which is mint kernel+aes (naes or xaaes which is free). Above 14mb MiNT will really felt good, u wont have lack of RAM troubles and so on. But if u only live in GEM domain, no need for Unix etc, can stay on Magic, u will spare RAM and quite a chunk of HDD space (full MiNT require quite some space). My fav setup is multi-OS, since xboot or similar allows easy rebooting anyway!

Janez

332. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-17 13:32:14 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <WW9Ob.1643$%x4.286135@news.siol.net>
Source record: 21621

Dennis Vermeire wrote:

> Yep, it's supported by the distributors and by 95% of the programmers.

I wonder to what category those 5% goes. U must have exact numbers of how many ppl develop anything for Ataris :)

Janez

333. Geneva & Extended RAM

Newsgroup: comp.sys.atari.st
Date: 2004-01-17 17:21:50 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <o8eOb.18674$R85.9248@bignews3.bellsouth.net>
Source record: 21622

I like to use Geneva on my Mega 4 because it seems to work well with MROS (Steinberg) applications.
I put a Marpet Xtra RAM + board in this machine, and I can't get Geneva to behave with any stability using this board. It seems to work fine under stock TOS 2.06 and with Magic 6.01.

Things I've tried...
Various auto folder orders.
Adjusting the RAM flags in all of Geneva's TSR and utilties.

If I put Geneva later in the auto folder, I usually get several bombs when Geneva tries to load.
If I put Geneva near the top, I usually get 'recursive calls to GDOS' errors.
Once or twice, it actually loaded, but Geneva doesn't see the extra RAM....some files with TT RAM flags set did load in the upper memory, but the machine wasn't stable but for a minute or two.

The Xtra RAM software I have is version 1.1 I believe.

So far, no luck with Geneva, and I wonder if anyone knows an answer.

Thanks,
Brian

334. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-17 19:00:06 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <40098626$0$24051$626a54ce@news.free.fr>
Source record: 21623

?????

If you have a problem with CT60 you can contact me !

This time, I have only 18 cards to ship among 150.
All the 150 - 18 = 132 users are happy it seems...
I have no bad echo except from 1 or 2 with bad 060 CPU, one that had a bad
SDR updated (I shipped back yesterday !) and one that destroyed the ABE &
SDR chips with a too high voltage from a defect ATX PSU (!),....
No other problems known ....SORRY !

What's the sense of your message ??

"Clockmeister" <no-one@nowhere.com> a ï¿½crit dans le message de news:
400891b2$0$4261$c30e37c6@lon-reader.news.telstra.net...
> Just lurking and it seems that this CT60 is a rather expensive hack that
> doesn't seem to work very well, or is it just me who seems to think this?
>
>
>

335. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-17 19:07:42 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1074344866-517205AEicMi@adelphia.net>
Source record: 21624

Janez!!!!
I dont see anything wrong with the signature!!!! I
am proud of my ATARI SYSTEMS and even use this
signature in ALL of my E-MAILS!!!! :-) Just be
thankful that I dont put every one of my 5 ATARI's
plus my ATARI Jaguar not to mention ALL the games in
the signature!!!! If you think that downloading this
signature even on dial-up in Europe is problem what
would this signature save them in time??? What 1
second BS!! Dont like it find an program for MINT and
filter me out from the newsgroup on your end.

Thanks,
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 16 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with 64 Megs DDR SDRam
PCI/AGP adapter from Rodolphe,
Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)

336. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-17 19:12:32 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1074345154-575157AEicMi@adelphia.net>
Source record: 21625

Clockmeister,
I have had very little problems with my CT60!!! I
was one of the FIRST to get my CT60 back in JUNE. I
had to do all the trace cutting and ABE and SDR
updates and soldering. I have done it and many others
have done it as well. I see NO problem what so ever
with the CT60. I have had my Falcon on for nearly 40
hours straight without PROBLEMS. Out of the 512 megs
of memory I had used up approximately 300 megs with
surfing on the internet with CAB and HIGHWIRE and was
doing some research not to mention 10 applications
opened all at once. I think you may want to get ahold
of Rodolphe before spreading FALSE rumors.

Thanks,
Carey Christenson

```
|||
|||
|||
/ | \
/ | \ High Flying Falcon 060!!!
```

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Coming:
CT60 Graphics Card with 64 Megs DDR SDRam
PCI/AGP adapter from Rodolphe,
Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)

337. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-17 19:26:06 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <40098bde$0$4263$c30e37c6@lon-reader.news.telstra.net>
Source record: 21626

"Carey Christenson" <falcon060@adelphia.net> wrote in message
news:1074345154-575157AEicMi@adelphia.net...
> Clockmeister,
> I have had very little problems with my CT60!!! I
> was one of the FIRST to get my CT60 back in JUNE. I
> had to do all the trace cutting and ABE and SDR
> updates and soldering. I have done it and many others
> have done it as well. I see NO problem what so ever
> with the CT60. I have had my Falcon on for nearly 40
> hours straight without PROBLEMS. Out of the 512 megs
> of memory I had used up approximately 300 megs with
> surfing on the internet with CAB and HIGHWIRE and was
> doing some research not to mention 10 applications
> opened all at once. I think you may want to get ahold
> of Rodolphe before spreading FALSE rumors.
>

I'm just posing the question, not spreading false rumours. It just seems that there are a lot of posts with reference to getting the CT60 to work properly, that is all.

I'm glad it works so well for you!

338. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-17 19:49:08 UTC
From: John Smith <john.smith@microsoft.com>
Message-ID: <buc3kbait1@bagan.srce.hr>
Source record: 21627

CT60 rulez!
it is probably expensive in PC terms since all components for PC could be
bought cheaply nowadays, but CT60 is NO PC!
It is an excellent expansion and accelerator of the Falcon computer!

"Clockmeister" <no-one@nowhere.com> wrote in message
news:400891b2$0$4261$c30e37c6@lon-reader.news.telstra.net...
> Just lurking and it seems that this CT60 is a rather expensive hack that
> doesn't seem to work very well, or is it just me who seems to think this?
>
>
>

339. Re: Mint Advice

Newsgroup: comp.sys.atari.st
Date: 2004-01-17 21:04:34 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.ddgioeof@localhost>
Source record: 21629

Dennis Vermeire wrote:

> You shouldn't really write this... some people here don't wanna hear
> and know this. I've been flamed for less, but then who cares anyway?
> ;-

From my experience, ppl very rarely get flamed for having a certain
opinion, but rather how they chose to express it.

Regards,

Joakim

340. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-17 21:06:30 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <SAgOb.1656$%x4.287501@news.siol.net>
Source record: 21628

Carey Christenson wrote:

> I dont see anything wrong with the signature!!!! I
> am proud of my ATARI SYSTEMS and even use this
> signature in ALL of my E-MAILS!!!! :-) Just be
> thankful that I dont put every one of my 5 ATARI's
> plus my ATARI Jaguar not to mention ALL the games in
> the signature!!!!

I have 13 of them. Im also proud on them, use 3 on daily basis yet i dont list all of them or even till to the last one of peripheral devices i have plugged in, down to "Subwoofer Satelite speaker system" or the brand of my table and so on. I just find it funny, since most of posts dont even reach the lenght of signature. And ppl here propagate freedom of speech....

> If you think that downloading this
> signature even on dial-up in Europe is problem what
> would this signature save them in time??? What 1
> second BS!! Dont like it find an program for MINT and
> filter me out from the newsgroup on your end.

No need to mess either Europe or MiNT into this. I dont see what that have to do with the subject. Or u have a problem with those 2 subjects? Or u dont like me since im in Europe and use MiNT?

Janez

341. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2004-01-17 21:09:40 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <buc890$1ru$1@news-reader3.wanadoo.fr>
Source record: 21630

Hi Rodolphe,

Rodolphe Czuba wrote:
> Hey Franï¿½ois, you don't know the CT60 !

Yes, of course ... I have a Hades 060 since june 1996 ...

> The 060 FPU routs are inside the FLASH ! So they cannot be patched and they
> do not need.

You know, as far as I remember the FPU code generate an interrupt
which address is located in the vectors table, in the first bytes ($96
as I remember) of the RAM. This LINEF vector can be overwritten (that's
what is done with my patch) so that the emulation code can be modified.

So, I am not changing the code which is located in the FLASH memory,
I just completely replace it with the code that is originating from
Motorola sources. This code is fully reliable. Is that all right ?

This is rather technical ...

> And I'm sure the routs are good because all FPU software run fine on CT60
> without your FPU patch...
> POV is running on CT60.

I'm sure it is ... Well before I made the patch for my Hades 060, POV
was supposed to work. But how far did it worked ? I encountered some
minor bugs, that revealed that the FPU emulator wasn't reliable. You
know that I'm peculiarly interested in the usage of FPU code, because
I'm writing Eurï¿½ka. At the date I am speaking of, Medusa people were
telling that they had done a better and quicker emulation that Motorola
would have done. They were wrong. The Medusa emulator was bugged. I
proved it with my patch. I was the first developer that made POV
to "work" on a Hades 060, and I built both POV + FPU060.PRG to
demonstrate this fact.

So I'm not telling that you are wrong, nor that your emulator is
bugged. But trusting my experience, if someone complains about FPU
on a 68060 machine, without knowing the precise problem, I tell
him : let's try the patch I've made ! It may do something good ...

> And the software mark tried is running fine on an other CT60.

How far is it running "fine" ? What is the nature of the bug. What
reliable tests have been made ?

> So the 060 is the problem because there is no problem on an other CT60.
> Ok?

Well, you're much more aware on the hardware part than I am ... But,
I wouldn't be so categorical ...

Best regards,

-- Franï¿½ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

342. Re: Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-01-17 21:10:17 UTC
From: Marius & Hester Diepenhorst <grover25@zonnet.nl>
Message-ID: <buc8mh$a6e$1@reader08.wxs.nl>
Source record: 21631

Dennis,

When are you sending the package to me?

You have made a promise to me.

Marius

"Dennis Vermeire" <dennis.vermeire@gmx.net> schreef in bericht
news:1074280256-76791AEicMi@gmx.net...
> From: kees <crlaan@yahoo.com>
> Date: Wed, 14 Jan 2004 08:15:24 +0100
>
> Kees,
>
> This is me, Dennis, the *real* one
>
> >Happy I did't buy Tempusword yet, because I don't believe
> >the nice words of Dennis anymore. I bought already too much
> >hardware because of the enthousiasm of Dennis.
> >May MS bless him.
>
> On 03.11.2003 in Message-ID: <1068060744-369975AEicMi@gmx.net> I posted
the
> following:
>
> <SNIP>
> >>> sombody knows how the TW project is going?
> >>> Translations and other good news about it?
> >>
> >>Translation into English continues. It's a big job as you can
appreciate.
> >>
> >
> >The german edition will do. Any opinions?
>
> Why don't you download it from http://www.tempus-word.de , install it and
> form an opinion yourself?
> The English translation is moving slowly but steadily in the right
> direction, Tempus Word NG will definitely be available in English, have
> some patience, the translation of such a project doesn't happen
overnight...
>
> <SNAP>
>

> Where are the nice words?
> I've asked you to USE your brains and decide for yourself if TempusWord is
> the kind of app you like and have a use for. You obviously didn't... :-/
> Is this kintergarten? Do I have to hold your hand in every decision you're
> gonna take?
>
> As for you buying to much hardware... one could say that it's never enough
> of course, I told you what **IMO** was the best and cheapest way to get a
> really fast Atari on your desktop. You've got the hardware now and it
seems
> to me that you're disapointed with the results... instead of bitching
about
> it may I suggest to start reading some manuals and set up the whole lot
> correctly, it worked for me and others, there's no reason why it shouldn't
> work for you, just put some effort in it.
>
>
> Cheers from Belgium
> Dennis
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / /_/ /
> / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.compulink.co.uk
> http://ddp.atari.org
>

343. TT030 memory board from Niels Trettin

Newsgroup: comp.sys.atari.st
Date: 2004-01-17 21:47:29 UTC
From: Bill <bill@nomail.invalid>
Message-ID: <170120041647293244%bill@nomail.invalid>
Source record: 21632

I contacted a Niels Trettin in Germany about getting a TT ram board. I originally saw this board advertised on eBay in November '03, and thought I saved a link to the eBay description, but I can't find it now. The board held quite a large amount of memory, but I don't remember the exact amount. Maybe 256mb?

Niels Trettin wanted about 75 euro for it but I haven't ordered one yet. He suggested I just mail the cash money for it, but I was leery of doing that but 75 euro seems like a heck of a deal if the board is good.

Has anyone here ever done business with Niels Trettin or know any details about this particular memory board? I couldn't find any reference to it on his web site.

http://www.nielsworld.de/main.html

--
Bill

344. TeraDesk 3.01 is available

Newsgroup: comp.sys.atari.st
Date: 2004-01-17 23:24:50 UTC
From: vdjole@EUnet.yu
Message-ID: <bucg7vkpv1@news.eunet.yu>
Source record: 21635

Hi, all;

Version 3.01 of TeraDesk open-source desktop is available at:

http://solair.eunet.yu/~vdjole/teradesk.htm

This is a bug-fix and code-optimisation release; no new features this time.
Improvements relative to TeraDesk V3.00 are:

- Restored full functionality of the name-conflict dialogue.
- Repaired a bug in cookie finding routine (inherited from V2.*) which
could sometimes make TeraDesk practically unusable if the cookie jar
did not exist.
- Better handled a consequence of a TOS 2.06 bug related to mouse clicks
(manifested on desktop icons if no windows were open).
- Fixed a bug which disabled seting of configuration file name in the
startup .BAT file (btw. should startup file feature be considered
obsolete- does not seem to be of much use anymore?)
- Fixed bad directory window redraw in icon mode with XaAES.
- Fixed bad redraw in font-selector listbox with XaAES.
(these two were more faults of XaAES (V0.963), not TeraDesk)
- Set exit with "OK" from "Video options..." to always redraw the complete
desktop, as a help to recover after accidental screen corruption.
- Some code size optimizations.
- Some improvements and additions in TERADESK.HYP.

Beside the desktop itself, the V2.* to V3.* configuration-file-conversion
utility is affected by this update as well (because of the cookie bug).

This is definitely the last release in which the file-conversion utility
is supported in the source code. There may be another release relatively
soon with some minor additions and a massive cleanup of soure code (removal
of binary-config-file compatibility and old directory-handling code).

Have fun.

345. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-17 23:36:51 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0401171536.306e4373@posting.google.com>
Source record: 21633

"Clockmeister" <no-one@nowhere.com> wrote in message
news:<40098bde$0$4263$c30e37c6@lon-reader.news.telstra.net>...

> I'm just posing the question, not spreading false rumours. It just seems
> that there are a lot of posts with reference to getting the CT60 to work
> properly, that is all.
>
> I'm glad it works so well for you!

My CT60 is working beautifully!
I've followed every post on every board I know of with regard to the
CT60, and to my knowledge there are few people who have not resolved
their problems!
I'd think you'd be aware that there are far fewer posts about sucesses
than problems.
Posing a question is fine, but refering to the CT60 as "a hack" sounds
biased to me.

Wayne Martz

346. Re: Geneva & Extended RAM

Newsgroup: comp.sys.atari.st
Date: 2004-01-17 23:41:59 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.01.17.23.41.57.642939@removenoaspam.atari-source.com>
Source record: 21634

On Sat, 17 Jan 2004 11:21:50 -0600, Brian Roland wrote:

> I like to use Geneva on my Mega 4 because it seems to work well with MROS
> (Steinberg) applications.
> I put a Marpet Xtra RAM + board in this machine, and I can't get Geneva to
> behave with any stability using this board. It seems to work fine under stock
> TOS 2.06 and with Magic 6.01.
>
> Things I've tried...
> Various auto folder orders.
> Adjusting the RAM flags in all of Geneva's TSR and utilties.
>
> If I put Geneva later in the auto folder, I usually get several bombs when
> Geneva tries to load.
> If I put Geneva near the top, I usually get 'recursive calls to GDOS' errors.
> Once or twice, it actually loaded, but Geneva doesn't see the extra RAM....some
> files with TT RAM flags set did load in the upper memory, but the machine wasn't
> stable but for a minute or two.
>
> The Xtra RAM software I have is version 1.1 I believe.
>
> So far, no luck with Geneva, and I wonder if anyone knows an answer.
>
> Thanks,
> Brian

First thing's first.. Are you 100% sure this is a fastram board? There's
very very few of these and I don't think the Xtra RAM + was one of htem
but I could be wrong. If you're adding 4 megs of ST-ram to a 4 meg system
which has a maximum addressable of 4 megs without some interesting work,
then that could be the problem.

Thanks,
Mark

347. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-17 23:45:36 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.01.17.23.45.36.75374@removenoaspam.atari-source.com>
Source record: 21636

On Sun, 18 Jan 2004 03:26:06 +0800, Clockmeister wrote:

>
> "Carey Christenson" <falcon060@adelphia.net> wrote in message
> news:1074345154-575157AEicMi@adelphia.net...
>> Clockmeister,
>> I have had very little problems with my CT60!!! I
>> was one of the FIRST to get my CT60 back in JUNE. I
>> had to do all the trace cutting and ABE and SDR
>> updates and soldering. I have done it and many others
>> have done it as well. I see NO problem what so ever
>> with the CT60. I have had my Falcon on for nearly 40
>> hours straight without PROBLEMS. Out of the 512 megs
>> of memory I had used up approximately 300 megs with
>> surfing on the internet with CAB and HIGHWIRE and was
>> doing some research not to mention 10 applications
>> opened all at once. I think you may want to get ahold
>> of Rodolphe before spreading FALSE rumors.
>>
>
> I'm just posing the question, not spreading false rumours. It just seems
> that there are a lot of posts with reference to getting the CT60 to work
> properly, that is all.
>
> I'm glad it works so well for you!

FYI, The problems that 90% of people post about are problems with
products that Rodolphe has no control over. Fact is in nearly 100% of
cases the CT60 is never to blame. And I wouldn't stoop to say so. My
problem seems to be my 060's fpu being completely broken.

The PROBLEM is that the 060 is bringing out flaws in Atari's design of the
falcon. How? Well for me, it's because I'm trying to do MORE with my
falcon which brings out the problems I never would have seen before
because I never TRIED to do something like compile a 100 meg source with
gcc!

The CT60 is a god send. Don't question it, it's true.

Thanks,
Mark
http://portal.atari-source.com

348. Re: Native GTK port (was Re: Anyone considered porting Open Office?)

Newsgroup: comp.sys.atari.st
Date: 2004-01-17 23:59:22 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.01.17.23.59.21.447575@removenoaspam.atari-source.com>
Source record: 21637

On Sat, 17 Jan 2004 00:46:42 +0100, Patrice Mandin wrote:

> Dans l'article
> <pan.2004.01.13.23.37.05.830879@nossspamXXatari-source.com>, "Mark D"
> <mducksub@nossspamxxatari-source.com> a tapotï¿½ avec ses petits doigts:
>
>> We're working on that. First step is getting GTK-2.2.4 (or any 2.x
>> series version) running under MiNT and it's proving quite a challenge.
>> Nobody mentioned it because we do not as of yet know it's possible. Gtk
>> 1.x was a great success but 2.x offers much better abstraction to allow
>> something like making it gem/vdi native.
>
> Is it possible for interested people to test the gtk1 ? or even the
> current gtk2 work ?

Patrice,

It's varying so quickly by the day that we just don't have good builds of the stuff yet.

For instance. Yesterday we build GTK2, latest version but no font support, bceause the pango we compiled didn't have modules enabled. Well pango needs freetype backend with newer version of freetype than available so I had to redo freetype rpms because a lot of hacks were in there to get things working before that are now fixed in freetype and ttmkfdir, on top of that, there's font-config and other font issues.

So you see, that even if we get it working, it's not working YET. And when it is working enough to be comfortable, we'll test quite a few gtk2 apps before bothering to release to anyone.

But yes, we will release "alpha" rpm's and compiled sources but for now it's pointless as it just doesn't work yet ;-) ... Did you want the backend stuff that we have that we are confident about though?

atk-1.4.1, freetype-2.1.5, glib-2.2.4, etc

ttmkfdir-3.0.9 I am building tonight - but should be good.

I'm also rebuilding gaim 0.59.9 because I found several errors in my build including not fixing hte stack!

Patrice, email me directly.. we'd be happy to have you involved and have your input! Keith and I have been working for about 10 hours a day for the last week or so on this stuff. The address is just first part @atari-source.com.

Thanks,
Mark
http://portal.atari-source.com

349. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 00:01:02 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.01.18.00.01.01.976755@removenoaspam.atari-source.com>
Source record: 21638

On Sat, 17 Jan 2004 14:32:14 +0100, Janez Valant wrote:

> Dennis Vermeire wrote:
>
>
>> Yep, it's supported by the distributors and by 95% of the programmers.
>
> I wonder to what category those 5% goes. U must have exact numbers of how
> many ppl develop anything for Ataris :)
>
> Janez

Do not threaten the wise and powerful Dennis, for he will crush you like
an ant! ;-)

Yay I love to start trouble!

Mark
http://portal.atari-source.com

350. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 00:13:54 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <400a7cdb$0$22323$626a54ce@news.free.fr>
Source record: 21555

> I'm just posing the question, not spreading false rumours. It just seems
> that there are a lot of posts with reference to getting the CT60 to work
> properly, that is all.
>
> I'm glad it works so well for you!

In a general way, you'll always find more message from people having trouble with something than the contrary.
If something work, you will eventually say it, but most often will not.
If something does not work, you will looks for a solution and thus post messages.
And if the posted solution does not work, you will probably repost to signal the new problem.

So yes, in the end there are a lot more negative comments thant positive ones. Seems normal no ?

Dbug

351. Dutch Atari day !!!

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 00:43:05 UTC
From: "Ernest R. Schreurs" <ernest@wxs.nl>
Message-ID: <6klj00dvfde54mivi6mulale9qg01eldhd@4ax.com>
Source record: 21639

On sunday the 8th of february 2004, the second edition of the Dutch
Atari day will be organized again in Dordrecht, The Netherlands.
The location is the Titus Brandsma-Stedelijk Dalton Lyceum.
Kapteynweg 3
3318 EC Dordrecht
The Netherlands
Participants can start building their exhibit from 10:00 am. The
event will be open to visitors from 11:00 am until 16:30. Admission
is free as far as I know. It will be organized by Jos Vlietstra, just
like last year. I can tell you that last time, we all had a good
time, so we hope that this year a lot more visitors will join the fun.
Just like last year, there will be a pile-of-giving-away-Atari-stuff !
It would be nice if everyone would bring Atari software and hardware
(working or not) that they no longer need. It will be put on a pile
where everyone can take something of their interest at the end of the
event. It might just be something your fellow Atarian has been
looking for. The event will be held in a gymnasium this year, so we
have plenty of space. Exhibitors should make sure their equipment is
properly insulated electrically. If you wish to participate contact
Jos Vlietstra by E-mail. You can see his E-mail address on this page:
http://www.geocities.com/titusbrandsmacollege/jos
Everyone should bring their own sandwiches and drinks, since there is
no place to buy these close by.

Directions:
By train: go to the station Dordrecht Zuid.
Walk on the left side of the S. van Gijnweg towards the Sterrenburg
district. After 5 minutes, you can see the back of the school. Turn
left walking on the pink Steve Biko bicycle path and follow the green
fence until you reach a gate after about five minutes.
By car: from Rotterdam take the left tube of the Drechttunnel.
Then take exit Papendrecht immediately after the tunnel. At the
traffic lights go straight for a short while, then take a right turn
onto the Laan der Verenigde Naties. At the next traffic lights go
straight on, passing the Shell pump, then take a right turn at the
next traffic light. Follow the road straight on, passing the traffic
lights, take the railroad tunnel then make sure to be in the left
lane.
Take a left onto the kapteynweg and take a left again and park.
Take the pink bicycle path again and find the gate as above.
If coming from the south, follow direction Dordrecht, take the exit
Centrum, take a right onto the Laan der Verenigde Naties and follow
the directions above.

Attention: The front of the school will be closed! Do not be alarmed,
the entrance to this event is on the back.
See you all there!

352. Re: Geneva & Extended RAM

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 01:58:37 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <_JIOb.13466$2L6.3044@bignews6.bellsouth.net>
Source record: 21640

> First thing's first.. Are you 100% sure this is a fastram board? There's
> very very few of these and I don't think the Xtra RAM + was one of htem
> but I could be wrong. If you're adding 4 megs of ST-ram to a 4 meg system
> which has a maximum addressable of 4 megs without some interesting work,
> then that could be the problem.

Mark,
From the software end of things it is my understanding this Marpet board disguises 8meg to the OS as TT RAM. To get software to use the board's memory one is to set the TT RAM flags in a program's file header....just like one would with a TT. In other words....programs that behave on a TT using TT RAM should work with this board.

The board sits in the mega expansion bus and holds 8 one meg simm modules. The board has what ever MMU it needs built in. Next, you put a little prg in the auto folder that tells TOS about the extra memory. It has to be TOS 2.06 btw, as earlier TOS versions can't use it.

When booting, the xtraram.prg tells TOS of the presence of extra RAM, then does a little check on hard drive software for compatability with the new RAM.

Brian

353. Re: Geneva & Extended RAM

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 02:11:16 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.01.18.02.11.15.164419@removenoaspam.atari-source.com>
Source record: 21641

On Sat, 17 Jan 2004 19:58:37 -0600, Brian Roland wrote:
> Mark,
> From the software end of things it is my understanding this Marpet board
> disguises 8meg to the OS as TT RAM. To get software to use the board's memory
> one is to set the TT RAM flags in a program's file header....just like one would
> with a TT. In other words....programs that behave on a TT using TT RAM should
> work with this board.
>
> The board sits in the mega expansion bus and holds 8 one meg simm modules. The
> board has what ever MMU it needs built in. Next, you put a little prg in the
> auto folder that tells TOS about the extra memory. It has to be TOS 2.06 btw,
> as earlier TOS versions can't use it.
>
> When booting, the xtraram.prg tells TOS of the presence of extra RAM, then does
> a little check on hard drive software for compatability with the new RAM.
>
> Brian

Brian,

Wow, I'd love to get my hands on one of those babies. Unfortunately I can
be of no help to you now ;-)

Thanks,
Mark
http://portal.atari-source.com

354. Re: TT030 memory board from Niels Trettin

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 02:20:56 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <F0mOb.18324$0t4.11169@bignews5.bellsouth.net>
Source record: 21642

> Niels Trettin wanted about 75 euro for it but I haven't ordered one
> yet. He suggested I just mail the cash money for it, but I was leery
> of doing that but 75 euro seems like a heck of a deal if the board is
> good.

Sorry, I do not know Mr Trettin.
I don't recommend sending CASH by post.

Western Union has gotten pretty reasonable for wiring money. He can pick it up personally at any station he chooses, in local cash currency...plus you have some degree of traceability based on his pick up point.

I've used this method for a number of USA-Euro transactions with good results so far.
It's not FREE of course...but it's an option.

Brian

355. Re: Geneva & Extended RAM

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 02:30:27 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <2cmOb.6223$%86.1494@bignews4.bellsouth.net>
Source record: 21643

> The board sits in the mega expansion bus and holds 8 one meg simm modules.
The
> board has what ever MMU it needs built in. Next, you put a little prg in the
> auto folder that tells TOS about the extra memory. It has to be TOS 2.06 btw,
> as earlier TOS versions can't use it.

Oops, I forgot to clarify something....
The instructions say TOS 2.06 must be present; however, MagiC 6.01 identifies
itself as TOS 2.00. The board works very well here with MagiC so far. I even
have NVDI 5.03 loading in the Extra RAM for a MagiC setup.

Brian

356. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 02:42:08 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <0nmOb.6229$%86.336@bignews4.bellsouth.net>
Source record: 21644

> Well it's perfectly clear magic itself will not be advancing.
> Except for maybe some bug fix. So when will the toolbar bug
> be addressed? I really would like to use these calls.
> The idea is that a toolbar would save a lot of custom gem coding,
> but then to get around the fact that ONLY magic don't handle toolbars
> I'd have to implement a bunch of custom code just to simulate
> this under magic. Sort of defeats the purpose in the end.
> Major flaw if you ask me.

Is this possibly something that can be cured with a TSR or external library?
Something like W|Ndialogue does for non/MagiC environments?

Maybe it's a better idea for developers who want a portable toolbar standard to
just invent a new one that can be installed on any TOS variant. Do the empty
routines once...and share them with the community as the 'new toolbar standard'
that works with all popular TOS variants.

I dunno....it's just an idea.

Brian

357. Re: TT030 memory board from Niels Trettin

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 02:45:37 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <bucs0h$5qf$1@reader2.panix.com>
Source record: 21645

I did. Bought three of them, by simply putting paper USD in an envelope, and mailing it. He suggested registered mail, I did not do that.

They arrived in good order, and fairly quickly.

I have only tried one, and it almost worked. I have some things left to try, but I am working on other things first.

I found, and posted as to where and how, symmetrical 128 Mb 72 pin SIMMS. That is the largest memory it will take. Takes two sticks per board.

For some reason that puzzles me, only 65 Mb was recognized. Maybe a timing error, and there is a jumper on the board for fixing that. Have not done that yet.

He ships the board with a data sheet. The manufacturer was a German company, and the data sheet is in German. It did not give me any problems, and Neils was quite helpful in getting me to information on the SIMM I got.

On the other hand, something involving this Maxon board has frustrated some people. If you get non-symmetrical SIMM, it will not work. If you install jumpers not in accordance with the data sheet, it will not work. I have no idea what their problem is, a defective memory board, or a defective mother board, but my only problem was a trivial one I have not even tried to fix. 65 Mb is more memory that I will ever need.

Jim

Bill <Bill> writes:

: I contacted a Niels Trettin in Germany about getting a TT ram board.
: I originally saw this board advertised on eBay in November '03, and
: thought I saved a link to the eBay description, but I can't find it
: now. The board held quite a large amount of memory, but I don't
: remember the exact amount. Maybe 256mb?

: Niels Trettin wanted about 75 euro for it but I haven't ordered one
: yet. He suggested I just mail the cash money for it, but I was leery
: of doing that but 75 euro seems like a heck of a deal if the board is
: good.

: Has anyone here ever done business with Niels Trettin or know any
: details about this particular memory board? I couldn't find any
: reference to it on his web site.

: http://www.nielsworld.de/main.html

: --
: Bill

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

358. Re: TT030 memory board from Niels Trettin

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 04:14:54 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <100k21vt7n1l39c@corp.supernews.com>
Source record: 21546

"Jim DeClercq" <jimd@panix1.panix.com> wrote in message
news:bucs0h$5qf$1@reader2.panix.com...

> On the other hand, something involving this Maxon board has frustrated
> some people. If you get non-symmetrical SIMM, it will not work. If you
> install jumpers not in accordance with the data sheet, it will not work.
> I have no idea what their problem is, a defective memory board, or a
> defective mother board, but my only problem was a trivial one I have not
> even tried to fix. 65 Mb is more memory that I will ever need.
>
> Jim
>
Thats me frustrated as heck. Cannot get the damn thing to work at all. Ok
dumb question: What is a Symmetrical SIMM? Maybe thats my problem. I have
16/32MB EDO and FPM SIMMs that I tried to no avail. Both installed in pairs
of course.

But back to topic, I also bought one and it arrived no problems, but I
cannot get it to work. Could be a SIMM problem though...

Tim

359. Re: WTB: Good condition, working Mega S

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 04:52:33 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <lioOb.503$1f.512148@monger.newsread.com>
Source record: 21547

On 17 Jan 2004 11:22:19 , Janez Valant wrote:
>......
>......
>......
>> Don't let it get to you! There'll be more to come!
>> It's ironic that some posters make "assuming" off-topic remarks (maby
>> fed by the news media they access) but accept help without knowing
>> what country the help is comming from!
>
> Well i remarked to few US based guys seeking for stuff with good wishes,
>and on end they did try to buy from EU, on which they didnt even think off
>earlier. I really doubt that has anthing with nationality. If it has it is
>actualy shortsightening or no will to even check outside US for many US
>buyers. Im in process off geting a Falcon for 50E (45USD aprox) for a US
>guy. And with postage from UK to me and then from me to US it is WAY WAY
>bellow prices can reach in US. The only prob can maybe be kbd layout, but i
>doubt thats a real prob (i use german, uk and swiss-german ones regulary).
>
> Janez
>
>P.S it also can help for ppl from this group to show up on IRC in #atariscne
>(not in #atari) talk to guys there... Many of us are willing to bid or buy
>stuff from EU ebays and then sent it further... or just plain atari talk
>and "live" help, etc. There is a world outside this group as well :)
>.

I have no problem buying from people from outside the USA (ooops...gave
away where I'm from :) I have a problem with the postage on hardware!!!
Many times I've sent cash by snail-mail across the pond for new programs or
upgrades.
What I was referring to above was about an un-educated remark in this
thread. By "un-educated" I mean: not knowing that this is a world-wide
Atari community and is realized by those who hang around this ng for a
while. So, politics and info from news media should be put aside. We here
in the USA SURELY are aware that there is more to this world than our
mainland and half of it hates our guts but this is not the place for that
discussion! I don't care where you are from, if you need assistance and I
know something about what you're looking for then I'll put my 2 cents in!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

P.S.
To Reply by E-mail, please remove -NOT- from my address!

360. Re: TT030 memory board from Niels Trettin

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 04:53:35 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <400a8f17$0$24022$626a54ce@news.free.fr>
Source record: 21556

hi,

"Bill" <bill@nomail.invalid> a écrit:
> I contacted a Niels Trettin in Germany about getting a TT ram board.
> I originally saw this board advertised on eBay in November '03, and
> thought I saved a link to the eBay description, but I can't find it
> now. The board held quite a large amount of memory, but I don't
> remember the exact amount. Maybe 256mb?
>
> Niels Trettin wanted about 75 euro for it but I haven't ordered one
> yet. He suggested I just mail the cash money for it, but I was leery
> of doing that but 75 euro seems like a heck of a deal if the board is
> good.
>
> Has anyone here ever done business with Niels Trettin or know any
> details about this particular memory board? I couldn't find any
> reference to it on his web site.
>
> http://www.nielsworld.de/main.html

MagnumTT
http://www.uweschneider.de/archive/Magnum%20TT%20Einbauanleitung.pdf

--
[ProToS] on ircnet
chan #atari.fr #atariscne

361. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 07:30:19 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <400a3598$0$4259$c30e37c6@lon-reader.news.telstra.net>
Source record: 21548

```
"lp" <gfabasic@mint.net> wrote in message
news:BC2F4B04.45D0%gfabasic@mint.net...
> in article 40098626$0$24051$626a54ce@news.free.fr, Rodolphe Czuba at
> rczuba@free.fr wrote on 1/17/04 2:00 PM:
>
> > If you have a problem with CT60 you can contact me !
> >
> >
> > This time, I have only 18 cards to ship among 150.
> > All the 150 - 18 = 132 users are happy it seems...
> > I have no bad echo except from 1 or 2 with bad 060 CPU, one that had a
bad
> > SDR updated (I shipped back yesterday !) and one that destroyed the ABE
&
> > SDR chips with a too high voltage from a defect ATX PSU (!),....
> > No other problems known ....SORRY !
> >
> > What's the sense of your message ??
>
> What you are reading is a post from some lame amiga user.
> Has been in my kill file for ages, best to ignore such posts.
> CT60 is a fine product. Quite a few people on IRC have these and
> everyone there seems quite pleased as well.
>

I was an Amiga and Atari user, as a matter of fact.
```

362. Re: CT60 is Awesome!

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 07:40:10 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <400a37ea$0$4268$c30e37c6@lon-reader.news.telstra.net>
Source record: 21549

"Joseph D. Place" <jdplace@REMOVESPAMadelphia.net> wrote in message
news:h95Ob.722$b56.421141@news3.news.adelphia.net...
> I'm a recent new owner of a CT60. It booted up right out of the box,
> and even though I have an EC, not the full version 68060, my Falcon
> screams in comparison to what it was before! I have not boosted the
> motherboard, just installed the CT60 with no solders. It is
> certainly no "hack" but a very sophisticated addition to my Falcon!
> Thanks Rodolphe, and keep up the great work!
>

I always wanted to design a CPU upgrade for my Amiga but never got past designing and building my own IDE, RAM and 68010 upgrades due to time restrictions. With such I complex device as an '060 processor upgrade I really do appreciate the amount of debugging and complex issues the designer must be faced with and I raise my hat to him for successfully attempting a project of this nature for such a limited market.

I didn't mean for the term 'hack' to sound derogatory ;-)

Regards,

Clockmeister.

363. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 08:24:03 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.01.18.08.24.01.467335@nossspamXXatari-source.com>
Source record: 21550

On Sat, 17 Jan 2004 22:09:40 +0100, Francois LE COAT wrote:

> Hi Rodolphe,
>
> Rodolphe Czuba wrote:
>> Hey Franï¿½ois, you don't know the CT60 !
>
> Yes, of course ... I have a Hades 060 since june 1996 ...
>
>> The 060 FPU routs are inside the FLASH ! So they cannot be patched and they
>> do not need.
>
> You know, as far as I remember the FPU code generate an interrupt
> which address is located in the vectors table, in the first bytes ($96
> as I remember) of the RAM. This LINEF vector can be overwritten (that's
> what is done with my patch) so that the emulation code can be modified.
>
> So, I am not changing the code which is located in the FLASH memory,
> I just completely replace it with the code that is originating from
> Motorola sources. This code is fully reliable. Is that all right ?
>
> This is rather technical ...
>

Francois,

Your fpu software in any of the configurations that you gave me did not
solve my apparent fpu problems.

What is really strange is this....
Older version of lame that was sent by evl or swe in irc resulted in bad
mp3, encode time 2 hours for 40 meg wav, 128kbit CBR - using fpu?
Latest version of lame compiled 68000 (fpu?), good mp3 encode, time 37
hours 40 meg wav, 192kbit VBR
Latest version of lame compiled -m68060 with fpu, good mp3 encode, time 24
minutes, 40 meg wav, 128kbit CBR.

Software compiled with -m68020-60 works fine for me including
openssl/openssh. Never experienced a crash on any of that stuff. Only
thing that has crashed for me ever is gaim, and gcc. Sometimes I get a
system freeze after having about 50 bus errors with the prior 2 programs ;-)

As you can see: 1) my fpu cannot be so broken... can it!? 2) compiling
with -m68060 works REALLY well even on gcc 2.95.3, and 3) perhaps this
fputest isn't good for 68060.

Can anyone PLEASE make sure this fpu test is good.

The archive is at:
ftp://ftp.lip6.fr/pub/atari/Utilities/fputest.zip

When extracted the test in question is the ACCURACY test, fputest.tos.
Please run this test and report your results - everyone.

This test runs indefinitely. If your CT60 is passing the test you will
see output similar to:
Passed 100
Passed 200
Passed 300
..... up until you hit control-C to quit.

If your CT60 is failing you will see all tests (in my case) or nearly all
tests report as fail. They will scroll very fast on your screen showing
returned value and acceptable value. In my case the values are VERY far
off. Again, hit control-C to quit. If you run for about 60 seconds or so
with no errors, you can assume your fpu calcs are correct according to
this test.

Strangely when
run on one ct60 this test passed perfectly - deez the author of the ct60
specific intro that was working improperly for me. When run on another
ct60 (american, ntsc english setup), the test failed in the exact same
manner as it has on mine. Deez's intro specifically for ct60 is also
really broken on his falcon too. However he can't have a broken fpu as
gcc works perfectly for him. He compiles HUGE packages. His falcon
otherwise works perfectly. Something is NOT right here!

His name is Keith Scroggins, he has a 68060 60MHz full supplied by
Rodolphe. Surely 2 processors both don't have bad FPU?

My processor is a 68060 60Mhz full supplied by vernal elm. My compile
issues go away with caches off, so I yet need to attempt reducing my clock
speed (still need to buy oscillator). PS: Anyone have a 60Mhz oscillator
they don't want?

Thanks,
Mark
http://portal.atari-source.com

364. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 08:46:53 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.01.18.08.46.52.962235@nossspamXXatari-source.com>
Source record: 21551

On Sat, 17 Jan 2004 11:57:32 +0100, Dennis Vermeire wrote:

> From: "Mark Bedingfield" <atari030@nospampleaseoptusnet.com.au>
> Date: Thu, 15 Jan 2004 20:26:44 +1100
>
>>In other words, Magic is a dead duck. Oh well. Mint was always good:-),
>
> It's dead allright, just as dead as your TT and Falcon. Everything related
> to Atari is dead... it died some 9 years ago. We all pretend that the flame
> is still burning, but let's face it, it doesn't even flicker anymore ;-)
>
>>better get the latest version of Xaaes and Terra Desk.
>
> Yes, especially Terra Desk, that's really an improvement... if this is an
> example of moving forward I rather stay behind and play with "dead" stuff.
> But then I shouldn't knock it, should I? It's free and "open", and that's
> the holy word in here lately...
>
> Cheers from Belgium
> Dennis

Free, open and in spare time. While MagiC rests in peace sparemint, xaaes and teradesk churns out release after release. Slow progress sure, but progress nonetheless. In time their progress WILL overtake MagiC in features and reliability. It's the nature of things. When one developer gives up, another will step in. When one guy gets old and dies, some kid will find interest and buy one of these so called Atari computers. So long as there is any future for Atari computing, be it upgrades, new platforms, etc. Free and open is the ONLY way we CAN go. Therefore it IS the future. If free and open fails, it is probably the time to decide that our platform is truly dead. Time to put our computers in the closet and wait for 20-30 years until they are worth serious money.

Not to mention sparemint has several new package maintainers and a lot of work going on behind the scenes. Work you aren't interested but work that will be beneficial to many nonetheless. Surely we all will end up working up to being MiNT kernel hackers. A team of 10-20 people working on this stuff versus... what? Who? where? .. there's nobody else - just application developers who don't support MagiC specifically, they support GEM which MagiC inherently supports. I loved your 95% figure that you pulled from your posterior earlier. If I had to call it I'd say it's more like 5% of developers develop specifically for MagiC, if even, and more like 95% of developers remaining develop for our charming GEM environment, and really care if things run on MagiC AND MiNT alike.

Yes MagiC is a great system. Great for Atari's that are and will always be stuck near 4 megs of memory. Unfortunately many people these days demand the power and flexibility of a unix based architecture. If only you saw just how well it all integrated into GEM. It's really quite scary. In my world, Atari users want to compete with the flexibility and power that current pc offerings have. They don't only want nostalgia, they want functionality on an alternative computing platform and are willing to pay for it. 150 people who bought the CT60 can't be completely insane. You don't increase the power of your system 10-fold because you want the same features. Projects like the ethernec don't mystically appear out of nowhere. The bulk of the remaining Atari advocacy crowd cares equally for nostalgia and current to future prospects. Nostalgia is easy, get an st and horde a bunch of software and games for it. The future is tough. It requires working against what sometimes seems to be impossible odds. But most people left are really up to it... They really really are.

So yeah, maybe teradesk and xaaes are a bit like children in their development cycles. They have a lot of growing up to do. But the fact remains that they will grow. And there will be no more locked up source. No more walls. No more developers disappearing or greedily locking their code in a vault for no good reason. And you'll be left with not much to say. Maybe you'll mutter some stuff under your breath about how it all can't run on 4 megs of ram, meanwhile current pc's will cross the 2GB barrier for beginning line.

Just remember, MiNT isn't perfect and nobody is claiming that it is. But man people sure do love to open up presents, they love to download new software and they love to see a system evolve before their eyes. It's just nice, that's why people will use teradesk even if there are better offerings currently.

Anyway, I'm so rambling and I have nothing left to say to you. You've lost credibility in my mind a long time ago. Really I'm just bored so I'm saying this for the benefit of everyone. Have a good year
Mark
http://portal.atari-source.com

365. parallel.out >prn

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 10:53:13 UTC
From: Jan Wanders <janwanders@wanadoo.nl>
Message-ID: <400a66a6$0$95837$1b62eedf@news.wanadoo.nl>
Source record: 21552

For every one looking for a method to print out the files produced by ScorePerfect Music Notation Program on a Windows XP computer I'm glad to tell you I finally found this method:

```
cd..
D:
cd Atari_ST
cd PCST048
type parallel.out >prn
```

As you can see, my old Atari_ST program works under the Pacifist program.
It's works good. I use a HP Deskjet 600. This works perfect.
I'm a happy man, since I found the batch-code for printing the files.

366. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 11:22:30 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2004.01.18.11.22.33.509672@pandora.be>
Source record: 21553

Op Sat, 17 Jan 2004 19:07:42 +0000, schreef Carey Christenson:

> Janez!!!!
> I dont see anything wrong with the signature!!!! I
> am proud of my ATARI SYSTEMS and even use this
> signature in ALL of my E-MAILS!!!! :-)

Please read RFC 1855 Netiquette Guidelines
<URL:http://www.dtcc.edu/cs/rfc1855.html>

> thankful that I dont put every one of my 5 ATARI's
> plus my ATARI Jaguar not to mention ALL the games in
> the signature!!!! If you think that downloading this
> signature even on dial-up in Europe is problem what
> would this signature save them in time??? What 1
> second BS!! Dont like it find an program for MINT and
> filter me out from the newsgroup on your end.

It's not a matter of lost time but also a matter a waist of bandwidth.
Also you might consider to place a signature separator. This way people
who reply to your message will not to have to delete your signature
himself.

<quote>

RFC 1036, "Standard for Interchange of USENET Messages", recommends the
signature separator "-- " in section 4.3.2 (Body Conventions):

"If a poster or posting agent does append a signature to an
article, the signature SHOULD be preceded with a delimiter
line containing (only) two hyphens (ASCII 45) followed by
one blank (ASCII 32). Posting agents SHOULD limit the
length of signatures, since verbose excess bordering on
abuse is common if no restraint is imposed; 4 lines is a
common limit."

</quote>

Every _decent_ newsreader (thus not Outlook and the likes) are able to
place a signature separator. So please use it.
BTW: What has MiNT to do with this?

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

367. Re: Geneva & Extended RAM

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 11:38:59 UTC
From: vdjole@EUnet.yu
Message-ID: <budr8c$69p$1@news.eunet.yu>
Source record: 21554

On 17 Jan 2004 19:58:37 , "Brian Roland" wrote:
>
> I like to use Geneva on my Mega 4 because it seems to work well with MROS
> (Steinberg) applications.
> I put a Marpet Xtra RAM + board in this machine, and I can't get Geneva to
> behave with any stability using this board. It seems to work fine under stock
> TOS 2.06 and with Magic 6.01.
>
> Things I've tried... Various auto folder orders.
> Adjusting the RAM flags in all of Geneva's TSR and utilties.
>
> If I put Geneva later in the auto folder, I usually get several bombs when
> Geneva tries to load.
> If I put Geneva near the top, I usually get 'recursive calls to GDOS' errors.
> Once or twice, it actually loaded, but Geneva doesn't see the extra RAM....some
> files with TT RAM flags set did load in the upper memory, but the machine wasn't
> stable but for a minute or two.
>
> So far, no luck with Geneva, and I wonder if anyone knows an answer.

I had a similar problem with Genmeva vs. Alt-RAM two years ago; it was
cured by appropriate settings of program header flags in all auto-folder
and accessory programs, including geneva.prg itself. Maybe I was wrong,
but I got an impression that some of these -had- to be set to use
Alt-RAM if it was declared to TOS, otherwise they would not work well.

Perhaps you should try booting with the barest possible setup (the minimum
needed to boot Geneva), and then try adding other possibly offending
programs. The Alt-RAM board is not currently in my Mega, so I can not
check if this is the only good setting, but flags for geneva.prg
and jarxxx.prg are currently set here for fast load, use alt-ram, but
not malloc in alt-ram. For taskman.acc all three flags are set.
For other important programs such as nvdi.prg or xcontrol.acc all flags
are set as well.

>When booting, the xtraram.prg tells TOS of the presence of extra RAM,

It must also set a "Fast RAM buffer" and its cookie, if it doesn't, you will
have a lot of problems (i.e. you won't be able to work at all); check
whether you get a _FRB cookie after running xtraram.prg (btw. Magic sets
this buffer and cookie by itself).

>From the software end of things it is my understanding this Marpet board
>disguises 8meg to the OS as TT RAM. To get software to use the board's memory
>one is to set the TT RAM flags in a program's file header....
> [...]

>The board sits in the mega expansion bus and holds 8 one meg simm modules. The
>board has what ever MMU it needs built in.

Are you sure that the power supply of your Mega can handle this? Eight
1MB modules (probably with 8 or nine chips each) are quite power hungry;
When I put an Alt-RAM board with 8 such modules in My MegaST4, the power
supply was operating uncomforably near its nominal limits (i.e. like
100-200mA below nominal load, with the floppy driverunning). To be safe I
had to put a more powerful supply in (a 4-amperes one; I believe it was from
some Falcon - or maybe a Megafile?). Also, with such a large additional
load, the initial voltage regulation setting may not be appropriate anymore;
check with a voltmeter whether you have 5V +/- (say) 0.1V on the motherboard
and on the RAM board. If there is a possibility of overload, try operating
the board with less memory (e.g. 4MB), if such a configuration is possible.
Finally, you may check whether all of that RAM is really working properly,
with some utility that can check it. There is also a possibility of
overheating in the cramped Mega box.

cu;

368. Re: TT030 memory board from Niels Trettin

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 13:50:44 UTC
From: nspirit-trash@nkubz.net
Message-ID: <e8afb469.0401180550.75c15a42@posting.google.com>
Source record: 21557

Got many atari goods from trettin and never had any problem.
I paid by cash via registered mail.

> I contacted a Niels Trettin in Germany about getting a TT ram board.
> I originally saw this board advertised on eBay in November '03, and
> thought I saved a link to the eBay description, but I can't find it
> now. The board held quite a large amount of memory, but I don't
> remember the exact amount. Maybe 256mb?
>
> Niels Trettin wanted about 75 euro for it but I haven't ordered one
> yet. He suggested I just mail the cash money for it, but I was leery
> of doing that but 75 euro seems like a heck of a deal if the board is
> good.
>
> Has anyone here ever done business with Niels Trettin or know any
> details about this particular memory board? I couldn't find any
> reference to it on his web site.
>
> http://www.nielsworld.de/main.html

369. Re: TT030 memory board from Niels Trettin

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 15:24:48 UTC
From: webmaster@atari-computermuseum.de
Message-ID: <fb99bf10.0401180724.d1fe5d7@posting.google.com>
Source record: 21558

Hi,

I buyed the same RAM-Card also by Mr. Trettin - it's called "MagnumTT"
:-) You can use following modules:

16 MB: 8 Chips, xx1740x
16 MB: 2 Chips, xx6516x
32 MB: 16 chips, xx1740x
32 MB: 4 Chips, xx6516x
64 MB: 8 Chips, xx6540x
128 MB: 16 Chips, xx6540x

Following types you cannot use un this board:

16 MB: 8 Chips, xx1640x
16 MB: 2 CHips, xx6416x
32 MB: 16 Chips, xx1640x
32 MB: 4 Chips, xx6416x
64 MB: 8 Chips, xx6440x
128 MB: 16 Chips, xx6440x

Caution on modules, they've chips with text "HYB31" or there is a "V"
in the text => They're 3.3-Volt-Modules, the MagnumTT runs on 5V. You
shouldn't use them.

Mike

370. Re: TT030 memory board from Niels Trettin

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 17:26:19 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <buefjrish1@reader2.panix.com>
Source record: 21559

Symmetrical SIMM? Basically, it means a low and even number of chips on
the SIMM. It could also mean a high and even number of chips on the SIMM.

In other words, a four-chip SIMM should work, and a three-chip SIMM should
not work. 12 and 16 chip SIMM should also work.

There is a list of known workable and known unworkable SIMM on the Maxon
data sheet, next to German words for right and wrong.

It should also be designed to run on 5 volts. The 3.5 volt stuff may work,
and may show memory errors. TTL logic has been known to run slowly on 3.5
volts. I have no experience at running fast 5 volt memory on 3.5 volts.

Jim

Tim <TjLaZer@NOSPAM.Mail.com> writes:

: "Jim DeClercq" <jimd@panix1.panix.com> wrote in message
: news:bucs0h$5qf$1@reader2.panix.com...

: > On the other hand, something involving this Maxon board has frustrated
: > some people. If you get non-symmetrical SIMM, it will not work. If you
: > install jumpers not in accordance with the data sheet, it will not work.
: > I have no idea what their problem is, a defective memory board, or a
: > defective mother board, but my only problem was a trivial one I have not
: > even tried to fix. 65 Mb is more memory that I will ever need.
: >
: > Jim
: >
: Thats me frustrated as heck. Cannot get the damn thing to work at all. Ok
: dumb question: What is a Symmetrical SIMM? Maybe thats my problem. I have
: 16/32MB EDO and FPM SIMMs that I tried to no avail. Both installed in pairs
: of course.

: But back to topic, I also bought one and it arrived no problems, but I
: cannot get it to work. Could be a SIMM problem though...

: Tim

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

371. Re: MagnumTT Ram Card and types of Simms?

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 18:12:09 UTC
From: Bill <bill@nomail.invalid>
Message-ID: <1801200413120975 11%bill@nomail.invalid>
Source record: 21560

In article <bsaanp$5p0$1@reader2.panix.com>, Jim DeClercq
<jimd@panix3.panix.com> wrote:

> My experience has been satisfactory, but imperfect. I got a few Magnum TT
> boards. Posted a want list in alt.computer.memory, and two sellers
> responded. One had 128 MB SIMM, so I ordered some of those. Plugged two of
> them in, put it into a TT, and only 65 MB was recognized, by either the
> desktop or sysinfo.prg.

I searched back for and read the complete thread, "MagnumTT Ram Card
and types of Simms". It sounds like getting this card to work is a
bit problematic. I would feel better about buying the card if more
people were having less trouble with it.

Even 65mb would be a huge improvement over the 4mb of TT ram I have.
I would be satisfied with 65mb but it sounds like something is screwed
up if the whole 256mb is not showing.

Can you remove one stick of memory and see what happens, or does the
card require both sticks to be in place?

--
Bill

372. Re: Got my shiny new Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 18:50:59 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <p+AynsAtUtCAFw8E@btinternet.com>
Source record: 21561

In article <100hb0llrrjj51f@corp.supernews.com>, Tim
<TjLaZer@NOSPAM.Mail.com> writes
>Open it up and see if it comes with a IDE cable. If it does just connect a
>laptop HD preferably under 10Gb. Grab a newer HDdriver software program and
>off you go.

There's no IDE cable and no brackets. I didn't like having to open it
up, but it's of more use with an internal HD, and probably could use the
14Mb RAM upgrade anyway!

So, either: Has anyone got a 2.5" IDE and brackets/cable for sale, and
ideally, a RAM upgrade from the standard 4Mb.

Or: Anyone interested in a boxed, as new (sadly, now opened to check
inside, but very carefully closed again) with no discolouration or wear
on the keyboard/mouse/casing, totally stock 4Mb Falcon? There's really
very little I can do with it without the HD/RAM and no monitor (my STE
has a Mono display and runs a Mac emulator).

I've hooked up an external CD-ROM and SCSI drive enclosure and plan to
do some digging on the net tonight for the utilities to format the disc
(either a 2.1Gb Fireball, or a 330Mb Seagate), then I can burn some
downloads onto CD using one of the Macs. IIRC the Falcon could read
ISO9660 no problem, at least on my old HD/Syquest/MiNT setup.

I'm wondering if the Falcon will boot from an external SCSI drive,
though. It doesn't seem to check it.

Richard

--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

373. Re: TT030 memory board from Niels Trettin

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 19:30:03 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <400adeaa2ed3590@tripnet.se>
Source record: 21562

In comp.sys.atari.st <bucs0h$5qf$1@reader2.panix.com>
Jim DeClercq wrote on Sun 18-01-2004 02:45 (GMT):

>On the other hand, something involving this Maxon board has frustrated
>some people. If you get non-symmetrical SIMM, it will not work. If you
>install jumpers not in accordance with the data sheet, it will not work.
>I have no idea what their problem is, a defective memory board, or a
>defective mother board, but my only problem was a trivial one I have not
>even tried to fix. 65 Mb is more memory that I will ever need.

You never know... I thought my 36 MB RAM would be enough. Think of it,
just 4 MB less compared to the whole harddisk on the Stacy I've used for
many years...

But, with Calamus and high rez colour images a document can easily
grow... With a 25 MB .CDK the disk swapping slow things down quite a
lot...
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

374. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 20:27:59 UTC
From: exxos <chris@home.co.uk>
Message-ID: <400aec52$0$27800$cc9e4d1f@news.dial.pipex.com>
Source record: 21563

```
"lp" <gfabasic@mint.net> wrote in message
news:BC2F4B04.45D0%gfabasic@mint.net...
> in article 40098626$0$24051$626a54ce@news.free.fr, Rodolphe Czuba at
> rczuba@free.fr wrote on 1/17/04 2:00 PM:
>
> > If you have a problem with CT60 you can contact me !
> >
> >
> > This time, I have only 18 cards to ship among 150.
> > All the 150 - 18 = 132 users are happy it seems...
> > I have no bad echo except from 1 or 2 with bad 060 CPU, one that had a
bad
> > SDR updated (I shipped back yesterday !) and one that destroyed the ABE
&
> > SDR chips with a too high voltage from a defect ATX PSU (!),....
> > No other problems known ....SORRY !
> >
> > What's the sense of your message ??
>
> What you are reading is a post from some lame amiga user.
> Has been in my kill file for ages, best to ignore such posts.
> CT60 is a fine product. Quite a few people on IRC have these and
> everyone there seems quite pleased as well.
>

Still amazing how people manage to bring amigas into the battle after all
this time *yawn* Zzzzzzzzzzzzzzzzzzzzz..........

> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is
now!]
> Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
Hades060]
>
>
```

375. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 20:34:53 UTC
From: exxos <chris@home.co.uk>
Message-ID: <400aedf0$0$27802$cc9e4d1f@news.dial.pipex.com>
Source record: 21564

Rodolphe,

I did contact you a while ago, just look back a month or 2 and see my posts here, everyone indluding yourself said make sure the CT60 is updated, which it was uptodate when I got it, then it drifted onto kits and things to update it and I just left it, ive spent enough without paying more for to update the thing also. Since it was all down to updating I just left it since I would probably never get around to it anyways, which is not the problem. Theres some odd almost random problem since in CT60 mode my falcon crashes at random and I really dont have time to sit debugging half the falcons electronics to find out why. The updates only seemed to be the problem with what everyone said, since I already had them nothing became of it after that, Oh, I did buy probably the best stick of ram for it also, but that didnt help. I need to try a new PSU, though it doesn't look like thats likely to cure it. I need to put me falcon back together really, I want to transfer all my 720's over the NEClink project to my PC, I can't remember the correct name for it, but its still going great ;-)

Chris

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:40098626$0$24051$626a54ce@news.free.fr...
> ?????
>
> If you have a problem with CT60 you can contact me !
>
>
> This time, I have only 18 cards to ship among 150.
> All the 150 - 18 = 132 users are happy it seems...
> I have no bad echo except from 1 or 2 with bad 060 CPU, one that had a bad
> SDR updated (I shipped back yesterday !) and one that destroyed the ABE &
> SDR chips with a too high voltage from a defect ATX PSU (!),....
> No other problems known ....SORRY !
>
> What's the sense of your message ??
>
>
>
>
>
> "Clockmeister" <no-one@nowhere.com> a crit dans le message de news:
> 400891b2$0$4261$c30e37c6@lon-reader.news.telstra.net...
> > Just lurking and it seems that this CT60 is a rather expensive hack that
> > doesn't seem to work very well, or is it just me who seems to think

this?
> >
> >
> >
>

376. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 20:37:34 UTC
From: exxos <chris@home.co.uk>
Message-ID: <400aee92$0$27810$cc9e4d1f@news.dial.pipex.com>
Source record: 21565

"John Smith" <john.smith@microsoft.com> wrote in message
news:buc3kbait1@bagan.srce.hr...
> CT60 rulez!
> it is probably expensive in PC terms since all components for PC could be
> bought cheaply nowadays, but CT60 is NO PC!
> It is an excellent expansion and accelerator of the Falcon computer!
>

I have a pretty cool PC, though since there will be "probably" no more
"atari's" I brought a CT60 since its probably the last thing which will be
done for the Atari scene so having the fastest tos machine to end with is
what I wanted. I hope it wont be the last project, though For me a speedy
falcon will do me just fine!

Chris

>
>
> "Clockmeister" <no-one@nowhere.com> wrote in message
> news:400891b2$0$4261$c30e37c6@lon-reader.news.telstra.net...
> > Just lurking and it seems that this CT60 is a rather expensive hack that
> > doesn't seem to work very well, or is it just me who seems to think
this?
> >
> >
> >
>
>

377. Re: TT030 memory board from Niels Trettin

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 20:52:36 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <100lsgjo6nb4eb9@corp.supernews.com>
Source record: 21566

"Mike" <webmaster@atari-computermuseum.de> wrote in message
news:fb99bf10.0401180724.d1fe5d7@posting.google.com...
> Hi,
>
> I buyed the same RAM-Card also by Mr. Trettin - it's called "MagnumTT"
> :-) You can use following modules:
>
> 32 MB: 16 chips, xx1740x
^^^^^^^^^^^^^^^^^^^^^

I have this exact pair of SIMMs. Siemens chips the whole # is:
HYB5117400BJ-60, 16 chips double sided.

I was told by Niels to try it without setting jumpers as it should auto
configure, but I also tried with jumpers set as per the sheet to no avail.
I guess I have a bad board. Hopefully I can get a replacement from Niels.

Tim

378. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 20:59:13 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1074437956-136034AEicMi@adelphia.net>
Source record: 21567

Exxos,
Have you gotten your CT60 to work then??? Is it
fitted with or without solders??? Are there any other
accelerators on this Falcon??? What kind of programs
are you running on bootup??? What OS are you using??
I have currently had my Falcon on since 5 a.m.
Saturday morning which would make it around 35 hours
or so. When does the crash occur??? Is there a
specific program that CT60 seems to crash on or is
random?? Please be more specific or drop me a line
and I can help. I had issues with mine but as with
any product there may always be some tweaking to get
it to perform better. With mine, I had to cut the
trace on the board, UPDATE to the latest ABE, SDR and
TOS binary, rearrange the AUTO folder for better
optimization and lastly which seemed to make the
biggest difference switch from 66.666 mhz to 72 mhz.
One final thing to note of interest if you have a
CONTROL PANEL program called SI.CPX rename it SI.CPZ.
I had this in my CPX folder and it was causing
problems with GENERAL6.CPX. Reason being is because
SI has a cache function in it which confused CT60 into
not knowing which to bootup with NO cache or cache.
My system always seems to function more stable with
CACHE ON. Something else you may wish to check into
is whether or not you have all the latest PROGRAMS,
ACC's or CPX's installed for the CT60. This may make
a big difference as well.

Thanks,
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 16 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner

24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with 64 Megs DDR SDRam
PCI/AGP adapter from Rodolphe,
Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)

379. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 21:05:48 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1074438350-215154AEicMi@adelphia.net>
Source record: 21568

Martin,
It has nothing to do with MINT. I know that JANEZ
uses MINT so I was telling him if he does not like my
SIGNATURE to find a filtering program for MINT and put
me on his KILL FILE. I dont see anything wrong with
it and if there is a problem with it tell me directly.
It does not use that much bandwidth that it is a pain
in the ARSE. Besides that try and tell that to all
those damn spammers out there that flood peoples inbox
daily with CRAP. That to me is a waste of bandwidth
that can run into some serious Terrabytes hourly.
Especially when you consider that experts believe that
75 percent of the internets bandwidth is due to
spammers.

Thanks,
Carey Christenson

```
|||
|||
|||
/ | \
/ | \ High Flying Falcon 060!!!
```

Falcon 030 @ 16 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with 64 Megs DDR SDRam
PCI/AGP adapter from Rodolphe,
Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)

380. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 21:11:58 UTC
From: exxos <chris@home.co.uk>
Message-ID: <400af69e$0$27800$cc9e4d1f@news.dial.pipex.com>
Source record: 21569

```
"lp" <gfabasic@mint.net> wrote in message
news:BC305DB4.46E5%gfabasic@mint.net...
> in article 400aec52$0$27800$cc9e4d1f@news.dial.pipex.com, exxos at
> chris@home.co.uk wrote on 1/18/04 3:27 PM:
>
> >
> > "lp" <gfabasic@mint.net> wrote in message
> > news:BC2F4B04.45D0%gfabasic@mint.net...
> >> in article 40098626$0$24051$626a54ce@news.free.fr, Rodolphe Czuba at
> >> rczuba@free.fr wrote on 1/17/04 2:00 PM:
> >>
> >>> If you have a problem with CT60 you can contact me !
> >>>
> >>>
> >>> This time, I have only 18 cards to ship among 150.
> >>> All the 150 - 18 = 132 users are happy it seems...
> >>> I have no bad echo except from 1 or 2 with bad 060 CPU, one that had a
> > bad
> >>> SDR updated (I shipped back yesterday !) and one that destroyed the
ABE
> > &
> >>> SDR chips with a too high voltage from a defect ATX PSU (!),....
> >>> No other problems known ....SORRY !
> >>>
> >>> What's the sense of your message ??
> >>
> >> What you are reading is a post from some lame amiga user.
> >> Has been in my kill file for ages, best to ignore such posts.
> >> CT60 is a fine product. Quite a few people on IRC have these and
> >> everyone there seems quite pleased as well.
> >>
> >
> >
> > Still amazing how people manage to bring amigas into the battle after
all
> > this time *yawn* Zzzzzzzzzzzzzzzzzzzzz.........
>
> What and his negative comments are not amazing? Search google, he likes
> post such crap... beside I didn't say anything against the machine itself.
> Zzzzzzzzzzzz.....
>

I never once posted crap, I only get negative listening to crap from
others.....
```

chris

> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is
now!]
> Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
Hades060]
>
>

381. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 21:28:55 UTC
From: exxos <chris@home.co.uk>
Message-ID: <400afa97$0$27804$cc9e4d1f@news.dial.pipex.com>
Source record: 21570

Hi Carey,

"Carey Christenson" <falcon060@adelphia.net> wrote in message
news:1074437956-136034AEicMi@adelphia.net...
> Exxos,
> Have you gotten your CT60 to work then???

Well not exactly no....

Is it
> fitted with or without solders???

without.....

Are there any other
> accelerators on this Falcon???

nope.

>What kind of programs
> are you running on bootup???

Well none really, I'm a basic GEM guy meself.....

> What OS are you using??

GEM ;-)

> I have currently had my Falcon on since 5 a.m.
> Saturday morning which would make it around 35 hours
> or so. When does the crash occur???

Its at random, I've tried for hours to track down a problem, if you do a
totally clean boot to GEM, and leave it for like 10 mins then move the mouse
it will crash. I can boot and play a mod tune for about 20 seconds before
it crashes. At first I thought it was a CPX causing the trobule , and since
I have a lot of um, I renamed the whole lot and kept rebooting and renaming
until it locked up. Though after hours and hours, it turns out that any CPX
will crash at some point so its not whats running there. I did manage to run
nembench and see great results though that was about it.

>Is there a
> specific program that CT60 seems to crash on or is
> random?? Please be more specific or drop me a line
> and I can help. I had issues with mine but as with
> any product there may always be some tweaking to get
> it to perform better. With mine, I had to cut the
> trace on the board,

I think mines already done, it was totally updated so it should be fine....

UPDATE to the latest ABE, SDR and
> TOS binary, rearrange the AUTO folder for better
> optimization and lastly which seemed to make the
> biggest difference switch from 66.666 mhz to 72 mhz.
> One final thing to note of interest if you have a
> CONTROL PANEL program called SI.CPX rename it SI.CPZ.
> I had this in my CPX folder and it was causing
> problems with GENERAL6.CPX.

Yeah, I found general cpx, and there was a couple of others also which gave a sure crash everytime, though I got updated ones now for the CT60. I can;t use the temp meter in one of the CPX options, it crashes out everytime on temp reading.

Reason being is because
> SI has a cache function in it which confused CT60 into
> not knowing which to bootup with NO cache or cache.
> My system always seems to function more stable with
> CACHE ON. Something else you may wish to check into
> is whether or not you have all the latest PROGRAMS,
> ACC's or CPX's installed for the CT60. This may make
> a big difference as well.
>

Yeah, I think im all upto date. It might be my falcon, I did have that awefull Nemesis kit in for a while but I took it out shortly after since I couldn't get stable results and half my games didn't seem to want to work either. Though after I put my falcon back I lost the 3 resistors and a inductor, I did put normal parts there which may be the reason why CT60 is tripping up, im not saying the CT60 is to blame, im just saying it doesn't work on my falcon. It works fine in 030 mode, the only problems I have from time to time is accessing the floppy causes 2 bombs sometimes. So you can see my point that my falcon may not be running correctly. It does run fine otherwise. I was kinda hoping CT60 would bypass any problems CPU end though I guess it was a longshot. I hope Rudolphe and people understand im not flaming the CT60! I think its great though the only cure looks like a new Falcon motherboard to me, which is why I just left it kinda in a heap on my desk ;-)

Chris

> Thanks,
> Carey Christenson
>
> |||
> |||
> |||
> / | \
> / | \ High Flying Falcon 060!!!
>
> Falcon 030 @ 16 mhz. with 14 megs STRam

> CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133
SDRam
> Eclipse 4 MB ATI Rage IIc Graphics Card
> 120 GB IDE Maxtor 8 meg cache
> 40 GB IDE Maxtor 2 meg cache
> 4.5 GB SCSI Seagate Barracuda
> 10x4x32x Sony CD-Burner
> 24x Cyberdrive CD-Rom drive
> EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
> Epson Stylus COLOR 880 Printer
> 19 inch Samsung VGA Monitor
> Subwoofer Satelite speaker system
>
> Coming:
> CT60 Graphics Card with 64 Megs DDR SDRam
> PCI/AGP adapter from Rodolphe,
> Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)
>

382. Re: CT60 is Awesome!

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 21:53:16 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0401181353.11cac7c8@posting.google.com>
Source record: 21571

"Clockmeister" <no-one@nowhere.com> wrote in message
news:<400a37ea$0$4268$c30e37c6@lon-reader.news.telstra.net>...
> "Joseph D. Place" <jdplace@REMOVESPAMadelphia.net> wrote in message
> news:h95Ob.722$b56.421141@news3.news.adelphia.net...
>
> I didn't mean for the term 'hack' to sound derogatory ;-)
>
> Regards,
>
> Clockmeister.

Glad to hear that. It's easy to be missunderstood on the net.
I think you have to hand it to Rodolphe, His work has been the best so far.

Wayne

383. Re: Got my shiny new Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 21:54:52 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <ApDOb.19836$0t4.9236@bignews5.bellsouth.net>
Source record: 21573

> There's no IDE cable and no brackets. I didn't like having to open it
> up, but it's of more use with an internal HD, and probably could use the
> 14Mb RAM upgrade anyway!

I have an extra 2.5" bracket. If you'd like it, contact me.
I also have a stock Atari 14mb memory board around here somewhere. The 14meg board worked fine on my Falcon until I put a Centek 50mhz kit in it....I had to upgrade to FASTER memory (Wizztronic board, still avilable from them).

I'm out of machine screws that go with the 2.5" bracket, but I'm sure you could find them at your favorite electronic supply store.

You could also make an adequate basket or mounting plate yourself out of good stiff wire or thin sheet metal without much fuss. Could even just turn the thing upside down and screw it right on to the RF sheilding.

The cable is a standard 'internal' laptop IDE ribbon cable for 2.5" drives. Another option is an inexpensive plug-on PCB by Wizztronics that in turn has places to plug in either, or both 2.5" or 3.25" IDE drives with standard female to female ribbon cables, and a power tap for the 3.5" type drives. They might also have the larger bracket kits if you ask.

I think I still have my origonal 80mb conner drive here somewhere...it should still work on a stock falcon...it was just way too slow for the CT2B. No cable, since I'm using that still....but again, contact me if you'd like to have it.. It is the 2.5" type drive, which gets its power from the IDE ribbon cable.

> Or: Anyone interested in a boxed, as new (sadly, now opened to check
> inside, but very carefully closed again) with no discolouration or wear
> on the keyboard/mouse/casing, totally stock 4Mb Falcon? There's really
> very little I can do with it without the HD/RAM and no monitor (my STE
> has a Mono display and runs a Mac emulator).

You can indeed get an ST adaptor plug and use that Monochrome monitor with your Falcon. Pretty much ANY Atari shop can supply this item, either from old stock, or coustom made in house. Usually around $15 US. It's not a hard item to make yourself either, but unless you happen to have the parts laying around already (the 13pin round plug, while not impossible to find, is likely to be hardest part to track down, particularly the female socket, which is what you need), you won't save much if anything building it yourself...so unless you have the stuff handy already....I personally suggest to buy ready made.

The Falcon can also use a VGA monitor with a different adaptor block.

I'd be interested if you'd like to sell it.
How much?

> I'm wondering if the Falcon will boot from an external SCSI drive,
> though. It doesn't seem to check it.

Yes indeed it should be able to boot from SCSI. Only problems I ever had
booting a SCSI only Falcon were with CT2B and MagiC....and there are workarounds
for that. The Falcon isn't going to scan either the IDE nor the SCSI bus
without some software either run from a floppy, or initalized on a boot sector
of a TOS compatable partition.

Did your Falcon not come with some system disks?
It is my understanding that all Falcon's shipped with 2 or 3 system disks
including things like hard disk drivers, TOS patches, print spooler, MultiTOS,
some accessaries and a game or two. If you don't have these, again, contact me
and I'll be happy to send archives of the stock Falcon System Disks.

Brian
BJRoland@bellsouth.net

384. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 22:04:27 UTC
From: exxos <chris@home.co.uk>
Message-ID: <400b02eb$0$27800$cc9e4d1f@news.dial.pipex.com>
Source record: 21572

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:40098626$0$24051$626a54ce@news.free.fr...
> ?????
>
> If you have a problem with CT60 you can contact me !
>
>
> This time, I have only 18 cards to ship among 150.
> All the 150 - 18 = 132 users are happy it seems...
> I have no bad echo except from 1 or 2 with bad 060 CPU, one that had a bad
> SDR updated (I shipped back yesterday !) and one that destroyed the ABE &
> SDR chips with a too high voltage from a defect ATX PSU (!),....
> No other problems known ....SORRY !
>
> What's the sense of your message ??
>
>

I'm not attacking CT60, I think you have done a great job in producing the
CT60! I'm just saying It don't work in my falcon, I posted some comments
elsewhere in this thread also. I can only assume my Falcon is faulty in
somewhere, which is probably the case, theres not much I can do about that
until I find some time to check it out.....

chris

>
>
>
> "Clockmeister" <no-one@nowhere.com> a crit dans le message de news:
> 400891b2$0$4261$c30e37c6@lon-reader.news.telstra.net...
> > Just lurking and it seems that this CT60 is a rather expensive hack that
> > doesn't seem to work very well, or is it just me who seems to think
this?
> >
> >
> >
>

385. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 22:13:52 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1074442434-031818AEicMi@adelphia.net>
Source record: 21574

Chris,
If you believe that your Falcon MOBO is bad since
the parts that you put back into it after taking the
NEMESIS out may not be the same as what come stock. I
would e-mail Rodolphe and have hime take a look at it
and get it running for you. He is the best in the
world at getting a Falcon running. If he cannot get
it going then it is probably unrepairable. But it
quite possibly looks like there maybe something with
the NEMESIS deal. This is why I asked if you had had
any accelerators on this Falcon at all. Because if it
was not a stock Falcon to start with this could pose a
problem even for a middle of the road solderer or even
a more experienced person as well.

Thanks,
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 16 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
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Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with 64 Megs DDR SDRam
PCI/AGP adapter from Rodolphe,
Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)

386. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 22:17:44 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <iBDOb.7457$%86.3086@bignews4.bellsouth.net>
Source record: 21575

> Yeah, I think im all upto date. It might be my falcon, I did have that
> awefull Nemesis kit in for a while but I took it out shortly after since I
> couldn't get stable results and half my games didn't seem to want to work
> either. Though after I put my falcon back I lost the 3 resistors and a
> inductor, I did put normal parts there which may be the reason why CT60 is
> tripping up, im not saying the CT60 is to blame, im just saying it doesn't
> work on my falcon. It works fine in 030 mode, the only problems I have from
> time to time is accessing the floppy causes 2 bombs sometimes. So you can
> see my point that my falcon may not be running correctly. It does run fine
> otherwise. I was kinda hoping CT60 would bypass any problems CPU end though
> I guess it was a longshot. I hope Rudolphe and people understand im not
> flaming the CT60! I think its great though the only cure looks like a new
> Falcon motherboard to me, which is why I just left it kinda in a heap on my
> desk ;-)

Why not send the bird to a well equipped Atari work bench?
I know it's not cheap, but there are a few places left with the equipment and knowledge to rework your Falcon. Rudolphe might personally set it straight for you? If you talk to the right person at Wizztronics, and make it clear you don't mind paying the minium bench fee, they'll still work on Falcons as well. I know it's not cheap, but I've yet to get one back from these guys that wasn't fixed to origonal specs (or altered specs if it's clear what you want/need).

In theory, if you have a Falcon that's running on all the scopes according to the factory specifications (including Atari Authorized/Recommend patches), your CT board should just plug right on and purr like a kitten. Right?

Steve at Wiztronics is really good about staying in touch, being honest about what needs to be done, the time/parts involved, and letting you know if something 'really expensive' pops up before pressing on and billing you. Sometimes they have a slow turn around, but they do it RIGHT.

All that aside, might you be interested in selling your Falcon and or CT60?

Brian

387. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 22:34:04 UTC
From: exxos <chris@home.co.uk>
Message-ID: <400b09dc$0$27801$cc9e4d1f@news.dial.pipex.com>
Source record: 21576

"Carey Christenson" <falcon060@adelphia.net> wrote in message
news:1074442434-031818AEicMi@adelphia.net...
> Chris,
> If you believe that your Falcon MOBO is bad since
> the parts that you put back into it after taking the
> NEMESIS out may not be the same as what come stock. I
> would e-mail Rodolphe and have hime take a look at it
> and get it running for you. He is the best in the
> world at getting a Falcon running. If he cannot get
> it going then it is probably unrepairable. But it
> quite possibly looks like there maybe something with
> the NEMESIS deal. This is why I asked if you had had
> any accelerators on this Falcon at all. Because if it
> was not a stock Falcon to start with this could pose a
> problem even for a middle of the road solderer or even
> a more experienced person as well.
>
> Thanks,
> Carey Christenson
>

The falcon I got was a stock falcon from new, I latter added the nemesis kit in, though it did work at 20mhz it was unstable at 24mhz, some programs messed up on video so I took it out. the falcon does work find, though its probbly the parts I put back in, I've got the diagrams for the falcon somewhere, I will have to try and sort out some of the correct surface mount stuff. Having played around with my own built circuits Its supprising what even a small 1" length of track can do to a signal line, Its just a guess that this is the problem, though it is a very much possible cause.

cheers,
chris

> |||
> |||
> |||
> / | \
> / | \ High Flying Falcon 060!!!
>
> Falcon 030 @ 16 mhz. with 14 megs STRam
> CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
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> PCI/AGP adapter from Rodolphe,
> Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)
>

388. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 22:38:56 UTC
From: exxos <chris@home.co.uk>
Message-ID: <400b0b01$0$27806$cc9e4d1f@news.dial.pipex.com>
Source record: 21577

"Brian Roland" <BJRoland@bellsouth.net> wrote in message
news:iBDOb.7457$%86.3086@bignews4.bellsouth.net...
> > Yeah, I think im all upto date. It might be my falcon, I did have that
> > awefull Nemesis kit in for a while but I took it out shortly after since
I
> > couldn't get stable results and half my games didn't seem to want to
work
> > either. Though after I put my falcon back I lost the 3 resistors and a
> > inductor, I did put normal parts there which may be the reason why CT60
is
> > tripping up, im not saying the CT60 is to blame, im just saying it
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> > work on my falcon. It works fine in 030 mode, the only problems I have
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> > time to time is accessing the floppy causes 2 bombs sometimes. So you
can
> > see my point that my falcon may not be running correctly. It does run
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> > otherwise. I was kinda hoping CT60 would bypass any problems CPU end
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> > I guess it was a longshot. I hope Rudolphe and people understand im not
> > flaming the CT60! I think its great though the only cure looks like a
new
> > Falcon motherboard to me, which is why I just left it kinda in a heap on
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> > desk ;-)
>
> Why not send the bird to a well equipped Atari work bench?
> I know it's not cheap, but there are a few places left with the equipment
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> you? If you talk to the right person at Wizztronics, and make it clear
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> don't mind paying the minium bench fee, they'll still work on Falcons as
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> I know it's not cheap, but I've yet to get one back from these guys that
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> fixed to origonal specs (or altered specs if it's clear what you
want/need).
>
> In theory, if you have a Falcon that's running on all the scopes according
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> the factory specifications (including Atari Authorized/Recommend patches),

your
> CT board should just plug right on and purr like a kitten. Right?
>
> Steve at Wiztronics is really good about staying in touch, being honest
about
> what needs to be done, the time/parts involved, and letting you know if
> something 'really expensive' pops up before pressing on and billing you.
> Sometimes they have a slow turn around, but they do it RIGHT.
>
> All that aside, might you be interested in selling your Falcon and or
CT60?
>
> Brian
>

Wiztronics have a good rep, I dont think anyone has ever had anything bad to say about them, well maybe that they kinda dont do much Atari stuff now if any ;-)
in anycase, ive spent around 13 years in the electronics field so repairs are pretty much fine in general, actually people should be able to tell im a engineer cos I cant spell for one thing ;-)

and to answer your question, theres no way id sell my falcon, so far I have a have what seems like all forms of the ST, plus the classic 2600 consol and the jag, with my falcon it makes a nice collection for sure. I do have plans to do more projects with them, but as always time is VERY limited :(

Cheers,
chris

389. Mega 4/Notator and dodgy MIDI

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 22:45:06 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <P2EOb.7471$%86.398@bignews4.bellsouth.net>
Source record: 21578

I've a Mega 4 with Link 97 and HDDriver 8.03 that I've been using for Notator SL.
It has run perfectly for ages.

I recently put an Xtra RAM board in it, and upgraded the TOS to 2.06.
I ran it a few sessions since with no problems.

Now, out of the blue, the MIDI flow is just all screwed up. Notes cut short, hang, and boggle to heck and back. This is playing live via MIDI thru, or when playing back sequences that worked just fine for ever and ever. These problems persist with any of the inputs/outputs, including those from Unitor II. Have checked for loop back possibilities and eliminated all possiblity of this.

XOR, Sample C, Avalon, Zero X, etc....
None of these can do a sample dump at all any more. I get all sorts of error messages about time outs and deviant data.

CuBase 2 and CuBase Audio Falcon work much better, but it's still dropping data that was never dropped before.

I've checked and changed all the MIDI cables, run my MIDI patch bay through vigorious tests...bypassed the patch bay all together...every thing I know to check! With the same cables/patch bay, etc....Falcon and STacy work fine.

Totally clean boot...no accs....Xtra RAM disabled, etc....
Even stepping back to the old TOS.

Tests to all Memory, ROMS, hard-drives etc, yeild no errors.

I'm at a loss as to what could be wrong.
Any ideas?
I'll try the obvious...removing the Xtra RAM and TOS upgrade if need be, but I'm hoping I've missed something simpler.

Thanks,
Brian

390. Re: Geneva & Extended RAM

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 23:18:00 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <yrEOb.19859$0t4.3456@bignews5.bellsouth.net>
Source record: 21579

I finally found a way to get Geneva to run with this Xtra Memory.
1. Disable extra.prg in the auto folder all together.
2. Run the Xtra.prg from the desk top once it's booted.

NeoDesk still never sees 'alternate RAM', but programs with proper flags find their proper memory and so far, seem to function as they should.

So far, where Geneva is concerned....it's just not happy if Xtra.prg runs from anywhere in the auto folder. The drawback is that things like NVDI, STing, etc....are going to ST RAM....and those are the sorts of things that are really nice to have out of the way in alternate RAM so there's lots of room for those 'legacy apps' that break in anything other than ST RAM.

> Are you sure that the power supply of your Mega can handle this?

I'm glad you brought this up....
I currently only have 4meg installed in the Xtra RAM board.
I don't have any internal disk drive other than the stock 720k Atari/Epson Floppy.
The Link 97 gets power from the SCSI bus....

All the memory tests report well functioning RAM, both ST and Alternate.

I have noticed however, since installing the new TOS 2.6 board, and the Xtra-RAM board, the screen sometimes 'blinks' really fast at random and unpredictable moments. I don't think it's an AC power surge since I don't notice other computers and machines on the same circut blinking along with it.

Could a weak power supply also cause deviant MIDI transmissions? As this Mega ages...I find more MIDI errors. In fact, it's gotten REALLY bad lately....esp with things like SDS sample dumps and system exclusive data that all worked fine in past years/sessions. I know the MIDI cables are proper and aren't dodgy...have tested them extensively....and they are good SHORT cables with truly independent 5 wire leads (not audio DIN cables where some pins share a wire or are shorted).

It's mind boggleing, because every software based system test I can get my hands on reports a healthy machine, yet I get serious problems with MIDI that only get worse each time I power up the Mega..

Brian

391. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 23:21:15 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <400b14d65924f80@tripnet.se>
Source record: 21580

In comp.sys.atari.st <1074438350-215154AEicMi@adelphia.net>
Carey Christenson wrote on Sun 18-01-2004 21:05 (GMT):

> It has nothing to do with MINT. I know that JANEZ
>uses MINT so I was telling him if he does not like my
>SIGNATURE to find a filtering program for MINT and put

The least you could do is to actually make it a _real_ signature with a
proper delimiter so people who respond don't have to delete everything
manually.

You are not alone with lots of Atari stuff and if we all put a complete
list in all our posts this would be a much more unpleaseant NG.

It's really disturbing when you do a search on Google for information on
some equipment and all you get are the same lists all over without any
related useful information.

>me on his KILL FILE. I dont see anything wrong with
>it and if there is a problem with it tell me directly.

When it comes to asking qestions it's a bad thing to be in too many
killfiles, and those with most knowledge will likely have you blocked
first.

> It does not use that much bandwidth that it is a pain
>in the ARSE. Besides that try and tell that to all
>those damn spammers out there that flood peoples inbox
>daily with CRAP. That to me is a waste of bandwidth

Agreed, but IMHO you are actually adding to the textual pollution in this
NG and my _visual_ "bandwith".

Readers of a NG's tend to go through posts quick and if the amount of
relevant text is small they might miss what you really have to say.
That's also why proper line lenghts, formatting and qouting is essential
to get your message through.

A tip: Put up all your gear on a website with images and everything, and
just add a link to it in your SIG. That would make all happy.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

392. Re: Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 23:22:31 UTC
From: Nice Bloke <love@bliss.co.uk>
Message-ID: <400b3fb3@news.greennet.net>
Source record: 21581

If there is one person that keeps this group together it must be "Dennis Vermeire" a man whom in my view has single hand-idly inspired me to seek a hair transplant, this is not an endorsement for inner tubes but more of an advert for ribbed condoms, love knows no bounds and this is maybe why we are not ashamed of our relationship and have come out as a couple.
Den & Vera

393. Re: TT030 memory board from Niels Trettin

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 23:31:03 UTC
From: Bill <bill@nomail.invalid>
Message-ID: <1801200418310302 61%bill@nomail.invalid>
Source record: 21582

Sorry about the screwup, I didn't intend to post this into that old
"MagnumTT Ram Card and types of Simms" thread.

In article <bsaanp$5p0$1@reader2.panix.com>, Jim DeClercq
<jimd@panix3.panix.com> wrote:

> My experience has been satisfactory, but imperfect. I got a few Magnum TT
> boards. Posted a want list in alt.computer.memory, and two sellers
> responded. One had 128 MB SIMM, so I ordered some of those. Plugged two of
> them in, put it into a TT, and only 65 MB was recognized, by either the
> desktop or sysinfo.prg.

I searched back for and read the complete thread, "MagnumTT Ram Card
and types of Simms". It sounds like getting this card to work is a
bit problematic. I would feel better about buying the card if more
people were having less trouble with it.

Even 65mb would be a huge improvement over the 4mb of TT ram I have.
I would be satisfied with 65mb but it sounds like something is screwed
up if the whole 256mb is not showing.

Can you remove one stick of memory and see what happens, or does the
card require both sticks to be in place?

--
Bill

--
Bill

394. Re: Mint Advice

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 23:32:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1074628646-431599AEicMi@gmx.net>
Source record: 21422

From: lp <gfabasic@mint.net>
Date: Sun, 18 Jan 2004 00:16:44 -0500

>And his reply proves he has learned nothing. Trying to predict what
>others do and don't want to hear is laughable. That's the nature of this
>forum. Indeed they get flamed for saying stuff that is interpreted as non-
>sense.

You really don't know when to stop do you? This is your second pathetic
attempt in two days time... fine, let's continue right where we stopped
last october... this forum will undoubtedly benefit from it, won't it?

Cheers from Belgium
Dennis

395. Re: TT030 memory board from Niels Trettin

Newsgroup: comp.sys.atari.st
Date: 2004-01-18 23:35:30 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <400b1848$0$24014$626a54ce@news.free.fr>
Source record: 21583

hi,

"Bill" <bill@nomail.invalid> a écrit:
> Sorry about the screwup, I didn't intend to post this into that old
> "MagnumTT Ram Card and types of Simms" thread.
>
> I searched back for and read the complete thread, "MagnumTT Ram Card
> and types of Simms". It sounds like getting this card to work is a
> bit problematic. I would feel better about buying the card if more
> people were having less trouble with it.
>
> Even 65mb would be a huge improvement over the 4mb of TT ram I have.
> I would be satisfied with 65mb but it sounds like something is screwed
> up if the whole 256mb is not showing.
>
> Can you remove one stick of memory and see what happens, or does the
> card require both sticks to be in place?
>
> --
> Bill

my MagnumTT work fine, I use 256mb (2 x 128)
FPM (non EDO) 72pins

--
[ProToS] on ircnet
chan #atari.fr #atariscne

396. I give up

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 00:33:43 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <qBzCYsAjXyCAFwuU@btinternet.com>
Source record: 21584

I can't find any useful resources online to get my Falcon up and doing
something remotely useful. Just thousands of pages with dead links,
missing files, and a general lack of usefulness.

What I want to do:
Format an external SCSI disk.

What I've tried:
Download of SCSITools found in a forum link. Bunch o German error
messages, nearly threw Falcon out of window. Most recent.
Download of AHDI et al. Didn't see disks. Now sees disks, but no menus.
Can't actually do anything with it.
Download of ICD. Needless to say, doesn't do anything.

HDDriver is all well and good but it's 35 Euro for something which will
format my drive to make the Falcon useable enough to work out if I want
to spend 35 Euro on something.

Can't find disk images of MultiTOS and don't have any disks other than
Language and Extras.

In other words, AAARGH!. I've written about six boot disks, tried two
HDs, several IDs, and I'm annoyed.

Anyone want a Falcon?

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

397. Re: Mint Advice

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 00:48:08 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1074628636-429876AEicMi@gmx.net>
Source record: 21421

From: GokMasE <fake@email.se>
Date: Sat, 17 Jan 2004 21:04:34 GMT

Hi Joakim,

>From my experience, ppl very rarely get flamed for having a certain
>opinion, but rather how they chose to express it.

You are absolutely right of course, but unfortunately there are some exceptions here, if I for example keep posting to this thread or related ones, you'll see a bunch of people come crawling out of the woodwork (it's actually already happening). And the peculiar thing is that it doesn't even matter if I agree or disagree with their views. How I express my views is secondary really, in certain threads I've walked literally on egg shellls trying not to hurt anyone his/her feelings, but it's all been in vain.... but then that's what CSAST is all about really, the Google archive doesn't go back far enough in time, but the "old timers" without any doubt know that one expressing his views here, has always been a tricky business. If one goes against the mainstream opinion that is.... :-(

I've constrained myself the last couple of weeks, but now it's about time to let off some steam :-)

I've seen some nonsense posted here the last few weeks that really top everything, and what amazes me even more is that everyone seems to agree with it... so does it surprise you that *once again* I have a slightly different opinion?
"Moving on" all of a sudden means getting a Linux based PC on which an emulator capable of running MiNT does its thing in order to run ported Linux stuff.... Now, am I loosing my marbles or is the MinT community really going to the dogs? That's the one million dollar question ;-)

To be continued....

Cheers from Belgium
Dennis

398. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 00:49:14 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1074628648-432339AEicMi@gmx.net>
Source record: 21423

From: lp <gfabasic@mint.net>
Date: Sat, 17 Jan 2004 20:50:22 -0500

>Well it's perfectly clear magic itself will not be advancing.
>Except for maybe some bug fix. So when will the toolbar bug
>be addressed?

Could you explain to this community how something which is not
supported *and* not implemented possibly be a bug? The year has
only just begun and here you are spewing your usual rubbish...

>The idea is that a toolbar would save a lot of custom gem
>coding, but then to get around the fact that ONLY magic don't
>handle toolbars I'd have to implement a bunch of custom code
>just to simulate this under magic. Sort of defeats the purpose
>in the end.

From what I've seen so far other programmers managed just fine...

>Major flaw if you ask me.

I don't recall anyone asking you anything, if this is an example
of what you are going to serve us here in the coming year, then
we're going to have lots of fun....

I can spew rubbish and degrade your work just as easily; when are
you going to address the Iconnect bug in aIRC? Following your
logic anything that isn't supported or implemented is a bug, so I
found a bug in your program :-)
How's that for contributing ? Don't forget to mention me when you
release the bug fix....LOL

Cheers from Belgium
Dennis

399. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 00:49:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1074628656-433623AEicMi@gmx.net>
Source record: 21427

From: Mark D <mducksub@removenoaspam.atari-source.com>
Date: Sat, 17 Jan 2004 19:01:02 -0500

>Do not threaten the wise and powerful Dennis, for he will crush you
>like an ant! ;-)

There's nothing to crush as far as you are concerned. How on earth does
one crush an empty shell?

>Yay I love to start trouble!

Grow up !!

Cheers from Belgium
Dennis

400. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 01:04:50 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1074628660-434623AEicMi@gmx.net>
Source record: 21425

From: Janez Valant <swe@atari.org>
Date: Sat, 17 Jan 2004 14:32:14 +0100

Hi Janez,

>> Yep, it's supported by the distributors and by 95% of the programmers.
>
>I wonder to what category those 5% goes. U must have exact numbers of how
>many ppl develop anything for Ataris :)

That 5% (mind you it could just as well be 4- or -6%) are simply sloppy programmers, the kind that doesn't check if their app runs on the three major used OS's. Mind you... I'm talking about Atari apps here, you know, the stuff that is created *on* this platform *for* this platform. The so-called unix-ports are excluded from this, there's a distinction after all between programming and porting right? ;-)

Cheers from Belgium
Dennis
--

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/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

401. Re: I give up

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 01:40:06 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <WzGOb.591$1f.568558@monger.newsread.com>
Source record: 21585

On 19 Jan 2004 00:33:43 , Richard Kilpatrick wrote:
>I can't find any useful resources online to get my Falcon up and doing
>something remotely useful. Just thousands of pages with dead links,
>missing files, and a general lack of usefulness.
>

tons of stuff on Chapelie ftp

>What I want to do:
>Format an external SCSI disk.
>

are you sure it needs formatting? I hear some come formatted from the
factory! It may just need partitioning.

>What I've tried:

SNIP

I wouldn't bother with anything but HDDriver

>HDDriver is all well and good but it's 35 Euro for something which will
>format my drive to make the Falcon useable enough to work out if I want
>to spend 35 Euro on something.
>

ICD does partitioning if that's all it needs but I would go the 35e for
HDDriver. There is a demo on Uwe'a site but I'm not sure how much is active
in it.

>Can't find disk images of MultiTOS and don't have any disks other than
>Language and Extras.
>

I believe Multitos was lacking

>In other words, AAARGH!. I've written about six boot disks, tried two
>HDs, several IDs, and I'm annoyed.
>

any ID from 1-6 is ok. 7 is the Falcon If there are no partitions then
there's nothing for a driver to recognize.

>Anyone want a Falcon?
>

maby! See my e-mail to you

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

402. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 02:51:34 UTC
From: Xerus <falcon060@free.fr>
Message-ID: <400b4616$0$28691$626a54ce@news.free.fr>
Source record: 21586

Hi,

"exxos" a crit dans le message de news:...
> Well none really, I'm a basic GEM guy meself.....

Do you use HD Driver 8.13?

Christophe Lucas

403. HDDriver/File Copy: Update

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 06:10:23 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <jxKOb.947$Ly6.770289@newshog.newsread.com>
Source record: 21587

Hi All,
In order to copy a 13 meg wav from/to the same hard drive or from a
CDROM drive I had to set HDDriver 8.04 FAT/Data to 20/250 which ate 4.4 meg
RAM. Less than that caused a system hang with the hard drive light lit
steady!
Switching back to 7.9 I found that 10/100 was good to copy a 40 meg wav!
This comes after nights of switching cables, IDs, and combinations of
new and old hard and CDROM drives and long distance calls to the dealer of
the new hard drive! Am I having fun yet? :)

Uwe, is there a bug in 8.04 or is it showing up a problem that still
exists in the system?

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

404. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 06:54:54 UTC
From: exxos <chris@home.co.uk>
Message-ID: <400b7f3c$0$23460$cc9e4d1f@news.dial.pipex.com>
Source record: 21588

"lp" <gfabasic@mint.net> wrote in message
news:BC30840C.46F8%gfabasic@mint.net...
> in article 400af69e$0$27800$cc9e4d1f@news.dial.pipex.com, exxos at
> chris@home.co.uk wrote on 1/18/04 4:11 PM:
>
> >
> > I never once posted crap, I only get negative listening to crap from
> > others.....
> >
> > chris
>
> and I think you made wrong assumption then, cause I was not refering to
you.
> I was refer to this clockmiester whomever... ;-)
>

ah, well, its good im not a amega user then , ive got 2 ST's to upgrade this
week for people ;-)

> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is
now!]
> Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
Hades060]
>
>

405. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 06:58:23 UTC
From: exxos <chris@home.co.uk>
Message-ID: <400b800e$0$23459$cc9e4d1f@news.dial.pipex.com>
Source record: 21589

"Xerus" <falcon060@free.fr> wrote in message
news:400b4616$0$28691$626a54ce@news.free.fr...
> Hi,
>
> "exxos" a crit dans le message de news:...
> > Well none really, I'm a basic GEM guy meself.....
>
> Do you use HD Driver 8.13?
>

Yeah its about that version, not sure on the exact version.

chris

> Christophe Lucas
>
>
>

406. Re: HDDriver/File Copy: Update

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 08:03:39 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bug30s$gv3ig$1@ID-27442.news.uni-berlin.de>
Source record: 21590

John Garone wrote:

> Uwe, is there a bug in 8.04 or is it showing up a problem that still
> exists in the system?

It still looks like a cable/termination problem to me. Remember that the
GEMDOS cache settings are not relevant when HDDRIVER is reading or
writing data, because the caches is only used internally by GEMDOS.

--

Dr. Uwe Seimet http://www.seimet.de

407. Re: PC as a hardisk for a ST?

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 08:14:41 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bug3qrbmu2@reader10.wxs.nl>
Source record: 21591

Adam Klobukowski wrote:

> ROM GEM will not work with 1.15.12,

Oww, I see. Shame.. not that it was any use, but it was a cute feature. :)

Still, if you only want MiNT for something simple as drive sharing, 1.14
(or even 1.12 if you also use an older MiNTnet) will do the job.

Maurits.

408. Re: I give up

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 10:12:23 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <85WHGFC0r6CAFwu$@btinternet.com>
Source record: 21592

In article <qBzCYsAjXyCAFwuU@btinternet.com>, Richard Kilpatrick
<richard@dmc12.demon.co.uk> writes
>I can't find any useful resources online to get my Falcon up and doing
>something remotely useful. Just thousands of pages with dead links,
>missing files, and a general lack of usefulness.

I suspect my Falcon's previous owner has been somewhat careless with
disks. I put the language disk in the machine and discovered it contains
one file, "I_STRIKE.TOS".

Would the language disk have the AHDI utils on it originally?

I downloaded MultiTOS images, but they don't include any utils (and for
some reason, Disk 1 doesn't wish to boot properly despite both disks
being written the same way).

Richard, now trying to find images of original language disks.
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

409. Re: HDDriver/File Copy: Update

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 10:23:15 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <neOOb.951$Ly6.776076@newshog.newsread.com>
Source record: 21593

On 19 Jan 2004 09:03:39 , Uwe Seimet wrote:
>John Garone wrote:
>
>> Uwe, is there a bug in 8.04 or is it showing up a problem that still
>> exists in the system?
>
>It still looks like a cable/termination problem to me. Remember that the
>GEMDOS cache settings are not relevant when HDDRIVER is reading or
>writing data, because the caches is only used internally by GEMDOS.
>

Sorry I don't understand. Why then would 40 meg copy ok with ver. 7.61
and 13 meg hang with 8.04 (same FAT/Data set)?

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

410. Re: Mint Advice

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 10:50:04 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1074628666-435887AEicMi@gmx.net>
Source record: 21424

From: Janez Valant <swe@atari.org>
Date: Sat, 17 Jan 2004 14:29:18 +0100

Hi Janez,

>Other very big advantage is flexibility: use Xaaes, if u dont like use
>N.AES. there is also new VDI in making and as it seems it will be very
>good. And of course portability of MiNT itself. U have 030, compile 030
>version, or 040, or 060. If we ever (i hope so) get ColdFire machine or
>PPC or whatewer, MiNT is ported easy...

Nice reasoning... :-)
But there's one flaw, you (well, most people actually) forget the latest incarnation of MagiC. Ever heard of MagiC-Milan? Unlike the other MagiC versions this one is constructed & programmed to allow an *easy* to port OS also, just like MiNT this version uses certain parts of TOS, I would say if that Coldfire machine ever makes it (which I doubt), MagiC would be the logical choice... a lot lot of work went into developing MagiC for the Milan II vapourware, including some nice goodies like USB 1.1, PCI 2.0 and AGP 2.0 support. And yep *I know* that there's a flaw in my reasoning as well, MagiC is a commercial OS, so before it would ever be ported over a certain number of users must be guaranteed, although if for example only 100 people would show an interest in a new clone, then it certainly won't appear of course. That's where the advantage of MiNT comes in play, it doesn't really matter how many people use a certain system, it'll be ported over even if there were only 50 users.

>Main disadvantage, esp for ST users is RAM usage and speed, esp on low
>specs machines. Magic is more compact, and more close to hardware and on
>4mb or less systems perform great. As do Geneva, but Magics AES is a lot
>better. Sadly, reason for Magic compactness make it realy hard to port on
>some less compatible machines.... So on machines with less as 14mb, MiNT
>will not feel nearly as good as Magic.

Yes and no... MagiC indeed is a little friendlier on smaller systems, but a full blown system garbles up a lot of memory also. When I boot up the TT under MagiC some 9Mb disappears - that's rather extreme - I agree, but then what's the use of running a multi tasking OS when one constantly have to keep an eye on available memory?

> Which only leaves unix portability....
>
>Yes. Altough i would wish u wont refer to that part as unix portability
>only. Its not just that. MiNT allows (and thats why i like it over linux
>and so) that even plain GEM apps benefit from Unix domain. Also, porting
>of apps like OpenOffice is imho still not too real, since those apps are

>quite big and to expect them to run on 030 or even 060 is a bit naive
>imho...

I agree, but then wouldn't it be possible to for example only port a part over from a monster like OpenOffice? Michael Freeman was spot on when he said that we lack a presentation program, a Powerpoint clone would be just the thing that some people here are looking for. IMO it's not necessary to port over the rest of the suit, as far as text processors go we don't have anything to complain about really, Texel will take care of spreadsheets issues and Phoenix will solve most database related problems...
Also, I know it's human nature --- why do people always try to port over the very last (bloated) version? Take the Mozilla browser for example, the latest versions are just as bloated as Openoffice, but what about for example version 4.xx or even 3.xx? These should run quite nicely on Hades, Milan and expanded Falcons... and compared to what's available right now on this platform, a port like that would really mean "moving forward" for a lot of people. They've been ported for Mac 68xxx based computers, so I presume that some of the hard work involved is already done?

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

411. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 10:52:56 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1074628642-430839AEicMi@gmx.net>
Source record: 21428

From: lp <gfabasic@mint.net>
Date: Sun, 18 Jan 2004 00:16:44 -0500

>It would be much better if magic was patched to support this as Atari
>intended.

Gee... a brilliant idea from a brilliant mind :-)
Saturday it was a bug, today however it's an non-implemented feature, what
will it be tomorrow? LOL

>I have not ran my test program under geneva or xaaes but it's my
>understanding magic is the only one lacking here.

Your understanding? So like usual your "facts" are based on rumours? And
then I'm the one who talks nonsense? LOL again....

>Perhaps such a fix already exists for magic?
>If so I'd like to know.

Has it ever crossed your mind that reading the developers manuals might
shed some light on this issue? Nah, it probably didn't :-/

Cheers from Belgium
Dennis

412. Re: HDDriver/File Copy: Update

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 11:27:42 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bugevq$h3ukj$1@ID-27442.news.uni-berlin.de>
Source record: 21594

John Garone wrote:

> Sorry I don't understand. Why then would 40 meg copy ok with ver. 7.61
> and 13 meg hang with 8.04 (same FAT/Data set)?

Because it has nothing to do with these settings at all, but with the
SCSI bus in general, i.e. termination/cables. I have no idea why it
actually works at all if you change your FAT settings.
Remember that HDDRIVER 8 uses more SCSI signals than 7.x, in order to be
more compliant with the standard. So if something is wrong with the bus
HDDRIVER 8 will notice things HDDRIVER 7 might not have cared about.
I think I already mentioned that SCSI_MON can provide more information,
but in the end I do not see another explanation than your bus not
working properly.

--

Dr. Uwe Seimet http://www.seimet.de

413. Re: I give up

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 11:32:24 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <fZjPeYFi$7CAFw55@btinternet.com>
Source record: 21595

In article <85WHGFC0r6CAFwu$@btinternet.com>, Richard Kilpatrick
<richard@dmc12.demon.co.uk> writes
>>I can't find any useful resources online to get my Falcon up and doing
>>something remotely useful. Just thousands of pages with dead links,
>>missing files, and a general lack of usefulness.
>
>I suspect my Falcon's previous owner has been somewhat careless with
>disks. I put the language disk in the machine and discovered it
>contains one file, "I_STRIKE.TOS".

And again, determination and bloody mindedness win through. Finally
persuaded SCSITools to see the drives, even though AHDI wasn't able to,
and set them up. Got MultiTOS installed.

Now I have a Falcon with 2 HD partitions, which may or may not be
properly configured since I don't understand German, but it appears to
boot fine ;)

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

414. ST games and more for sale or trade

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 16:23:33 UTC
From: lener@vt.edu
Message-ID: <lener-1901041123330001@geolib01.geol.vt.edu>
Source record: 21496

Below are extra items I have available for the Atari ST line of computers. All items very reasonably priced (most $2-5) E-mail me at lener@vt.edu to let me know what you are interested in. (US addresses only please) I'll send you more details on condition, contents, etc. and will verify that the software is working correctly. Note - I'm also posting a list of my extra 8-bit and 2600/7800 items on comp.sys.atari.8bit Thanks for looking.

d/i = disks and instructions; others are boxed, or disks or docs only as indicated

ST Games
AAARGH! (Arcadia) d/i
Barbarian (Psygnosis) d/i
Breach (OmniTrend) d/i
Bratacus (Psygnosis) boxed
Crazy Cars (Titus) d/i
Dive Bomber (U.S.Gold) d/i
Driller (Incentive) boxed
E-motion (US Gold) boxed
EcoPhantoms (Electronic Zoo) boxed
Game Over II (Dinamic) boxed
Imperium (Electronic Arts) boxed
Indy (Lucasfilm) d/i
Jewels of Darkness (Firebird) New
Jupiter Probe (Microdeal) d/i
Lancelot (Datasoft) boxed
Mad Professor Mariarti (Krisalis) boxed
Major Motion (Michtron) d/i
Marble Madness (Electronic Arts) = disks only
Mercenary: The Second City (Datasoft) = New, Note, need original Mercenary game to use
Nitro (Psygnosis) = disk only
Pawn = docs only
Personal Nightmare (Horrorsoft) d/i
Phantasie II (Strategic Simulations) = boxed
Power Drift (Activision) = disks only
Power Monger (Electronic Arts) boxed
Project Neptune (Epyx) d/i
Puffy's Saga (UBI Soft) d/i
Quest for the Time Bird (Infogrames) boxed
Red Lightning (Strategic Simulations)
Road Wars (Arcadia) d/i
S.D.I. (Mindscape Cinemaware) boxed

Silicon Dreams (Firebird) New
ST Pool (Shelboure) boxed
Star Ray (Logotron) boxed
Their Finest Hour (Lucas) [illegible] disks only
Typhon Thompson Search for the Sea Child (Broderbund) d/i
Warlock (360) d/i

ST Applications and books:
Base Two (database) - new
Easy Draw [illegible] Manual only
MasterCAD - boxed
Pagestream 2 (Desktop Publishing) d/i
VIP Professional 1.2 (Spreadsheet) d/i
VIDI ST - Real Time Frame Grabber boxed

Book - Introduction to MIDI Programming for the Atari ST (Abacus) vg

415. Falcon Help

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 16:31:43 UTC
From: sf0218@aol.com
Message-ID: <20040119113143.13223.00000277@mb-m20.aol.com>
Source record: 21497

Hi All,

It's me again and I do apologize. It's amazing how much one can forget about a particular subject!!

Folks, I need to redo my hard drive. It's a scsi. What do I do.
'Nother question, how difficult would it be to change over from the scsi to an ide drive?

Thanks!!

Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

416. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 17:36:13 UTC
From: Xerus <falcon060@free.fr>
Message-ID: <400c156d$0$1149$636a55ce@news.free.fr>
Source record: 21498

Hi,

"exxos" a crit dans le message de news:...
>
> "Xerus" wrote in message...
> > Do you use HD Driver 8.13?
> >
>
> Yeah its about that version, not sure on the exact version.

The version is very important, check !
You can have big problems with a previous version...

Christophe Lucas

417. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 18:10:02 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <400c1d02$0$4266$c30e37c6@lon-reader.news.telstra.net>
Source record: 21499

```
"lp" <gfabasic@mint.net> wrote in message
news:BC305DB4.46E5%gfabasic@mint.net...
> in article 400aec52$0$27800$cc9e4d1f@news.dial.pipex.com, exxos at
> chris@home.co.uk wrote on 1/18/04 3:27 PM:
>
> >
> > "lp" <gfabasic@mint.net> wrote in message
> > news:BC2F4B04.45D0%gfabasic@mint.net...
> >> in article 40098626$0$24051$626a54ce@news.free.fr, Rodolphe Czuba at
> >> rczuba@free.fr wrote on 1/17/04 2:00 PM:
> >>
> >>> If you have a problem with CT60 you can contact me !
> >>>
> >>>
> >>> This time, I have only 18 cards to ship among 150.
> >>> All the 150 - 18 = 132 users are happy it seems...
> >>> I have no bad echo except from 1 or 2 with bad 060 CPU, one that had a
> > bad
> >>> SDR updated (I shipped back yesterday !) and one that destroyed the
ABE
> > &
> >>> SDR chips with a too high voltage from a defect ATX PSU (!),....
> >>> No other problems known ....SORRY !
> >>>
> >>> What's the sense of your message ??
> >>
> >> What you are reading is a post from some lame amiga user.
> >> Has been in my kill file for ages, best to ignore such posts.
> >> CT60 is a fine product. Quite a few people on IRC have these and
> >> everyone there seems quite pleased as well.
> >>
> >
> >
> > Still amazing how people manage to bring amigas into the battle after
all
> > this time *yawn* Zzzzzzzzzzzzzzzzzzzzz.........
>
> What and his negative comments are not amazing? Search google, he likes
> post such crap... beside I didn't say anything against the machine itself.
> Zzzzzzzzzzzz.....
>

I've posted just as much anti-Amiga stuff in Amiga groups, and as I have
owned and used both machines I think I am entitled to have a preference for
```

one machine over the other don't you think?

418. Re: Atari 20/20 Discount!

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 18:11:34 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <400c1d5e$0$4265$c30e37c6@lon-reader.news.telstra.net>
Source record: 21500
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Don Schmidt" <Retired Engineer@PNB.usa> wrote in message
news:100h8efn8i7eo83@corp.supernews.com...
> The egg. It went this way, first there was a salmon who laid an egg in
the
> headwaters of the Monongahela where at the moment of lay an eagle pounced
> upon the salmon and brought it back to it's nest where the egg was lost
> among the eaglets and later when it hatched it acquired feathers for it
> thought it was an eagle but of course it wasn't. As it grew it followed
the
> eaglets over hill and dale which got lost and came to a highway where
there
> were several rabbits about to run across the highway. The eagelsal
(salmon
> with feathers) was to scared to run across the highway and all the rabbits
> called him chicken. Thus there was the first chicken and of course it was
an
> egg. Yep, the egg came first.
>
> This is written somewhere in the bible.... Ah... someone's bible
somewhere..
> Or was it on the Rosetta Stone? Writings in the Great Pyramid? Rantings
of
> an old person up at the "home"? It's one of those mysteries we just have
to
> assume is fact.
>
> I don't want to put my name here.
>

That much is understood ;-)

419. Re: HDDriver/File Copy: Update

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 18:18:08 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <AbVOb.621$1f.607008@monger.newsread.com>
Source record: 21501

On 19 Jan 2004 12:27:42 , Uwe Seimet wrote:
>John Garone wrote:
>
>> Sorry I don't understand. Why then would 40 meg copy ok with ver. 7.61
>> and 13 meg hang with 8.04 (same FAT/Data set)?
>
>Because it has nothing to do with these settings at all, but with the
>SCSI bus in general, i.e. termination/cables. I have no idea why it
>actually works at all if you change your FAT settings.
>Remember that HDDRIVER 8 uses more SCSI signals than 7.x, in order to be
>more compliant with the standard. So if something is wrong with the bus
>HDDRIVER 8 will notice things HDDRIVER 7 might not have cared about.
>I think I already mentioned that SCSI_MON can provide more information,
>but in the end I do not see another explanation than your bus not
>working properly.
>

ok! Thanks for that explanation. So, I assume that since I checked
termination on 2 hard drives (installed either one) and swapped out cables
then either both sets of cables or hard drives are bad or the problem is
internal in the Falcon!
On a similer note, I mentioned that Doom would crash upon loading if
HHDriver was installed but not if ICD was used to boot. Doom works now with
HDDriver 7.61 so again I assume it's the same bus problem!
So, I'm off to get SCSI_MON and see from there.

Thanks again,
John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

420. Re: I give up

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 18:20:04 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <odVOb.622$1f.607045@monger.newsread.com>
Source record: 21502

On 19 Jan 2004 11:32:24 , Richard Kilpatrick wrote:
>In article <85WHGFC0r6CAFwu$@btinternet.com>, Richard Kilpatrick
><richard@dmc12.demon.co.uk> writes
>>>I can't find any useful resources online to get my Falcon up and doing
>>>something remotely useful. Just thousands of pages with dead links,
>>>missing files, and a general lack of usefulness.
>>
>>I suspect my Falcon's previous owner has been somewhat careless with
>>disks. I put the language disk in the machine and discovered it
>>contains one file, "I_STRIKE.TOS".
>
>And again, determination and bloody mindedness win through. Finally
>persuaded SCSITools to see the drives, even though AHDI wasn't able to,
>and set them up. Got MultiTOS installed.
>
>Now I have a Falcon with 2 HD partitions, which may or may not be
>properly configured since I don't understand German, but it appears to
>boot fine ;)
>
>Richard
>--

Great! Now I'll buy it :)

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

421. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 18:36:05 UTC
From: pep@hms.se
Message-ID: <c2e0bef7.0401191036.32e7993a@posting.google.com>
Source record: 21503

> Just lurking and it seems that this CT60 is a rather expensive hack that
> doesn't seem to work very well, or is it just me who seems to think this?

All accellerators are tricky. The CT60 is actually very easy to
installed compared to other accellerators such as CT2 and Afterburner.

And, it is very cheap.

Generally, the CT60 very compatible and fast. Lots of bang for the
buck.

Regards

-- Peter

422. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 19:02:33 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0401191102.620ea651@posting.google.com>
Source record: 21504

Hello,

As a hardware designer myself, I can say it is not a hack! It is a very well made piece of hardware, and so is all the software that was designed to support it.

I've never had a problem installing the few I have.

423. winrec Pro

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 19:35:12 UTC
From: fried.man@sympatico.ca
Message-ID: <2b61dc2b.0401191135.4a83f5be@posting.google.com>
Source record: 21505

Does anyone know the status of WinRec Pro, the D2D recording program?
Is it still available?
Thanks, Mark

424. Re: Falcon Help

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 19:35:20 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <100ocbqk2bq166@corp.supernews.com>
Source record: 21506

Just get a IDE Laptop HD around 5 to 10GB and a IDE cable and you are set! Would prolly need an updated HD driver program. You might already have the cable and cradle in your falcon. Have you checked?

Tim

"SF0218" <sf0218@aol.com> wrote in message news:20040119113143.13223.00000277@mb-m20.aol.com...
> Hi All,
>
> It's me again and I do apologize. It's amazing how much one can forget about a
> particular subject!!
>
> Folks, I need to redo my hard drive. It's a scsi. What do I do.
> 'Nother question, how difficult would it be to change over from the scsi to an
> ide drive?
>
> Thanks!!
>
> Sam F.
> Seattle Seahawks Nut
> and Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.

425. Re: Mint Advice

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 19:49:50 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <buhcct$e27$2@titan.btinternet.com>
Source record: 21507

Hi There

"SF0218" <sf0218@aol.com> wrote in message
news:20040115111220.13670.00000009@mb-m27.aol.com...
> Any all advice, suggestions, experiences, for Mint on a Falcon will be
welcome.

Mint will turn you into a complete arsehole.

> I'm contemplating installing it on my Falcon since Magic is dead.

?? Magic is still commercially available! Mint, is available in many
bastardised versions, "maintained" by a bunch of old scroats who use it to
operate the robotics on their bath chairs.

There is one Magic and about 400 Mint variations.

> Thanks to all,
> SamF

--

Regards from STeve & his nice warm cosy PAK'd MegaSTe.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
* Magic - NVDI - Jinnee - Scripter - Freedom - HDDriver - Extendos
*

426. Re: Mint Advice

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 19:49:51 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <buhccu$e27$3@titan.btinternet.com>
Source record: 21508

Hey numb nuts

> > Dennis Vermeire wrote:
> >
> >> You shouldn't really write this... some people here don't wanna hear
> >> and know this. I've been flamed for less, but then who cares anyway?
> >> ;-
> >
> > From my experience, ppl very rarely get flamed for having a certain
> > opinion, but rather how they chose to express it.
>
> And his reply proves he has learned nothing. Trying to predict what
others
> do and don't want to hear is laughable. That's the nature of this forum.
> Indeed they get flamed for saying stuff that is interpreted as non-sense.

You should write your own news filter that will search for "Dennis" in the message To: line, Header and Body otherwise you'll find yourself commenting on quoted replies from him whereas you've made it public that you want nothing to do with his opinions.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

427. Re: WTB: Good condition, working Mega STe and/or Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 19:49:53 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <buhcd0$e27$4@titan.btinternet.com>
Source record: 21509

Hi "Brian Roland"

> BTW....anyone out there that can tell me how to detect which revision of mother
> board is in my Amiga 2000? (just kidding)

I have an app that must be run off of a floppy disk that will do this very thing.

You have to insert the floppy, switch on the system and toss it off a high building, if when it lands you get a turd like splat on the ground then it was an Amiga board.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

428. Re: I give up

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 19:58:43 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <FmN5xfaeUDDAFwQk@btinternet.com>
Source record: 21510

In article <odVOb.622$1f.607045@monger.newsread.com>, John Garone
<swamptaxes-NOT-@atlantic.net> writes

> Great! Now I'll buy it :)

Ah, but the SCSI drive enclosure isn't going to go with it if I sell it
;) - and my 4.0Gb IDE 2.5" disk was very duff (tested in Amiga).

However, a Falcon without an HD is kinda annoying, so I'm going to try
and track down a 2.5" IDE drive.

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

429. Re: I give up

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 20:05:42 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <lLWOb.7077$YV1.3906@newsfep4-winn.server.ntli.net>
Source record: 21511

Hello.

> However, a Falcon without an HD is kinda annoying, so I'm going to try
> and track down a 2.5" IDE drive.

How much do you want for the Falcon?

www.keychange.co.uk

430. ST bus functions

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 20:07:16 UTC
From: exxos <chris@home.co.uk>
Message-ID: <400c38f4$0$10059$cc9e4d1f@news.dial.pipex.com>
Source record: 21512

Hi all,

Does anyone know what pins to check for when the CPU is say accessing RAM or Video or External devices ?There must be some form of chip enable pins or something ?!

Cheers,
Chris

431. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 21:29:54 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <buhi6t$l4u$1@news-reader1.wanadoo.fr>
Source record: 21513

Hi Mark,

Mark D wrote:
> Your fpu software in any of the configurations that you gave me did not
> solve my apparent fpu problems.

Did you try FPU060.PRG alone at different places in the AUTO folder ? In facts, I didn't realized that you already had a FPU emulator. Recent programs when they are compiled with -m68020-60 GCC option don't need an emulator. FPU060.PRG is not useful for those programs. But it can be used in your case ... If your FPU problem comes from there ...

> What is really strange is this....
> Older version of lame that was sent by evl or swe in irc resulted in bad
> mp3, encode time 2 hours for 40 meg wav, 128kbit CBR - using fpu?
> Latest version of lame compiled 68000 (fpu?), good mp3 encode, time 37
> hours 40 meg wav, 192kbit VBR
> Latest version of lame compiled -m68060 with fpu, good mp3 encode, time 24
> minutes, 40 meg wav, 128kbit CBR.

Well, recent programs are compiled with recent GCC, and don't need an emulator (-m68020-60 option). In this case, even if FPU emulation is bad, the program will behave correctly. To be simple, recent programs are designed to fit with 68060 FPU.

Did you have problems with older programs only ? Is there some recent programs that behave badly ? In fact, this mode of compilation works only since 2.8.1 version of GCC (It's me that reported the bug ...). FPU programs that are compiled with PURE C are all wrong, if your FPU emulator is wrong.

> Software compiled with -m68020-60 works fine for me including
> openssl/openssh. Never experienced a crash on any of that stuff. Only
> thing that has crashed for me ever is gaim, and gcc. Sometimes I get a
> system freeze after having about 50 bus errors with the prior 2 programs ;-)

Well, I told you the reason ... You should really do something with FPU060.PRG ...

> As you can see: 1) my fpu cannot be so broken... can it!?

No, it's not. That's only the FPU emulation that is bad. It can easily be corrected. That's my opinion when I see what effects you're telling me about.

> 2) compiling
> with -m68060 works REALLY well even on gcc 2.95.3,

I'm sure it works. But the drawback of 68060 compiled programs is that
they won't work on a 68030 processor (TT, Falcon). You should better
use the -m68020-60 option of GCC. The generated code is then a 68060
code, but the code is then compatible with 68030+68881 code. That's
better.

> and 3) perhaps this
> fputest isn't good for 68060.

Well it is pure 68030+68881 code that require a good FPU emulator.
There's no reason that it wouldn't work with a CT60, at all !...

> Can anyone PLEASE make sure this fpu test is good.
>
> The archive is at:
> ftp://ftp.lip6.fr/pub/atari/Utilities/fputest.zip

Well it works totally right with FPU__3.PRG that I told you, on
my Hades 060. There's no reason that it doesn't work on a CT60.
Keep out of your mind that the FPU is broken ...

> When extracted the test in question is the ACCURACY test, fputest.tos.
> Please run this test and report your results - everyone.
>
> This test runs indefinitely. If your CT60 is passing the test you will
> see output similar to:
> Passed 100
> Passed 200
> Passed 300
> .... up until you hit control-C to quit.

For me I went up to 50 000 iterations without a single problem.
That's a good test !

> If your CT60 is failing you will see all tests (in my case) or nearly all
> tests report as fail. They will scroll very fast on your screen showing
> returned value and acceptable value. In my case the values are VERY far
> off. Again, hit control-C to quit. If you run for about 60 seconds or so
> with no errors, you can assume your fpu calcs are correct according to
> this test.

This is alright for me with the Hades 060. No problems.

> Strangely when
> run on one ct60 this test passed perfectly - deez the author of the ct60
> specific intro that was working improperly for me. When run on another
> ct60 (american, ntsc english setup), the test failed in the exact same
> manner as it has on mine. Deez's intro specifically for ct60 is also
> really broken on his falcon too. However he can't have a broken fpu as
> gcc works perfectly for him. He compiles HUGE packages. His falcon
> otherwise works perfectly. Something is NOT right here!
>
> His name is Keith Scroggins, he has a 68060 60MHz full supplied by
> Rodolphe. Surely 2 processors both don't have bad FPU?

>
> My processor is a 68060 60Mhz full supplied by vernal elm. My compile
> issues go away with caches off, so I yet need to attempt reducing my clock
> speed (still need to buy oscillator). PS: Anyone have a 60Mhz oscillator
> they don't want?

Well, just try FPU060.PRG. This should be helpful. Please stop to tell
about a hardware problem. This is not the case. You have two solutions.
You can compile your programs with a good math library, and the
-m68020-60 option of GCC. The other manner is to use a patch to the
FPU emulator. I really doubt that there's no solution to your problem.
It is quite simple for me !

Best regards,

-- Franï¿½ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

432. Problems getting MIDI working

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 22:03:44 UTC
From: matt <greatbigblackhole@hotmail.com>
Message-ID: <buhk22$3sm$1@pump1.york.ac.uk>
Source record: 21514

I'm trying to hook the MIDI out of my Atari 1040ST up to the MIDI in of a Soundblaster Live card. I'm using a 5 pin - 5 pin lead to go between a keyboard and the atari - Cubase receives the signals fine, and with MIDI thru on it shows the same signals being output. I have the Atari connected to the PC with a game port D connector to a 5 pin din on the Atari MIDI out. I can't get any signal in on the PC. SB Live Keyboard should just play the notes shouldn't it? Just like it used to with the Dtype - din lead directly between keyboard and PC. I have also tried Cubase on the PC with no luck.

My only worry is that the PC is firing voltage out the MIDI connector into the Atari, and that might be screwing it up?

thanks,
matt

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.560 / Virus Database: 352 - Release Date: 08/01/04

433. Falcon ST RAM card

Newsgroup: comp.sys.atari.st
Date: 2004-01-19 22:07:18 UTC
From: John Smith <john.smith@microsoft.com>
Message-ID: <buhkf2mck1@bagan.srce.hr>
Source record: 21515

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2780655295&category=3759

434. Atari Online News, Etc. #06-03

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 00:15:03 UTC
From: danap8@aol.comno-spam
Message-ID: <20040119191503.28419.00000370@mb-m15.aol.com>
Source record: 21516

```
A-ONE #0603 01/16/04

~ #1 Place To Go: Yahoo! ~ People Are Talking! ~ New ARAnyM beta!
~ PayPal Scam Has Worm! ~ MS Extends W98 Support ~ Sir Berners-Lee!
~ Escape Paint Additions ~ Potato Computer Scam?! ~ New UDO Release!
~ Linux Gets Defense Fund ~ Microsoft To Pay Fine! ~ Geek Image Changes!

-* New Anti-Spam Tools Falter! *-
-* Judge Orders Indian Firm to End Spam *-
-* Spam Accounts For Two-thirds of All E-Mail *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

435. Re: Problems getting MIDI working

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 00:37:37 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <fK_Ob.7294$YV1.831@newsfep4-winn.server.ntli.net>
Source record: 21517

Hello.

"matt" <greatbigblackhole@hotmail.com> wrote in message
news:buhk22$3sm$1@pump1.york.ac.uk...
> I'm trying to hook the MIDI out of my Atari 1040ST up to the MIDI in of a
> Soundblaster Live card.

Wrong newsgroup, methinks.

www.keychange.co.uk

436. Re: I give up

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 02:16:18 UTC
From: Nice Bloke <love@bliss.co.uk>
Message-ID: <400d8b28@news.greennet.net>
Source record: 21415

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:lLWOb.7077$YV1.3906@newsfep4-winn.server.ntli.net...
> Hello.
>
> > However, a Falcon without an HD is kinda annoying, so I'm going to try
> > and track down a 2.5" IDE drive.
>
> How much do you want for the Falcon?
>
> www.keychange.co.uk
>
>
>
what will you pay for one with full memory 3gig hard drive and Nemisis??

437. Re: How do I connect my ST to a TV (NTSC) ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 04:57:14 UTC
From: d_mango1@yahoo.com
Message-ID: <6d40f6fd.0401192057.61f6e253@posting.google.com>
Source record: 21518

"Mark Bedingfield" <mark@computercom.com.au> wrote in message
news:<cSLNb.14307$Wa.6530@news-server.bigpond.net.au>...
> "D.C." <d_mango1@yahoo.com> wrote in message
> news:6d40f6fd.0401152051.7f95be00@posting.google.com...

>
> Should not be too hard.
>
> http://www.howell1964.freeserve.co.uk/Atari/ST/Atari_ST_Video.htm for the
> stf side.
>
> http://www.ntrautanen.fi/computers/hardware/misc/amiga_rgb.htm for the Amiga
> a520 side.
>
> this is only a theory mind you, if the modulator uses csync you could tie
> the v and h sync together via a low value resistor. A little experimentation
> would be required. Usual disclaimer apllies of course;-)
>
> Mark

Have u taken a look at the RGB To NTSC converter that was posted in an
earlier post?

http://www.preromanbritain.com/gwem/martbean/ataridiy/conv.htm

Practical Peripherals had such a beast out in 1988, along with
a slew of other companies. I have never seen any of them for sale
though, neither in this newsgroup nor on ebay.

438. Building ST RGB to NTSC device

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 05:00:51 UTC
From: d_mango1@yahoo.com
Message-ID: <6d40f6fd.0401192100.11ad66f1@posting.google.com>
Source record: 21519
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

With the recent postings and such regarding RGB to NTSC conversion, I'm curious to see what the techies out there think of this device:

http://www.preromanbritain.com/gwem/martbean/ataridiy/conv.htm

It dates from 86, and requires an ST monitor cable. Has anyone put this beast together? Would it work as presented on the site?

439. Re: HDDriver/File Copy: Update

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 07:20:44 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <buiksc$i5psb$1@ID-27442.news.uni-berlin.de>
Source record: 21520

John Garone wrote:

> On a similer note, I mentioned that Doom would crash upon loading if
> HHDriver was installed but not if ICD was used to boot. Doom works now with
> HDDriver 7.61 so again I assume it's the same bus problem!

Maybe yes, but it is simply impossible to make diagnostics by email or
newsgroups. Doom might simply do something illegal when using the BIOS
calls for reading writing sectors. Or it might fiddle with the DMA/SCSI
interrupts for some reason. HDDRIVER 8 uses interrupts unused by
HDDRIVER 7, again in order to be compliant with the SCSI standard.

--

Dr. Uwe Seimet http://www.seimet.de

440. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 07:31:47 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401192324040.32064-100000@onyx.spiritone.com>
Source record: 21521
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auctions Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Goto http://BensCatalogs.Atari.org or Call (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

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441. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 08:16:03 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.01.20.08.16.02.996933@nossspamXXatari-source.com>
Source record: 21522

On Mon, 19 Jan 2004 22:29:54 +0100, Francois LE COAT wrote:

> Hi Mark,
>
> Mark D wrote:
>> Your fpu software in any of the configurations that you gave me did not
>> solve my apparent fpu problems.
>
> Did you try FPU060.PRG alone at different places in the AUTO folder ? In
> facts, I didn't realized that you already had a FPU emulator. Recent
> programs when they are compiled with -m68020-60 GCC option don't need an
> emulator. FPU060.PRG is not useful for those programs. But it can be
> used in your case ... If your FPU problem comes from there ...
>

Yes I tried fpu060.prg at many places. It works alone (without
fpu__3.prg) but it doesn't seem to do anything at all. Whatever fpu
problems exist are still there (incorrect calcs). I've tried switching a
number of things around and every thinkable combination of fpu060.prg and
fpu__3.prg, and mostly fpu__3.prg just causes everything to crash. This
is even with my new ability to turn the fpu off on the 060 period, which
these two programs seem to like even less. No matter what I cannot get a
good result.

>> What is really strange is this....
>> Older version of lame that was sent by evl or swe in irc resulted in bad
>> mp3, encode time 2 hours for 40 meg wav, 128kbit CBR - using fpu?
>> Latest version of lame compiled 68000 (fpu?), good mp3 encode, time 37
>> hours 40 meg wav, 192kbit VBR
>> Latest version of lame compiled -m68060 with fpu, good mp3 encode, time 24
>> minutes, 40 meg wav, 128kbit CBR.
>
> Well, recent programs are compiled with recent GCC, and don't need
> an emulator (-m68020-60 option). In this case, even if FPU emulation is
> bad, the program will behave correctly. To be simple, recent programs
> are designed to fit with 68060 FPU.
>

Then how come gcc by itself with -m68020-60 or -m68060 don't behave
properly? That is to say gcc is compiled itself with -m68020-60 or
-m68060, both versions 2.95.3 and version 3.3.

> Did you have problems with older programs only ? Is there some recent
> programs that behave badly ? In fact, this mode of compilation works
> only since 2.8.1 version of GCC (It's me that reported the bug ...).
> FPU programs that are compiled with PURE C are all wrong, if your

> FPU emulator is wrong.
>

Hrmm.. i can try octopus but I don't know if it would have any fpu
instructions in it. But I know I compiled an 030+FPU version of that with
PUREC.

>> Software compiled with -m68020-60 works fine for me including
>> openssl/openssh. Never experienced a crash on any of that stuff. Only
>> thing that has crashed for me ever is gaim, and gcc. Sometimes I get a
>> system freeze after having about 50 bus errors with the prior 2 programs ;-)
>
> Well, I told you the reason ... You should really do something with
> FPU060.PRG ...
>
>> As you can see: 1) my fpu cannot be so broken... can it!?
>
> No, it's not. That's only the FPU emulation that is bad. It can easily
> be corrected. That's my opinion when I see what effects you're telling
> me about.
>

Or maybe it is. Who knows.

>> 2) compiling
>> with -m68060 works REALLY well even on gcc 2.95.3,
>
> I'm sure it works. But the drawback of 68060 compiled programs is that
> they won't work on a 68030 processor (TT, Falcon). You should better
> use the -m68020-60 option of GCC. The generated code is then a 68060
> code, but the code is then compatible with 68030+68881 code. That's
> better.
>

The code that I'd generate with -m68060 would be for personal use on my
machine and other CT60/Hades users.. that's all.

>> and 3) perhaps this
>> fputest isn't good for 68060.
>
> Well it is pure 68030+68881 code that require a good FPU emulator.
> There's no reason that it wouldn't work with a CT60, at all !...
>

Okay - then well we have a problem because it certainly doesn't work on
mine or Keith Scroggin's falcon. Maybe it's a deal with America? (He's
in the USA too). Maybe I should use PAL instead of NTSC ;) You really
never know what settings might affect certain things.

>> Can anyone PLEASE make sure this fpu test is good.
>>
>> The archive is at:
>> ftp://ftp.lip6.fr/pub/atari/Utilities/fputest.zip

>
> Well it works totally right with FPU__3.PRG that I told you, on
> my Hades 060. There's no reason that it doesn't work on a CT60.
> Keep out of your mind that the FPU is broken ...
>

Well it doesn't work on the CT60 so we're back to square one.

Perhaps someone can make a quick accuracy test that ONLY uses 060 fpu
instructions. Then we can see if the raw fpu of my 68060 is fine.
Otherwise then we can make one that tests emulated instructions. And see
that the emulator is broken or whatnot.

>> When extracted the test in question is the ACCURACY test, fputest.tos.
>> Please run this test and report your results - everyone.
>>
>> This test runs indefinitely. If your CT60 is passing the test you will
>> see output similar to:
>> Passed 100
>> Passed 200
>> Passed 300
>> .... up until you hit control-C to quit.
>
> For me I went up to 50 000 iterations without a single problem.
> That's a good test !
>

Okie. You're one of a few people now that report it running okay, versus
only 2 that don't, me and another american.

>> If your CT60 is failing you will see all tests (in my case) or nearly all
>> tests report as fail. They will scroll very fast on your screen showing
>> returned value and acceptable value. In my case the values are VERY far
>> off. Again, hit control-C to quit. If you run for about 60 seconds or so
>> with no errors, you can assume your fpu calcs are correct according to
>> this test.
>
> This is alright for me with the Hades 060. No problems.
>
>> Strangely when
>> run on one ct60 this test passed perfectly - deez the author of the ct60
>> specific intro that was working improperly for me. When run on another
>> ct60 (american, ntsc english setup), the test failed in the exact same
>> manner as it has on mine. Deez's intro specifically for ct60 is also
>> really broken on his falcon too. However he can't have a broken fpu as
>> gcc works perfectly for him. He compiles HUGE packages. His falcon
>> otherwise works perfectly. Something is NOT right here!
>>
>> His name is Keith Scroggins, he has a 68060 60MHz full supplied by
>> Rodolphe. Surely 2 processors both don't have bad FPU?
>>
>> My processor is a 68060 60Mhz full supplied by vernal elm. My compile

>> issues go away with caches off, so I yet need to attempt reducing my clock
>> speed (still need to buy oscillator). PS: Anyone have a 60Mhz oscillator
>> they don't want?
>
> Well, just try FPU060.PRG. This should be helpful. Please stop to tell
> about a hardware problem. This is not the case. You have two solutions.
> You can compile your programs with a good math library, and the
> -m68020-60 option of GCC. The other manner is to use a patch to the
> FPU emulator. I really doubt that there's no solution to your problem.
> It is quite simple for me !
>

Fpu060.prg does not help in any way. It makes absolutely no change. So
perhaps my fpu problem is a hardware issue. I've tried many many configs,
I cannot get good fpu calcs somehow. Yet some fpu apps seem to run
great.. Okay eureka for instance produces perfect calcs it seems.

Thanks,
Mark

442. Re: ST bus functions

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 08:46:14 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <buipnp$j3f$1@pegasus.csx.cam.ac.uk>
Source record: 21523

"exxos" <chris@home.co.uk> wrote in message
news:400c38f4$0$10059$cc9e4d1f@news.dial.pipex.com...
> Hi all,
>
> Does anyone know what pins to check for when the CPU is say
accessing RAM or
> Video or External devices ?There must be some form of chip enable
pins or
> something ?!
>

You probably wont find a direct connection from the CPU, while its possible that modern PC processors have the address decoder built in older systems derived the chip enable signal as follows...

Usually the upper address lines are to determine which device (RAM, ROM UART) are enabled. These address lines are used as inputs for the address decoder.The address decoder chip activates only one several outputs at a time as determined by the states of its input lines where each output is the chip enable line for different addressable device(s) within the computer (RAM, ROM and UART, Video Chip or other device depending on the design) thus ensuring that only the relevent device is active while being addressed. The remaining address lines determining the actual address location within the device.

So look for the address decoder chip, if you can find a circuit diagram on line it should not the to hard to find as the enable lines for all the addressable device should lead back to it.

hope that helps,
Stephen Moss

443. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 08:53:44 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.01.20.08.53.43.780486@nossspamXXatari-source.com>
Source record: 21524

On Mon, 19 Jan 2004 22:29:54 +0100, Francois LE COAT wrote:

Interesting additional followup, now that I am using a test TOS version that allows me to disable the 060 fpu, after a long time of compiling instead of getting bus errors now I get illegal instruction meaning maybe gcc is crashing only when there's an fpu instruction used and only fpu instructions are used rarely.. and perhaps it creates optimizations on the fly and doesn't decide to use the fpu each time which is why it crashes at different points. Or maybe I'm crazy ;-)

I turned off the fpu and ran eureka with fpu support. The program ran fine and I drew quite a few graphs. Perhaps this program has built in fpu emulation for when there is no fpu present? I would think it would give illegal instruction like the others. It would seem there is no fpu emulation in gcc for -m68020-60. It seems more like maybe it only uses instructions common to the 68020-060 and avoids incompatible 68881/2 instructions. I'm likely to be wrong on that however.

I ran lame-3.95, that I compiled with -m68060 support.. illegal insutrction, immediately. This is the one that produced perfect mp3's! The one that swe sent me that produces crap mp3's however works????! Meaning it does not utilize the fpu.. Okay why are the mp3's coming out BAD!?

The fpu-test program that I showed to everyone gives illegal insruction. Nice thing about being able to turn off the fpu is being able to see which applications are using it and how often. It's interesting because lame produced a perfect mp3. That makes no sense, fpu is working??? but the fpu-test program produces incorrect calculations. Maybe lame uses it in such a way that the results can be skewed and the resulting mp3 still sounds okay. And of course gcc is more picky. In my case, I suspect that if I pass this fpu test my gcc problems could disappear.

All of these tests I am running are extremely inconclusive. I can't seem to get solid results that point to a definitive failure of any one component. Things are so strange.

Thanks,
Mark
http://portal.atari-source.com

444. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 09:00:44 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.01.20.09.00.44.611137@nossspamXXatari-source.com>
Source record: 21525

On Mon, 19 Jan 2004 22:29:54 +0100, Francois LE COAT wrote:

Here's another interesting tidbit. Dougquake doesn't work on my CT60, the reason I believe now is due to this FPU problem. Shortly after showing the screen I see some display artifacts and it crashes at the exact same spot no matter what.

The plot thickens.

Thanks,
Mark

445. The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 09:43:21 UTC
From: moltotarl@yahoo.com.mx
Message-ID: <a5a4ac7a.0401200143.74852e7e@posting.google.com>
Source record: 21526

This is true.It looks 100% the same as the C64 and it probably is one.

446. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 10:01:40 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <buiujr$15p$1@reader11.wxs.nl>
Source record: 21527

Alberto Panno-Peano wrote:

> This is true.It looks 100% the same as the C64 and it probably is one.

Except for the fact that the C64 sucks and the ST doesn't.

Maurits.

447. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 10:06:28 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <buiuhecij1@news-reader2.wanadoo.fr>
Source record: 21528

Hi Mark,

Mark D wrote:
> Yes I tried fpu060.prg at many places. It works alone (without
> fpu__3.prg) but it doesn't seem to do anything at all. Whatever fpu
> problems exist are still there (incorrect calcs). I've tried switching a
> number of things around and every thinkable combination of fpu060.prg and
> fpu__3.prg, and mostly fpu__3.prg just causes everything to crash. This
> is even with my new ability to turn the fpu off on the 060 period, which
> these two programs seem to like even less. No matter what I cannot get a
> good result.

Well, FPU__3.PRG is designed for the Hades. I'm not really surprised
that it doesn't work. But FPU060.PRG is a 68060 patch, no matter what
type of machine it is running on ... If it doesn't work in the AUTO
folder, then you can try to launch it from the desktop. If it works like
that, you could launch it from a startup script, like MINT.CNF or
in the startup directory if you are using MagiC ...

>>Well, recent programs are compiled with recent GCC, and don't need
>>an emulator (-m68020-60 option). In this case, even if FPU emulation is
>>bad, the program will behave correctly. To be simple, recent programs
>>are designed to fit with 68060 FPU.
>
> Then how come gcc by itself with -m68020-60 or -m68060 don't behave
> properly? That is to say gcc is compiled itself with -m68020-60 or
> -m68060, both versions 2.95.3 and version 3.3.

Well if I understand what you say, if program are compiled with those
options, and they don't work, the problem comes from the mathematical
static library that has been used. Keep in mind that the math library
(I personally use various one like PML, LIBM or CEPHES lately) must
be compiled with the same switches. The better solution is to compile
it yourself. That's what I've done. If the math library contains
68881/2 code, it will not work at all ! Do you understand ? Another
thing is that math68881.h should not be included. It contains inline
68881 code that will not work. That's rather complicated, but I now
understand a few things. If you take some FPU programs from my WEB
page, they will all work properly.

>>Did you have problems with older programs only ? Is there some recent
>>programs that behave badly ? In fact, this mode of compilation works
>>only since 2.8.1 version of GCC (It's me that reported the bug ...).
>>FPU programs that are compiled with PURE C are all wrong, if your
>>FPU emulator is wrong.
>

> Hrmm.. i can try octopus but I don't know if it would have any fpu
> instructions in it. But I know I compiled an 030+FPU version of that with
> PUREC.

Well, it won't work then. Except if you have a good 68060 FPU emulator.

> The code that I'd generate with -m68060 would be for personal use on my
> machine and other CT60/Hades users.. that's all.

Then, that will not be a problem for other users. I personally
use my proper MPEG 1/2 encoder, that is compiled with -m68060
option, and it works great !

>>For me I went up to 50 000 iterations without a single problem.
>>That's a good test !
>
> Okie. You're one of a few people now that report it running okay, versus
> only 2 that don't, me and another american.

Well, I have a good FPU__3.PRG, but it is not helpful with CT60

> Fpu060.prg does not help in any way. It makes absolutely no change.

Try to launch it from the desktop ...

> So perhaps my fpu problem is a hardware issue. I've tried many many configs,
> I cannot get good fpu calcs somehow. Yet some fpu apps seem to run
> great.. Okay eureka for instance produces perfect calcs it seems.

Eureka FPU version doesn't need an emulator at all. It is compiled with
good switches, and uses a good math library. You shouldn't have any
problem either with 68060 version of POV that is available on my WEB
page.

But it is very annoying that you can't get a good FPU emulator to
work :-/ on the CT60 ... It really should be patched !

Best regards,

-- Franï¿½ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

448. ADV: Atarian 30% off Discount & Gift!

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 10:12:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401200203440.1442-100000@onyx.spiritone.com>
Source record: 21530
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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449. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 10:30:26 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <400d0353$0$22314$626a54ce@news.free.fr>
Source record: 21529

I assume you are Chris Sw..... ?

Hello,

I see you are in UK, correct ?

It seems I sent you the CT60 not a long time ago...maybe 2 or 3 months...
ABE & SDR chips are the lastest version...? hum not sure !
Did you do an update with a cable (if you get one sure) ?
If not, please send me your CT60 !!
I will change SDR 5D to 5E ! This update is needed for an IPL (INT) problem
possible with some 68060.
I think I shipped your CT60 with the 5D version...so this is a first way to
explore !

Second, some 060 don't support the clocking at 66 MHz ! I will do full tests
to see that.

Third, when sure about ABE, SDR & 060, the last point to check is the
motherboard...

OK ???

So, now please send me back the CT60 + 060 + SDRAM.

And we will eliminate the first 2 source of problems...

The ball is at you now !

Keep in mind that all people that asked me help and sent me the products (CT
or mb or both) have now a good system.

As you want now ;-)
UK is not far to ship a board ...

Regards

"exxos" <chris@home.co.uk> a ï¿½crit dans le message de news:
400aedf0$0$27802$cc9e4d1f@news.dial.pipex.com...
> Rodolphe,
>
> I did contact you a while ago, just look back a month or 2 and see my
posts
> here, everyone indluding yourself said make sure the CT60 is updated,
which
> it was uptodate when I got it, then it drifted onto kits and things to
> update it and I just left it, ive spent enough without paying more for to
> update the thing also. Since it was all down to updating I just left it

> since I would probably never get around to it anyways, which is not the
> problem. Theres some odd almost random problem since in CT60 mode my
falcon
> crashes at random and I really dont have time to sit debugging half the
> falcons electronics to find out why. The updates only seemed to be the
> problem with what everyone said, since I already had them nothing became
of
> it after that, Oh, I did buy probably the best stick of ram for it also,
but
> that didnt help. I need to try a new PSU, though it doesn't look like
thats
> likely to cure it. I need to put me falcon back together really, I want
to
> transfer all my 720's over the NEClink project to my PC, I can't remember
> the correct name for it, but its still going great ;-)
>
> Chris
>
>
>
>
> "Rodolphe Czuba" <rczuba@free.fr> wrote in message
> news:40098626$0$24051$626a54ce@news.free.fr...
> > ?????
> >
> > If you have a problem with CT60 you can contact me !
> >
> >
> > This time, I have only 18 cards to ship among 150.
> > All the 150 - 18 = 132 users are happy it seems...
> > I have no bad echo except from 1 or 2 with bad 060 CPU, one that had a
bad
> > SDR updated (I shipped back yesterday !) and one that destroyed the ABE
&
> > SDR chips with a too high voltage from a defect ATX PSU (!),....
> > No other problems known ....SORRY !
> >
> > What's the sense of your message ??
> >
> >
> >
> >
> >
> > "Clockmeister" <no-one@nowhere.com> a ï¿½crit dans le message de news:
> > 400891b2$0$4261$c30e37c6@lon-reader.news.telstra.net...
> > > Just lurking and it seems that this CT60 is a rather expensive hack
that
> > > doesn't seem to work very well, or is it just me who seems to think
> this?
> > >

> > >
> > >
> >
>
>

450. CT60 news

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 11:04:44 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <400d0b60$0$22325$626a54ce@news.free.fr>
Source record: 21531

Hello,

I found and ordered the 060 full I need to ship the last CT60.

I will ship immediatly 4 CT60 + 060 and the last 14 have to be checked.
As soon as a CT60 is checked it will be shipped until the last one.
I'm sorry for the delay, especially for these last 18 CT60.

Regards

--
Rodolphe

451. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 12:29:49 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <400d1ec1$0$4263$c30e37c6@lon-reader.news.telstra.net>
Source record: 21532

"Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message
news:buiujr$15p$1@reader11.wxs.nl...
> Alberto Panno-Peano wrote:
>
> > This is true.It looks 100% the same as the C64 and it probably is one.
>
> Except for the fact that the C64 sucks and the ST doesn't.
>

Shall we compare sales figures?

452. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 12:32:24 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <buj7efcsu1@reader11.wxs.nl>
Source record: 21533

Clockmeister wrote:

>>>This is true.It looks 100% the same as the C64 and it probably is one.
>>
>>Except for the fact that the C64 sucks and the ST doesn't.
>>
>
> Shall we compare sales figures?

What does that have anything to do with it? Windows and Word also sells
good. I rest my case. :)

Maurits.

453. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 12:37:43 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnc0q72s.b5t.atari@core.preferuje.luzik.pl>
Source record: 21534

On Sat, 17 Jan 2004 11:57:32 +0100, Dennis Vermeire <dennis.vermeire@gmx.net> had a noticeable pleasure while writting:
> It's dead allright, just as dead as your TT and Falcon. Everything related
> to Atari is dead... it died some 9 years ago. We all pretend that the flame
> is still burning, but let's face it, it doesn't even flicker anymore ;-)

Dennis, please do not call me LivingDead. I feel pretty alive.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

454. Re: Mint Advice

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 12:43:39 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnc0q7dr.b5t.atari@core.preferuje.luzik.pl>
Source record: 21535

On Sat, 17 Jan 2004 11:57:58 +0100, Dennis Vermeire <dennis.vermeire@gmx.net> had a noticeable pleasure while writting:
> From: "Brian Roland" <BJRoland@bellsouth.net>
> Date: Thu, 15 Jan 2004 17:46:43 -0600
>
> Hi Brian,
>
>>In my opinion, what really sets MiNT apart from MagiC are networking
>>abilities and unix portability. Beyond that, at 'this' point, I personally
>>don't see any major advantage to abandoning MagiC.
>
> True, but these don't come standard, without MiNTNet for example MiNT has
> just the same networking abilities as TOS or MagiC. And since there's a
> third party "dirty hack" of MinTNET available called MagiCNet, the
> networking abilities are no issue anymore.
> Which only leaves unix portability....

1. Noone never called MagicNet a hack. In fact lots of people were really amazed by this.

2. MiNTNet is just a kernel module for FreeMiNT. It is a module becose not everone needs it, and the philosophy behind it is: do not waste memory if not needed. So if you do not need it you can save those few kbs of memory.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

455. Re: Mint Advice

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 12:52:58 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnc0q7vg.b5t.atari@core.preferuje.luzik.pl>
Source record: 21536

On Mon, 19 Jan 2004 19:49:50 +0000 (UTC), Steve Sweet
<steve.sweet@btopen-2-viri-world.com> had a noticeable pleasure while writting:
> ?? Magic is still commercially available! Mint, is available in many
> bastardised versions, "maintained" by a bunch of old scroats who use it to
> operate the robotics on their bath chairs.

I'm 23 today, am I old?

> There is one Magic and about 400 Mint variations.

There is no 400 Mint variations.

Lets name them all:

MintOS (old, outdated)

KGMD (old, outdated)

KEMD (old, outdated, it is in fact KGMD, translated into english snd
slightly updated)

Debian-MiNT (old outdated, interesting effort by NoCrew_

SpareMiNT (mantained, but not easy to install)

EasyMiNT (mantained, in fat it is SpareMINT with some extras that make it
much easier to install).

If you are a newbie, stick to EasyMiNT.

Steve, please stop this false propaganda.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

456. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 12:59:59 UTC
From: Jason Davey <acs@webaxs.net>
Message-ID: <buj8oi$2s64$1@arachne.labyrinth.net.au>
Source record: 21538

"Alberto Panno-Peano" <moltotarl@yahoo.com.mx> wrote in message
news:a5a4ac7a.0401200143.74852e7e@posting.google.com...
> This is true.It looks 100% the same as the C64 and it probably is one.

Provocative (and silly) comment; there is no comparison between the
machines.

The ST is superior, as it should be because it represents more recent
technology!

457. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 13:00:13 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <buj92m$e85$1@reader11.wxs.nl>
Source record: 21540

Bruce wrote:

> I hate trolls...
> What is the point on starting a flame-war ?

I just enjoy answering non-statements with non-arguments. :)

Maurits.

PS: I never liked the C64, sorry :)

458. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 13:01:12 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnc0q8eu.b5t.atari@core.preferuje.luzik.pl>
Source record: 21539

On Sat, 17 Jan 2004 19:07:42 GMT, Carey Christenson <falcon060@adelphia.net> had a noticeable pleasure while writting:

> Janez!!!!
> I dont see anything wrong with the signature!!!! I
> am proud of my ATARI SYSTEMS and even use this
> signature in ALL of my E-MAILS!!!! :-) Just be
> thankful that I dont put every one of my 5 ATARI's
> plus my ATARI Jaguar not to mention ALL the games in
> the signature!!!! If you think that downloading this
> signature even on dial-up in Europe is problem what
> would this signature save them in time??? What 1
> second BS!! Dont like it find an program for MINT and
> filter me out from the newsgroup on your end.

General usenet netiquette rule is that signature should not be longer then four lines, and should start with "-- " so news programs may cut it automagically when responding. Not following this rules may be considered "rude".

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

459. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 13:04:32 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <buj9ap$e85$3@reader11.wxs.nl>
Source record: 21541

Jason Davey wrote:

> The ST is superior, as it should be because it represents more recent
> technology!

Also, the C64 is ugly. :)

Maurits.

460. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 13:58:06 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <buj8gm$ar8$1@news1.nivel5.cl>
Source record: 21537

and it seems to me, that your mom, didn't like you...

I hate trolls...
What is the point on starting a flame-war ?

"Alberto Panno-Peano" <moltotarl@yahoo.com.mx> escribi&#65533; en el mensaje
news:a5a4ac7a.0401200143.74852e7e@posting.google.com...
> This is true.It looks 100% the same as the C64 and it probably is one.

461. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 14:23:34 UTC
From: Bill Bertram <ADSR6581_removethis_@aol.com>
Message-ID: <bujdl6$ibki0$1@ID-155772.news.uni-berlin.de>
Source record: 21542

"Jason Davey" <acs@webaxs.net> wrote in message
news:buj8oi$2s64$1@arachne.labyrinth.net.au...
>
> "Alberto Panno-Peano" <moltotarl@yahoo.com.mx> wrote in message
> news:a5a4ac7a.0401200143.74852e7e@posting.google.com...
> > This is true.It looks 100% the same as the C64 and it probably is one.
>
> Provocative (and silly) comment; there is no comparison between the
> machines.
>
> The ST is superior, as it should be because it represents more recent
> technology!

Like the "new" AY/YM PSG eh? lol

462. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 14:26:18 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <buje44$gv1$1@reader11.wxs.nl>
Source record: 21543

Bill Bertram wrote:

> Like the "new" AY/YM PSG eh? lol

At least it could play samples that sounded better than telephone
quality. :)

Maurits.

463. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 14:31:37 UTC
From: Bill Bertram <ADSR6581_removethis_@aol.com>
Message-ID: <buje4a$i78ct$1@ID-155772.news.uni-berlin.de>
Source record: 21544

"Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message
news:buje44$gv1$1@reader11.wxs.nl...
> Bill Bertram wrote:
>
>
> > Like the "new" AY/YM PSG eh? lol
>
> At least it could play samples that sounded better than telephone
> quality. :)

Amazing what you can do with 8MHz versus 1MHz... ;-)

464. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 14:38:09 UTC
From: Speeder <almostelvis@hotmail.com>
Message-ID: <bujegheha1@titan.btinternet.com>
Source record: 21396

My God!!! I've just done some research and it seems that you are right...
Both ST and C64 have a CPU, RAM , ROM, Sound chip, keyboard, both are made
of plastic - the list of similarities is endless!!!

Incidentally, I loved my C64, it was a great machine at the time. I really
liked my Atari ST but although it was a better machine it didn't have the
same *magic* somehow.

Speeder.

"Alberto Panno-Peano" <moltotarl@yahoo.com.mx> wrote in message
news:a5a4ac7a.0401200143.74852e7e@posting.google.com...
> This is true.It looks 100% the same as the C64 and it probably is one.

465. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 14:38:26 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bujeqthip1@reader11.wxs.nl>
Source record: 21545

Bill Bertram wrote:

> Amazing what you can do with 8MHz versus 1MHz... ;-)

Well so there we have it.. the ST is not a C64. :)

Besides, the 1MHz was one of the reasons I thought the C64 sucked. My CPC did 4MHz and even the crappy processor in the C64 was capable of more IIRC.

Others were the keyboard (even worse than an ST), slow tape loading compared to other systems, separate text/graphic mode, the silly thing with the capitals and the graphic symbols, the disastrous BASIC and and and... :)

Maurits.

466. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 15:01:45 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <400d4260$0$4264$c30e37c6@lon-reader.news.telstra.net>
Source record: 21398

"Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message
news:buj7efcsu1@reader11.wxs.nl...
> Clockmeister wrote:
>
>
> >>>This is true.It looks 100% the same as the C64 and it probably is one.
> >>
> >>Except for the fact that the C64 sucks and the ST doesn't.
> >>
> > > Shall we compare sales figures?
>
> What does that have anything to do with it? Windows and Word also sells
> good. I rest my case. :)
>

Good thing you included that smiley there, or else you may have been taken
seriously and consequently shot down in flames.

467. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 15:03:35 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <400d42ce$0$4260$c30e37c6@lon-reader.news.telstra.net>
Source record: 21399

"Jason Davey" <acs@webaxs.net> wrote in message
news:buj8oi$2s64$1@arachne.labyrinth.net.au...
>
> "Alberto Panno-Peano" <moltotarl@yahoo.com.mx> wrote in message
> news:a5a4ac7a.0401200143.74852e7e@posting.google.com...
> > This is true.It looks 100% the same as the C64 and it probably is one.
>
> Provocative (and silly) comment; there is no comparison between the
> machines.
>
> The ST is superior, as it should be because it represents more recent
> technology!

The Amiga blew the ST off the planet, superior technology again plus it was
applied intelligently.

Anyway SID vs YM... SID is a clear winner.

468. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 15:09:15 UTC
From: Bill Bertram <ADSR6581_removethis_@aol.com>
Message-ID: <bujgar$i4eih$1@ID-155772.news.uni-berlin.de>
Source record: 21400

"Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message
news:bujeqthip1@reader11.wxs.nl...
> Bill Bertram wrote:
>
>
> > Amazing what you can do with 8MHz versus 1MHz... ;-)
>
> Well so there we have it.. the ST is not a C64. :)
>
> Besides, the 1MHz was one of the reasons I thought the C64 sucked. My
> CPC did 4MHz and even the crappy processor in the C64 was capable of
> more IIRC.
>
> Others were the keyboard (even worse than an ST), slow tape loading
> compared to other systems, separate text/graphic mode, the silly thing
> with the capitals and the graphic symbols, the disastrous BASIC and and
> and... :)

...and the limited PSG which needs the CPU's help to use samples, the
limited grpahics chip, the single tasking OS, the lets rush this out the
door before Commodore releases the computer we should have had, but lost
because I wanted to sqeeze the last drops out of Amiga coporation... Doh!
The ST should have been called the "RC" - Revenge Computer, lol.

Don't get me wrong, I like and own (several) STs, but when the C64 is being
bashed I need to counter... :)

469. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 15:35:25 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <400d4a44$0$4262$c30e37c6@lon-reader.news.telstra.net>
Source record: 21401

"Speeder" <almostelvis@hotmail.com> wrote in message
news:bujegheha1@titan.btinternet.com...
> My God!!! I've just done some research and it seems that you are right...
> Both ST and C64 have a CPU, RAM , ROM, Sound chip, keyboard, both are made
> of plastic - the list of similarities is endless!!!
>
> Incidentally, I loved my C64, it was a great machine at the time. I really
> liked my Atari ST but although it was a better machine it didn't have the
> same *magic* somehow.
>

You should have got an Amiga... it had a wow factor that the ST sadly did
not have.

470. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 15:38:45 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bujic0$m1i$1@reader11.wxs.nl>
Source record: 21403

Bruce wrote:

> Always hated the awful basic, extremely slow loading time (i had dinner
> while loading mission impossible), etc..

That's a good idea, that reduces the risk of you touching the cable
while it loads.... ;)

> Anyways... it is like comparing apples with beans...

Exactly the same: Beans are ugly and taste like sand, apples taste great. ;)

Maurits.

471. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 15:38:49 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnc0qhjh.bmm.atari@core.preferuje.luzik.pl>
Source record: 21402

On Tue, 20 Jan 2004 23:03:35 +0800, Clockmeister <no-one@nowhere.com> had a noticeable pleasure while writting:
>> The ST is superior, as it should be because it represents more recent
>> technology!
>
> The Amiga blew the ST off the planet, superior technology again plus it was
> applied intelligently.
>
> Anyway SID vs YM... SID is a clear winner.

Have you heard recent YM songs with socalled "SID-voices"?

YM in ST can do better then SID.

btw. I do not say that SID is bad, I'd really would like to see SID instead of YM in ST.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

472. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 15:46:51 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bujir7$mq6$1@reader11.wxs.nl>
Source record: 21404

Bill Bertram wrote:

>>Others were the keyboard (even worse than an ST), slow tape loading
>>compared to other systems, separate text/graphic mode, the silly thing
>>with the capitals and the graphic symbols, the disastrous BASIC and and
>>and... :)
>
> ...and the limited PSG which needs the CPU's help to use samples, the
> limited grpahics chip, the single tasking OS,

I was actually talking about the C64 but so far all you add is correct. ;)

> the lets rush this out the
> door before Commodore releases the computer we should have had,

Well, the Amiga was designed by people who thought it took Atari too
long to design a 16-bit computer.. it's their own fault they then took
even longer. :)

> but lost
> because I wanted to sqeeze the last drops out of Amiga coporation... Doh!

This happened after the ST was released. We're talking STe by then, but
that didn't have just a PSG. :)

> Don't get me wrong, I like and own (several) STs, but when the C64 is being
> bashed I need to counter... :)

Comparing the C64 to 16-bitters is of course silly, but as 8-bitters go
I still don't like the C64. :)

Commodore itself should get even less credit btw.. the VC20 and C64 were
designed by Jack Tramiel, the Amiga was designed by ex-atarians..
(there's this Atari-line running along all better Commodore products..) ;)

Look at what they did without Ataris help, like the C16 (which was a C64
with all its selling points removed), the Plus-4 and the PET (the only
computer that could blow itself up softwarematically. Heh.).

Oh yes and not forgetting the disk drives and printers. Muahahah. :)

Maurits.

473. .tar files

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 15:47:57 UTC
From: sf0218@aol.com
Message-ID: <20040120104757.22627.00000286@mb-m19.aol.com>
Source record: 21405

Hi all,

What do I need to uncompress .tar files?

Thanks

Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

474. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 15:47:59 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bujeumcbt1@news1.nivel5.cl>
Source record: 21397

> > I hate trolls...
> > What is the point on starting a flame-war ?
>
> I just enjoy answering non-statements with non-arguments. :)

Yeah , me too xD
it's funny

> PS: I never liked the C64, sorry :)
>

I didnt like it either, but i had 2, and used it sometimes to play, or use some games factory softwares.
Always hated the awful basic, extremely slow loading time (i had dinner while loading mission impossible), etc..

Anyways... it is like comparing apples with beans...

475. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 15:49:17 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bujivs$mq6$2@reader11.wxs.nl>
Source record: 21406

Clockmeister wrote:

> The Amiga blew the ST off the planet, superior technology again plus it was
> applied intelligently.

Saleswise, the Amiga didn't blow the Atari off the planet at all. And
this was probably due to it's crappy slow OS and of course MIDI helped
Atari a lot.

Maurits.

476. Re: I give up

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 16:11:13 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <BqcPb.67$af7.38893@newshog.newsread.com>
Source record: 21408

On 19 Jan 2004 19:58:43 , Richard Kilpatrick wrote:
>In article <odVOb.622$1f.607045@monger.newsread.com>, John Garone
><swamptaxes-NOT-@atlantic.net> writes
>
>> Great! Now I'll buy it :)
>
>Ah, but the SCSI drive enclosure isn't going to go with it if I sell it
>;) - and my 4.0Gb IDE 2.5" disk was very duff (tested in Amiga).
>

I might want just the mother board (better for shipping across the pond:)

>However, a Falcon without an HD is kinda annoying, so I'm going to try
>and track down a 2.5" IDE drive.
>

you can use an adaptor board for SCSI drives. Got mine from Wizztronics
for an external swap out of my old drive)

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

477. Re: Falcon Help

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 16:15:20 UTC
From: sf0218@aol.com
Message-ID: <20040120111520.22711.00000184@mb-m19.aol.com>
Source record: 21409

Haven't checked yet. Currently has a scsi drive in it. I;ll have to changed
out the drive cable as well, correct?

Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

478. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 16:32:42 UTC
From: Bill Bertram <ADSR6581_removethis_@aol.com>
Message-ID: <bujl7b$hsd1k$1@ID-155772.news.uni-berlin.de>
Source record: 21410

"Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message
news:bujir7$mq6$1@reader11.wxs.nl...
> > the lets rush this out the
> > door before Commodore releases the computer we should have had,
>
> Well, the Amiga was designed by people who thought it took Atari too
> long to design a 16-bit computer.. it's their own fault they then took
> even longer. :)

Took Atari too long? Jay Minor left Atari before they even considered
designing any 16-bit hardware...

> > but lost
> > because I wanted to sqeeze the last drops out of Amiga coporation...
Doh!
>
> This happened after the ST was released. We're talking STe by then, but
> that didn't have just a PSG. :)

So the STe was around in 1984? I don't think so... It took atari 4 years to
realize, hey we need to match the Amiga! By 1989 no one cared that the ST
had a 4096 colour palette, or had a 4 channel DMA chip. The userbase was
stuck with the old ST.

> Commodore itself should get even less credit btw.. the VC20 and C64 were
> designed by Jack Tramiel, the Amiga was designed by ex-atarians..
> (there's this Atari-line running along all better Commodore products..) ;)

Jack Tramiel designed nothing, he was management... Bob Yannes designed the
VIC-20 and the SID. Makes it more ironic you love what is essentially a
Commodore product then... The ST was designed by Commodore engineers who
left Commodore after Jack asked them to join him at Atari...

> Look at what they did without Ataris help, like the C16 (which was a C64
> with all its selling points removed), the Plus-4 and the PET (the only
> computer that could blow itself up softwarematically. Heh.).

Heh, they also made the ST LOL! So I agree with you, they did make some
rubbish!

479. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 16:38:04 UTC
From: JEDIDIAH <jedi@nomad.mishnet>
Message-ID: <400d596c_6@news.athenanews.com>
Source record: 21411

On 2004-01-20, Alberto Panno-Peano <moltotarl@yahoo.com.mx> wrote:
> This is true.It looks 100% the same as the C64 and it probably is one.

Actually, an ST looks much more like an Amiga than a Commode-door.

--
There's no reason not to contribute to the stone soup if those |||
contributions are not critical to your competitive edge. / | \

480. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 16:40:25 UTC
From: JEDIDIAH <jedi@nomad.mishnet>
Message-ID: <400d59f9_6@news.athenanews.com>
Source record: 21412

On 2004-01-20, Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov> wrote:
> Clockmeister wrote:
>
>
>> The Amiga blew the ST off the planet, superior technology again plus it was
>> applied intelligently.
>
> Saleswise, the Amiga didn't blow the Atari off the planet at all. And
> this was probably due to it's crappy slow OS and of course MIDI helped
> Atari a lot.

Commodore's pricing also didn't help.

--
There's no reason not to contribute to the stone soup if those |||
contributions are not critical to your competitive edge. / | \

481. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 16:42:06 UTC
From: Bill Bertram <ADSR6581_removethis_@aol.com>
Message-ID: <bujlov$ie4ri$1@ID-155772.news.uni-berlin.de>
Source record: 21413

"JEDIDIAH" <jedi@nomad.mishnet> wrote in message
news:400d596c_6@news.athenanews.com...
> On 2004-01-20, Alberto Panno-Peano <moltotarl@yahoo.com.mx> wrote:
> > This is true.It looks 100% the same as the C64 and it probably is one.
>
> Actually, an ST looks much more like an Amiga than a Commode-door.

It was made by Commode-door engineers, but they had to drop two letters,
because Atari ShiT didn't give the right impression...

482. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 17:07:05 UTC
From: exxos <chris@home.co.uk>
Message-ID: <400d6036$0$23461$cc9e4d1f@news.dial.pipex.com>
Source record: 21414

Hi Rodolphe,

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:400d0353$0$22314$626a54ce@news.free.fr...
> I assume you are Chris Sw..... ?

Yes,

>
> Hello,
>
> I see you are in UK, correct ?

yes,

>
> It seems I sent you the CT60 not a long time ago...maybe 2 or 3 months...
> ABE & SDR chips are the lastest version...? hum not sure !

It says 5K and 5D on the CT60..

> Did you do an update with a cable (if you get one sure) ?

no, I did get a small ribbon cable though not excactly sure what it is for.

> If not, please send me your CT60 !!
> I will change SDR 5D to 5E ! This update is needed for an IPL (INT)
problem
> possible with some 68060.
> I think I shipped your CT60 with the 5D version...so this is a first way
to
> explore !
>
> Second, some 060 don't support the clocking at 66 MHz ! I will do full
tests
> to see that.
>
> Third, when sure about ABE, SDR & 060, the last point to check is the
> motherboard...
>
> OK ???
>
> So, now please send me back the CT60 + 060 + SDRAM.
>
> And we will eliminate the first 2 source of problems...
>
> The ball is at you now !

>
> Keep in mind that all people that asked me help and sent me the products
(CT
> or mb or both) have now a good system.
>
> As you want now ;-)
> UK is not far to ship a board ...
>
>

Ok, I may send the the motherboard and CT60, though can you tell if
replacing R216,R221,R222 wth normal resistors and wireing out L102 would
cause problems ? as I said I lost these parts after the nemesis upgrade (
which I took out a long time ago).

thanks
chris

483. Re: .tar files

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 17:10:13 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <vpcPb.1736$%x4.305265@news.siol.net>
Source record: 21407

SF0218 wrote:

> Hi all,
>
> What do I need to uncompress .tar files?

U need TAR archiver. Usage is "tar.ttp xvf filename". Also there is a shell for TAR, neamed TARIT. Should be reachable on our pages (http://yescrew.atari.org) but server is atm down, since it had some issues. TAR u can get on FTPs (ftp.chapelie.rma.ac.be).. Prpbably u can get TARIT on ftp sites as well...

Janez.

PS. if file is named tar.gz or .tgz, u need to ungzipe it before untaring. If u use MiNT or some unix CLI, just add z to tar comand ("tar zxvf filename")

484. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 18:28:33 UTC
From: JEDIDIAH <jedi@nomad.mishnet>
Message-ID: <400d7351_2@news.athenanews.com>
Source record: 21417

```
On 2004-01-20, Bill Bertram <ADSR6581_removethis_@aol.com> wrote:
>
> "JEDIDIAH" <jedi@nomad.mishnet> wrote in message
> news:400d596c_6@news.athenanews.com...
>> On 2004-01-20, Alberto Panno-Peano <moltotarl@yahoo.com.mx> wrote:
>> > This is true.It looks 100% the same as the C64 and it probably is one.
>>
>> Actually, an ST looks much more like an Amiga than a Commode-door.
>
> It was made by Commode-door engineers, but they had to drop two letters,
> because Atari ShiT didn't give the right impression...

S-ixteen bit data bus
T-hirty two bit registers

--
There's no reason not to contribute to the stone soup if those |||
contributions are not critical to your competitive edge. / | \
```

485. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 18:28:37 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bujobs$f7u$1@news1.nivel5.cl>
Source record: 21416

How old are you ?
i guess 9.

Please, stop the flame.

"Bill Bertram" <ADSR6581_removethis_@aol.com> escribi&#65533; en el mensaje
news:bujlov$ie4ri$1@ID-155772.news.uni-berlin.de...
>
> "JEDIDIAH" <jedi@nomad.mishnet> wrote in message
> news:400d596c_6@news.athenanews.com...
> > On 2004-01-20, Alberto Panno-Peano <moltotarl@yahoo.com.mx> wrote:
> > > This is true.It looks 100% the same as the C64 and it probably is one.
> >
> > Actually, an ST looks much more like an Amiga than a Commode-door.
>
> It was made by Commode-door engineers, but they had to drop two letters,
> because Atari ShiT didn't give the right impression...
>
>

486. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 18:35:56 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <$EjXZsBlSXDAFwUD@btinternet.com>
Source record: 21418

In article <pan.2004.01.18.11.22.33.509672@pandora.be>, Martin Byttebier
<donotusethisaddress@pandora.be> writes
>Every _decent_ newsreader (thus not Outlook and the likes) are able to
>place a signature separator. So please use it.

Outlook can place one, IIRC. At the very least, you can put one in your
signature file.

Outlook may be crap, but it's not quite /that/ crap. The users, OTOH...

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

487. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 18:45:53 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <GU0ZtNC4TXDAFwy8@btinternet.com>
Source record: 21419

In article <1074438350-215154AEicMi@adelphia.net>, Carey Christenson
<falcon060@adelphia.net> writes
> It does not use that much bandwidth that it is a pain
>in the ARSE. Besides that try and tell that to all
>those damn spammers out there that flood peoples inbox
>daily with CRAP.

Nah, but your posts are pretty pointless if all you can do is post with
a signature that exceeds the content.

Look at my sig. I've got loads of computers in there. Want to know more?
Click the links. That way, once you've done it once, you don't need to
read it again.

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

488. Re: ST bus functions

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 19:42:53 UTC
From: exxos <chris@home.co.uk>
Message-ID: <400d84b9$0$23461$cc9e4d1f@news.dial.pipex.com>
Source record: 21420

```
"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:buipnp$j3f$1@pegasus.csx.cam.ac.uk...
>
> "exxos" <chris@home.co.uk> wrote in message
> news:400c38f4$0$10059$cc9e4d1f@news.dial.pipex.com...
> > Hi all,
> >
> > Does anyone know what pins to check for when the CPU is say
> accessing RAM or
> > Video or External devices ?There must be some form of chip enable
> pins or
> > something ?!
> >
>
> You probably wont find a direct connection from the CPU, while its
> possible that modern PC processors have the address decoder built in
> older systems derived the chip enable signal as follows...
>
> Usually the upper address lines are to determine which device (RAM,
> ROM UART) are enabled. These address lines are used as inputs for the
> address decoder.The address decoder chip activates only one several
> outputs at a time as determined by the states of its input lines where
> each output is the chip enable line for different addressable
> device(s) within the computer (RAM, ROM and UART, Video Chip or other
> device depending on the design) thus ensuring that only the relevent
> device is active while being addressed. The remaining address lines
> determining the actual address location within the device.
>
> So look for the address decoder chip, if you can find a circuit
> diagram on line it should not the to hard to find as the enable lines
> for all the addressable device should lead back to it.
>
> hope that helps,
> Stephen Moss
>
>

Things like the shifter have a CS pin which I assume is Chip Select, the MMU
and Shifter have DE which I think would be output enable, the circuit isn't
that clear on pin numbers etc. At a first glance it doesn't look like
address lines are used as chip selects though ive not looked at them much
yet, I guess its time for some track current and a flylead and start
shorting pins out to see what does what ;-) no doubt will all lead to bombs
:P
```

Chris

489. Re: I give up

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 20:01:49 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <zQfPb.7772$YV1.5445@newsfep4-winn.server.ntli.net>
Source record: 21426

Hello.

"Nice Bloke" <love@bliss.co.uk> wrote in message
news:400d8b28@news.greennet.net...

> what will you pay for one with full memory 3gig hard drive and Nemisis??

Isn't Nemesis a ride at a theme park?

I want a clean standard one, thanks.

490. Re: Falcon Help

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 20:19:35 UTC
From: John Smith <john.smith@microsoft.com>
Message-ID: <buk2h4$me9$1@bagan.srce.hr>
Source record: 21429

Well, be sure SCSI cahin is properly connected and terminated with no ID clashes.
Then get a suitable driver (SCSITools, ICDTools, AHDI, HDD driver) and then format and partition the disk. Be sure not to make bootable partition (C:) not larger than 32 Mb.
2.5" IDE disk fits nicely into Falcon, too. Procedure is similar.

:)

"SF0218" <sf0218@aol.com> wrote in message news:20040119113143.13223.00000277@mb-m20.aol.com...
> Hi All,
>
> It's me again and I do apologize. It's amazing how much one can forget about a
> particular subject!!
>
> Folks, I need to redo my hard drive. It's a scsi. What do I do.
> 'Nother question, how difficult would it be to change over from the scsi to an
> ide drive?
>
> Thanks!!
>
> Sam F.
> Seattle Seahawks Nut
> and Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.

491. Re: winrec Pro

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 20:20:53 UTC
From: John Smith <john.smith@microsoft.com>
Message-ID: <buk2jiker1@bagan.srce.hr>
Source record: 21431

Well, I'm using one free pro copy I found on some Falcon CD from Whitelie
series I think...
It is nice but crashes sometimes. Usable, though.

"Mark" <fried.man@sympatico.ca> wrote in message
news:2b61dc2b.0401191135.4a83f5be@posting.google.com...
> Does anyone know the status of WinRec Pro, the D2D recording program?
> Is it still available?
> Thanks, Mark

492. Re: Mint Advice

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 20:27:08 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnc0r2g4.bt8.atari@core.preferuje.luzik.pl>
Source record: 21430

On Mon, 19 Jan 2004 11:50:04 +0100, Dennis Vermeire <dennis.vermeire@gmx.net> had a noticeable pleasure while writting:
> Take the Mozilla browser for example, the
> latest versions are just as bloated as Openoffice, but what about for
> example version 4.xx or even 3.xx? These should run quite nicely on Hades,
> Milan and expanded Falcons... and compared to what's available right now on
> this platform, a port like that would really mean "moving forward" for a lot
> of people. They've been ported for Mac 68xxx based computers, so I presume
> that some of the hard work involved is already done?

1. Source code of earlier Mozilla versions is not avialible.

2. You do not know some basic facts about Mozilla, let me explain:

Mozilla is a project that aims to create some software. One of main products of that project is Gecko - a page rendering engine.

There are at least few projects that use Gecko. There is Mozilla Browser - it uses Gecko. There is Mozilla Firebird (a liteweight browser) that alsu uses Gecko, there is Galeon (webbrowser for Gnome) that also uses Gecko.

Gecko is very powerfull. In fact Gecko port for out platform would be a bliss, GEM interface to it could be done quite easily, but porting of it is not an easy task.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

493. Re: I give up

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 21:55:37 UTC
From: Nice Bloke <love@bliss.co.uk>
Message-ID: <400dcfef@news.greennet.net>
Source record: 21434

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:zQfPb.7772$YV1.5445@newsfep4-winn.server.ntli.net...
> Hello.
>
> "Nice Bloke" <love@bliss.co.uk> wrote in message
> news:400d8b28@news.greennet.net...
>
> > what will you pay for one with full memory 3gig hard drive and Nemisis??
>
> Isn't Nemesis a ride at a theme park?
>
> I want a clean standard one, thanks.
>
>
>
ok anyone else before I drop kick it over my garden wall?

494. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 22:19:23 UTC
From: "Dave T." <417ci-ohc-v8@Perth.com.au>
Message-ID: <400da95a$0$1746$5a62ac22@freenews.iinet.net.au>
Source record: 21435

your aware that at one stage commodore and Atari were owned by the same man at the same time. before he sold off Atari to JTS and then let commodore crash and burn. nevertheless, he;s retired living in a multimillion dollar coastal villa now anyway.

"Alberto Panno-Peano" <moltotarl@yahoo.com.mx> wrote in message news:a5a4ac7a.0401200143.74852e7e@posting.google.com...
> This is true.It looks 100% the same as the C64 and it probably is one.

495. Re: ST bus functions

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 22:46:32 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <400dafc9$0$7143$626a54ce@news.free.fr>
Source record: 21436

What do you need ??

Videl registers are selected by a CS from COMBEL.

You speak about Falcon or ST ??

"exxos" <chris@home.co.uk> a ï¿½crit dans le message de news:
400c38f4$0$10059$cc9e4d1f@news.dial.pipex.com...
> Hi all,
>
> Does anyone know what pins to check for when the CPU is say accessing RAM
or
> Video or External devices ?There must be some form of chip enable pins or
> something ?!
>
> Cheers,
> Chris
>
>

496. Re: Mint Advice

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 22:48:36 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <NmhPb.1753$%x4.308294@news.siol.net>
Source record: 21432

Dennis Vermeire wrote:

> Nice reasoning... :-)

Welll i try my best....

> And yep *I know* that there's a flaw in my reasoning as
> well, MagiC is a commercial OS, so before it would ever be ported over a
> certain number of users must be guaranteed, although if for example only
> 100 people would show an interest in a new clone, then it certainly won't
> appear of course. That's where the advantage of MiNT comes in play, it
> doesn't really matter how many people use a certain system, it'll be
> ported over even if there were only 50 users.

Well yes. Magic relies on developers if they will choose to port it and
do some work to port it. But it still more work as MiNT, which will be
ported if there is one user, if he is enthusiastic enough to compile it, he
he. MiNT is also free, so it will prolly be choosed by hardware designers
as well, for testing reasons and also to develop a working machine with OS
etc... they also can modify sources themselves etc to make it run on new
hardware etc..

> Yes and no... MagiC indeed is a little friendlier on smaller systems, but
> a full blown system garbles up a lot of memory also. When I boot up the TT
> under MagiC some 9Mb disappears - that's rather extreme - I agree, but
> then what's the use of running a multi tasking OS when one constantly have
> to keep an eye on available memory?

Well u can boot Magic with Magxdesk and few essential acc's and cpx-es.
Booting MiNT with Unix and AES/GUI takes a lot more, even if not using a
lot of 3rd party stuff.. XaAES/Teradesk use less as NAES/Thing, but imho
atm they are far from maturity. But they change and improve almost daily,
so maybe some day....Ofcourse i think MiNT with AES and Unix is a way to
go. Without Unix its similar to Magic (except loadable devices, filesystem
drivers like ext2..) so very debatable what to use....

> Also, I know it's human nature --- why do people always try to port over
> the very last (bloated) version?

Little miracle, i actualy agree :)

> Take the Mozilla browser for example, the
> latest versions are just as bloated as Openoffice, but what about for
> example version 4.xx or even 3.xx? These should run quite nicely on Hades,
> Milan and expanded Falcons... and compared to what's available right now
> on this platform, a port like that would really mean "moving forward" for
> a lot of people. They've been ported for Mac 68xxx based computers, so I

> presume that some of the hard work involved is already done?

Hm not really. Porting as we mean is compiling source code and hoping to run on our system :) No, seriously, porting let say knews (nice news reader) means we compile it under mint with gcc. Then u run it, but u need to have Xgem server active, or Xwindows up. Those arent as fast as GEM so even if its totaly usable in ct2, it behave like some GEM app on plain Falcon. To use it as Mac did, application would need to be translated, which means that apart from compiling, we need to replace every Xwindows GUI function, let say to open window, to GEM/AES functions... thats quite a lot of work.

Better choice is as Adam already said to port only Gecko, which is rendering engine for HTML code, and add GEM GUI on top of it.. That would be faster, more to our taste and also allows cut/copy, drag'n'drop etc services will work flawlessly... Lack of those with Xapps in GEM (via Xgem) is imho a problem. But Mozilla sources are not available...

Janez

497. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 22:49:51 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <400db08c$0$7133$626a54ce@news.free.fr>
Source record: 21437

> > UK is not far to ship a board ...
> >
> >
>
>
> Ok, I may send the the motherboard and CT60, though can you tell if
> replacing R216,R221,R222 wth normal resistors and wireing out L102 would
> cause problems ?

yes...

as I said I lost these parts after the nemesis upgrade (
> which I took out a long time ago).

???? CT60 was shipped to you with smal plastic bag and 3 SMT 33 ohms
resistors inside !!
What did you do with ????
SEE my web site fitting manual with solders...

Thanks !

498. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 23:01:05 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <uyhPb.1755$%x4.308422@news.siol.net>
Source record: 21433

Dennis Vermeire wrote:

> That 5% (mind you it could just as well be 4- or -6%) are simply sloppy
> programmers, the kind that doesn't check if their app runs on the three
> major used OS's. Mind you... I'm talking about Atari apps here, you know,
> the stuff that is created *on* this platform *for* this platform. The so-
> called unix-ports are excluded from this, there's a distinction after all
> between programming and porting right? ;-)

Of course there is difference. I just understand post diferently. But i agree here, big majority of apps, written cleanly and after GEM coding guidelines, will work on all OSes. I wouldnt say most programmers support either MiNT or Magic tho, just OSes are that damn good. And if some tweaking is needed, usualy programmers also made them if needed to make app work on all OSes. Situation in this respect is quite good on Atari, imho...

Janez

P.S lets stop arguing what Magic/MiNT has or havent. In MiNT missing stuff may happn, or may not, on Magic it prolly wont. But if its possible, well add that part of code...

499. Re: I give up

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 23:12:08 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <KYzae8CkTbDAFwzv@btinternet.com>
Source record: 21438

In article <400dcfef@news.greennet.net>, Nice Bloke <love@bliss.co.uk>
writes

>ok anyone else before I drop kick it over my garden wall?

Why would you do that? I know what I'd sell my Falcon for, and I'm sure
most people would prefer one with memory and HD installed ;). If you
hate it that much, stick it on eBay. If it's broken, sell me the memory
and HD :D

Richard

--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

500. Re: I give up

Newsgroup: comp.sys.atari.st
Date: 2004-01-20 23:38:31 UTC
From: Nice Bloke <love@bliss.co.uk>
Message-ID: <400de751@news.greennet.net>
Source record: 21439

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:KYzae8CkTbDAFwzv@btinternet.com...
> In article <400dcfef@news.greennet.net>, Nice Bloke <love@bliss.co.uk>
> writes
>
> >ok anyone else before I drop kick it over my garden wall?
>
> Why would you do that? I know what I'd sell my Falcon for, and I'm sure
> most people would prefer one with memory and HD installed ;). If you
> hate it that much, stick it on eBay. If it's broken, sell me the memory
> and HD :D
>
> Richard

Not broken just outlived /moved on!!, and gathering dust , but unwilling to post/ maybe kill, as wanted by most eBayers, I live in Lancashire and will sell to someone willing to collect.
Cheers

501. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 00:12:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401201608250.23173-100000@onyx.spiritone.com>
Source record: 21440
Cross-posted to: comp.sys.atari.st,or.forsale,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

502. Re: HDDriver/File Copy: Update

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 01:29:07 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <DBkPb.729$1f.711302@monger.newsread.com>
Source record: 21441

On 20 Jan 2004 08:20:44 , Uwe Seimet wrote:
>John Garone wrote:
>
>> On a similer note, I mentioned that Doom would crash upon loading if
>> HHDriver was installed but not if ICD was used to boot. Doom works now with
>> HDDriver 7.61 so again I assume it's the same bus problem!
>
>Maybe yes, but it is simply impossible to make diagnostics by email or
>newsgroups. Doom might simply do something illegal when using the BIOS
>calls for reading writing sectors. Or it might fiddle with the DMA/SCSI
>interrupts for some reason. HDDRIVER 8 uses interrupts unused by
>HDDRIVER 7, again in order to be compliant with the SCSI standard.

again, thanks for the explaination

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

P.S.
To Reply by E-mail, please remove -NOT- from my address!

503. Re: HDDriver/File Copy: Update

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 01:36:12 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <gIkPb.731$1f.712074@monger.newsread.com>
Source record: 21442

```
On 20 Jan 2004 08:20:44 , Uwe Seimet wrote:
>John Garone wrote:
>
>> On a similer note, I mentioned that Doom would crash upon loading if
>> HHDriver was installed but not if ICD was used to boot. Doom works now with
>> HDDriver 7.61 so again I assume it's the same bus problem!
>
>Maybe yes, but it is simply impossible to make diagnostics by email or
>newsgroups. Doom might simply do something illegal when using the BIOS
>calls for reading writing sectors. Or it might fiddle with the DMA/SCSI
>interrupts for some reason. HDDRIVER 8 uses interrupts unused by
>HDDRIVER 7, again in order to be compliant with the SCSI standard.

sorry if this posts twice,
Thanks for the explaination

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!
```

504. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 01:58:17 UTC
From: LS <me@email.net>
Message-ID: <Z0lPb.109375$8H.235668@attbi_s03>
Source record: 21443

"Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message news:bujivs$mq6$2@reader11.wxs.nl...
> Clockmeister wrote:
> Saleswise, the Amiga didn't blow the Atari off the planet at all. And
> this was probably due to it's crappy slow OS and of course MIDI helped
> Atari a lot.
>

Aghhh, you beat me to it. The machine was nice hardware wise, but the OS was horrible and unusable at best.

Lannie

505. Re: How to get a CT60 running MiNT and other questions.

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 06:07:21 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0401202207.2fe075eb@posting.google.com>
Source record: 21444

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:<3ffe8c50$0$17139$626a54ce@news.free.fr>...

> > Happy new year to everyone! Although the CT60 isn't quite stable yet
> > (I get far fewer crashes now, but the darn thing reboots on me
> > occasionally and I can't figure out why), I'm looking forward to my
> > 66Mhz computer with 256Mb of RAM and a 3.1Gb hard drive.
>
> To be stable, you have to be sure that you have no bad software running.
> Try to boot with TOS please and the minimum config from CT60 package (CPX)
> and a NVDI 5.
> If you have no more crash running software from this config, I can assure
> you that your problems are coming from your alternative OS installations.
> At 66 MHz, there is no reasons that a CT60 is not stable !
> I'm sure of that ! The only problem may be a 060 not accepting overclock at
> 66 ! It is very rare but possible.
>
I can now say with confidence that the Falcon is entirely stable in
030 mode. With just XControl (patched) and NVDI 5.03 the system
regularly crashes. I don't have a great idea of what's doing it yet
-- for instance, using the colors CPX to change color #1 (default =
white) will usually crash it in 256 color mode, but not in 16 color
mode. I haven't tried disabling all but the CT60Conf CPX yet, so
that's next to try.

Galen

506. Atari MIDI Computer...

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 06:28:41 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <w_oPb.45141$XD5.21255@fed1read06>
Source record: 21445

MIDI was the one area in which the Atari ST was truly successful and I believe is really the *ONLY* area Atari can succeed in again!

What I envision is an all-in-one, integrated MIDI computer, in a laptop form factor. Plug it in and turn it on! It's ready to go in seconds! Plug in a USB keyboard/controller or a standard MIDI keyboard/controller... No extra software to buy. Bump it, swing it... no hard drive to worry about crashing. Near instantaneous boot up. Responsive UI. Rugged chassis. Musical nature. And... made by Atari!

If anyone considers this idea a worthwhile topic of discussion, please reply here.

Luposian

507. Re: Atari MIDI Computer...

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 06:57:10 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <HnpPb.30026$2L6.21615@bignews6.bellsouth.net>
Source record: 21487

"Luposian" <luposian@lycos.com> wrote in message
news:w_oPb.45141$XD5.21255@fed1read06...
> MIDI was the one area in which the Atari ST was truly successful and I
> believe is really the *ONLY* area Atari can succeed in again!
>
> What I envision is an all-in-one, integrated MIDI computer, in a laptop form
> factor. Plug it in and turn it on! It's ready to go in seconds! Plug in a
> USB keyboard/controller or a standard MIDI keyboard/controller... No extra
> software to buy. Bump it, swing it... no hard drive to worry about
> crashing. Near instantaneous boot up. Responsive UI. Rugged chassis.
> Musical nature. And... made by Atari!
>
> If anyone considers this idea a worthwhile topic of discussion, please reply
> here.

While they're at it....
They should make a totally wireless (not counting the AC source) mixing console,
snake head, and amplification system that'll fit in something about the size of
a foot locker while sounding really wonderful and powerful ;)

Okay, even if they do a step inbetween that multiplexes over coax or fiber
instead of those gawd awful 400 lbd analouge snakes with the 65 lbd steel reel
to keep it sorta organized.

This is so doable, yet all the pro audio companies keep cranking out heavy,
bulky, power hungry stuff that's mostly plywood, steel, and WIRE.
Grrrrrrrrrrrrrr........takes a bloody 5 ton truck to get to the gig!

Brian

508. Re: ST bus functions

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 06:57:31 UTC
From: exxos <chris@home.co.uk>
Message-ID: <400e22d6$0$28128$cc9e4d1f@news.dial.pipex.com>
Source record: 21446

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:400dafc9$0$7143$626a54ce@news.free.fr...
> What do you need ??
>
> Videl registers are selected by a CS from COMBEL.
>
> You speak about Falcon or ST ??
>
>

I'm talking about the ST, I'm trying to understand how the CPU decides or
knows what device to select such as shifer, ram, floppy, etc.

chris

>
> "exxos" <chris@home.co.uk> a crit dans le message de news:
> 400c38f4$0$10059$cc9e4d1f@news.dial.pipex.com...
> > Hi all,
> >
> > Does anyone know what pins to check for when the CPU is say accessing
RAM
> or
> > Video or External devices ?There must be some form of chip enable pins
or
> > something ?!
> >
> > Cheers,
> > Chris
> >
> >
>

509. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 07:00:12 UTC
From: exxos <chris@home.co.uk>
Message-ID: <400e2376$0$28126$cc9e4d1f@news.dial.pipex.com>
Source record: 21447

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:400db08c$0$7133$626a54ce@news.free.fr...
> > > UK is not far to ship a board ...
> > >
> > >
> >
> >
> > Ok, I may send the the motherboard and CT60, though can you tell if
> > replacing R216,R221,R222 wth normal resistors and wireing out L102 would
> > cause problems ?
>
> yes...
>
> as I said I lost these parts after the nemesis upgrade (
> > which I took out a long time ago).
>
> ???? CT60 was shipped to you with smal plastic bag and 3 SMT 33 ohms
> resistors inside !!
> What did you do with ????
> SEE my web site fitting manual with solders...
>
> Thanks !
>

I have the bag, I have no opened it, there is a cable and 1 normal 1/4 watt
resistor.

chris

>

510. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 07:10:39 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0401202310.3868c2ad@posting.google.com>
Source record: 21448

Carey,

I agree that your over 20 line signature is excessive and in fact interferes with some of the searches I've done. A search for "CT60" for instance, will bring up every post you've ever made on any topic since it is in your signature line.

I am quite interested in your Atari equipment, since I have quite a bit of similar stuff, and knowing what you have working together is of interest to me. However, it would be helpful to me personally if you would minimize your signature file. A link to a website detailing your equipment would be most welcomed.

I hope you do not take offense to this post, for it is intended to suggest, not insult.

Galen

511. Re: Falcon Help

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 07:17:56 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0401202317.771db286@posting.google.com>
Source record: 21449

"John Smith" <john.smith@microsoft.com> wrote in message
news:<buk2h4$me9$1@bagan.srce.hr>...
> Well, be sure SCSI cahin is properly connected and terminated with no ID
> clashes.
> Then get a suitable driver (SCSITools, ICDTools, AHDI, HDD driver) and then
> format and partition the disk. Be sure not to make bootable partition (C:)
> not larger than 32 Mb.
> 2.5" IDE disk fits nicely into Falcon, too. Procedure is similar.
>
Switching to an IDE drive proved relatively painless for me. I'm
using a 2.5" 3.2Gb. Note that 1Gb partitions are a natural limit of
TOS 4. Also note that you may have to fabricate or purchase a
mounting bracket if you don't have one inside already.

SCSI should be just as easy if you already have a working SCSI chain.
Just swap drives and keep the ID number the same.

Unfortunately, there are both IDE and SCSI drives that for weird
reasons won't work on a Falcon. I don't know if anyone has an up to
date list.

One more thing. There is no requirement that the bootable
partition(s) be limited in size using HDDriver. I do not know if this
is true for other boot loaders.

Galen

512. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 07:34:43 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <400e2aa0$0$26117$afc38c87@news.optusnet.com.au>
Source record: 21450

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:1074338352-47435AEicMi@gmx.net...
> From: "Mark Bedingfield" <atari030@nospampleaseoptusnet.com.au>
> Date: Thu, 15 Jan 2004 20:26:44 +1100
>
> >In other words, Magic is a dead duck. Oh well. Mint was always good:-),
>
> It's dead allright, just as dead as your TT and Falcon. Everything related
> to Atari is dead... it died some 9 years ago. We all pretend that the
flame
> is still burning, but let's face it, it doesn't even flicker anymore ;-)

Hmmm both Falcons, all 5 ST's, all 5 8-bits, Jaguar, Lynx, Portfolio, 2600 and my MegaSTE boot fine, and I am picking up a TT this weekend. Can't wait, the excitement is killing me. Can't be that dead.

> >better get the latest version of Xaaes and Terra Desk.
>
> Yes, especially Terra Desk, that's really an improvement... if this is an
> example of moving forward I rather stay behind and play with "dead" stuff.
> But then I shouldn't knock it, should I? It's free and "open", and that's
> the holy word in here lately...

For some, I bought NVDI 5 recently and love it, I have also bought as much stuff as I can get here in Melbourne. Even got some stuff from16/32 sent from the UK, cost a packet adter the exchange rate. But I love the anticipation. I will load the latest Terradesk soon to check out.

Mark

513. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 07:34:56 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0401202334.13e04455@posting.google.com>
Source record: 21451

"Clockmeister" <no-one@nowhere.com> wrote in message
news:<400891b2$0$4261$c30e37c6@lon-reader.news.telstra.net>...
> Just lurking and it seems that this CT60 is a rather expensive hack that
> doesn't seem to work very well, or is it just me who seems to think this?

I think the CT60 is pushing the limits of what the Falcon can do. I
also am convinced of Rodolphe's ability as a hardware designer.

My CT60 does not yet work reliably, and I've posted a bit here trying
to pin down the problem. The truth is, troubleshooting is rather
frustrating, but I strongly suspect the problem is not with the board.
There's much more to check before I send the board back to be checked
by Rodolphe and even more to do before I give up, so until I get it
working you will see these posts that indicate all is not well.

There's clearly something wrong with my CT60 - Falcon setup though.

Galen

514. Re: *Ping* Barrie at keychange

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 08:15:52 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <opr1388qkpmj6qhx@news.ntua.gr>
Source record: 21452

On Fri, 16 Jan 2004 17:06:12 -0000, Barrie at Keychange
<barrie@keychange.co.uk> wrote:

>
> I replied on 08.01.04, repeated today.
>
> Barrie.
>
>

Damn! I still haven't recieved any mail from you. Could sou send it again
to gnakos (at) yahoo.com??

TIA

--

George Nakos AKA GGN/KUA software productions - Atari or buST!

Real programmers disdain structured programming. oΩ½Structured programming is
for compulsive neurotics who were prematurely toilet- trained. oΩ½They wear
neckties and carefully line up pencils on otherwise clear desks.

To send mail, remove the ROCKS from the address shown.
That's g g n a t a t a r i d o t o r g

515. Re: *Ping* Barrie at keychange

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 08:33:15 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <opr1391p0rmj6qhx@news.ntua.gr>
Source record: 21453

On Wed, 21 Jan 2004 10:15:52 +0200, George Nakos <ggn@atariROCKS.org>
wrote:

Damn Yahoo mail put your mail into spam folder! Sorry! Ignore previous
post!!!

--

George Nakos AKA GGN/KUA software productions - Atari or buST!

Real programmers disdain structured programming. oΩ½Structured programming is
for compulsive neurotics who were prematurely toilet- trained. oΩ½They wear
neckties and carefully line up pencils on otherwise clear desks.

To send mail, remove the ROCKS from the address shown.
That's g g n a t a t a r i d o t o r g

516. Re: ST bus functions

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 08:43:52 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnc0sdlh.cs6.atari@core.preferuje.luzik.pl>
Source record: 21454

On Wed, 21 Jan 2004 06:57:31 -0000, exxos <chris@home.co.uk> had a noticeable pleasure while writting:
> I'm talking about the ST, I'm trying to understand how the CPU decides or
> knows what device to select such as shifer, ram, floppy, etc.

I think CPU has nothing to do with selecting devices, MMU&Glue handle it IIRC.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

517. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 09:59:49 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <g1YAlKKJ0kDAFwlO@btinternet.com>
Source record: 21455

In article <400d4a44$0$4262$c30e37c6@lon-reader.news.telstra.net>,
Clockmeister <no-one@nowhere.com> writes
>You should have got an Amiga... it had a wow factor that the ST sadly did
>not have.

Wow! This thing flies /so/ much better than my ST! Must be the external
power supply saving weight, and the low-profile design!

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

518. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 10:08:22 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <g1SAF4Kh4kDAFwlo@btinternet.com>
Source record: 21456

In article <400d42ce$0$4260$c30e37c6@lon-reader.news.telstra.net>,
Clockmeister <no-one@nowhere.com> writes
>
>The Amiga blew the ST off the planet, superior technology again plus it was
>applied intelligently.

My Amiga crashed all the time.

>Anyway SID vs YM... SID is a clear winner.

True.

Anyway, why not stack this up.

Amiga 1000
Atari 520 ST

Amiga 500
Atari 520STFM

Amiga 2000
Atari MegaST/2/4

Amiga CDTV

Amiga 600
Atari 520STE/1040STE (though, the STE predated the 600, and should be
compared to 500plus)

Amiga 3000
Atari TT

Amiga 1200
Atari Falcon

Amiga 4000

Amiga CD32
Atari Jaguar?

How did the lines evolve? Atari kept dropping good ideas, like the
Falcon Microbox, but they still sold plenty of machines. What's an A1200
worth now, ï¿½15 or something? Falcons go for ï¿½250 or more. Not only that,
but an A1200 is still a fairly pointless device to have in stock form,
whereas a Falcon is useful for music applications right out of the box.

The STE may not quite kick Amiga arse, but it was a worthwhile update, used SIMMs for expansion, and is very compatible with previous models.

The Amiga has no real comparison to the MegaSTE. Maybe an ECS A2000.

The Atari TT lacked the graphics of the A3000, but it had the stability the A3000 lacked.

All of the Ataris are useful for music as stock machines. Amigas are pretty useless except for games without any additional hardware.

Not that Amigas suck. It's just a case of different machines for different purposes. If you want to do serious stuff, get a Mac - that's what I did, I replaced my 1040STFM with a Mac IIx in 1989 :P

(And an Archimedes A3000, but we can't be right all of the time).

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

519. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 10:14:04 UTC
From: Speeder <almostelvis@hotmail.com>
Message-ID: <buljdc$7g$1@sparta.btinternet.com>
Source record: 21457

Ah yes, I did own an Amiga and it was great. Worth it for 'Civilization'
alone.

Speeder.

"Clockmeister" <no-one@nowhere.com> wrote in message
news:400d4a44$0$4262$c30e37c6@lon-reader.news.telstra.net...
>
> "Speeder" <almostelvis@hotmail.com> wrote in message
> news:bujegheha1@titan.btinternet.com...
> > My God!!! I've just done some research and it seems that you are
right...
> > Both ST and C64 have a CPU, RAM , ROM, Sound chip, keyboard, both are
made
> > of plastic - the list of similarities is endless!!!
> >
> > Incidentally, I loved my C64, it was a great machine at the time. I
really
> > liked my Atari ST but although it was a better machine it didn't have
the
> > same *magic* somehow.
> >
>
> You should have got an Amiga... it had a wow factor that the ST sadly did
> not have.
>
>

520. Re: I give up

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 11:14:44 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <z9tPb.7711$JL4.61845@newsfep4-glfd.server.ntli.net>
Source record: 21458

Hello.

"Nice Bloke" <love@bliss.co.uk> wrote in message
news:400dcfef@news.greennet.net...

My message to you is bouncing, please ring.

www.keychange.co.uk

521. Re: I give up

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 12:30:29 UTC
From: Nice Bloke <love@bliss.co.uk>
Message-ID: <400e9dd4@news.greennet.net>
Source record: 21463

"Bruce" <No-Spam@Ivn.cl> wrote in message
news:bulp9p$9u$1@news1.nivel5.cl...
> How much ?

make an offer, but remember pick up in lancashire uk only

522. Re: I give up

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 12:56:52 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bulp9p$9u$1@news1.nivel5.cl>
Source record: 21459

```
How much ?
```

"Nice Bloke" <love@bliss.co.uk> escribi&#65533; en el mensaje
news:400de751@news.greennet.net...
>
> "Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
> news:KYzae8CkTbDAFwzv@btinternet.com...
> > In article <400dcfef@news.greennet.net>, Nice Bloke <love@bliss.co.uk>
> > writes
> >
> > >ok anyone else before I drop kick it over my garden wall?
> >
> > Why would you do that? I know what I'd sell my Falcon for, and I'm sure
> > most people would prefer one with memory and HD installed ;). If you
> > hate it that much, stick it on eBay. If it's broken, sell me the memory
> > and HD :D
> >
> > Richard
>
> Not broken just outlived /moved on!!, and gathering dust , but unwilling
to
> post/ maybe kill, as wanted by most eBayers, I live in Lancashire and will
> sell to someone willing to collect.
> Cheers
>
>
>

523. Re: I give up

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 13:23:24 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <aG2+JhJy0nDAFwQf@btinternet.com>
Source record: 21464

```
In article <400e9dd4@news.greennet.net>, Nice Bloke <love@bliss.co.uk>
writes
>
>"Bruce" <No-Spam@Ivn.cl> wrote in message
>news:bulp9p$9u$1@news1.nivel5.cl...
>> How much ?
>
>make an offer, but remember pick up in lancashire uk only

I bet a million people have tried to email you about it. I know I have,
Lancashire is a reasonable drive for me.

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4- ) )-,_. ,\ ( `'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'\_)Morticia
```

524. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 13:29:12 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <lguPb.1784$%x4.311078@news.siol.net>
Source record: 21460

lp wrote:

> Sometimes coding is required to make the port work. So it's not so
> distinct all the time. ;-)

Sure it is not. Actualy that is not necesarilly a bad thing. After all Magic, MiNT, TOS, Geneva or XXX should be different, or it would be damn boring... MiNT lacks some of Magic features, Magic lack some of MiNT/AES things... But those things realy dont affect us much. Try DOS/Windoze/OS2 apps and we all know how portable they are, or just MacOS7--8-9-X apps. Even on preX OSes, which is unix based and has excuse for portability probs, things were worse as on Atari with DIFFERENT OSes. Truth is, Magic did differentiate from AES, which is not a good thing, but so it is, it wont change, so it up to us to overcome that, with wdialog/ndialog type of stuff, or internal code. Still those are really tiny probs, compared to stuff on other machines with only OS upgrade. It is a bit silly that we hate each other if magic cant use toolbars, or N.AES display icons in wrong color... Imho

Regards Janez

525. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 13:39:32 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <2quPb.1787$%x4.311130@news.siol.net>
Source record: 21461

>> You should have got an Amiga... it had a wow factor that the ST sadly did
>> not have.

Well i have bought Amiga as well, so i could enjoy iy as well, altough im Atari fan. And 1200 i got realy had a WOW factor. WOW this OS is so fucking slow. Nice demo/gaming hardware, some nice solutions, but OS basicaly useless. Amiga is machine with the MOST accelerators created, and thats not because machine is fast, thats because machine is slow. Ataris with 1 or 4mb, falcons or ST are to this day still used in studios, and they are unmodified. And many of those studios are big ones... They are used less and less novadays, but it needed 15 and machines to exceed 1ghz to start replacing them... Demo scener may not say wow, lame one, others will cheerish good product on any machine, being ST or Amiga or VIC20! Midi user will say WOW to ST... There is no bad and better machines, its all in heads, and many seems to be quite empty here.

Janez

526. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 13:40:49 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <eruPb.1788$%x4.311130@news.siol.net>
Source record: 21462

Speeder wrote:

> Ah yes, I did own an Amiga and it was great. Worth it for 'Civilization'
> alone.

Hehe :) yeah i know the feeling :) Same for me with Starglider on ST :)

Janez

527. Re: I give up

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 14:34:39 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bulv1a$1mg$1@news1.nivel5.cl>
Source record: 21465

Ahps
You dont want to send it (airmaiL) ?
:o(

Anyways.. dont know how much does a machine like that id worth

"Nice Bloke" <love@bliss.co.uk> escribi&#65533; en el mensaje
news:400e9dd4@news.greennet.net...
>
> "Bruce" <No-Spam@Ivn.cl> wrote in message
> news:bulp9p$9u$1@news1.nivel5.cl...
> > How much ?
>
> make an offer, but remember pick up in lancashire uk only
>
>

528. Re: Mint Advice

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 15:32:50 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1074703618-101699AEicMi@gmx.net>
Source record: 21469

From: Adam Klobukowski <atari@gabo.pl>
Date: Tue, 20 Jan 2004 12:52:58 +0000 (UTC)

Hi Adam,

>>?? Magic is still commercially available! Mint, is available in many
>>bastardised versions, "maintained" by a bunch of old scroats who use it
>>to operate the robotics on their bath chairs.
>
>I'm 23 today, am I old?

Adam, age is relative... (see below), you call something which is hardly a
couple of years old, old, so yes 23 is old <fat grin>.

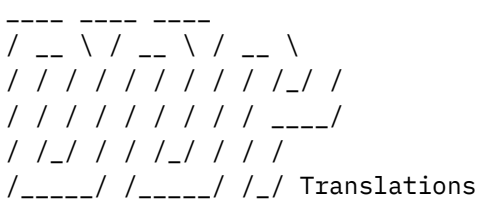
>MintOS (old, outdated)
>
>KGMD (old, outdated)
>
>KEMD (old, outdated, it is in fact KGMD, translated into english snd
>slightly updated)
>
>Debian-MiNT (old outdated, interesting effort by NoCrew_
>
>SpareMiNT (mantained, but not easy to install)
>
>EasyMiNT (mantained, in fat it is SpareMINT with some extras that make it
>much easier to install).

You've overlooked one, but then it's a version where no one can be proud
of, in fact it's best not mentioned at all: MacMiNT, Janez will probably
come forward now and correct me, but this is the biggest crap you've ever
seen, the guy that ported it must have been very sick that day.
The problem with internet is that crap like this is available for download
as long as its hosted somwhere, this version doesn't do any justice at all
to MiNT, it should be removed and trashed.

>If you are a newbie, stick to EasyMiNT.
>
>Steve, please stop this false propaganda.

Euh... from where I am sitting, it looks like Steve is *replying* to false
propaganda. Nothing really ever changes in here... someone feels the need
to declare MagiC and all its users dead, and then these "living dead" of
course come forward... and before you know it we have a new OS-War on our
hands, and it usally ends with MiNT-users feeling abused.

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

529. Re: Mint Advice

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 15:33:14 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1074703614-101059AEicMi@gmx.net>
Source record: 21468

From: Adam Klobukowski <atari@gabo.pl>
Date: Tue, 20 Jan 2004 12:43:39 +0000 (UTC)

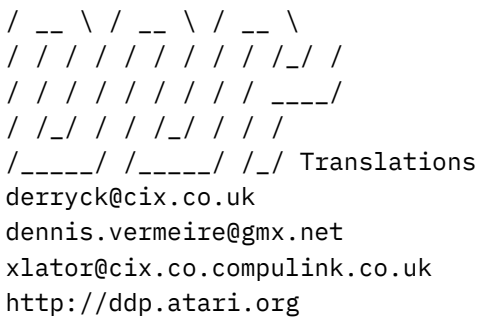
Hi Adam,

>1. Noone never called MagicNet a hack. In fact lots of people were really
>amazed by this.

Small correction, last summer a dedicated GFA basic programmer referred
not once, not twice but several times to MagiCNet as a "third party hack"
here. And since that programmer happens to be an authority on everything
related to MagiC and networking, I assume it's true.

>2. MiNTNet is just a kernel module for FreeMiNT. It is a module becose
>not everone needs it, and the philosophy behind it is: do not waste
>memory if not needed. So if you do not need it you can save those few kbs
>of memory.

That's what I said; without it MiNT has the same networking abilities as
TOS and MagiC => none.

Cheers from Belgium
Dennis
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

530. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 16:03:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1074703608-99651AEicMi@gmx.net>
Source record: 21467

From: Mark D <mducksub@nossspamXXatari-source.com>
Date: Sun, 18 Jan 2004 03:46:53 -0500

>Therefore it IS the future. If free and open fails, it is probably the
>time to decide that our platform is truly dead. Time to put our computers
>in the closet and wait for 20-30 years until they are worth serious money.

If for some reason tomorrow the whole platform would collapse, so what? The
apps we've got are still here. The apps that made this platform what it is.
New software, updates, upgrades & bug fixes are nice and sometimes fun but
do we really need them? What's the difference between i.e. Calamus 2002 and
2003? If Invers would decide to stop supporting this platform, does this
then mean that Calamus all of a sudden is unusable? I think not.
And here's something to get worked up about: Open and free *is* failing on
this platform, in order to be a success the majority of users need to run it,
and that only happens in dreams of some dreamers here. One needs more then an
open OS, one needs software also, and it is in that department that things
don't seem to work out to well...

>I loved your 95% figure that you pulled from your posterior earlier. If I
>had to call it I'd say it's more like 5% of developers develop
>specifically for MagiC,

Read the post I replied to again, the poster wanted to know if MagiC was
still supported, I think that the 95% is spot on. We are not talking about
MagiC-only or MagiC specific support here.

>if even, and more like 95% of developers remaining develop for our
>charming GEM environment, and really care if things run on MagiC AND MiNT
>alike.

Exactly, and that's how it should be in the first place. There's no reason
why a decent programmed app shouldn't run perfectly under both OS's. But in
my experience, most of the programmers I ever had contact with put MagiC
compatibility higher on their priority list.

>In my world, Atari users want to compete with the flexibility and
>power that current pc offerings have. They don't only want nostalgia,

Well that's in your world :-)
In my world however, Atari users don't give a damn about PC's, and they
certainly don't use it for nostalgic reasons either.

>they want functionality on an alternative computing platform and are
>willing to pay for it.

Sorry but I don't agree... look at the facts, they're right there under your nose. If these people who wanted functionality and were willing to pay for it, really ment it, then both the Hades and Milan would both have been selling like hot cakes. The vapourware XTOS machine would have enough pre-orders to warrant at least building a batch of developers boards...
And if you think these figures are extreme, well let's take some more down to earth examples: How many people have a setup with a graphic card? How many people have +14MB machines? etc...
The facts are simple: yes, people want functionality, but they're *not* willing to pay for it (except for a small minority) on this platform. They never were, it's one of the reasons why Atari didn't survive in the first place. Over the years some people have created wonderful and amazing upgrades, they're all gone, leaving the developers behind with a financial horror story.
You realise I hope that there's nothing new under the sun? Back in 1989 one could already buy a 68040 upgrade for a MegaST, ethernet cards have always been for sale, same thing for graphic cards, ram upgrades etc... but at the time when they were developed, no one was interested in these. Don't put your computers in a closet for 30 years - they'll be worth shit - but put all those nice expansions, upgrades and goodies is a safe for 30 years, these will be worth a lot...

>150 people who bought the CT60 can't be completely insane.

No of course not, but what percentage of Falcon users do these 150 people represent? 5%, 10% at most ?

>You don't increase the power of your system 10-fold because you want the
>same features.

Exactly, and its in that department that things stink. I'm a 68060 user for a couple of years now, well, until today, "all" I've got are those same features and of course more power. Do you honestly think that those 150 new 68060 owners will change anything to the situation? 1500 Hades and Milan users weren't enough to change anything to the catch22 situation.

>It requires working against what sometimes seems to be impossible odds.
>But most people left are really up to it... They really really are.

I've spoken my peace last summer... and six months later on, no one has proven me wrong. Stop telling us how capable you all are and up to the job, but PROOF it. Stop dreaming up dreams for other dreamers and face the facts.

>So yeah, maybe teradesk and xaaes are a bit like children in their
>development cycles. They have a lot of growing up to do. But the fact
>remains that they will grow.

Bla bla bla.... I've heard this at least a hundred times before. There's a flaw in your argument.... suppose that tomorrow the code of i.e Timeworks Desktop publisher would be open and free to use, then I suppose you'll come here telling us how great it is and to dump Calamus? Well, that's exactly what you're doing right now with Teradesk... I don't give a toss how and into what it may grow, at this very moment, it's a very poor excuse for a

desktop, certainly compared to Thing and Jinnee.
We've always had excellent desktops on this platform, remember Neodesk and Ease for example? A new comer even if it's free need to be at least every bit as good, right now Thing and Jinnee are the ones to match, and they've both were created by individuals in their spare time as well.
Oh.... and search as much as you like, but I never written one negative comment about xaaes, MiNT deserves a better AES, it will be welcomed by many but who on earth is waiting for teradesk?

>And there will be no more locked up source. No more walls. No more
>developers disappearing or greedily locking their code in a vault for no
>good reason.

But that's not enough.... and you know it. Writing code is not easy, if it was all computer users would write their own code and OS. IMO knowledge and talent plays a big role. And that's what you pay for... most of those greedy developers that left the platform, had more talent and knowledge in their little toe then some of the open source maintainers in their whole body. An yep, I know you don't agree... but then I''m not a dreamer but quite down to earth.

>And you'll be left with not much to say. Maybe you'll mutter some stuff
>under your breath about how it all can't run on 4 megs of ram,

I've got 256Mb in the TT, you'll have to come up with a very special app before you here me mumbling between my teeth.
That 4Mb issue should have been resolved years ago really, Atari officially stopped supporting the ST-line when the Falcon was released. Eleven years later it's still an issue... programmers should have stopped supporting the ST also, it would have been at least an incentive for some people to upgrade to a TT or Falcon and later on perhaps a clone...

>meanwhile current pc's will cross the 2GB barrier for beginning line.

So what? Their bloated OS (Windows and Linux alike) will garble up 1GB easily soon also, PC users will always have memory issues. BTW: this is an Atari group, what all all those braindead and/or brainwashed users on other platforms do or don't do is off topic here and not relevant either.

>Just remember, MiNT isn't perfect and nobody is claiming that it is. But
>man people sure do love to open up presents, they love to download new
>software and they love to see a system evolve before their eyes. It's
>just nice, that's why people will use teradesk even if there are better
>offerings currently.

No... there's a difference between "taking a look at" and actually using an app. No doubt people will look at teradesk from time to time, but I doubt that many people will ditch Thing or Jinnee and actually *use* teradesk.
I'll phrase it differently: at the moment teradesk doesn't do MiNT and/or MagiC any justice, it might one day, but until then like I said, I prefer working with something that is "dead".
Let me phrase that differently also: whenever a new release of Highwire is announced, I download it, take a look at it, and say to myself "nice try".

But that's it, Highwire is not on par (yet) with the standard Atari browser (CAB). And that's how I compare software, I don't give a toss if something is free or commercial, what is important are the features, and IMO as long as an app doesn't match these point by point then there's no point in talking about it either.

>Anyway, I'm so rambling and I have nothing left to say to you.

Right, not to mention that it was completely off topic as well.

>You've lost credibility in my mind a long time ago. Really I'm just bored
>so I'm saying this for the benefit of everyone.

You could just as well have kept your trap shut, you didn't tell us anything new, but then I didn't expect that either... the surprises and nice stuff usally comes from the other corner, the silent one...

> Have a good year

I've stopped counting them....

Cheers from Belgium
Dennis
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

531. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 16:14:08 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1074703620-102355AEicMi@gmx.net>
Source record: 21470

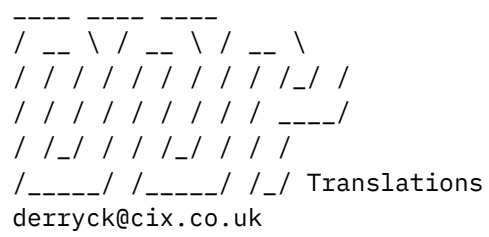
From: Adam Klobukowski <atari@gabo.pl>
Date: Tue, 20 Jan 2004 13:01:12 +0000 (UTC)

Hi Adam,

>General usenet netiquette rule is that signature should not be longer then
>four lines, and should start with "-- " so news programs may cut it
>automagically when responding. Not following this rules may be considered
>"rude".

It's a pity that there aren't any rules about the length of the headers, some posters their headers are larger then Carey his signature... Carey his sig. occupies 23 lines (694 bytes), I've seen some headers here that are far more worser. So before flaming Carey for his large signature, some people would better take a look first to the header their favourite newsreader produces, headers take up bandwidth also....

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

532. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 16:16:10 UTC
From: misha.s@sezampro.yu
Message-ID: <bum8nh$dv6$1@news.eunet.yu>
Source record: 21466

Aranym is great for me !
My second machine is Aranym system runung on AMD (Mandrake 9.1+Aranym+NAES 2.0+Thing)
Aranym is future for all Atarians !!!

Regards Misha !!!

533. Re: How much for a TT shell?

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 16:54:17 UTC
From: kingsmedley@yahoo.com
Message-ID: <7d763a23.0401210854.7f9688d1@posting.google.com>
Source record: 21471

Mark D <mducksub@nossspamXXatari-source.com> wrote in message
news:<pan.2004.01.15.10.04.30.423881@nossspamXXatari-source.com>
>
> You want to butcher an atari case to put pc hardware in it don't you ;-)
> The least you could do is make a fish aquarium out of it!
>

Yes, sort of. I'm building a media PC to handle video recording and do
MP3 playback through my stereo. If the TT could handle the job I'd
gladly use one, and probably spend much less on the project. Part of
me wishes I still had one of my old TT's, but I don't have the heart
to dismember a living TT for this. So I was hoping somebody might have
a dead one and I could just use the case. I'm also considering one of
the SFF cases (since I'm planning to use a mini ITX board) but I'd
rather use an Atari case.

534. Re: Mint Advice

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 17:00:12 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnc0tao2.d8c.atari@core.preferuje.luzik.pl>
Source record: 21472

On Wed, 21 Jan 2004 16:33:14 +0100, Dennis Vermeire <dennis.vermeire@gmx.net> had a noticeable pleasure while writting:
> That's what I said; without it MiNT has the same networking abilities as
> TOS and MagiC => none.

That is not exactly right (esp for 1.16a kernel), but it is hard to explain.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

535. Re: Mint Advice

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 17:06:04 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnc0tb34.d8c.atari@core.preferuje.luzik.pl>
Source record: 21473

On Wed, 21 Jan 2004 16:32:50 +0100, Dennis Vermeire <dennis.vermeire@gmx.net> had a noticeable pleasure while writting:
> You've overlooked one, but then it's a version where no one can be proud
> of, in fact it's best not mentioned at all: MacMiNT, Janez will probably
> come forward now and correct me, but this is the biggest crap you've ever
> seen, the guy that ported it must have been very sick that day.
> The problem with internet is that crap like this is available for download
> as long as its hosted somwhere, this version doesn't do any justice at all
> to MiNT, it should be removed and trashed.

MacMiNT is a diffrent case. When I say: "KEMD, KGMD, MiNTOS, SpareMiNT, EasyMiNT" that are diffrent software distributions based on the same kernel. On the other hand MacMiNT is a fork of a kernel (a diffrent version of kernel).

>>Steve, please stop this false propaganda.
>
> Euh... from where I am sitting, it looks like Steve is *replying* to false
> propaganda. Nothing really ever changes in here... someone feels the need
> to declare MagiC and all its users dead, and then these "living dead" of
> course come forward... and before you know it we have a new OS-War on our
> hands, and it usally ends with MiNT-users feeling abused.

Point one false statement in that thread that has been issued against Magic. I can point at least two agaist MiNT.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

536. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 17:10:57 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnc0tbca.d8c.atari@core.preferuje.luzik.pl>
Source record: 21474

On Wed, 21 Jan 2004 10:08:22 +0000 (UTC), Richard Kilpatrick <richard@dmc12.demon.co.uk>
had a noticeable pleasure while writting:
> Amiga CD32
> Atari Jaguar?

I would not compare CD32 with Jaguar. CD32 is a Amiga1200 with CD in a
custom case, and Jaguar is a uniqe design.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

537. Re: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 18:51:43 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bumhnjftp1@hercules.btinternet.com>
Source record: 21477
Cross-posted to: comp.sys.atari.st,or.forsale,pdx.forsale

Why its...

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0401201608250.23173-100000@onyx.spiritone.com...

> I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
> Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
> New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

I've got 3 of them sitting here. 8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

538. Re: Atari MIDI Computer...

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 19:10:27 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.hccqcrcc@localhost>
Source record: 21478

Luposian wrote:

> keyboard/controller... No extra software to buy. Bump it, swing it..
> . no hard drive to worry about crashing. Near instantaneous boot up.
> Responsive UI. Rugged chassis. Musical nature. And... made by
> Atari!

I have this strange feeling of deja vu.. ;)

/Joakim

539. AtariWorks

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 19:30:55 UTC
From: sf0218@aol.com
Message-ID: <20040121143055.28505.00000577@mb-m01.aol.com>
Source record: 21481

Where can I fine the AtariWorks program? When I bought my falcon, Atariworks
was installed, but no floppies of the software were packed with the computer.
Hardrive got crapped out, had to reformat, bye bye Atariworks.
Anybody got any ideas?

Thanks,
Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

540. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 19:33:22 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <PBzPb.1806$%x4.314045@news.siol.net>
Source record: 21475

Dennis Vermeire wrote:

> It's a pity that there aren't any rules about the length of the headers,
> some
> posters their headers are larger then Carey his signature... Carey his
> sig. occupies 23 lines (694 bytes), I've seen some headers here that are
> far more worser. So before flaming Carey for his large signature, some
> people would better take a look first to the header their favourite
> newsreader produces, headers take up bandwidth also....

But headers are easy to switch off (not bandwith wise, of course) and
virtualy any reader does that. Signatures, however, without delimiter
cant, so headers are not so annoying. Headers also are used for mail/news
transport and tracking them.. Signatures not exactly as important......

Janez

541. Re: Mint Advice

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 19:49:00 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <tQzPb.1809$%x4.314186@news.siol.net>
Source record: 21476

> You've overlooked one, but then it's a version where no one can be proud
> of, in fact it's best not mentioned at all: MacMiNT, Janez will probably
> come forward now and correct me, but this is the biggest crap you've ever
> seen, the guy that ported it must have been very sick that day.
> The problem with internet is that crap like this is available for download
> as long as its hosted somwhere, this version doesn't do any justice at all
> to MiNT, it should be removed and trashed.

Nothing to correct here about MacMiNT. It was try to port MiNT to Mac, was left in very early stage and virtualy not usefull. But i do find stupid to drag relicts like that, ported to other platform here.. I had try one of earliest MagicPCs and they werent any good as well, thats for me irelevant. Any programm, decent or not, has some history, but i dont see why thats of any importance... There are 2 major MiNT distributions, and there is one Magic distribution. There are MiNT kernels for 040, 060, Milan bla bla, and Magic patches for those CPUs. So what? More or less previous versions, or patches or distributions make one OS at current time bad or better?

> Euh... from where I am sitting, it looks like Steve is *replying* to false
> propaganda. Nothing really ever changes in here... someone feels the need
> to declare MagiC and all its users dead, and then these "living dead" of
> course come forward... and before you know it we have a new OS-War on our
> hands, and it usally ends with MiNT-users feeling abused.

Well noone had anything against Magic in this thread... and Steve came here with no sense, spit some bad words and curses ppl he dislike, and now we should here kill each other.. personlay i dont give much shit on anything Steve has to say... If u guys want to argue all this again, over such idiotic reason, be my guests...

Ah, about "dead" thingie: i dont give a shit if app is not developed anymore. All purists, crap away thing, or jinee etc, and use Teradesk. It wont happen! But this i dont mean as insult to Teradesk/XaAES developers, and i do believe it will came better and better, and im glad of any effort and new update...

Janez

542. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 19:57:00 UTC
From: exxos <chris@home.co.uk>
Message-ID: <400ed989$0$16729$cc9e4d1f@news.dial.pipex.com>
Source record: 21482

Rodolphe,

I think its working a lot better now, I had 220R resistors not 33R! But I couldn't find 33R so I have used 22R, not much off ? I also replaced the inductor with one off a old STFM board. I have managed to play a MP3 about 5 times so far, before it crashed after just a few seconds. Hopefully this was the cause of the disfunctions, I will test out with more programs now.... maybe finnally I can register ANIplayer *looks at Didier* ;-)

Thanks!

Chris

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:400db08c$0$7133$626a54ce@news.free.fr...
> > > UK is not far to ship a board ...
> > >
> > >
> > >
> > >
> > Ok, I may send the the motherboard and CT60, though can you tell if
> > replacing R216,R221,R222 wth normal resistors and wireing out L102 would
> > cause problems ?
>
> yes...
>
> as I said I lost these parts after the nemesis upgrade (
> > which I took out a long time ago).
>
> ???? CT60 was shipped to you with smal plastic bag and 3 SMT 33 ohms
> resistors inside !!
> What did you do with ????
> SEE my web site fitting manual with solders...
>
> Thanks !
>
>

543. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 20:11:42 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <M9APb.1810$%x4.314298@news.siol.net>
Source record: 21479

> But that's not enough.... and you know it. Writing code is not easy, if it
> was all computer users would write their own code and OS. IMO knowledge
> and talent plays a big role. And that's what you pay for... most of those
> greedy developers that left the platform, had more talent and knowledge in
> their little toe then some of the open source maintainers in their whole
> body. An yep, I know you don't agree... but then I''m not a dreamer but
> quite down to earth.

So what? They left us. I dont give a shit, if someone is as talented and mighty as god himself, if he left the platform. Take Magic for example. Noone question its developers capability and talent, but who benefit last few years from that? Mac users. Users like me, Atari users, are stranded. Period. All this pointless arguing what Magic lacks, bla bla, wont take place if someone would still work on Magic. U may ditch open source maintainers as u wish, fact is they do their job from love to platform, not for money. They also have mouth to feed, fauvorite greedy programers argument, but they still remains on platform doing stuff. And things like MiNT, Ace, Highwire and so on, can be compared to ANY product from comercial scene, talent and hard work wise. And some of us (us, as im not best arround) make worse prods, so what, noone force anyone to use the products, and/or to pay for them... WTF we need then to listen this crap? Who worship those greedy talented developers, should change to MAC/PC where they now spread their talent and support them further, and leave us in peace.. I code purely for my joy and hobby.... and get attacked if im not bonded with commercial restraints. What many ppl dont understand is that so called non talented coders actualy make core of app/etc very well, just not forced to make some nifty GUI arround, since thats commercial requirement to sell stuff... Or demo coders, most talented of all, just realy hooby coders, code out of love to platform and scene, not money, thus even ST scene is strong and prods are awesome... not usefull for comercial users, i agree, but VERY talented!! And on meetings or o net, we dont argue bout crapy stuff, thats mainly and exclusively domain of users...

So guys, get on with spreading Atari feeling, what M$, Tramiels of whoever didnt succed, u will....

Janez

544. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 20:13:31 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <sbAPb.1811$%x4.314298@news.siol.net>
Source record: 21480

> Aranym is future for all Atarians !!!

User running aranym, is not Atarian. I have few emus, so am i Amigian,
Mac"ininan"? Blah.

545. First CT60 bench results!

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 20:17:18 UTC
From: exxos <chris@home.co.uk>
Message-ID: <400ede4b$0$16727$cc9e4d1f@news.dial.pipex.com>
Source record: 21483

Hi all,

After much caos I finallyl get to boot my CT60! here of the results so far
made with nembench......

NemBench v2.1 - precision CPU/FPU profiler.

Integer multiply (16bit) -> 34.133 Mips (~5568%)
Integer divide (16bit) -> 3.029 Mips (~836%)
Linear (stalled) integer -> 66.601 Mips (~836%)
Interleaved (piped) integer -> 132.129 Mips (~1659%)

Float multiply (64bit) -> 22.755 MegaFlops (~8586%)
Float divide (64bit) -> 1.828 MegaFlops (~1056%)
Linear (stalled) float -> 34.133 MegaFlops (~6403%)
Interleaved (piped) float -> 34.133 MegaFlops (~6416%)

16bit read (100% hit) -> 131.578 MByte/sec (~1675%)
16bit write (100% hit) -> 128.205 MByte/sec (~2131%)
32bit read (100% hit) -> 263.157 MByte/sec (~1676%)
32bit write (100% hit) -> 263.157 MByte/sec (~3947%)

Linear 32bit read (ST-Ram) -> 5.247 MByte/sec (~98%)
Linear 32bit write (ST-Ram) -> 6.949 MByte/sec (~107%)
Linear 32bit copy (ST-Ram) -> 3.065 MByte/sec (~94%)

Linear 32bit read (FastRAM) -> 69.350 MByte/sec (~1304%)
Linear 32bit write (FastRAM) -> 68.444 MByte/sec (~1061%)
Linear 32bit copy (FastRAM) -> 27.193 MByte/sec (~842%)

Linear burst copy (ST-Ram) -> 2.944 MByte/sec (~91%)
Linear burst copy (FastRAM) -> 33.608 MByte/sec (~1041%)
Linear burst copy (ST->Fast) -> 4.912 MByte/sec (~152%)
Linear burst copy (Fast->ST) -> 5.917 MByte/sec (~183%)

Looks fast to me!

Has anyone tried running "Lazers and Zombies" ? I can't get it to run under
CT60 mode, I get a register dump on screen ? Rodolphe ?

By the way, I have a copy of Geneva somewhere, does anyonek now if its any
good and more to the point run correct under CT60 ?

Cheers,
Chris

546. Atari users\owners

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 20:53:07 UTC
From: sf0218@aol.com
Message-ID: <20040121155307.28419.00000499@mb-m15.aol.com>
Source record: 21484

Any of you folks live in or around Leesburg Virginia?

Thanks
Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

547. Re: Atari 2004

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 21:06:44 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <400ee9e4.0@entanet>
Source record: 21485

On 4 Jan 2004 01:16:43 +, Jo Even Skarstein wrote:
>Joseph D. Place <jdplace@removespamadelphia.net> wrote:
>> What new things do you think we will see on our Atari 16/32 platform
>> in 2004? What would you like to see happen?
>
>A really good development environment for gcc or PureC, with , with a good
>object oriented GEM-library. Something as simple and straight-forward as
>e.g. Visual Basic. This will really help the software situation on this
>platform, atleast I would write several applications I need/want if I had
>a powerfull tool like this...
>

Excellent idea.

Peter S.

548. Re: Atari 2004

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 21:06:46 UTC
From: petersleggBIN@=scubadivers.co.uk
Message-ID: <400ee9e6.0@entanet>
Source record: 21486

On 3 Jan 2004 18:52:35 G, Joseph D. Place wrote:
>What new things do you think we will see on our Atari 16/32 platform
>in 2004? What would you like to see happen?
>
>.

Hardware : DSP card
Coldfire

Software : Highwire
oVDI
Visual Basic style development environment

Peter S.

549. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 22:00:48 UTC
From: misha.s@sezampro.yu
Message-ID: <bumstplcu1@news.eunet.yu>
Source record: 21489

Maybe we are not Atarian ,but Aranym is great !!!
(anyway I have also atari Falcon and Ste !!!) ;-)

regards ,Misha

550. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 22:05:59 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <400ef749$0$4268$c30e37c6@lon-reader.news.telstra.net>
Source record: 21488

```
"LS" <me@email.net> wrote in message
news:Z0lPb.109375$8H.235668@attbi_s03...
> "Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message
> news:bujivs$mq6$2@reader11.wxs.nl...
> > Clockmeister wrote:
> > Saleswise, the Amiga didn't blow the Atari off the planet at all. And
> > this was probably due to it's crappy slow OS and of course MIDI helped
> > Atari a lot.
> >
>
> Aghhh, you beat me to it. The machine was nice hardware wise, but the OS
was
> horrible and unusable at best.
>

You do remember that the ST came with that single tasking unstable
monstrosity TOS.
```

551. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 22:20:49 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <400efac3$0$4260$c30e37c6@lon-reader.news.telstra.net>
Source record: 21490

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:g1SAF4Kh4kDAFwlo@btinternet.com...
> In article <400d42ce$0$4260$c30e37c6@lon-reader.news.telstra.net>,
> Clockmeister <no-one@nowhere.com> writes
> >
> >The Amiga blew the ST off the planet, superior technology again plus it
was
> >applied intelligently.
>
> My Amiga crashed all the time.

Only 1.x was as unstable as any Atari OS.

> >Anyway SID vs YM... SID is a clear winner.
>
> True.
>
> Anyway, why not stack this up.
>
> Amiga 1000
> Atari 520 ST
>
> Amiga 500
> Atari 520STFM
>
> Amiga 2000
> Atari MegaST/2/4
>
> Amiga CDTV
> ----------
>
> Amiga 600
> Atari 520STE/1040STE (though, the STE predated the 600, and should be
> compared to 500plus)
>
> Amiga 3000
> Atari TT
>
> Amiga 1200
> Atari Falcon
>
> Amiga 4000
> ----------
>

> Amiga CD32
> Atari Jaguar?
>
> How did the lines evolve? Atari kept dropping good ideas, like the
> Falcon Microbox, but they still sold plenty of machines. What's an A1200
> worth now, £15 or something? Falcons go for £250 or more.

That's because there are many more A1200's out there, but the many upgrades
are more expensive ('060/PPC/PCI/USB etc)

Most of these upgrades are not available for any Atari.

Not only that,
> but an A1200 is still a fairly pointless device to have in stock form,
> whereas a Falcon is useful for music applications right out of the box.

What a rediculous comment.

> The STE may not quite kick Amiga arse, but it was a worthwhile update,
> used SIMMs for expansion, and is very compatible with previous models.

If offered nothing substantial. It was like the A600 upgrade from A500, two
steps forward and one step back.

> The Amiga has no real comparison to the MegaSTE. Maybe an ECS A2000.
>
> The Atari TT lacked the graphics of the A3000, but it had the stability
> the A3000 lacked.

The A3000 was plenty stable. I ran OS2.x for many years and it was very
stable compared to any other OS's at the time.

> All of the Ataris are useful for music as stock machines. Amigas are
> pretty useless except for games without any additional hardware.

Only if MIDI is your thing otherwise it is completely useless. Tracking and
sampling and music reproduction was handled very well by Paula over the
years.

As a video production tool the Amiga's ability in this area are
unquestionable.
> Not that Amigas suck. It's just a case of different machines for
> different purposes. If you want to do serious stuff, get a Mac - that's
> what I did, I replaced my 1040STFM with a Mac IIx in 1989 :P

The Mac offered very little to the creative mind in those days, unlike the
Amiga. For stuffy office apps a PC was the best solution.

> (And an Archimedes A3000, but we can't be right all of the time).

LOL

Had one of those too, for a few weeks. It wasn't a bad machine but little
software for it and I had been spoiled by the Amiga ;-)

552. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 22:24:03 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <400efb85$0$4259$c30e37c6@lon-reader.news.telstra.net>
Source record: 21491

"Janez Valant" <swe@atari.org> wrote in message
news:2quPb.1787$%x4.311130@news.siol.net...
>
> >> You should have got an Amiga... it had a wow factor that the ST sadly
did
> >> not have.
>
> Well i have bought Amiga as well, so i could enjoy iy as well, altough
im
> Atari fan. And 1200 i got realy had a WOW factor. WOW this OS is so
fucking
> slow. Nice demo/gaming hardware, some nice solutions, but OS basicaly
> useless. Amiga is machine with the MOST accelerators created, and thats
not
> because machine is fast, thats because machine is slow. Ataris with 1 or
> 4mb, falcons or ST are to this day still used in studios, and they are
> unmodified. And many of those studios are big ones... They are used less
> and less novadays, but it needed 15 and machines to exceed 1ghz to start
> replacing them... Demo scener may not say wow, lame one, others will
> cheerish good product on any machine, being ST or Amiga or VIC20! Midi
user
> will say WOW to ST... There is no bad and better machines, its all in
> heads, and many seems to be quite empty here.
>

It's irrelevant today as it was then, but people will still bite.

Ofcourse it is a case of horses for courses, and for what I wanted out of a
computer the Amiga was the best solution...

553. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 23:00:37 UTC
From: Bill Bertram <ADSR6581_removethis_@aol.com>
Message-ID: <bun0al$jl9do$1@ID-155772.news.uni-berlin.de>
Source record: 21493

"Dave T." <417ci-ohc-v8@Perth.com.au> wrote in message
news:400da95a$0$1746$5a62ac22@freenews.iinet.net.au...
> your aware that at one stage commodore and Atari were owned by the same
man
> at the same time. before he sold off Atari to JTS and then let commodore
> crash and burn. nevertheless, he;s retired living in a multimillion dollar
> coastal villa now anyway.

He never owned Atari and Commodore at the same time. He didn't even own
Commodore in the 80's! He was simply the president and founder, but in the
1960's Irving Gould bought the controlling shares of Commodore. Commodore
crashed and burned because of Irving Gould, not Jack Tramiel... He did that
with Atari... :)

554. Re: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 23:24:30 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bumu2i$9uu$1@news1.nivel5.cl>
Source record: 21492
Cross-posted to: comp.sys.atari.st,or.forsale,pdx.forsale

Too expensive ?

"Steve Sweet" <steve.sweet@btopen-2-viri-world.com> escribi&#65533; en el mensaje
news:bumhnjftp1@hercules.btinternet.com...
> Why its...
>
>
> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0401201608250.23173-100000@onyx.spiritone.com...
>
> > I'm building SCSI Hard Drives for my Customers & need Link Host
Adapters!
> > Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant
afford
> > New! That means no Dealers.Private Parties only. E-Mail
Atari@aracnet.com
>
> I've got 3 of them sitting here. 8~)
>
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>

555. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 23:26:11 UTC
From: "Dave T." <417ci-ohc-v8@Perth.com.au>
Message-ID: <400f0a7f$0$1736$5a62ac22@freenews.iinet.net.au>
Source record: 21495

Thanks, I pieced the history together from many conflicting websites :)

"Bill Bertram" <ADSR6581_removethis_@aol.com> wrote in message
news:bun0al$jl9do$1@ID-155772.news.uni-berlin.de...
>
> "Dave T." <417ci-ohc-v8@Perth.com.au> wrote in message
> news:400da95a$0$1746$5a62ac22@freenews.iinet.net.au...
> > your aware that at one stage commodore and Atari were owned by the same
> man
> > at the same time. before he sold off Atari to JTS and then let commodore
> > crash and burn. nevertheless, he;s retired living in a multimillion
dollar
> > coastal villa now anyway.
>
> He never owned Atari and Commodore at the same time. He didn't even own
> Commodore in the 80's! He was simply the president and founder, but in the
> 1960's Irving Gould bought the controlling shares of Commodore. Commodore
> crashed and burned because of Irving Gould, not Jack Tramiel... He did
that
> with Atari... :)
>
>

556. Help... STZip 2.6 deflate speed?

Newsgroup: comp.sys.atari.st
Date: 2004-01-21 23:26:20 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <400f0a741527b650@tripnet.se>
Source record: 21494

I did something stupid...

Started compression (deflate) with STZip 2.6 on a 530 MB file. The zip-archive is written to a partition with long filenames and I don't want to interrupt the process and get lost clusters on that partition.

I did this about 24 hours ago and it is still working quite happily (thanks to multitasking).

Has anyone benchmarked the deflate process on a TT in TT RAM? It would be nice to do a approx. calculation of how long it will take until it is finished :-)

I suppose the time is proportional to file length so just a couple of MB's would be enough for a rough estimate?

And yes, I have tried the ESC button but it will not abort as there is only one very long file...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

557. Strange harddisk problem

Newsgroup: comp.sys.atari.st
Date: 2004-01-22 00:01:54 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <400f0a741527b651@tripnet.se>
Source record: 21346

I've put together an external HD for a friends TT and it has worked perfectly for almost a year. Now he powered the TT off for a week and when he came back and turned it on again and it will not boot.

HDDriver crasches(?) and all you see is the internal drive line OK followed by the external with random characters in the first part of the device name and freeze...

I took the drive and cable over to my TT and everything is perfect. Did a complete backup of the drive to CD (file by file to ISO) and no read errors detected.

Took the drive back to him tonight and it still shows the same error on his TT. We both use HDDriver 8.03 (guess I should upgrade...).

I disabled the external drive in HDDRUTIL.APP and then it will boot and run errorfree from the internal drive. The "Device check" however also displays the random characters in approx. the first 16 positions of the device name.

Both TT's have there internal resistor packs removed. The external drive is a Quantum Empire 2100LS (reqires initiator identification) and my friend has another Quantum 270 MB internal drive.

My configuration is:

HDDRUTIL 8.03 Gerï¿½te-Check:

```
Bus 0: Atari ACSI
Bus 1: Atari SCSI
00.00: FUJITSU M1606S-512 6406 Direct Access
01.00: HP C3725S 6039 Direct Access
03.00: QUANTUM LPS270S 590H Direct Access
04.00: RICOH CD-R/RW MP7040S 1.40 CD-ROM/CD-Recorder/DVD
05.00: QUANTUM FIREBALL SE6.4S PJ0A Direct Access
07.00: ATARI TT HDDRIVER 0803 Processor
```

But only the internal 00.00 Fujitsu was active together with the 2100LS.

I can't think of anything except internal bad contact (chips and/or connectors) in his TT or failing hardware...

Anyone with a similair experience or ideas what made the HD stop working on my friends TT?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/

<<Produced with 100% pure Atari equipment>>

558. Internet/LAN again

Newsgroup: comp.sys.atari.st
Date: 2004-01-22 01:06:52 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <MmFPb.22652$Wa.18868@news-server.bigpond.net.au>
Source record: 21347

Hi Guys, I am about to get a TT this weekend, I am building an ethernea interface, as the acsi port will be free. Anyway, I have a LAN setup at home and want to use the TT for all things internet. What is the best clients ATM. Stik2, Sting, etc? Also browsers, and mail clients. What seems to be the best? Highwire looks pretty interesting.

Thanks

Mark Bedingfield

559. Re: Atari 2004

Newsgroup: comp.sys.atari.st
Date: 2004-01-22 01:19:42 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <400f250e16744890@tripnet.se>
Source record: 21348

In comp.sys.atari.st <400ee9e6.0@entanet>
Peter Slegg wrote on Wed 21-01-2004 21:06 (GMT):

>On 3 Jan 2004 18:52:35 G, Joseph D. Place wrote:
>>What new things do you think we will see on our Atari 16/32 platform
>>in 2004? What would you like to see happen?

> Visual Basic style development environment

FaceValue is actually quite good for making quick GFA programs with
pretty looking windows and dialogs with very little or no knowledge about
GEM programming.

And you don't have to write THEN all the time... :-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

560. Re: Mint Advice

Newsgroup: comp.sys.atari.st
Date: 2004-01-22 02:19:39 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <bunbvrgra1@reader2.panix.com>
Source record: 21350

Almost all, but not quite. There is also the French Kit Unix, and the TAF installation that comes up running chimera in an X-window. Still, very far from 400.

Jim

Adam Klobukowski <atari@gabo.pl> writes:

: On Mon, 19 Jan 2004 19:49:50 +0000 (UTC), Steve Sweet
<steve.sweet@btopen-2-viri-world.com> had a noticeable pleasure while writting:
: > ?? Magic is still commercially available! Mint, is available in many
: > bastardised versions, "maintained" by a bunch of old scroats who use it to
: > operate the robotics on their bath chairs.

: I'm 23 today, am I old?

: > There is one Magic and about 400 Mint variations.

: There is no 400 Mint variations.

: Lets name them all:

: MintOS (old, outdated)

: KGMD (old, outdated)

: KEMD (old, outdated, it is in fact KGMD, translated into english snd
: slightly updated)

: Debian-MiNT (old outdated, interesting effort by NoCrew_

: SpareMiNT (mantained, but not easy to install)

: EasyMiNT (mantained, in fat it is SpareMINT with some extras that make it
: much easier to install).

: If you are a newbie, stick to EasyMiNT.

: Steve, please stop this false propaganda.

: --
: Semper Fidelis

: Adam Klobukowski
: atari@gabo.pl

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |

```
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.
```

561. Re: Strange harddisk problem

Newsgroup: comp.sys.atari.st
Date: 2004-01-22 05:41:20 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0401212141.54587d8@posting.google.com>
Source record: 21349

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:<400f0a741527b651@tripnet.se>...

> ...HDDriver crasches(?) and all you see is the internal drive line OK
> followed by the external with random characters in the first part of the
> device name and freeze...
>
> I took the drive and cable over to my TT and everything is perfect. Did a
> complete backup of the drive to CD (file by file to ISO) and no
> read errors detected.
>
> Took the drive back to him tonight and it still shows the same error on
> his TT. We both use HDDriver 8.03 (guess I should upgrade...).
>
> I disabled the external drive in HDDRUTIL.APP and then it will boot and
> run errorfree from the internal drive. The "Device check" however also
> displays the random characters in approx. the first 16 positions of the
> device name.
>
Since the Device check shows a scramble even with the drive disabled,
I'd suspect a scrambled HDDriver file. Have you tried removing
HDDriver and reinstalling it?

Galen

562. Re: AtariWorks

Newsgroup: comp.sys.atari.st
Date: 2004-01-22 05:50:05 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0401212150.5de0cc09@posting.google.com>
Source record: 21351

sf0218@aol.com (SF0218) wrote in message
news:<20040121143055.28505.00000577@mb-m01.aol.com>...
> Where can I fine the AtariWorks program? When I bought my falcon, Atariworks
> was installed, but no floppies of the software were packed with the computer.
> Hardrive got crapped out, had to reformat, bye bye Atariworks.
> Anybody got any ideas?
>
> Thanks,
> Sam F.
> Seattle Seahawks Nut
> and Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.

Since Atariworks came with American Falcons, I have no trouble giving
you a copy. Send a reminder email to "the letter after j" @uia.net.
(Yep, my email prefix is a single character!) Don't forget to tell me
which address you want the file sent to.

Galen

563. Re: How to get a CT60 running MiNT and other questions.

Newsgroup: comp.sys.atari.st
Date: 2004-01-22 05:57:54 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0401212157.167cd6c3@posting.google.com>
Source record: 21352

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:<3ffe8c50$0$17139$626a54ce@news.free.fr>...
>
> To be stable, you have to be sure that you have no bad software running.
> Try to boot with TOS please and the minimum config from CT60 package (CPX)
> and a NVDI 5.
> If you have no more crash running software from this config, I can assure
> you that your problems are coming from your alternative OS installations.
> At 66 MHz, there is no reasons that a CT60 is not stable !
> I'm sure of that ! The only problem may be a 060 not accepting overclock at
> 66 ! It is very rare but possible.
>
Tested this this evening. With only XControl (CT60 version), WDialog
1.98, CT60Temp.acc, and NVDI 5.03 I had undesired reboots under
1stGraph and Aniplayer 2.20. The machine does work, but I never know
what is going to make it reboot.

The motherboard has about a dozen small "coin"-type capacitors
soldered to it. I rather doubt that Atari did this -- might it be
some form of strange "upgrade"?

Galen

564. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2004-01-22 06:02:46 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0401212202.6d431b33@posting.google.com>
Source record: 21353

Mark D <mducksub@nossspamXXatari-source.com> wrote in message
news:<pan.2004.01.20.08.53.43.780486@nossspamXXatari-source.com>...

> The fpu-test program that I showed to everyone gives illegal insruction.
> Nice thing about being able to turn off the fpu is being able to see which
> applications are using it and how often. It's interesting because lame
> produced a perfect mp3. That makes no sense, fpu is working??? but the
> fpu-test program produces incorrect calculations. Maybe lame uses it in
> such a way that the results can be skewed and the resulting mp3 still
> sounds okay. And of course gcc is more picky. In my case, I suspect that
> if I pass this fpu test my gcc problems could disappear.
>
I downloaded your FPUTEST software. On my 030+881 Falcon (stock,
except for the FPU chip), the BENCH program is done in a little over 8
seconds. On the CT60 Falcon sitting next to it, the BENCH program is
done in about 11.7 seconds. Curious that the CT60 is slower!

However, the FPUTEST software works! As I type this, my CT60 has
passed 94,400 cycles without an error. I don't know why your CT60
isn't working with FPUTEST, but mine works.

On the other hand, I'm still getting undesired crashes and reboots.

Galen

565. Re: First CT60 bench results!

Newsgroup: comp.sys.atari.st
Date: 2004-01-22 06:42:56 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0401212242.66eedeaa@posting.google.com>
Source record: 21354

"exxos" <chris@home.co.uk> wrote in message
news:<400ede4b$0$16727$cc9e4d1f@news.dial.pipex.com>...
> Hi all,
>
> After much caos I finallyl get to boot my CT60! here of the results so far
> made with nembench......

I added mine next to yours...

>
> NemBench v2.1 - precision CPU/FPU profiler.
>
> Integer multiply (16bit) -> 34.133 Mips (~5568%) 16.516
> Integer divide (16bit) -> 3.029 Mips (~836%) 3.065
> Linear (stalled) integer -> 66.601 Mips (~836%) 16.616
> Interleaved (piped) integer -> 132.129 Mips (~1659%) 16.616
>
> Float multiply (64bit) -> 22.755 MegaFlops (~8586%) ~8.2
> Float divide (64bit) -> 1.828 MegaFlops (~1056%) 1.878
> Linear (stalled) float -> 34.133 MegaFlops (~6403%) 8.274
> Interleaved (piped) float -> 34.133 MegaFlops (~6416%) 8.274
>
> 16bit read (100% hit) -> 131.578 MByte/sec (~1675%) 8.628
> 16bit write (100% hit) -> 128.205 MByte/sec (~2131%) 10.266
> 32bit read (100% hit) -> 263.157 MByte/sec (~1676%) 17.256
> 32bit write (100% hit) -> 263.157 MByte/sec (~3947%) 20.576
>
> Linear 32bit read (ST-Ram) -> 5.247 MByte/sec (~98%) 3.285
> Linear 32bit write (ST-Ram) -> 6.949 MByte/sec (~107%) 4.983
> Linear 32bit copy (ST-Ram) -> 3.065 MByte/sec (~94%) 1.972
>
> Linear 32bit read (FastRAM) -> 69.350 MByte/sec (~1304%) ~21.1
> Linear 32bit write (FastRAM) -> 68.444 MByte/sec (~1061%) 24.453
> Linear 32bit copy (FastRAM) -> 27.193 MByte/sec (~842%) 9.892
>
> Linear burst copy (ST-Ram) -> 2.944 MByte/sec (~91%) 2.143
> Linear burst copy (FastRAM) -> 33.608 MByte/sec (~1041%) ~31.5
> Linear burst copy (ST->Fast) -> 4.912 MByte/sec (~152%) 3.364
> Linear burst copy (Fast->ST) -> 5.917 MByte/sec (~183%) 4.936
>
>
That's interesting -- I wonder why my CT60 is so much slower than
yours?
I'm using a 66.6MHz clock.

> By the way, I have a copy of Geneva somewhere, does anyonek now if its any
> good and more to the point run correct under CT60 ?

It does, and I'm not getting any more crashes with Geneva than
without. The Nembench numbers with Geneva running are identical,
except ST-RAM functions about 25% faster thanks to Dan Wilga rewriting
that part of TOS. NeoDesk4 has issues with 256 color mode though on
my Falcon, and I'm not sure why.

Galen

566. Re: First CT60 bench results!

Newsgroup: comp.sys.atari.st
Date: 2004-01-22 06:58:14 UTC
From: exxos <chris@home.co.uk>
Message-ID: <400f747d$0$28121$cc9e4d1f@news.dial.pipex.com>
Source record: 21355

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0401212242.66eedeaa@posting.google.com...
> "exxos" <chris@home.co.uk> wrote in message
news:<400ede4b$0$16727$cc9e4d1f@news.dial.pipex.com>...
> > Hi all,
> >
> > After much caos I finallyl get to boot my CT60! here of the results so
far
> > made with nembench......
>
> I added mine next to yours...
>
> >
> > NemBench v2.1 - precision CPU/FPU profiler.
> >
> > Integer multiply (16bit) -> 34.133 Mips (~5568%) 16.516
> > Integer divide (16bit) -> 3.029 Mips (~836%) 3.065
> > Linear (stalled) integer -> 66.601 Mips (~836%) 16.616
> > Interleaved (piped) integer -> 132.129 Mips (~1659%) 16.616
> >
> > Float multiply (64bit) -> 22.755 MegaFlops (~8586%) ~8.2
> > Float divide (64bit) -> 1.828 MegaFlops (~1056%) 1.878
> > Linear (stalled) float -> 34.133 MegaFlops (~6403%) 8.274
> > Interleaved (piped) float -> 34.133 MegaFlops (~6416%) 8.274
> >
> > 16bit read (100% hit) -> 131.578 MByte/sec (~1675%) 8.628
> > 16bit write (100% hit) -> 128.205 MByte/sec (~2131%) 10.266
> > 32bit read (100% hit) -> 263.157 MByte/sec (~1676%) 17.256
> > 32bit write (100% hit) -> 263.157 MByte/sec (~3947%) 20.576
> >
> > Linear 32bit read (ST-Ram) -> 5.247 MByte/sec (~98%) 3.285
> > Linear 32bit write (ST-Ram) -> 6.949 MByte/sec (~107%) 4.983
> > Linear 32bit copy (ST-Ram) -> 3.065 MByte/sec (~94%) 1.972
> >
> > Linear 32bit read (FastRAM) -> 69.350 MByte/sec (~1304%) ~21.1
> > Linear 32bit write (FastRAM) -> 68.444 MByte/sec (~1061%) 24.453
> > Linear 32bit copy (FastRAM) -> 27.193 MByte/sec (~842%) 9.892
> >
> > Linear burst copy (ST-Ram) -> 2.944 MByte/sec (~91%) 2.143
> > Linear burst copy (FastRAM) -> 33.608 MByte/sec (~1041%) ~31.5
> > Linear burst copy (ST->Fast) -> 4.912 MByte/sec (~152%) 3.364
> > Linear burst copy (Fast->ST) -> 5.917 MByte/sec (~183%) 4.936
> >
> >

> That's interesting -- I wonder why my CT60 is so much slower than
> yours?
> I'm using a 66.6MHz clock.
>

Are you sure your in CT60 mode and not falcon mode ?

Chris

>
> > By the way, I have a copy of Geneva somewhere, does anyonek now if its
any
> > good and more to the point run correct under CT60 ?
>
> It does, and I'm not getting any more crashes with Geneva than
> without. The Nembench numbers with Geneva running are identical,
> except ST-RAM functions about 25% faster thanks to Dan Wilga rewriting
> that part of TOS. NeoDesk4 has issues with 256 color mode though on
> my Falcon, and I'm not sure why.
>
> Galen

567. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-22 08:11:56 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <buo10knfn3@reader08.wxs.nl>
Source record: 21356

Clockmeister wrote:

> You do remember that the ST came with that single tasking unstable
> monstrosity TOS.

You can rightfully say a lot of bad things about TOS 1.00 but it was definitely not unstable.

And TOS + MiNT rules (as long as you don't use it as Atari corp. provided it) ;)

Maurits.

568. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-22 08:12:19 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <buo11bnfn4@reader08.wxs.nl>
Source record: 21357

Adam Klobukowski wrote:

>>Amiga CD32
>>Atari Jaguar?
>
> I would not compare CD32 with Jaguar. CD32 is a Amiga1200 with CD in a
> custom case, and Jaguar is a uniqe design.

And 64-bit.

:)

Maurits.

569. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-22 09:19:23 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <gaZw+WAOT5DAFwXB@btinternet.com>
Source record: 21358

In article <400efac3$0$4260$c30e37c6@lon-reader.news.telstra.net>,
Clockmeister <no-one@nowhere.com> writes
>> Not that Amigas suck. It's just a case of different machines for
>> different purposes. If you want to do serious stuff, get a Mac - that's
>> what I did, I replaced my 1040STFM with a Mac IIx in 1989 :P
>
>The Mac offered very little to the creative mind in those days, unlike the
>Amiga. For stuffy office apps a PC was the best solution.

Bollocks. The Mac offered considerably more, in the form of the Mac IIx.
And before you say "You didn't try an Amiga", I 'replaced' the Mac IIx
with an Amiga 1200 system, fully loaded, even with Commodore's
overpriced multisync monitor.

Amiga Workbench is unintuitive and unreliable. About the best thing the
Amiga could do was run Frontier.

My IIx had 24-bit colour, music and graphics packages.

Hell, I'd argue that an Apple IIgs was better than an Amiga in many
cases.

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

570. Re: Mint Advice

Newsgroup: comp.sys.atari.st
Date: 2004-01-22 10:11:29 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.58.0401221107290.27393@wh58-508.st.uni-magdeburg.de>
Source record: 21359

Hello!

> >2. MiNTNet is just a kernel module for FreeMiNT. It is a module becose
> >not everone needs it, and the philosophy behind it is: do not waste
> >memory if not needed. So if you do not need it you can save those few kbs
> >of memory.
>
> That's what I said; without it MiNT has the same networking abilities as
> TOS and MagiC => none.

That's no longer true. The socket handling is now an integral part of the
kernel and managed like every other filedeskriptor. As effect the socket
interface is now offical part of the system call interface.

Just the inet4 routines are still an external module for people who want
to save some memory.

Regards,
Frank

--
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

571. Re: Mint Advice

Newsgroup: comp.sys.atari.st
Date: 2004-01-22 10:18:08 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.58.0401221113130.27393@wh58-508.st.uni-magdeburg.de>
Source record: 21360

Hello!

> SpareMiNT (mantained, but not easy to install)
>
> EasyMiNT (mantained, in fat it is SpareMINT with some extras that make it
> much easier to install).

EasyMiNT is just an GEM installer for Sparemint. Nothing more, nothing
less.

Sparemint is a collection of software packages for ATARIs running
FreeMiNT. The package system is based on the rpm package manager (as also
used by several Linux distributions).

Regards,
Frank

--
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

572. Re: Help... STZip 2.6 deflate speed?

Newsgroup: comp.sys.atari.st
Date: 2004-01-22 12:36:32 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <400fb7201d966200@tripnet.se>
Source record: 21361

In comp.sys.atari.st <400f0a741527b650@tripnet.se>
Kenneth Medin wrote on Wed 21-01-2004 23:26 (GMT):

>I did something stupid...
>
>Started compression (deflate) with STZip 2.6 on a 530 MB file. The zip-
>archive is written to a partition with long filenames and I don't want to
>interrupt the process and get lost clusters on that partition.
>
>I did this about 24 hours ago and it is still working quite happily
>(thanks to multitasking).
>
>Has anyone benchmarked the deflate process on a TT in TT RAM? It would be
>nice to do a approx. calculation of how long it will take until it is
>finished :-)

OK, got the answer myself now... It took 27.5 hours and the file was in
fact 541.5 MB long. I did a lot of other things in he meantime on the TT
so perhaps an hour or so less if idle. Transfering to the pc now to check
if it's readable without errors...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

573. Re: Internet/LAN again

Newsgroup: comp.sys.atari.st
Date: 2004-01-22 12:36:33 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <400fb7201d966201@tripnet.se>
Source record: 21362

In comp.sys.atari.st <MmFPb.22652$Wa.18868@news-server.bigpond.net.au>
Mark Bedingfield wrote on Thu 22-01-2004 01:06 (GMT):

>Hi Guys, I am about to get a TT this weekend, I am building an ethernea
>interface, as the acsi port will be free. Anyway, I have a LAN setup at home
>and want to use the TT for all things internet. What is the best clients
>ATM. Stik2, Sting, etc? Also browsers, and mail clients. What seems to be
>the best? Highwire looks pretty interesting.

MagicNet and MintNet both need multitasking and will not run under plain
TOS. STinG runs well with all.

STinG is said to be slower than the others but it's fast enough for me.
Everything (except ROUTE.TAB routing table) can be configured using cpx
modules and you don't have to reboot for changes to take effect.

STinG handles multiple networks in subnets fine. Good if you want to
experiment with MIDI or nullmodem SLIP connections from your TT to other
ST's etc. I have upto 8 Ataris online here on various subnets, al running
STinG.

Does STiK have Ethernet support at all? Guess it's intended for a simple
dialup connection only.

MagicNet and MintNet can use most STinG clients but not the opposite.

Clients I'm using:

Newswatch for news and Popwatch for mail. Both need a separate reader. I
use Okami which overall _is_ the best. Can be hard to setup mainly
because the doc's are not updated. Not for the average OE (like you?)
user... Does not look so nice but have lots of features and is very
stable as long as you stay out of known bugs. I prefer Okami to both OE6
and Mozilla 1.5.

Mymail is a very good mailreader/client and if/when it will support news
I might think of switching from Okami. And it Swedish made and therefor
of good quality :-)

Newsie for less "advanced" mail and news. Lacks support for international
characters like ï¿½ï¿½ï¿½ï¿½. Can be used alone or with Newswatch/Popwatch for
the online part.

Aicq is a good ICQ client.

FTPSERV ftp server.

Aftp nice ftp client but a bit buggy sometimes under STinG.

Telstar telnet client.

Weblight webserver. with some Perl support.

Bnet networks drives. Sort of usable but tend to fail if you copy
directories over the network here. Might be my setup, though??

MEG spamfilter with static filters but very usable. Hangs sometimes on
strangely formatted spam mail. I get 125 spams per day with lots of SWEN
virus and appr. 10% slips through the MEG filters and _no_ real mails
have been filtered by misstake. Compare that to the Mozilla filters that
miss about 5% of spam but also tend to block real mail as well.

CAB 2.8 is still the only usable browser. I use it a lot actually but
MSIE and Mozilla are off course much better.

Highwire is _very_ promising but the fact you can't yet fill in forms
makes it useless IMHO. You can't do a simple Google search...

I also use a time client to set the TT clock.

TUR.APP to check open connections in the IP stack.

Resolve, Ping and Traceroute is built into the STinG dialer. Note that
for some reason is STinG traceroute useless behind NAT but simple Ping
works!
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

574. Re: Atari 2004

Newsgroup: comp.sys.atari.st
Date: 2004-01-22 14:50:35 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <FmRPb.11216$nQ3.9888@bignews1.bellsouth.net>
Source record: 21363

There seems to be high demand for hard disk hosts for the ST and STe lines. I'd think it just might pay off for someone to do another batch of hosts...maybe with some extras, like USB or Firewire groundwork and some drivers for popular devices.

The trick is to fill a current demand for hosts, while enticing those who already have one to 'upgrade'. USB or Firewire would certianly fit that bill. Prove to me there is a working prototype, and I for one, would pre-order-pay and wait for enough orders to do a production run. This philosophy seems to have worked for CT2B and CT60.

Is it possible to work USB into a hard drive host? I really don't know; however, I do remember a few devices that achieved some pretty amazing things with the ST DMA/SCSI port back in its hey day. There might even be some SCSI to USB devices on the market that might be a good place to start?

Brian

575. Desktopper Case

Newsgroup: comp.sys.atari.st
Date: 2004-01-22 16:16:22 UTC
From: sf0218@aol.com
Message-ID: <20040122111622.21874.00000310@mb-m22.aol.com>
Source record: 21366

Hi All,

Is this case suitable for re-casing a Falcon, i.e. does it have enough room for
ide cd drives and 3.5" eide hard drives?

Where can one now acquire the Desktopper?

Thanks

Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

576. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2004-01-22 16:36:43 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.01.22.16.36.43.565467@nossspamXXatari-source.com>
Source record: 21367

On Mon, 19 Jan 2004 22:29:54 +0100, Francois LE COAT wrote:

The plot thickens. Although my fpu passes no test, I compile the latest version of lame and mpg123 with -m68020-60 -m68881 and they both seem to work okay. I encoded a wav file on my pc with same version of lame and I can't tell any difference between the two at all. Further after a bunch of work porting the latest mpg123 to mint, compiled with -m68020-60 -m68881 it plays the mp3's just fine too, admitted though they must be resampled first because mpg123 doesn't know about dsp or external clocks.

So either:
A: GCC compiled software detects that the fpu is damaged and virtually unuseable and picks up the slack with it's own software fpu. or.

B: My hardware fpu is okay and some fpu apps are okay and others aren't.. but how?

Interesting even further, earlier my falcon was supremely unstable. Crashing if I just looked at it wrong. I increased the MiNT filesystem cache from 600K to 1024K and it seems fine now. Only change I made that ACTUALLY made a difference, I changed ABE5K to ABE5L and everything else. Nothing seemed to help except that cache setting. I wonder if my basement is just too cold for my falcon. My chip is at 11 degrees C right now and it IS quite cold down here. (The concrete floor is ICE cold).

Thanks,
Mark

577. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-22 17:12:52 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <5ESPb.1866$%x4.318840@news.siol.net>
Source record: 21364

Clockmeister wrote:

> Ofcourse it is a case of horses for courses, and for what I wanted out of
> a computer the Amiga was the best solution...

And Atari did and still does, what i wanted. But that dont mean i will
force my choice to others and call other ppl choices a crap and suggest
what they "should" have...

578. Re: First CT60 bench results!

Newsgroup: comp.sys.atari.st
Date: 2004-01-22 17:15:17 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <nGSPb.1867$%x4.318840@news.siol.net>
Source record: 21365

Galen wrote:

> That's interesting -- I wonder why my CT60 is so much slower than
> yours?
> I'm using a 66.6MHz clock.

Check cache settings.. With CT60 its essential u usa same cpxes and all as its TOS version! Check CT60 CPX and use normal cache, not 5s delay option...

Janez

579. Re: Desktopper Case

Newsgroup: comp.sys.atari.st
Date: 2004-01-22 17:21:06 UTC
From: JEDIDIAH <jedi@nomad.mishnet>
Message-ID: <slrnc101du.fse.jedi@nomad.mishnet>
Source record: 21368

On 2004-01-22, SF0218 <sf0218@aol.com> wrote:
> Hi All,
>
> Is this case suitable for re-casing a Falcon, i.e. does it have enough room for
> ide cd drives and 3.5" eide hard drives?
>
> Where can one now acquire the Desktopper?

If you lurk about on Slashdot, I believe that you will find an
article about a DIY sort of case kit that you can put together
yourself to fit any configuration. It's kind of like Legos for
computer cases.

Some examples included a PC case built into a computer table
and another that was in the shape of a BI-Plane.

>
> Thanks
>
> Sam F.
> Seattle Seahawks Nut
> and Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.

--
There's no reason not to contribute to the stone soup if those |||
contributions are not critical to your competitive edge. / | \

580. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2004-01-22 19:11:57 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <bup785$b6t$1@news-reader2.wanadoo.fr>
Source record: 21369

Hi Mark,

Mark D wrote:
> The plot thickens. Although my fpu passes no test, I compile the latest
> version of lame and mpg123 with -m68020-60 -m68881 and they both seem to
> work okay. I encoded a wav file on my pc with same version of lame and I
> can't tell any difference between the two at all. Further after a bunch
> of work porting the latest mpg123 to mint, compiled with -m68020-60
> -m68881 it plays the mp3's just fine too, admitted though they must be
> resampled first because mpg123 doesn't know about dsp or external clocks.
>
> So either:
> A: GCC compiled software detects that the fpu is damaged and virtually
> unuseable and picks up the slack with it's own software fpu. or.
>
> B: My hardware fpu is okay and some fpu apps are okay and others aren't..
> but how?

Sorry. You are not answering to my suggests.

If, by chance, in your compiled program, the unimplemented instructions
are not present, then you will have no problem with your programs. Your
test on "lame" is uninteresting. I suspect that cosine and sine table
are precomputed. Try to be a little more serious, and consider that my
Eureka program can test all the FPU instructions, and that I use a 060
since near 8 years. I compiled a lot of programs, with a lot of
compilators. I even corrected some FPU bugs in GCC. So, you play a lot,
but it will not make things better for you CT60, and all other CT60
users. I've no time to waste ! I have other things to do ! I can't
spend time with you, if you are just wanting to demonstrate to me
that you have a hardware problem. That's not the case. I told you !!!
So continue to play ... I'm harmless with peoples like you !

CU,

-- Franï¿½ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

581. Re: Desktopper Case

Newsgroup: comp.sys.atari.st
Date: 2004-01-22 20:34:52 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-AC2B94.15345222012004@nr-ott01.bellnexxia.net>
Source record: 21370

In article <slrnc101du.fse.jedi@nomad.mishnet>,
JEDIDIAH <jedi@nomad.mishnet> wrote:

> > Is this case suitable for re-casing a Falcon, i.e. does it have enough room
> > for
> > ide cd drives and 3.5" eide hard drives?
> >
> > Where can one now acquire the Desktopper?
>
> If you lurk about on Slashdot, I believe that you will find an
> article about a DIY sort of case kit that you can put together
> yourself to fit any configuration. It's kind of like Legos for
> computer cases.
>
> Some examples included a PC case built into a computer table
> and another that was in the shape of a BI-Plane.

if you go over to the AppleFritter site, they've got a section on a
number of users who recased their Macs using a variety of cases,
including old radios, MegaBlocs and a Shop-Vac! :)

http://www.applefritter.com/hacks/desktops.html

still, why not do a re-case using one of those sleek new PC cases?
Particularly one of those with a window on the side. Not only would that
allow you to have plenty of room for drives, you could even make it
funky by putting in lights. And there would be certainly lots of
air-flow for the motherboard.

--
Dan Dreibelbis, Guitar Nerd - Better Living Through Home Recording
Newest song - "Get Off My Good Foot", as well as some old favorites, found at:
http://www.soundclick.com/dandreibelbismusic.htm

582. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-22 22:11:54 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <buphrahuf1@tyfon.itea.ntnu.no>
Source record: 21371

Janez Valant <swe@atari.org> wrote:

>> Aranym is future for all Atarians !!!
>
> User running aranym, is not Atarian. I have few emus, so am i Amigian,

I only have two "Ataris" running now. One Milan running MiNT/N.AES, and
one ancient Mac (Performa 475) running MagiCMac. I guess I'm no Atarian
then...

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

583. Re: Internet/LAN again

Newsgroup: comp.sys.atari.st
Date: 2004-01-22 22:48:01 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <BqYPb.23944$Wa.18123@news-server.bigpond.net.au>
Source record: 21373

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:400fb7201d966201@tripnet.se...
> In comp.sys.atari.st <MmFPb.22652$Wa.18868@news-server.bigpond.net.au>
> Mark Bedingfield wrote on Thu 22-01-2004 01:06 (GMT):
>
> >Hi Guys, I am about to get a TT this weekend, I am building an ethernea
> >interface, as the acsi port will be free. Anyway, I have a LAN setup at
home
> >and want to use the TT for all things internet. What is the best clients
> >ATM. Stik2, Sting, etc? Also browsers, and mail clients. What seems to be
> >the best? Highwire looks pretty interesting.
>
> MagicNet and MintNet both need multitasking and will not run under plain
> TOS. STinG runs well with all.
>
> STinG is said to be slower than the others but it's fast enough for me.
> Everything (except ROUTE.TAB routing table) can be configured using cpx
> modules and you don't have to reboot for changes to take effect.
>
> STinG handles multiple networks in subnets fine. Good if you want to
> experiment with MIDI or nullmodem SLIP connections from your TT to other
> ST's etc. I have upto 8 Ataris online here on various subnets, al running
> STinG.
>
> Does STiK have Ethernet support at all? Guess it's intended for a simple
> dialup connection only.
>
> MagicNet and MintNet can use most STinG clients but not the opposite.
>
> Clients I'm using:
>
> Newswatch for news and Popwatch for mail. Both need a separate reader. I
> use Okami which overall _is_ the best. Can be hard to setup mainly
> because the doc's are not updated. Not for the average OE (like you?)
> user... Does not look so nice but have lots of features and is very
> stable as long as you stay out of known bugs. I prefer Okami to both OE6
> and Mozilla 1.5.
>
> Mymail is a very good mailreader/client and if/when it will support news
> I might think of switching from Okami. And it Swedish made and therefor
> of good quality :-)
>
> Newsie for less "advanced" mail and news. Lacks support for international

> characters like ����. Can be used alone or with Newswatch/Popwatch for
> the online part.
>
> Aicq is a good ICQ client.
>
> FTPSERV ftp server.
>
> Aftp nice ftp client but a bit buggy sometimes under STinG.
>
> Telstar telnet client.
>
> Weblight webserver. with some Perl support.
>
> Bnet networks drives. Sort of usable but tend to fail if you copy
> directories over the network here. Might be my setup, though??
>
> MEG spamfilter with static filters but very usable. Hangs sometimes on
> strangely formatted spam mail. I get 125 spams per day with lots of SWEN
> virus and appr. 10% slips through the MEG filters and _no_ real mails
> have been filtered by misstake. Compare that to the Mozilla filters that
> miss about 5% of spam but also tend to block real mail as well.
>
> CAB 2.8 is still the only usable browser. I use it a lot actually but
> MSIE and Mozilla are off course much better.
>
> Highwire is _very_ promising but the fact you can't yet fill in forms
> makes it useless IMHO. You can't do a simple Google search...
>
> I also use a time client to set the TT clock.
>
> TUR.APP to check open connections in the IP stack.
>
> Resolve, Ping and Traceroute is built into the STinG dialer. Note that
> for some reason is STinG traceroute useless behind NAT but simple Ping
> works!

Brilliant Kenneth, OE is just too bloody easy, I set it up about 2-5 times a day and can't be buggered using anything else on the PC. Besides the ONLY good thing it does is handle multiple accounts. I'm a CCNA so I doubt that Okami would be a problem.
Strange that STinG has issues with trace route. Ping is good enough to get started.
Is CAB still being supported? And what about Draconis?

Thanks heaps for your help.

Regards

Mark

584. aarrrrrrrrrrrrrrrrrrrrgggggggggghhhhhhhhhhhh!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2004-01-22 23:00:56 UTC
From: sf0218@aol.com
Message-ID: <20040122180056.24741.00000468@mb-m13.aol.com>
Source record: 21374

Hi all,

I just installed Magic5, yeah I know, it's time to upgrade my programs, and when I boot up, I get a mono double screen. When I change the resolution to 16 or more colors, 640x480, all I get is a white screen. HELP! please.

Thanks
Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

585. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-22 23:30:18 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1074789132-798949AEicMi@adelphia.net>
Source record: 21372

Richard and anyone else,
Lets face it there are many other things to BITCH
about in this newsgroup other than my SIGNATURE. And
I have posted many times in here with this SIG. And
it is going NO place. You will continue to see my
post in here with this SIG so stop trying to make me
change my SIG. It is not going to happen so give it
up. By the way Richard, there has been many times
where I have posted and my message has been longer
than my SIG.

Thanks,
Carey Christenson

```
|||
|||
|||
/ | \
/ | \ High Flying Falcon 060!!!
```

Falcon 030 @ 16 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with 64 Megs DDR SDRam
PCI/AGP adapter from Rodolphe,
Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)

586. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-22 23:48:00 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <AVZI9SDRCGEAFw7X@btinternet.com>
Source record: 21375

In article <1074789132-798949AEicMi@adelphia.net>, Carey Christenson
<falcon060@adelphia.net> writes
>By the way Richard, there has been many times
>where I have posted and my message has been longer
>than my SIG.

But this isn't one of them. Honestly, what is so special about your sig?

Okay. Just for you, I'll show you what the net would be like if we all
did this, with apologies to the rest of the group in advance. And I
don't know if it's complete, and I know it's not quite as detailed...

Richard
--
Acorn 8-bits: BBC Model B 32K x 3, BBC Model B 32K + DFS x 2, BBC B Model B+
128K with TMS5220NL Speech unit, Z80 Co-processor. BBC Master Compact.
Acorn Co-processors and clones: Torch HDP Z80, 10Mb, Z80 co-pro internal. Acorn
Cambridge Workstation, 4Mb RAM, NMS-32016 Co-Processor, 20Mb HD.
Acorn 32-bits: Acorn A3000 x 2 Risc OS 2, Acorn A310 ARM3 IDE, Acorn A410 4Mb
ARM3, Acorn A540 FPA-10 FPU, 16Mb RAM, Acorn A540 prototype, Acorn A5000 4Mb.
Atari XE VGS, Atari Falcon 030 + FPU, external Acorn Media Expansion Unit with
330Mb HD and CD-ROM, Atari 1040STE 4Mb with SpectreGCR and SM124, Atari Jaguar
x 2, Atari Lynx II.
Amiga A600HD with 1084S-II, Amiga A500 Kickstart 1.3
Apple PowerMac G4, 1.5Gb RAM 80+40Gb HD, Korg 1212 I/O, 15" Studio Display,
PowerMac G5 Dual 2.0GHz 512Mb RAM 160Gb HD Superdrive, 20" Studio Display, RME
Hammerfall Multiface, Mac Classic II, Mac Classic, Mac Plus x 3
Amstrad PC1512DD + 20Mb Hard Card
Dreamcast, 4 x controller, 2 x Gun, keyboard, HOTD! |\ _,,,---,,_
Playstation 2 Linux system, and a big studio! /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

587. Re: CT60 Problems

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 00:13:32 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.01.23.00.13.31.159746@nossspamXXatari-source.com>
Source record: 21376

On Thu, 22 Jan 2004 20:11:57 +0100, Francois LE COAT wrote:

> Sorry. You are not answering to my suggests.
>
> If, by chance, in your compiled program, the unimplemented instructions
> are not present, then you will have no problem with your programs. Your
> test on "lame" is uninteresting. I suspect that cosine and sine table
> are precomputed. Try to be a little more serious, and consider that my
> Eureka program can test all the FPU instructions, and that I use a 060
> since near 8 years. I compiled a lot of programs, with a lot of
> compilators. I even corrected some FPU bugs in GCC. So, you play a lot,
> but it will not make things better for you CT60, and all other CT60
> users. I've no time to waste ! I have other things to do ! I can't
> spend time with you, if you are just wanting to demonstrate to me
> that you have a hardware problem. That's not the case. I told you !!!
> So continue to play ... I'm harmless with peoples like you !

Francois,

Everything you've suggested to me I've tried. You say try eureka, it'll work because it has a good fpu lib and the ct60 has a bad one. Okay? What do I do then? Nothing. All I can do is try to find some tests somewhere to get more evidence as to software or hardware problems. Not all CT60 users have a problem. In fact only 2 do. Why is that? Why does my CT60 have these problems which cause a stability issue and the other one does not have stability issues?

I ran fpu060.prg, I ran it in any combination with fpu__3.prg as I could try. I ran it from the desktop, from the auto folder. First in the auto folder, last in the auto folder. I tested about 3 different fpu progs in any configuration. The ones that didn't cause a total crash right away (any combination of fpu__3.prg and fpu060.prg) just didn't actually change ANYTHING. The calcs were still wrong and still wrong in the same way. I even have beta code to completely disable the fpu on the 060. I cannot get it to work. Either crash, or bad calcs.

I'm not going to sit here and call your knowledge into question but you don't have to belittle/ridicule me. I AM doing what you asked.

Thanks,
Mark

588. Re: aarrrrrrrrrrrrrrrrrrrrgggggggggghhhhhhhhhhhh!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 00:23:22 UTC
From: John Smith <john.smith@microsoft.com>
Message-ID: <bupphcup1@bagan.srce.hr>
Source record: 21378

well, isn't that normal?? :)

try disabling all auto folder programs and then reactivating one by one
until you get the one which causes trouble. ;)

"SF0218" <sf0218@aol.com> wrote in message
news:20040122180056.24741.00000468@mb-m13.aol.com...
> Hi all,
>
> I just installed Magic5, yeah I know, it's time to upgrade my programs,
and
> when I boot up, I get a mono double screen. When I change the resolution
to 16
> or more colors, 640x480, all I get is a white screen. HELP! please.
>
> Thanks
> Sam F.
> Seattle Seahawks Nut
> and Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.

589. items for sale

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 00:25:55 UTC
From: John Smith <john.smith@microsoft.com>
Message-ID: <buppm4$n7g$1@bagan.srce.hr>
Source record: 21379

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2782585713&category=3759&sspagename=STRK%3AMESSE%3AIT&rd=1

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2782585998&category=3759&sspagename=STRK%3AMESSE%3AIT&rd=1

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2782586260&category=3759&sspagename=STRK%3AMESSE%3AIT&rd=1

590. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 01:18:22 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1074795514-075525AEicMi@adelphia.net>
Source record: 21377

Richard,

LOL is that it!!!!!! Stay tuned BUDDY!!!! Your in
for one hell of a list in your inbox!!!!

Thanks,
Carey Christenson

```
|||
|||
|||
/ | \
/ | \ High Flying Falcon 060!!!
```

Falcon 030 @ 16 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with 64 Megs DDR SDRam
PCI/AGP adapter from Rodolphe,
Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)

591. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 01:28:23 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0401230227010.269-100000@hadesbox>
Source record: 21381

On Thu, 22 Jan 2004, Jo Even Skarstein wrote:

> Janez Valant <swe@atari.org> wrote:
>
> >> Aranym is future for all Atarians !!!
> > >
> > > User running aranym, is not Atarian. I have few emus, so am i Amigian,
> >
> > I only have two "Ataris" running now. One Milan running MiNT/N.AES, and
> > one ancient Mac (Performa 475) running MagiCMac. I guess I'm no Atarian
> > then...

When you use the Milan, you are an Atarian, cause then you use hardware
designed to be a TOS machine. When you use the ancient Mac, you are not an
Atarian, cause it was not designed to be a TOS machine ;-)

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

592. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 01:32:48 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0401230229160.269-100000@hadesbox>
Source record: 21382

On Thu, 22 Jan 2004, Carey Christenson wrote:

> Richard and anyone else,
> Lets face it there are many other things to BITCH
> about in this newsgroup other than my SIGNATURE. And
> I have posted many times in here with this SIG. And

Oh please grow up! Why can't you just add a link to a web page and list
your equipment there?

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

593. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 01:35:50 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <40107a242cd8420@tripnet.se>
Source record: 21380

In comp.sys.atari.st <AVZI9SDRCGEAFw7X@btinternet.com>
Richard Kilpatrick wrote on Thu 22-01-2004 23:48 (GMT):

>In article <1074789132-798949AEicMi@adelphia.net>, Carey Christenson
><falcon060@adelphia.net> writes
>>By the way Richard, there has been many times
>>where I have posted and my message has been longer
>>than my SIG.
>
>But this isn't one of them. Honestly, what is so special about your sig?
>
>Okay. Just for you, I'll show you what the net would be like if we all
>did this, with apologies to the rest of the group in advance. And I
>don't know if it's complete, and I know it's not quite as detailed...
>
>Richard
>--
>Acorn 8-bits: BBC Model B 32K x 3, BBC Model B 32K + DFS x 2, BBC B Model B+
>128K with TMS5220NL Speech unit, Z80 Co-processor. BBC Master Compact.
>Acorn Co-processors and clones: Torch HDP Z80, 10Mb, Z80 co-pro internal. Acorn
>Cambridge Workstation, 4Mb RAM, NMS-32016 Co-Processor, 20Mb HD.
>Acorn 32-bits: Acorn A3000 x 2 Risc OS 2, Acorn A310 ARM3 IDE, Acorn A410 4Mb
>ARM3, Acorn A540 FPA-10 FPU, 16Mb RAM, Acorn A540 prototype, Acorn A5000 4Mb.
>Atari XE VGS, Atari Falcon 030 + FPU, external Acorn Media Expansion Unit with
>330Mb HD and CD-ROM, Atari 1040STE 4Mb with SpectreGCR and SM124, Atari Jaguar
>x 2, Atari Lynx II.
>Amiga A600HD with 1084S-II, Amiga A500 Kickstart 1.3
>Apple PowerMac G4, 1.5Gb RAM 80+40Gb HD, Korg 1212 I/O, 15" Studio Display,
>PowerMac G5 Dual 2.0GHz 512Mb RAM 160Gb HD Superdrive, 20" Studio Display, RME
>Hammerfall Multiface, Mac Classic II, Mac Classic, Mac Plus x 3
>Amstrad PC1512DD + 20Mb Hard Card
>Dreamcast, 4 x controller, 2 x Gun, keyboard, HOTD! |\ _,,,---,,_
>Playstation 2 Linux system, and a big studio! /,`.-'`' -. ;-;;,
>http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
>Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

Half the fun is missed by tearing off signatures so I turned that
function off.

Here's my new much nicer looking wildcard signature (non for sale!):
--
Atari TT: 4MB RAM, 270MB HD, Genious LAN pocket adaptor in cartridge port,
IBM8513 monitor, Noname trackball.
Atari TT: 4+32MB RAM, 1GB FUJITSU M1606S-512 internal HD, ET4000 Spektrum
graphic card. Extra tower with: HP C3725S 2GB HD, QUANTUM LPS270S 270MB HD,

RICOH CD-R/RW MP7040S, QUANTUM FIREBALL SE6.4S 6.4GB HD, EtherNec, Epson GT-8500 scanner, Samsung Syncmaster152s monitor, Hyundai 15G monitor, Creative speakers.
Atari TT: 4+4MB RAM, 270MB HD, Eizo Flexscan 6500 monitor.
Atari MSTe: MMB RAM, 40MB HD, SM124 monitor, SpectreGCR.
Atari Mega4: Graphics card with Moniterm Viking 1200*960, Megafile60.
Atari Mega2: SM124, Megafile44.
Atari Stacy: 4MB RAM with XtraRAM Deluxe card, 40MB HD, GSM phone with cable for Internet access.
Atari STfm: 4MB RAM+TOS2.06, Atun AM-148 mono and Philips CM8833-II colour monitors switchable, SF-314 external floppy B.
Atari STfm: 1MB RAM, SM124.
Pocket computers etc: Atari Portfolio, Casio PB770 with FA4 and MC cassette recorder, Casio fx602p with FA-2 and FP-10 thermoprinter, Casio Cassiopeia A20, Atari Lynx.
Mac Performa 6200 with monitor, Laserwriter 4/600PS and Midiman MIDI interface.
IBM compatible Pentium533: 512MB RAM, 40GB+80GB HD, CDR + CD/RW, Samtron 76E monitor, Tekram IRMate IRda.
Printers etc: Atari SMM804 matrix, SLM804 laser, SLM605 laser, HP deskjet 960c, Panasonic kxp-1124 matrix, Silver Reed EB60 penplotter, Digital DEClaser 5100, HP laserjet III.
Spare monitors: Atari TTM194, SM124, IBM 8518-2.
Extra peripherals: SupraDrive external HD, Link-97, Syquest 88, Toshiba CDR, Primax scanner, Powerbit Office 56k modem, Alcatel Speedtouch Home ADSL modem, Netgear RT-314 NAT-box, Supra 2400 modem, a couple of handscanners, various spare harddisks, lots of programs in boxes, even more cables to connect most of the stuff together.
MIDI: Kawai K1 keyboard, Roland-U110 module with 4 ROM-cards, MOTU 7s MIDI mixer, Alesis Midiverb II, Alesis Microverb, Casio Digital horn D-H100.
And last but not least: A couple of IBM compatible wrecks...
-
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

594. Atari MIDI Computer (cont.)

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 04:14:22 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <Cc1Qb.51881$XD5.976@fed1read06>
Source record: 21383

I've just sketched out a couple simplified rough draft drawings, including preliminary internal parts placements.

Next is to locate parts, design plastics (manufacturer already aquired) and investigate hardware/software developers...

If anyone is interested in this idea, just Email me or reply here...

Luposian

595. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 09:46:19 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <M9TLXQB7uOEAFw4F@btinternet.com>
Source record: 21384

In article <40107a242cd8420@tripnet.se>, Kenneth Medin
<kennethm@tripnet.se> writes
>MIDI: Kawai K1 keyboard, Roland-U110 module with 4 ROM-cards, MOTU 7s MIDI
>mixer, Alesis Midiverb II, Alesis Microverb, Casio Digital horn D-H100.
>And last but not least: A couple of IBM compatible wrecks...
>***--***

Oooh, don't get me started on my studio ;)

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

596. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 10:31:02 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4010f761$0$4263$c30e37c6@lon-reader.news.telstra.net>
Source record: 21385

"Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message
news:buo10knfn3@reader08.wxs.nl...
> Clockmeister wrote:
>
> > You do remember that the ST came with that single tasking unstable
> > monstrosity TOS.
>
> You can rightfully say a lot of bad things about TOS 1.00 but it was
> definitely not unstable.

Bombs galore for a single tasker it was rubbish.

> And TOS + MiNT rules (as long as you don't use it as Atari corp.
> provided it) ;)

Amiga OS blows it clean out of the water, at least any version 2.x or up.

597. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 10:32:26 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4010f7b4$0$4259$c30e37c6@lon-reader.news.telstra.net>
Source record: 21386

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:gaZw+WAOT5DAFwXB@btinternet.com...
> In article <400efac3$0$4260$c30e37c6@lon-reader.news.telstra.net>,
> Clockmeister <no-one@nowhere.com> writes
> >> Not that Amigas suck. It's just a case of different machines for
> >> different purposes. If you want to do serious stuff, get a Mac - that's
> >> what I did, I replaced my 1040STFM with a Mac IIx in 1989 :P
> > >
> > >The Mac offered very little to the creative mind in those days, unlike
the
> > >Amiga. For stuffy office apps a PC was the best solution.
> >
> > Bollocks. The Mac offered considerably more, in the form of the Mac IIx.
> > And before you say "You didn't try an Amiga", I 'replaced' the Mac IIx
> > with an Amiga 1200 system, fully loaded, even with Commodore's
> > overpriced multisync monitor.
> >
> > Amiga Workbench is unintuitive and unreliable. About the best thing the
> > Amiga could do was run Frontier.
> >
> > My IIx had 24-bit colour, music and graphics packages.
> >
> > Hell, I'd argue that an Apple IIgs was better than an Amiga in many
> > cases.
> >

Never have I heard such a complete load of rubbish. Your A1200 was either
broken are you are incapable of clear judgement.

598. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 10:33:30 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4010f7f4$0$4260$c30e37c6@lon-reader.news.telstra.net>
Source record: 21387

"Janez Valant" <swe@atari.org> wrote in message
news:5ESPb.1866$%x4.318840@news.siol.net...
> Clockmeister wrote:
>
> > Ofcourse it is a case of horses for courses, and for what I wanted out
of
> > a computer the Amiga was the best solution...
>
> And Atari did and still does, what i wanted. But that dont mean i will
> force my choice to others and call other ppl choices a crap and suggest
> what they "should" have...

But it brings a bit of life to the group, and some will keep taking the
obvious bait ;-)

599. FA: Atari Magazines and Hardware

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 10:56:21 UTC
From: waldo <waldo_xx@yahoo.com>
Message-ID: <n9v1105ed36t715lrh2rhrd5g5apic9jcg@4ax.com>
Source record: 21388

Atari TOS Developer's Kit manuals:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3522&item=2782632262

Current Notes magazines:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=2243&item=3582604032

Migraph hand scanner:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3751&item=2782632977

ST Applications magazines:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=2243&item=3582606557

ST Informer magazines:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=2243&item=3582606982

thanks for looking

600. Re: Desktopper Case

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 11:14:29 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0401230314.3f7cdc6b@posting.google.com>
Source record: 21389

sf0218@aol.com (SF0218) wrote in message
news:<20040122111622.21874.00000310@mb-m22.aol.com>...
> Hi All,
>
> Is this case suitable for re-casing a Falcon, i.e. does it have enough room for
> ide cd drives and 3.5" eide hard drives?
>
> Where can one now acquire the Desktopper?
>
> Thanks
>
> Sam F.
> Seattle Seahawks Nut
> and Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.

I don't know about the desktopper, but the Wizztronics Falcon Rack is
designed for the falcon, built like a tank, looks great, and allows
for all the ports to be directly accessable from the back (midi and
cart ports require extenders, which cost more!) They used to be real
expensive ($400ish us,) but Steve was selling them at $99.00 clearance
for a bare kit (no extenders.) I got one to recase my CT60 falcon, and
have been very happy with it. I've got a 3.5 ide hd and a CDWR in it,
as well as a new power supply. Plenty of room.
Wayne

601. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 11:28:03 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnc12017.fua.atari@core.preferuje.luzik.pl>
Source record: 21390

On Fri, 23 Jan 2004 01:35:50 GMT, Kenneth Medin <kennethm@tripnet.se> had a noticeable pleasure while writting:
>>In article <1074789132-798949AEicMi@adelphia.net>, Carey Christenson
>><falcon060@adelphia.net> writes
>>>By the way Richard, there has been many times
>>>where I have posted and my message has been longer
>>>than my SIG.
>>
>>But this isn't one of them. Honestly, what is so special about your sig?
>>
>>Okay. Just for you, I'll show you what the net would be like if we all
>>did this, with apologies to the rest of the group in advance. And I
>>don't know if it's complete, and I know it's not quite as detailed...
>>
>>Richard
>>--
>>Acorn 8-bits: BBC Model B 32K x 3, BBC Model B 32K + DFS x 2, BBC B Model B+
>>128K with TMS5220NL Speech unit, Z80 Co-processor. BBC Master Compact.
>>Acorn Co-processors and clones: Torch HDP Z80, 10Mb, Z80 co-pro internal. Acorn
>>Cambridge Workstation, 4Mb RAM, NMS-32016 Co-Processor, 20Mb HD.
>>Acorn 32-bits: Acorn A3000 x 2 Risc OS 2, Acorn A310 ARM3 IDE, Acorn A410 4Mb
>>ARM3, Acorn A540 FPA-10 FPU, 16Mb RAM, Acorn A540 prototype, Acorn A5000 4Mb.
>>Atari XE VGS, Atari Falcon 030 + FPU, external Acorn Media Expansion Unit with
>>330Mb HD and CD-ROM, Atari 1040STE 4Mb with SpectreGCR and SM124, Atari Jaguar
>>x 2, Atari Lynx II.
>>Amiga A600HD with 1084S-II, Amiga A500 Kickstart 1.3
>>Apple PowerMac G4, 1.5Gb RAM 80+40Gb HD, Korg 1212 I/O, 15" Studio Display,
>>PowerMac G5 Dual 2.0GHz 512Mb RAM 160Gb HD Superdrive, 20" Studio Display, RME
>>Hammerfall Multiface, Mac Classic II, Mac Classic, Mac Plus x 3
>>Amstrad PC1512DD + 20Mb Hard Card
>>Dreamcast, 4 x controller, 2 x Gun, keyboard, HOTD! |\ _,,,---,,_
>>Playstation 2 Linux system, and a big studio! /,`.-'`' -. ;-;;,
>>http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
>>Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia
>
> Half the fun is missed by tearing off signatures so I turned that
> function off.
>
> Here's my new much nicer looking wildcard signature (non for sale!):
> ***--***
> Atari TT: 4MB RAM, 270MB HD, Genious LAN pocket adaptor in cartridge port,
> IBM8513 monitor, Noname trackball.
> Atari TT: 4+32MB RAM, 1GB FUJITSU M1606S-512 internal HD, ET4000 Spektrum
> graphic card. Extra tower with: HP C3725S 2GB HD, QUANTUM LPS270S 270MB HD,

> RICOH CD-R/RW MP7040S, QUANTUM FIREBALL SE6.4S 6.4GB HD, EtherNec, Epson GT-
> 8500 scanner, Samsung Syncmaster152s monitor, Hyundai 15G monitor, Creative
> speakers.
> Atari TT: 4+4MB RAM, 270MB HD, Eizo Flexscan 6500 monitor.
> Atari MSTe: MMB RAM, 40MB HD, SM124 monitor, SpectreGCR.
> Atari Mega4: Graphics card with Moniterm Viking 1200*960, Megafile60.
> Atari Mega2: SM124, Megafile44.
> Atari Stacy: 4MB RAM with XtraRAM Deluxe card, 40MB HD, GSM phone with cable
> for Internet access.
> Atari STfm: 4MB RAM+TOS2.06, Atun AM-148 mono and Philips CM8833-II colour
> monitors switchable, SF-314 external floppy B.
> Atari STfm: 1MB RAM, SM124.
> Pocket computers etc: Atari Portfolio, Casio PB770 with FA4 and MC cassette
> recorder, Casio fx602p with FA-2 and FP-10 thermoprinter, Casio Cassiopeia A20,
> Atari Lynx.
> Mac Performa 6200 with monitor, Laserwriter 4/600PS and Midiman MIDI interface.
> IBM compatible Pentium533: 512MB RAM, 40GB+80GB HD, CDR + CD/RW, Samtron 76E
> monitor, Tekram IRMate IRda.
> Printers etc: Atari SMM804 matrix, SLM804 laser, SLM605 laser, HP deskjet 960c,
> Panasonic kxp-1124 matrix, Silver Reed EB60 penplotter, Digital DEClaser 5100,
> HP laserjet III.
> Spare monitors: Atari TTM194, SM124, IBM 8518-2.
> Extra peripherals: SupraDrive external HD, Link-97, Syquest 88, Toshiba CDR,
> Primax scanner, Powerbit Office 56k modem, Alcatel Speedtouch Home ADSL modem,
> Netgear RT-314 NAT-box, Supra 2400 modem, a couple of handscanners, various
> spare harddisks, lots of programs in boxes, even more cables to connect most of
> the stuff together.
> MIDI: Kawai K1 keyboard, Roland-U110 module with 4 ROM-cards, MOTU 7s MIDI
> mixer, Alesis Midiverb II, Alesis Microverb, Casio Digital horn D-H100.
> And last but not least: A couple of IBM compatible wrecks...
> ***--***
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>

I feel like you've forgotten something ;)

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

Atari 65 XE
Atari 65 XE
Atari XC 12
California Access CA2001
Atari 1040STE with 4MB RAM, shity floppy and "Paskud" HDD controler
Atari Falcon 030 with CT60, 14MB "Paskud" ST-RAM card, 256MB 2MXPC133CL2
Kingston chip, 40GB Seagate Baracuda IV IDE HDD, Eiffel, Samsung keyboard,
Mediatech Mouse

Standalone stuff:
2GB Segate SCSI HDD
364MB IBM DSAA 3360 IDE HDD
420MB Conner CFS420A IDE HDD
160MB IBM WDS-3160 SCSI HDD
(...and some more HDDs)
Toshiba external SCSI CD with case
Quickjoy SV126 joystick
Some other joystick
Tons of SCSI cables...
26 Pens, Balpens, etc. (I collect them. In fact I steal them. If you're missing one, check if I do not have it)
Thomson WHP 440 Cordless Headphones (they rock!)
23 Dices (1d4, 17d6, 1d8, 2d10, 1d12, 1d20)
One special Sunglasses (wear them and try to go straight, not possible you'll break your legs ;))
Few hundreds floppies
Few dozens of CD (recently bot Rod Steward's "The Great American Songbook" and it is protected against computer CD use :( )
Harverk Germany HV-702 radio (with a clock and buzzer!)
Motorolla celphone (model unknown, but it has radio)
One empty can of beer
One full (not yet opened) can of beer
Casio Quartz DQ-580 alarm clock
3 free mouse balls
Oh! I've just found two more pens!

602. True Paint for sale on ebay

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 11:32:43 UTC
From: jonny_morrisuk@yahoo.co.uk
Message-ID: <f6895097.0401230332.7e5228a5@posting.google.com>
Source record: 21391

Hi there :)

I'm selling my copy of True Paint (HiSoft) on ebay:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3656760389

I will also be selling a copy of SpeedoGDOS when I have the time to list it. Unless, that is, anyone wants to make me an offer I can't refuse! 10 UKP or more will stop it going on ebay. (Postage about 3 UKP within the UK, probably 4-5 UKP outside the UK, haven't weighed it yet though) :-)

That's UK Pounds. Not Canadian Pounds or US Pounds ;)

603. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 11:38:52 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <Hyu5EzGOdQEAFw40@btinternet.com>
Source record: 21392

In article <4010f7b4$0$4259$c30e37c6@lon-reader.news.telstra.net>,
Clockmeister <no-one@nowhere.com> writes
>Never have I heard such a complete load of rubbish. Your A1200 was either
>broken are you are incapable of clear judgement.

How can you possibly claim that a 16Mhz, 68030, 68882, professionally
marketed and priced system with standard memory, disks and a huge range
of professional software, plus true 24-bit colour, sound that was
arguably the equal of the Amiga, was in any way inferior to the
crippled, proprietary A1200?

You're completely mad. AmigaOS may have had some good points, but it was
unstable and frankly, weird.

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

604. ADV: Atarian 30% off Discount & Gift!

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 12:32:11 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401230426340.12356-100000@onyx.spiritone.com>
Source record: 21394
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently offering my Atarian Discounts & Gift! 2 Discounts. A 20% off Discount on All Games/SoftWare & Books/References for Classic Atari 8 Bit & Atari ST Computer Lines! Or a 30% off Discount for my more regular Atari Customers covering All Games/SoftWare, Books/References and Most HardWare/ Accessories for Classic Atari 8 Bit & Atari ST Computer Lines. Plus Orders of at least $100.00 will also get a gift. Read specials.htm Link below for Details. Buyers outside the US can take advantage of favorable exchange Rates over the Dollar! Shipping and selling to anywhere the Law allows! Got Questions? E-Mail Ben Today at Atari@aracnet.com Get Catalogs below at

http://BensCatalogs.Atari.org and Call Ben AnyTime at (503)256-9974!!!
http://www.aracnet.com/~atari/specials.htm Atari Special Details!!
http://www.aracnet.com/~atari/maillist.htm Add to my E-Mailing list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

605. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 12:37:41 UTC
From: Firulais <YoNoSoy@WWW.COM>
Message-ID: <bur4jbcmm1@news1.nivel5.cl>
Source record: 21393

```
Damn you !!!
I've just lost 2 pens !!
```

"Adam Klobukowski" <atari@gabo.pl> escribi&#65533; en el mensaje
news:slrnc12017.fua.atari@core.preferuje.luzik.pl...
> On Fri, 23 Jan 2004 01:35:50 GMT, Kenneth Medin <kennethm@tripnet.se> had
a noticeable pleasure while writting:
> >>In article <1074789132-798949AEicMi@adelphia.net>, Carey Christenson
> >><falcon060@adelphia.net> writes
> >>>By the way Richard, there has been many times
> >>>where I have posted and my message has been longer
> >>>than my SIG.
> >>
> >>But this isn't one of them. Honestly, what is so special about your sig?
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> >>Okay. Just for you, I'll show you what the net would be like if we all
> >>did this, with apologies to the rest of the group in advance. And I
> >>don't know if it's complete, and I know it's not quite as detailed...
> >>
> >>Richard
> >>--
> >>Acorn 8-bits: BBC Model B 32K x 3, BBC Model B 32K + DFS x 2, BBC B
Model B+
> >>128K with TMS5220NL Speech unit, Z80 Co-processor. BBC Master Compact.
> >>Acorn Co-processors and clones: Torch HDP Z80, 10Mb, Z80 co-pro
internal. Acorn
> >>Cambridge Workstation, 4Mb RAM, NMS-32016 Co-Processor, 20Mb HD.
> >>Acorn 32-bits: Acorn A3000 x 2 Risc OS 2, Acorn A310 ARM3 IDE, Acorn
A410 4Mb
> >>ARM3, Acorn A540 FPA-10 FPU, 16Mb RAM, Acorn A540 prototype, Acorn A5000
4Mb.
> >>Atari XE VGS, Atari Falcon 030 + FPU, external Acorn Media Expansion
Unit with
> >>330Mb HD and CD-ROM, Atari 1040STE 4Mb with SpectreGCR and SM124, Atari
Jaguar
> >>x 2, Atari Lynx II.
> >>Amiga A600HD with 1084S-II, Amiga A500 Kickstart 1.3
> >>Apple PowerMac G4, 1.5Gb RAM 80+40Gb HD, Korg 1212 I/O, 15" Studio
Display,
> >>PowerMac G5 Dual 2.0GHz 512Mb RAM 160Gb HD Superdrive, 20" Studio
Display, RME
> >>Hammerfall Multiface, Mac Classic II, Mac Classic, Mac Plus x 3
> >>Amstrad PC1512DD + 20Mb Hard Card

> >>Dreamcast, 4 x controller, 2 x Gun, keyboard, HOTD! |\ _,,,---,,_
> >>Playstation 2 Linux system, and a big studio! /,`.-'`' -.
;-;;,
> >>http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\
(`'::.
> >>Music? http://www.dmc12.demon.co.uk/music/ '----"(_/--'
`-'_)Morticia
> >
> > Half the fun is missed by tearing off signatures so I turned that
> > function off.
> >
> > Here's my new much nicer looking wildcard signature (non for sale!):
> > ***--***
> > Atari TT: 4MB RAM, 270MB HD, Genious LAN pocket adaptor in cartridge
port,
> > IBM8513 monitor, Noname trackball.
> > Atari TT: 4+32MB RAM, 1GB FUJITSU M1606S-512 internal HD, ET4000
Spektrum
> > graphic card. Extra tower with: HP C3725S 2GB HD, QUANTUM LPS270S 270MB
HD,
> > RICOH CD-R/RW MP7040S, QUANTUM FIREBALL SE6.4S 6.4GB HD, EtherNec, Epson
GT-
> > 8500 scanner, Samsung Syncmaster152s monitor, Hyundai 15G monitor,
Creative
> > speakers.
> > Atari TT: 4+4MB RAM, 270MB HD, Eizo Flexscan 6500 monitor.
> > Atari MSTe: MMB RAM, 40MB HD, SM124 monitor, SpectreGCR.
> > Atari Mega4: Graphics card with Moniterm Viking 1200*960, Megafile60.
> > Atari Mega2: SM124, Megafile44.
> > Atari Stacy: 4MB RAM with XtraRAM Deluxe card, 40MB HD, GSM phone with
cable
> > for Internet access.
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colour
> > monitors switchable, SF-314 external floppy B.
> > Atari STfm: 1MB RAM, SM124.
> > Pocket computers etc: Atari Portfolio, Casio PB770 with FA4 and MC
cassette
> > recorder, Casio fx602p with FA-2 and FP-10 thermoprinter, Casio
Cassiopeia A20,
> > Atari Lynx.
> > Mac Performa 6200 with monitor, Laserwriter 4/600PS and Midiman MIDI
interface.
> > IBM compatible Pentium533: 512MB RAM, 40GB+80GB HD, CDR + CD/RW, Samtron
76E
> > monitor, Tekram IRMate IRda.
> > Printers etc: Atari SMM804 matrix, SLM804 laser, SLM605 laser, HP
deskjet 960c,
> > Panasonic kxp-1124 matrix, Silver Reed EB60 penplotter, Digital DEClaser

5100,
> > HP laserjet III.
> > Spare monitors: Atari TTM194, SM124, IBM 8518-2.
> > Extra peripherals: SupraDrive external HD, Link-97, Syquest 88, Toshiba
CDR,
> > Primax scanner, Powerbit Office 56k modem, Alcatel Speedtouch Home ADSL
modem,
> > Netgear RT-314 NAT-box, Supra 2400 modem, a couple of handscanners,
various
> > spare harddisks, lots of programs in boxes, even more cables to connect
most of
> > the stuff together.
> > MIDI: Kawai K1 keyboard, Roland-U110 module with 4 ROM-cards, MOTU 7s
MIDI
> > mixer, Alesis Midiverb II, Alesis Microverb, Casio Digital horn D-H100.
> > And last but not least: A couple of IBM compatible wrecks...
> > ***--***
> > Kenneth Medin <kennethm@tripnet.se>
> > Atari TT at home: http://atari.mine.nu/
> > <<Produced with 100% pure Atari equipment>>
>
> I feel like you've forgotten something ;)
>
> --
> Semper Fidelis
>
> Adam Klobukowski
> atari@gabo.pl
>
> Atari 65 XE
> Atari 65 XE
> Atari XC 12
> California Access CA2001
> Atari 1040STE with 4MB RAM, shity floppy and "Paskud" HDD controler
> Atari Falcon 030 with CT60, 14MB "Paskud" ST-RAM card, 256MB 2MXPC133CL2
> Kingston chip, 40GB Seagate Baracuda IV IDE HDD, Eiffel, Samsung keyboard,
> Mediatech Mouse
>
> Standalone stuff:
> 2GB Segate SCSI HDD
> 364MB IBM DSAA 3360 IDE HDD
> 420MB Conner CFS420A IDE HDD
> 160MB IBM WDS-3160 SCSI HDD
> (...and some more HDDs)
> Toshiba external SCSI CD with case
> Quickjoy SV126 joystick
> Some other joystick
> Tons of SCSI cables...
> 26 Pens, Balpens, etc. (I collect them. In fact I steal them. If you're

> missing one, check if I do not have it)
> Thomson WHP 440 Cordless Headphones (they rock!)
> 23 Dices (1d4, 17d6, 1d8, 2d10, 1d12, 1d20)
> One special Sunglasses (wear them and try to go straight, not possible
> you'll break your legs ;))
> Few hundreds floppies
> Few dozens of CD (recently bot Rod Steward's "The Great American Songbook"
> and it is protected against computer CD use :( )
> Harverk Germany HV-702 radio (with a clock and buzzer!)
> Motorolla celphone (model unknown, but it has radio)
> One empty can of beer
> One full (not yet opened) can of beer
> Casio Quartz DQ-580 alarm clock
> 3 free mouse balls
> Oh! I've just found two more pens!

606. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 12:38:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401230432270.12356-100000@onyx.spiritone.com>
Source record: 21395
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auctions Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Goto http://BensCatalogs.Atari.org or Call (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

607. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 12:43:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401230438271.12356-100000@onyx.spiritone.com>
Source record: 21296
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

608. ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 12:51:16 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401230443350.12356-100000@onyx.spiritone.com>
Source record: 21297
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
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http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

609. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 13:24:12 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2004.01.23.13.24.27.926374@pandora.be>
Source record: 21298

Op Fri, 23 Jan 2004 02:32:48 +0100, schreef ozk:

> On Thu, 22 Jan 2004, Carey Christenson wrote:
>
>> Richard and anyone else,
>> Lets face it there are many other things to BITCH
>> about in this newsgroup other than my SIGNATURE. And
>> I have posted many times in here with this SIG. And
>
> Oh please grow up! Why can't you just add a link to a web page and list
> your equipment there?

Even a simple thing like a signature separator seems to be a nono for
Carey. All decent usenet readers place such a thing automaticaly. Isn't
that possible with ASH Mailer?

CU,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

610. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 15:44:43 UTC
From: SWE/YesCREW <jvalant@atari.org>
Message-ID: <Pine.MNT.4.31.0401231640020.118-100000@TheFish>
Source record: 21299

On Fri, 23 Jan 2004 ozk@atari-RULES.org wrote:

> On Thu, 22 Jan 2004, Jo Even Skarstein wrote:
>
> > Janez Valant <swe@atari.org> wrote:
> >
> > >> Aranym is future for all Atarians !!!
> > >
> > > User running aranym, is not Atarian. I have few emus, so am i Amigian,
> >
> > I only have two "Ataris" running now. One Milan running MiNT/N.AES, and
> > one ancient Mac (Performa 475) running MagiCMac. I guess I'm no Atarian
> > then...
>
> When you use the Milan, you are an Atarian, cause then you use hardware
> designed to be a TOS machine. When you use the ancient Mac, you are not an
> Atarian, cause it was not designed to be a TOS machine ;-)

And u dont yell arround how Aranym is Atari future, how new HW in work
is crap and so on... I like Ataris because of nice hardware they
introduced at time, diferent hardware and software we use.. And i love it
with good or bad points.. So what if i cant watch DVDs? Aranym pages make
ppl believe that now playing mp3 at 9% (7% here on falcon) and DVD/AVIs is
all we need..

Janez

P.S. I dont judge anyone using Aranym. It may be usefull tool, coding
envoirment, but its not Atari future... I speak for myself: at the moment
no new hw will came out, no old one will be possible to acquire etc, ill
switch platform.. but hopefully that wont make some time yet :))

611. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 15:50:13 UTC
From: SWE/YesCREW <jvalant@atari.org>
Message-ID: <Pine.MNT.4.31.0401231646250.118-100000@TheFish>
Source record: 21300

On Thu, 22 Jan 2004, Richard Kilpatrick wrote:

> In article <1074789132-798949AEicMi@adelphia.net>, Carey Christenson
> <falcon060@adelphia.net> writes
> >By the way Richard, there has been many times
> >where I have posted and my message has been longer
> >than my SIG.
>
> But this isn't one of them. Honestly, what is so special about your sig?
>
> Okay. Just for you, I'll show you what the net would be like if we all
> did this, with apologies to the rest of the group in advance. And I
> don't know if it's complete, and I know it's not quite as detailed...

Hi,

because u use Ident ("-- ") line, my client cutted off sig when i reply,
so thats okay. BUT put EACH piece of hardware in next line, of course write
all tiny bits till "sattelite speaker system" and multiply by 4, and ull
get my sig i could use.. Still, fact that u use the "-- " when signature
begins (i realy dont know why it is so hard for Carey to add that, if he
already has zillion lines) makes replying etc a LOT easier...

Regards, Janez

612. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 15:59:17 UTC
From: SWE/YesCREW <jvalant@atari.org>
Message-ID: <Pine.MNT.4.31.0401231654530.118-100000@TheFish>
Source record: 21301

On Fri, 23 Jan 2004, Clockmeister wrote:

> Amiga OS blows it clean out of the water, at least any version 2.x or up.

MiNT in current state, and believe me that is NOT multitos, beats Amiga
OS in MANY ways... With this im not saying Amiga OS is bad, but im sure u
arent familiar with full MiNT setup. But heck, it is so easy to talk what
sux and what dont, esp if u dont use the thing that sux... Amiga OS have
some good specific stuff, MiNT/Magic etc has other. And few Amiga owners
i know did say they wouldnt mind the MiNTs aproach to Amiga OS..

Janez

613. need pictures of SLM804 printer

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 16:03:08 UTC
From: BMaedicke@t-online.de
Message-ID: <1g80xyl.1ptan0j9vbl12N%BMaedicke@t-online.de>
Source record: 21302

Hi all,

I need some pictures in good quality of the Atari SLM804 laser printer
for my homepage.
Anybody can help me?

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

614. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 16:43:36 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <40114f2d$0$29060$636a55ce@news.free.fr>
Source record: 21303

In the bag with the 1/4 W resistor is the 3 SMt resistors...check again.
Maybe somewhere in the packet if a small hole in the plastic bag.

22 ohms is not good !!
You have to use 33 ohms....and some case a 47 ohms for R221 is needed when
SDMa problem still with 33 ohms.
Sure I speak about SDMa problems with boosted bus...
At 16 MHz, 33 ohms on R221 is OK.
But at 16 MHz, the 1/4 W resistor may be needed on the SDMa clock input (see
the fitting manual).
In fact this resistor is recommended in all settings and all speeds.
So, if you can solder it, do it !!

Regards

"exxos" <chris@home.co.uk> a ï¿½crit dans le message de news:
400ed989$0$16729$cc9e4d1f@news.dial.pipex.com...
> Rodolphe,
>
> I think its working a lot better now, I had 220R resistors not 33R! But I
> couldn't find 33R so I have used 22R, not much off ? I also replaced the
> inductor with one off a old STFM board. I have managed to play a MP3 about
5
> times so far, before it crashed after just a few seconds. Hopefully this
was
> the cause of the disfunctions, I will test out with more programs now....
> maybe finnally I can register ANIplayer *looks at Didier* ;-)
>
> Thanks!
>
> Chris
>
>
>
>
>
>
> "Rodolphe Czuba" <rczuba@free.fr> wrote in message
> news:400db08c$0$7133$626a54ce@news.free.fr...
> > > > > UK is not far to ship a board ...
> > > > >
> > > > >
> > > >
> > > >
> > > Ok, I may send the the motherboard and CT60, though can you tell if

> > > replacing R216,R221,R222 wth normal resistors and wireing out L102
would
> > > cause problems ?
> >
> > yes...
> >
> > as I said I lost these parts after the nemesis upgrade (
> > > which I took out a long time ago).
> >
> > ???? CT60 was shipped to you with smal plastic bag and 3 SMT 33 ohms
> > resistors inside !!
> > What did you do with ????
> > SEE my web site fitting manual with solders...
> >
> > Thanks !
> >
> >
>
>

615. Falcon issues

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 17:49:22 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.01.23.17.49.21.872292@removenoaspam.atari-source.com>
Source record: 21304

Hey guys,

I decided that my Falcon issues have gotten above my reach and I decided that I'd rather pay for it than lose my hair over this. It's worth it to me considering the money I've sank into this already, so I decided to send my falcon and CT60 to rodolphe for the full work, 25MHz fitting, etc. Basically I hope when it comes back it can make it through a gcc compile at least ;-) On the bright side though, after packing up my falcon I was motivated last night and brought one of my TT's back from the grave from a lighting voltage spike :) It just has some keyboard issues and the video is fried yet, but it seems any number of video cards take care of that.

Anyway, I wanted to thank everyone for their efforts and for running the fputest. It puts things into perspective and helped us to realize that there's more than one CT60 out there with fpu problems too! Keith has more than one 060 however he just figured out his other one is surface mounted to his amiga accelerator ;-) So he's interested too in what the verdict on my falcon is, but I suspect there's probably something wrong with SDMA, the FPU is broken, something in DSP, and maybe more wrong with it. No one fix will take care of my falcon's problems, I'm sure of that ;-)

As I said, thanks for all your help... Just when it started getting so unstable that it won't even stay running for more than 5 minutes at a time, it's out of my realm of patience. Stay cool, I'll still be around compiling under aranym :)

Thanks,
Mark
http://portal.atari-source.com

616. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 18:02:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <burniondg1@tyfon.itea.ntnu.no>
Source record: 21305

ozk@atari-rules.org wrote:

> When you use the Milan, you are an Atarian, cause then you use hardware
> designed to be a TOS machine. When you use the ancient Mac, you are not an
> Atarian, cause it was not designed to be a TOS machine ;-)

Both machines are mounted to the underside of my desk. I can't see the
hardware, and when they're running, I really can't tell if it's the
"real" hardware or not (except for the speed of course). So to me the
labels on the PCB's and chips doesn't matter.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

617. 1,000,000 Atari 2600-7800 games for sale.

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 19:01:46 UTC
From: Tom Houlehan <tomh2@mindspring.com>
Message-ID: <1012rsu2ca4ac77@corp.supernews.com>
Source record: 21307

O'Shea. Ltd. has 1,000,000 Atari 2600-7800 games available for sale on their website for $5 a piece or you can get them by the case. Check out: www.atariclassic.com

618. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 19:32:11 UTC
From: misha.s@sezampro.yu
Message-ID: <bursvcjed1@news.eunet.yu>
Source record: 21308

With Aranym you can run so many application,very well !!!
When you run on linux you can enable JIT and you can work
like never before on real Atari !!!

619. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 19:57:23 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <o8eQb.1926$%x4.324610@news.siol.net>
Source record: 21306

Jo Even Skarstein wrote:

> ozk@atari-rules.org wrote:
>
>> When you use the Milan, you are an Atarian, cause then you use hardware
>> designed to be a TOS machine. When you use the ancient Mac, you are not
>> an Atarian, cause it was not designed to be a TOS machine ;-)
>
> Both machines are mounted to the underside of my desk. I can't see the
> hardware, and when they're running, I really can't tell if it's the
> "real" hardware or not (except for the speed of course). So to me the
> labels on the PCB's and chips doesn't matter.

Okay, but for me they dont run a lot of Atari software. I dont expect
100% compatbility but let say some 30-40% maybe, to call machine "Atari" as
we meant it, ST>TT>F030 line of machines...

Janez

620. Re: Atari users\owners

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 20:08:23 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <1012vpppeq6vkd2@corp.supernews.com>
Source record: 21309

"SF0218" <sf0218@aol.com> wrote in message
news:20040121155307.28419.00000499@mb-m15.aol.com...
> Any of you folks live in or around Leesburg Virginia?
>
> Thanks
> Sam F.
> Seattle Seahawks Nut
> and Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.

No but I live in the Seattle Area! ;)

Go Hawkes. :D

621. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 20:32:36 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <bus0d4$s2m$1@tyfon.itea.ntnu.no>
Source record: 21310

Janez Valant <swe@atari.org> wrote:

> Okay, but for me they dont run a lot of Atari software. I dont expect
> 100% compatbility but let say some 30-40% maybe, to call machine "Atari" as
> we meant it, ST>TT>F030 line of machines...

I would be very surprised if Aranym was less "compatible" than my
Milan. There are many good ST-emulators that are almost 100% compatible
(but also limited, as they're only ST's ofcourse), my Milan will only run
clean GEM-apps.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

622. Re: CT60 a hack?

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 21:34:28 UTC
From: exxos <chris@home.co.uk>
Message-ID: <4011935a$0$28131$cc9e4d1f@news.dial.pipex.com>
Source record: 21313

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:40114f2d$0$29060$636a55ce@news.free.fr...
> In the bag with the 1/4 W resistor is the 3 SMt resistors...check again.
> Maybe somewhere in the packet if a small hole in the plastic bag.
>
> 22 ohms is not good !!
> You have to use 33 ohms....and some case a 47 ohms for R221 is needed when
> SDMa problem still with 33 ohms.
> Sure I speak about SDMa problems with boosted bus...
> At 16 MHz, 33 ohms on R221 is OK.
> But at 16 MHz, the 1/4 W resistor may be needed on the SDMa clock input
(see
> the fitting manual).
> In fact this resistor is recommended in all settings and all speeds.
> So, if you can solder it, do it !!
>
> Regards
>

Can I use 47R for all 3 resistors ? I will solder the 1/4w resistor in also
latter. I checked the bag and there is only the cable and the 1/4w resistor.

chris

623. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 21:55:30 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <8TfQb.1930$%x4.325194@news.siol.net>
Source record: 21311

misha.s@sezampro.yu wrote:

> With Aranym you can run so many application,very well !!!
> When you run on linux you can enable JIT and you can work
> like never before on real Atari !!!

I have tried Aranym, u dont need to explain me anything. Most apps i regulary use, dont work. Im not pure GEM user, there are non GEM apps which are better as GEM ones, and i use them often, and i definately dont give a shit if i cant watch DVDs on Ataris i own. Please spare me such remarks...

For Aranym, as new Atari hope i need to fullfill 2 things actualy, one is to get a PC and 2nd is to instal Linux (since only really usable version is Linux one). Interesting indeed.

Janez

624. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 22:06:14 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <c1gQb.1931$%x4.325292@news.siol.net>
Source record: 21312

Jo Even Skarstein wrote:

> I would be very surprised if Aranym was less "compatible" than my
> Milan. There are many good ST-emulators that are almost 100% compatible
> (but also limited, as they're only ST's ofcourse), my Milan will only run
> clean GEM-apps.

Yes and Aranym does run few apps more.. Still no trackers, non gem painters, games... Those are "Atari apps" as well. And u know what im against. Im not against Aranym, or users of it, im against calling it new Atari, or best Atari, or Atari future... Aranym is an emu (or virtual machine) and Milan is GEM compatible machine. Thats is not a word to declare it bad, its just truth what it is. Same as for example new VW beetle is not the real VW beetle. Its faster, more comfortable and still any serius VW fan will say it has 0% feeling of original. My friend has Milan, use it a lot, he never call it best Atari he has.. And we dont have any squarrel bout it... As u have all rights to use Aranym, like it etc, i have same right to call it non Atari, emu or vitual machine, i dont offend anyone with that...

Janez

625. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 22:30:08 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0401232326490.716-100000@hadesbox>
Source record: 21316

On Fri, 23 Jan 2004, Jo Even Skarstein wrote:

> ozk@atari-rules.org wrote:
>
> > When you use the Milan, you are an Atarian, cause then you use hardware
> > designed to be a TOS machine. When you use the ancient Mac, you are not an
> > Atarian, cause it was not designed to be a TOS machine ;-)
>
> Both machines are mounted to the underside of my desk. I can't see the
> hardware, and when they're running, I really can't tell if it's the
> "real" hardware or not (except for the speed of course). So to me the
> labels on the PCB's and chips doesn't matter.

Well, to me the hardware plays a vital role. I point out that this might
be just me, but lets take oVDI which I'm working on. Do you think you can
use the driver written for ARAnyM on a PC with Radeon on a Hades with a
Radeon? The want us to think of ARAnyM as new hardware... well, lets
see...

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

626. FS: ST Format magazines

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 22:49:30 UTC
From: John Smith <john.smith@microsoft.com>
Message-ID: <bus8d9cuc1@bagan.srce.hr>
Source record: 21314

last three years, with disks, make an offer and reply to the group...

627. Re: Atari users\owners

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 23:02:21 UTC
From: sf0218@aol.com
Message-ID: <20040123180221.26428.00000766@mb-m07.aol.com>
Source record: 21315

Yeah buddy!!!!!!!! And I'm fairly pleased with how they did this year and really looking forward to next season!!

Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

628. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 23:22:41 UTC
From: Misha <misha.s@sezampro.yu>
Message-ID: <busafioeg1@news.eunet.yu>
Source record: 21318

The best and most popular Atari app's are GEM application !!! :-)

629. Mint (Easymint etc)

Newsgroup: comp.sys.atari.st
Date: 2004-01-23 23:28:08 UTC
From: sf0218@aol.com
Message-ID: <20040123182808.19898.00000598@mb-m17.aol.com>
Source record: 21317

Question to all,

If I install Mint OS on my Falcon, what software will I be able to run?

Thanks
Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

630. Re: need pictures of SLM804 printer

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 00:14:00 UTC
From: LS <me@email.net>
Message-ID: <cNiQb.134131$xy6.554437@attbi_s02>
Source record: 21319

http://images.google.com/imgres?imgurl=www.thepcmuseum.com/atari/SLM804/SLM804sm.jpg&imgrefurl=http://www.thepcmuseum.com/atari/SLM804/default.htm&hl=en&h=132&w=203&prev=/images%3Fq%3Datari%2Bslm804%26svnum%3D10%26hl%3Den%26lr%3D%26ie%3DUTF-8%26oe%3DUTF-8%26sa%3DN

http://images.google.com/imgres?imgurl=www.maedicke.de/atari/hardware/pictures/slm804.jpg&imgrefurl=http://www.maedicke.de/atari/hardware/slm804.htm&hl=en&h=215&w=239&prev=/images%3Fq%3Datari%2Bslm804%26svnum%3D10%26hl%3Den%26lr%3D%26ie%3DUTF-8%26oe%3DUTF-8%26sa%3DN

http://www.atari-computermuseum.de/slm804.htm

"Bernd Maedicke" <BMaedicke@t-online.de> wrote in message
news:1g80xyl.1ptan0j9vbl12N%BMaedicke@t-online.de...
> Hi all,
>
> I need some pictures in good quality of the Atari SLM804 laser printer
> for my homepage.
> Anybody can help me?
>
> Ciao, Bernd
> --
> Url: <http://x-com.atari.org/>

631. Re: Falcon issues

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 00:53:55 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0401231653.6dae9a17@posting.google.com>
Source record: 21320

Mark D <mducksub@removenoaspam.atari-source.com> wrote in message
news:<pan.2004.01.23.17.49.21.872292@removenoaspam.atari-source.com>...
> Hey guys,
>
> I decided that my Falcon issues have gotten above my reach and I decided
> that I'd rather pay for it than lose my hair over this. It's worth it to
> me considering the money I've sank into this already, so I decided to send
> my falcon and CT60 to rodolphe for the full work, 25MHz fitting, etc.

Hi Mark,

Would you mind sharing what the cost is going to be for sending the
CT60/Falcon back (including shipping)? I'm starting to think that
might be a good idea for me too, although after spending $1000 for the
used Falcon, CT60, 68060, FalconRack, SDRAM, hard drive, HDDriver, ATX
power supply and various cables I'm a bit reluctant to spend yet more.

I ran the CT60 for over three hours yesterday in 256 Color mode
testing a good half-dozen programs. I couldn't believe my luck.
Then, a few minutes before midnight, I quit the last application and
decided to see what the temperature of the CT60 was before shutting it
down. As I started to move the mouse to the upper left corner of the
screen, the system rebooted. I'm going to see if I can find some
inexpensive CL2 SDRAM on the way home tonight, but frankly I'm running
out of things I can test, and a computer that occasionally reboots on
me is not satisfactory.

Galen

632. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 00:54:30 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2004.01.24.00.54.48.600538@pandora.be>
Source record: 21321

Op Tue, 20 Jan 2004 18:35:56 +0000, schreef Richard Kilpatrick:

> In article <pan.2004.01.18.11.22.33.509672@pandora.be>, Martin Byttebier
> <donotusethisaddress@pandora.be> writes
>>Every _decent_ newsreader (thus not Outlook and the likes) are able to
>>place a signature separator. So please use it.
>
> Outlook can place one, IIRC. At the very least, you can put one in your
> signature file.

Indeed you can place one in the signature but AFAIK it won't work because Outlook won't let you end a line with a space. Outlook automaticaly delete that space. So you get (--) instead of (--). There exist a patch to solve this (and other problems). I believe it's called OE-QuoteFix.

>
> Outlook may be crap, but it's not quite /that/ crap. The users, OTOH...

:-)

TTFN,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

633. Re: Falcon issues

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 07:13:44 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.01.24.07.13.42.320756@nossspamXXatari-source.com>
Source record: 21322

On Fri, 23 Jan 2004 16:53:55 -0800, Galen wrote:

> Mark D <mducksub@removenoaspam.atari-source.com> wrote in message
news:<pan.2004.01.23.17.49.21.872292@removenoaspam.atari-source.com>...
>> Hey guys,
>>
>> I decided that my Falcon issues have gotten above my reach and I decided
>> that I'd rather pay for it than lose my hair over this. It's worth it to
>> me considering the money I've sank into this already, so I decided to send
>> my falcon and CT60 to rodolphe for the full work, 25MHz fitting, etc.
>
> Hi Mark,
>
> Would you mind sharing what the cost is going to be for sending the
> CT60/Falcon back (including shipping)? I'm starting to think that
> might be a good idea for me too, although after spending $1000 for the
> used Falcon, CT60, 68060, FalconRack, SDRAM, hard drive, HDDriver, ATX
> power supply and various cables I'm a bit reluctant to spend yet more.
>
> I ran the CT60 for over three hours yesterday in 256 Color mode
> testing a good half-dozen programs. I couldn't believe my luck.
> Then, a few minutes before midnight, I quit the last application and
> decided to see what the temperature of the CT60 was before shutting it
> down. As I started to move the mouse to the upper left corner of the
> screen, the system rebooted. I'm going to see if I can find some
> inexpensive CL2 SDRAM on the way home tonight, but frankly I'm running
> out of things I can test, and a computer that occasionally reboots on
> me is not satisfactory.
>
> Galen

Well that's my reasoning, it's surely something simple, something stupid
like my 060 is broken or my sdram sucks, or my chip doesn't like 66MHz,
but I don't have a 60MHz crystal, I don't have another 060, and I don't
have more SD-ram that is known working. Rodolphe does, and with that I
know he can get to the source of the problem, further he can solve the
SDMA (or whatever) problems with my falcon because he has the much more
expensive tools and knowledge to do it. IMHO if I pay under 200EUR for
the deal including replacement processor if necessary, then it's money
well spent, ASSUMING that it comes back SOLID and reliable, and by solid
and reliable I don't mean like my TT or my mega ste. I mean like aranym
:) Aranym can run for weeks and damn it I want an authentic atari machine
that can do the same. That said, my TT is rock solid, it's just giving me
issues tonight, and my mega ste, well I try the insane setups on that
thing so I'm asking for it ;-). Only machine I ever REALLY had problems

with was a Mega 2 that loved to eat HDD's and boy that really soured me (abandoned atari for years after that).

PS: I'll tell you in a week, that's when I get paid and that's when I can afford the shipping. Rodolphe if you see this, I'll let you know when I ship it but it won't be in under 6 days ;)

Thanks,
Mark
http://portal.atari-source.com

634. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 07:15:06 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.01.24.07.15.05.46485@nossspamXXatari-source.com>
Source record: 21323
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

On Fri, 23 Jan 2004 04:51:16 -0800, Bravo Sierra Computers wrote:

4 posts? I mean come on. Seriously. I've shut up a lot lately and
swallowed my pride. Don't get me started again.

Mark
http://portal.atari-source.com

635. Re: need pictures of SLM804 printer

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 07:27:41 UTC
From: BMaedicke@t-online.de
Message-ID: <1g824aa.bsmixi1mqrybkN%BMaedicke@t-online.de>
Source record: 21324

LS <me@email.net> wrote:

>http://images.google.com/

Nice idea. But I use Google too :-)

>http://images.google.com/imgres?imgurl=www.maedicke.de/

This is my own website 8-)

I need images in better quality and larger. 640 x 480 is a good start.

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

636. atari in the garage

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 09:16:54 UTC
From: lynchm@iprimus.com.au
Message-ID: <9422003b.0401240116.777483b4@posting.google.com>
Source record: 21325

apologies if I'm posting in the wrong place

I have an Atari ST sitting in my garage - I bought it (with printer and word processor) for 2000k in the days when (in Australia) it cost 3000k minimum for a IBM compatible PC with dual floppy drive, no hard drive and no software/printer

but it sure aint had too much use in the last decade (lol)

what I'm wondering is (seeing its its now acquired a certain retro chic quality) - is there any way I could transfer MP3 files off my XP machine and hook it up to external speakers/sub woofer and use it as a juke box

is there such a thing as a good MP3 player for an Atari ST

Cheers, :)

637. Re: atari in the garage

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 10:11:16 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnc14g06.h1e.atari@core.preferuje.luzik.pl>
Source record: 21328

On 24 Jan 2004 01:16:54 -0800, bad_vlad <lynchm@iprimus.com.au> had a noticeable pleasure while writting:
> is there such a thing as a good MP3 player for an Atari ST

You need at least Falcon to play mp3. Other machines are to slow (if not accelerated).

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

638. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 10:37:51 UTC
From: Misha <misha.s@sezampro.yu>
Message-ID: <buti1j$8cu$1@news.eunet.yu>
Source record: 21329

On 24-Jan-2004, Janez Valant <swe@atari.org> wrote:

> NNTP-Posting-Date: Sat, 24 Jan 2004 11:07:35 MET
> Xref: EUnet.yu comp.sys.atari.st:119689
>
> Misha wrote:
>
> > The best and most popular Atari app's are GEM application !!! :-)
>
> Ok, u didn't run many nongem apps i see....
>
>
>
Very funny......;-)

639. Re: Atari MIDI Computer (cont.)

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 10:52:44 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <butiprbbm1@hercules.btinternet.com>
Source record: 21330

Why its!, "Luposian"

> I've just sketched out a couple simplified rough draft drawings, including
> preliminary internal parts placements.

I hope you used your best crayons!

> Next is to locate parts, design plastics (manufacturer already acquired)
and
> investigate hardware/software developers...

Remember the queue of people who've responded to your past crackpot ideas!!,
should be able to pull them out of the phonebook,

> If anyone is interested in this idea, just Email me or reply here...

Please!, hold your breath while you wait!!

--

Regards Steve

You've not seen a worried sheep...
...until you've seen a sheep worried by me!!

640. Re: Mint (Easymint etc)

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 11:04:27 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <OqrQb.1940$%x4.328118@news.siol.net>
Source record: 21326

SF0218 wrote:

> Question to all,
>
> If I install Mint OS on my Falcon, what software will I be able to run?

Well basicaly all software u already use. However for games, and some rare apps u will need to boot into TOS, but thats not a problem with boot managers like Xboot etc. Next to GEM apps, u will be also able to run Unix like envoirment, such as Linux CLI and also some X windows apps. But i see u have 14MB which is kinda minimum for MiNT and also u can forget X windows applications etc, but GEM equivalents are great anyway. Unix like envoirment also allows to run Unix network daemons at tools like wget, apacche etc, again with warning that 14mb is not much... MiNT can acces normal Atari partitons as well, and most GEM apps can run happily from ext2 partitions as well, so not a problem.

U can also run "lite" version of MiNT, which is kernel+AES+desktop only, so uses less hdd space since no unix envoirment, less RAM, but usability is then on same level as with Magic basicaly (with some exceptions, but those may not interest u too much if no Unix part installed) so if u dont looking for open src and free OS (mint kernel+xaaes+terradesk), which is not yet on same level as Magic or mint kernel+naes+thing/jinnee dektop, which are commercial, also consider Magic.

Janez

641. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 11:07:32 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <HtrQb.1941$%x4.328118@news.siol.net>
Source record: 21327

Misha wrote:

> The best and most popular Atari app's are GEM application !!! :-)

Ok, u didnt run many nongem apps i see....

Janez

642. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 11:48:04 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0401240348.437f36ed@posting.google.com>
Source record: 21331
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Mark D <mducksub@nossspamXXatari-source.com> wrote in message
news:<pan.2004.01.24.07.15.05.46485@nossspamXXatari-source.com>...
> On Fri, 23 Jan 2004 04:51:16 -0800, Bravo Sierra Computers wrote:
>
> 4 posts? I mean come on. Seriously. I've shut up a lot lately and
> swallowed my pride. Don't get me started again.

Indeed, I have to agree with Mark. This is getting out of proportions.
If you _absolutely have to_ advertise in this forum, please limit yourself
to a post per month or something. Please.

(btw, I reply only to c.s.a.s to avoid further crossposting)

643. Re: Geneva & Extended RAM

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 12:57:53 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40121716ce4a74@comcast.net>
Source record: 21332

>I like to use Geneva on my Mega 4 because it seems to work well with MROS
>(Steinberg) applications.
>I put a Marpet Xtra RAM + board in this machine, and I can't get Geneva to
>behave with any stability using this board. It seems to work fine under stock
>TOS 2.06 and with Magic 6.01.

Hmmmmm??? Strange... It should work. I would go to the Gribnif
website and email Dan Wilga. He is still around becuase I just
bought a copy of Neo-Desk 4 for my STe 4 which runs Geneva. Geneva
also runs on my Hades060 and recognizes the 256meg of Ram
easily....
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

644. Re: Help... STZip 2.6 deflate speed?

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 12:57:53 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40121716ce4a75@comcast.net>
Source record: 21333

>I did something stupid...
>
>Started compression (deflate) with STZip 2.6 on a 530 MB file. The zip-
>archive is written to a partition with long filenames and I don't want to
>interrupt the process and get lost clusters on that partition.
>
>I did this about 24 hours ago and it is still working quite happily
>(thanks to multitasking).
>
>Has anyone benchmarked the deflate process on a TT in TT RAM? It would be
>nice to do a approx. calculation of how long it will take until it is
>finished :-)
>
>I suppose the time is proportional to file length so just a couple of
>MB's would be enough for a rough estimate?
>
>And yes, I have tried the ESC button but it will not abort as there is
>only one very long file...
>

I had all kind of problems with ST ZIP 2.6, so I switched to
Archview which works alot better....
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

645. Re: I give up

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 12:57:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40121716ce4a76@comcast.net>
Source record: 21334

>I can't find any useful resources online to get my Falcon up and doing
>something remotely useful. Just thousands of pages with dead links,
>missing files, and a general lack of usefulness.
>
>What I want to do:
>Format an external SCSI disk.
>
>What I've tried:
>Download of SCSITools found in a forum link. Bunch o German error
>messages, nearly threw Falcon out of window. Most recent.
>Download of AHDI et al. Didn't see disks. Now sees disks, but no menus.
>Can't actually do anything with it.
>Download of ICD. Needless to say, doesn't do anything.
>
>HDDriver is all well and good but it's 35 Euro for something which will
>format my drive to make the Falcon useable enough to work out if I want
>to spend 35 Euro on something.
>
>Can't find disk images of MultiTOS and don't have any disks other than
>Language and Extras.
>
>In other words, AAARGH!. I've written about six boot disks, tried two
>HDs, several IDs, and I'm annoyed.
>
>Anyone want a Falcon?
>
>Richard

I cannot believe that you are not willing to spend the money on
HDDrive and would just give up your Falcon. To me, that is the
only solution to yuur problem. I have formatted a SCSI disk using
HDDriver and it worked great. Do your Falcon a favor and spend the
money.....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

646. Re: Internet/LAN again

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 12:57:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40121716ce4a77@comcast.net>
Source record: 21335

>Hi Guys, I am about to get a TT this weekend, I am building an ethernea
>interface, as the acsi port will be free. Anyway, I have a LAN setup at home
>and want to use the TT for all things internet. What is the best clients
>ATM. Stik2, Sting, etc? Also browsers, and mail clients. What seems to be
>the best? Highwire looks pretty interesting.
>
>Thanks
>
>Mark Bedingfield

For ethernet I would go with STing because the drivers do exist
for this. I use it with my STe, but I do use Gluestick with my
Hades. Both are connected to my Lan and to the Internet. Right now
the best browser is Cab, but Highwire is looking better an better.
I use Newswatch/Popwatch/Okami for newsgroups, aFTP for ftp sites,
MyMail for email, AtarICQ and AtarIRC.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

647. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 12:57:55 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40121716ce4a78@comcast.net>
Source record: 21336

>From: "Mark Bedingfield" <atari030@nospampleaseoptusnet.com.au>
>Date: Thu, 15 Jan 2004 20:26:44 +1100
>
>>In other words, Magic is a dead duck. Oh well. Mint was always good:-),
>
>It's dead allright, just as dead as your TT and Falcon. Everything related
>to Atari is dead... it died some 9 years ago. We all pretend that the flame
>is still burning, but let's face it, it doesn't even flicker anymore ;-)
>
>Cheers from Belgium
>Dennis

I disagree. The flame is out only if you believe it is out. It me,
it is still burning bright.....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
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Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

648. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 12:57:55 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40121716ce4a79@comcast.net>
Source record: 21337

>Carey Christenson wrote:
>
>
>> Falcon 030 @ 16 mhz. with 14 megs STRam
>> CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133
>> SDRam Eclipse 4 MB ATI Rage IIc Graphics Card
>> 120 GB IDE Maxtor 8 meg cache
>> 40 GB IDE Maxtor 2 meg cache
>> 4.5 GB SCSI Seagate Barracuda
>> 10x4x32x Sony CD-Burner
>> 24x Cyberdrive CD-Rom drive
>> EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
>> Epson Stylus COLOR 880 Printer
>> 19 inch Samsung VGA Monitor
>> Subwoofer Satelite speaker system
>>
>> Coming:
>> CT60 Graphics Card with 64 Megs DDR SDRam
>> PCI/AGP adapter from Rodolphe,
>> Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)
>
> Ok sorry to say, but this is ridicilous...

It might be a little too long, but who cares. It just means he is
proud of his setup and he should be. Hey, look at mine. <g>

--
Edward S. Baiz Jr.
(Gamer)

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Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

649. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 12:57:56 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40121716ce4a7b@comcast.net>
Source record: 21338

>This is true.It looks 100% the same as the C64 and it probably is one.

Go make that statement on the Commodore sites. I am sure you will
get better responses...
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

650. Re: Strange harddisk problem

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 12:57:56 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40121716ce4a7a@comcast.net>
Source record: 21339

>I've put together an external HD for a friends TT and it has worked
>perfectly for almost a year. Now he powered the TT off for a week and
>when he came back and turned it on again and it will not boot.
>
>HDDriver crasches(?) and all you see is the internal drive line OK
>followed by the external with random characters in the first part of the
>device name and freeze...

Does he have a backup HDDriver SYS file? That happened to me I
just copied my backup over the SYS file on my C partition and
everything was working again....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

651. Re: need pictures of SLM804 printer

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 13:28:16 UTC
From: "Dave T." <417ci-ohc-v8@Perth.com.au>
Message-ID: <401272e9$0$1741$5a62ac22@freenews.iinet.net.au>
Source record: 21340

ive an slm 804 and a 3.2megapixel camera. I think i can help :P

give me your email adress

"Bernd Maedicke" <BMaedicke@t-online.de> wrote in message
news:1g824aa.bsmixi1mqrybkN%BMaedicke@t-online.de...
> LS <me@email.net> wrote:
>
>
> >http://images.google.com/
>
> Nice idea. But I use Google too :-)
>
> >http://images.google.com/imgres?imgurl=www.maedicke.de/
>
> This is my own website 8-)
>
> I need images in better quality and larger. 640 x 480 is a good start.
>
> Ciao, Bernd
> --
> Url: <http://x-com.atari.org/>

652. Re: need pictures of SLM804 printer

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 13:29:19 UTC
From: "Dave T." <417ci-ohc-v8@Perth.com.au>
Message-ID: <40127328$0$1735$5a62ac22@freenews.iinet.net.au>
Source record: 21341

also have the slm 605 too. with a whopping 30 pages on the clock.

"Dave T." <417ci-ohc-v8@Perth.com.au> wrote in message
news:401272e9$0$1741$5a62ac22@freenews.iinet.net.au...
> ive an slm 804 and a 3.2megapixel camera. I think i can help :P
>
> give me your email adress
>
> "Bernd Maedicke" <BMaedicke@t-online.de> wrote in message
> news:1g824aa.bsmixi1mqrybkN%BMaedicke@t-online.de...
> > LS <me@email.net> wrote:
> >
> >
> > >http://images.google.com/
> >
> > Nice idea. But I use Google too :-)
> >
> > >http://images.google.com/imgres?imgurl=www.maedicke.de/
> >
> > This is my own website 8-)
> >
> > I need images in better quality and larger. 640 x 480 is a good start.
> >
> > Ciao, Bernd
> > --
> > Url: <http://x-com.atari.org/>
>
>

653. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 13:46:53 UTC
From: Don Schmidt <"Retired Engineer"@PNB.usa>
Message-ID: <1014tqeea5pbf98@corp.supernews.com>
Source record: 21342
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I kind of like seeing the Atari ads often. Reminds me of the days I was running a BBS with an Atari Mega STe 4.

If you impose a limit on someone's messages, do you limit your posts to once a month?

If you don't want to see messages from a particular source, just don't open them or block them.

Sounds like a freedom of speech issue.

--
Don

Vancouver, USA - One of the great cities in one of the 45+ countries in America!

"Joakim H?gberg" <gokmase@bigfoot.com> wrote in message news:366c6d2a.0401240348.437f36ed@posting.google.com...
> Mark D <mducksub@nossspamXXatari-source.com> wrote in message news:<pan.2004.01.24.07.15.05.46485@nossspamXXatari-source.com>...
> > On Fri, 23 Jan 2004 04:51:16 -0800, Bravo Sierra Computers wrote:
> >
> > 4 posts? I mean come on. Seriously. I've shut up a lot lately and
> > swallowed my pride. Don't get me started again.
>
> Indeed, I have to agree with Mark. This is getting out of proportions.
> If you _absolutely have to_ advertise in this forum, please limit yourself
> to a post per month or something. Please.
>
> (btw, I reply only to c.s.a.s to avoid further crossposting)

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.566 / Virus Database: 357 - Release Date: 1/22/04

654. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 13:49:10 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <butt4q$au4$1@news5.svr.pol.co.uk>
Source record: 21343
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I suggested single-posting a while ago, and also waiting till the last ones timed out before doing so, in what I hoped was a relatively civilised manner. Looks like Ben didn't listen.

Tom

"Joakim H?gberg" <gokmase@bigfoot.com> wrote in message news:366c6d2a.0401240348.437f36ed@posting.google.com...
> Mark D <mducksub@nossspamXXatari-source.com> wrote in message news:<pan.2004.01.24.07.15.05.46485@nossspamXXatari-source.com>...
> > On Fri, 23 Jan 2004 04:51:16 -0800, Bravo Sierra Computers wrote:
> >
> > 4 posts? I mean come on. Seriously. I've shut up a lot lately and
> > swallowed my pride. Don't get me started again.
>
> Indeed, I have to agree with Mark. This is getting out of proportions.
> If you _absolutely have to_ advertise in this forum, please limit yourself
> to a post per month or something. Please.
>
> (btw, I reply only to c.s.a.s to avoid further crossposting)

655. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 14:56:34 UTC
From: rand@cd.chalmers.se
Message-ID: <buu132rro1@eol.dd.chalmers.se>
Source record: 21344

In article <Pine.MNT.4.31.0401232326490.716-100000@hadesbox>,
<ozk@atari-RULES.org> wrote:
>On Fri, 23 Jan 2004, Jo Even Skarstein wrote:
>
>> ozk@atari-rules.org wrote:
>>
>> > When you use the Milan, you are an Atarian, cause then you use hardware
>> > designed to be a TOS machine. When you use the ancient Mac, you are not an
>> > Atarian, cause it was not designed to be a TOS machine ;-)

If I were to have a definition of 'an Atarian', it would be a person
that uses Atari software. Not that I care one way or the other.

>> "real" hardware or not (except for the speed of course). So to me the
>> labels on the PCB's and chips doesn't matter.
>
> Well, to me the hardware plays a vital role. I point out that this might
>be just me, but lets take oVDI which I'm working on. Do you think you can
>use the driver written for ARAnyM on a PC with Radeon on a Hades with a
>Radeon?

So, you have access to Radeon documentation so you can write an actual
AGP/PCI driver for oVDI? If so, I'd be very interested in getting hold
of that (but not for the purpose of writing an ARAnyM driver, see below).
As it is, the only halfway modern cards I have documentation for are the
Voodoo cards.

Anyway, assuming you ported ARAnyM to run on the Hades, the fVDI ARAnyM
driver should work perfectly well there.
This is because the driver (well, the ARAnyM native part of it, the
68k part does not do much at all) does not attempt to use the graphics
card of the PC directly. That is often impossible due to lack of
documentation, locks you into a (or a couple of) specific card, and is
mostly pointless in any case since the API overhead when running on
modern hardware is not worth worrying about.
In the specific case of the current fVDI ARAnyM driver, it is very
much slower for many operations than it could be, since it uses the
SDL library for screen access rather than something like Xlib or OpenGL
(there are plans to develop one or both of these, though). But it can
still beat current hardware accelerated graphics on 68k Atari
compatibles (not necessarily for all operations or for all combinations
of hardware and software).

> The want us to think of ARAnyM as new hardware... well, lets see...

Well, any Atari software that does not access any hardware directly,
and is OK on a modern 68k cpu, should run under ARAnyM.
Just as would be the case for an actual machine built to run (a modified)
TOS on a modern 68k cpu but without supporting any of the 'legacy' chips.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

656. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 15:07:00 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <401289de5b1fd0@tripnet.se>
Source record: 21345
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

In comp.sys.atari.st <butt4q$au4$1@news5.svr.pol.co.uk>
Tom McEwan wrote on Sat 24-01-2004 13:49 (GMT):

>I suggested single-posting a while ago, and also waiting till the last ones
>timed out before doing so, in what I hoped was a relatively civilised
>manner. Looks like Ben didn't listen.

"Time out" in the meaning "not being present on your newsserver" varies
alot from less than a week to very long time, several years at least.

He gets his word out and the usual opponents get a chance to clatter with
yet another useless complaint. So far Mark D and Joakim Hï¿½gberg from
c.s.a.s alone. Email to Ben direct or shut up!

I must admit the main reason I have not registred Aicq (by Hï¿½gberg) is
actually his complaints about Ben Smith's ads.

>"Joakim H?gberg" <gokmase@bigfoot.com> wrote in message
>news:366c6d2a.0401240348.437f36ed@posting.google.com...
>> Mark D <mducksub@nossspamXXatari-source.com> wrote in message
>news:<pan.2004.01.24.07.15.05.46485@nossspamXXatari-source.com>...
>> > On Fri, 23 Jan 2004 04:51:16 -0800, Bravo Sierra Computers wrote:
>> >
>> > 4 posts? I mean come on. Seriously. I've shut up a lot lately and
>> > swallowed my pride. Don't get me started again.
>>
>> Indeed, I have to agree with Mark. This is getting out of proportions.
>> If you _absolutely have to_ advertise in this forum, please limit yourself
>> to a post per month or something. Please.
>>
>> (btw, I reply only to c.s.a.s to avoid further crossposting)
>
>
I
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

657. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 15:27:44 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2004.01.24.15.28.06.714925@pandora.be>
Source record: 21246

Op Sat, 24 Jan 2004 12:57:55 +0000, schreef Edward S. Baiz Jr.:

>>Carey Christenson wrote:

>>
>> Ok sorry to say, but this is ridicilous...
>
> It might be a little too long, but who cares. It just means he is
> proud of his setup and he should be. Hey, look at mine. <g>

Your signature is lots smaller and it contains a signature separator.
Just like in real live there are some rules (netiquette) to follow to make
it easy for everyone.
The way he reacts to this post shows me he has no respect for others.

TTFN,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

658. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 15:31:22 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.01.24.15.31.22.705182@removenoaspam.atari-source.com>
Source record: 21247

On Sat, 24 Jan 2004 15:07:00 +0000, Kenneth Medin wrote:

> "Time out" in the meaning "not being present on your newsserver" varies
> alot from less than a week to very long time, several years at least.
>
> He gets his word out and the usual opponents get a chance to clatter with
> yet another useless complaint. So far Mark D and Joakim Hï¿½gberg from
> c.s.a.s alone. Email to Ben direct or shut up!
>
> I must admit the main reason I have not registred Aicq (by Hï¿½gberg) is
> actually his complaints about Ben Smith's ads.
>

You're kidding me right? If he has the right to spam, I have the right to
complain. I see something I don't like, you see something YOU don't like.
How's it feel? Not good. So BAAAAA!

Mark

659. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 15:36:17 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <buu3dhgga1@thorium.cix.co.uk>
Source record: 21248

In message <PBzPb.1806$%x4.314045@news.siol.net>, swe@atari.org said:

> But headers are easy to switch off (not bandwith wise, of course) and
>virtualy any reader does that. Signatures, however, without delimiter
>cant, so headers are not so annoying. Headers also are used for mail/news
>transport and tracking them.. Signatures not exactly as important......

Hi Janez!

I agree about the signatures and what has een said about excessive
lengths. But the reason for this post is to ask about the headers.
As you say, most readers cut off all but 2 - 3 lines of the
headers - my CixRead does in most cases. BUT there are a few
usenet posts where a much longer header appears in the reader. Any
idea why?
Here is one that does this - the lines displayed are prefixed '#':

#==========
#comp.sys.atari.st #149, 1954 chars, Jan 22 11:11 4
#From: fnaumann@cs.uni-magdeburg.de,
#----------
Article: 203034 of comp.sys.atari.st
#From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Newsgroups: comp.sys.atari.st
#Subject: Re: Mint Advice
#Date: Thu, 22 Jan 2004 11:11:29 +0100
Organization: University of Magdeburg, Germany
Lines: 24
References: <20040115111220.13670.00000009@mb-m27.aol.com>
<nMFNb.1297$2L6.1096@bignews6.bellsouth.net> <1074338358-48575AEicMi@gmx.net>
<slrnc0q7dr.b5t.atari@core.preferuje.luzik.pl> <1074703614-101059AEicMi@gmx.net>
#NNTP-Posting-Host: wh58-508.st.uni-magdeburg.de
#Mime-Version: 1.0
#Content-Type: TEXT/PLAIN; charset=US-ASCII
#X-Trace: graf.cs.uni-magdeburg.de 1074766291 9655 141.44.198.58 (22 Jan 2004 10:11:31
GMT)
#X-Complaints-To: abuse@cs.uni-magdeburg.de
#NNTP-Posting-Date: Thu, 22 Jan 2004 10:11:31 +0000 (UTC)
#X-X-Sender: fnaumann@wh58-508.st.uni-magdeburg.de
#In-Reply-To: <1074703614-101059AEicMi@gmx.net>
#Xref: news.nextra.co.uk comp.sys.atari.st:203034
#
#Hello!
--SNIP--

Another posting shows about 4 line's worth of Path, and couple of other
lines:

ISMATCH!in.100proofnews.com!tdsnet-transit!newspeer.tds.net!nntp1.roc.gblx.net!nntp.gblx.n
et!nntp.gblx.net!ngpeer.news.aol.co

(These wrap about half-way in my reader)

So why these and not others?

Regards, /Peter/

660. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 15:37:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401240715510.14532-100000@onyx.spiritone.com>
Source record: 21250
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I'm so very sorry, I haven't made a sale in over a Month, yet the bills keep coming in. It's hard now not just for me, but also Brad at Best and Lance at Video 61.. I know since we all keep in contact. Even with our Banner Ads on Atari.org things are painfully slow. I tried to Drum up some business. So I tried some new Ads. I wonder if Best Electronics or Video 61 Ran Ads here, would they get the same response? ===Ben===

On Sat, 24 Jan 2004, it was written:

> I kind of like seeing the Atari ads often. Reminds me of the days I was
> running a BBS with an Atari Mega STe 4.
>
> If you impose a limit on someone's messages, do you limit your posts to once
> a month?
>
> If you don't want to see messages from a particular source, just don't open
> them or block them.
>
> Sounds like a freedom of speech issue.
>
>
> --
> Don
> --------
> Vancouver, USA - One of the great cities in one of the 45+ countries in
> America!
>
>
> "Joakim H?gberg" <gokmase@bigfoot.com> wrote in message
> news:366c6d2a.0401240348.437f36ed@posting.google.com...
> > Mark D <mducksub@nossspamXXatari-source.com> wrote in message
> news:<pan.2004.01.24.07.15.05.46485@nossspamXXatari-source.com>...
> > > On Fri, 23 Jan 2004 04:51:16 -0800, Bravo Sierra Computers wrote:
> > >
> > > 4 posts? I mean come on. Seriously. I've shut up a lot lately and
> > > swallowed my pride. Don't get me started again.
> >
> > Indeed, I have to agree with Mark. This is getting out of proportions.
> > If you _absolutely have to_ advertise in this forum, please limit yourself
> > to a post per month or something. Please.
> >
> > (btw, I reply only to c.s.a.s to avoid further crossposting)

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

661. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 16:35:05 UTC
From: Misha <misha.s@sezampro.yu>
Message-ID: <buu6vi$fu1$1@news.eunet.yu>
Source record: 21252

On 24-Jan-2004, rand@cd.chalmers.se (Johan Klockars) wrote:

> If I were to have a definition of 'an Atarian', it would be a person
> that uses Atari software. Not that I care one way or the other.

Bravo !!!
Thats right !!!I

> >> "real" hardware or not (except for the speed of course). So to me the
> >> labels on the PCB's and chips doesn't matter.

For me also !!!

Everyone who run Atari software,need :speed,high color graphics,16bit sounds
network,and with Aranym you have everything !!!Also invest in one Aranym
system is
not expensive !!! (AMD 2600+ for example)

662. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 16:38:24 UTC
From: Don Schmidt <"Retired Engineer"@PNB.usa>
Message-ID: <10157s929qm8v16@corp.supernews.com>
Source record: 21251
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hmmmm..... Seems Ben is the only one around here doing any selling, in a For Sale news group.

And to qualify as a legit post, I'm selling my 2001 Cadillac DHS for $55,000.

Cash only. And will accept a best offer above the selling price.

Don

"Tom McEwan" <captaininsanity@ONAYAMSPAYuk2.co.uk> wrote in message news:butt4q$au4$1@news5.svr.pol.co.uk...
> I suggested single-posting a while ago, and also waiting till the last ones
> timed out before doing so, in what I hoped was a relatively civilised
> manner. Looks like Ben didn't listen.
>
> Tom
>
> "Joakim H?gberg" <gokmase@bigfoot.com> wrote in message
> news:366c6d2a.0401240348.437f36ed@posting.google.com...
> > Mark D <mducksub@nossspamXXatari-source.com> wrote in message
> news:<pan.2004.01.24.07.15.05.46485@nossspamXXatari-source.com>...
> > > On Fri, 23 Jan 2004 04:51:16 -0800, Bravo Sierra Computers wrote:
> > >
> > > 4 posts? I mean come on. Seriously. I've shut up a lot lately and
> > > swallowed my pride. Don't get me started again.
> >
> > Indeed, I have to agree with Mark. This is getting out of proportions.
> > If you _absolutely have to_ advertise in this forum, please limit yourself
> > to a post per month or something. Please.
> >
> > (btw, I reply only to c.s.a.s to avoid further crossposting)
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.567 / Virus Database: 358 - Release Date: 1/24/04

663. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 16:56:54 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <eBwQb.1947$%x4.328717@news.siol.net>
Source record: 21249

Edward S. Baiz Jr. wrote:

>>Carey Christenson wrote:
.
.
.
.
.
>>> 120 GB IDE Maxtor 8 meg cache
>>> 40 GB IDE Maxtor 2 meg cache
>>> 4.5 GB SCSI Seagate Barracuda
>>> 10x4x32x Sony CD-Burner
>>> 24x Cyberdrive CD-Rom drive
>>> EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
>>> Epson Stylus COLOR 880 Printer
>>> 19 inch Samsung VGA Monitor
>>> Subwoofer Satelite speaker system
>>>
>>> Coming:
>>> CT60 Graphics Card with 64 Megs DDR SDRam
>>> PCI/AGP adapter from Rodolphe,
>>> Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)
>>
>> Ok sorry to say, but this is ridicilous...
>
> It might be a little too long, but who cares. It just means he is
> proud of his setup and he should be. Hey, look at mine. <g>

As i said, there are each individual piece of common hardware listed,
even incoming ones.. On yours there are also listed programs u use.. But
alteast smaller form and client cut it off. I use a lot of Atair hardware,
lots non specific stuff like Riebl card daily and i dont see urge to brag
myself with that, down to the last detail... I realy see no point of that.
However, ppl can have their systems explained much better on www pages,
even with pics and so on, and of course add link to signature. And i do
like to check such links. and of course add the so hard to use "-- " string
or some other meaning to ident signature...

Janez

664. Hard Drive For Sale

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 17:22:50 UTC
From: mrtnstevens@aol.com
Message-ID: <74d0d6a.0401240922.3602183b@posting.google.com>
Source record: 21253

Hi I have two atari hard disks for sale in the uk
Thanks martin

665. Re: need pictures of SLM804 printer

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 17:25:40 UTC
From: LS <me@email.net>
Message-ID: <oUxQb.140346$xy6.596329@attbi_s02>
Source record: 21254

oops. hehe

Oh well, sorry.

"Bernd Maedicke" <BMaedicke@t-online.de> wrote in message
news:1g824aa.bsmixi1mqrybkN%BMaedicke@t-online.de...
> LS <me@email.net> wrote:
>
>
> >http://images.google.com/
>
> Nice idea. But I use Google too :-)
>
> >http://images.google.com/imgres?imgurl=www.maedicke.de/
>
> This is my own website 8-)
>
> I need images in better quality and larger. 640 x 480 is a good start.
>
> Ciao, Bernd
> --
> Url: <http://x-com.atari.org/>

666. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 17:53:24 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnc15b2k.hhu.atari@core.preferuje.luzik.pl>
Source record: 21256

On Sat, 24 Jan 2004 12:23:52 -0600, Carey Christenson <falcon060@adelphia.net> had a noticeable pleasure while writting:

> Janez,
> Are people so LAZY that they cannot use the simple
> CUT feature from the NEWSREADER??? I have this inside
> of Emailer does this feature not come on your Email
> and NEWSGROUP client program. If you can prove to me
> that you dont have anyway of CUTTING unwanted content
> when replying to messages then I may add the <-- > .
> Just be glad I dont add my WHOLE list of COMPUTERS and
> HARDWARE to my SIG!!! You and many others might have
> a serious problem. Besides that some of these
> computers I have I cannot talk about as they are
> highly experimental. One computer I have is only 1 of
> 3 that I know of in the WORLD!!!! Raised your
> curiousity. Sorry cannot talk about it.
>
> Thanks,
> Carey Christenson
>
> |||
> |||
> |||
> / | \
> / | \ High Flying Falcon 060!!!
>
> Falcon 030 @ 16 mhz. with 14 megs STRam
> CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
> Eclipse 4 MB ATI Rage IIc Graphics Card
> 120 GB IDE Maxtor 8 meg cache
> 40 GB IDE Maxtor 2 meg cache
> 4.5 GB SCSI Seagate Barracuda
> 10x4x32x Sony CD-Burner
> 24x Cyberdrive CD-Rom drive
> EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
> Epson Stylus COLOR 880 Printer
> 19 inch Samsung VGA Monitor
> Subwoofer Satelite speaker system
>
> Coming:
> CT60 Graphics Card with 64 Megs DDR SDRam
> PCI/AGP adapter from Rodolphe,
> Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)

1. We (at least me) do not have to prove anything.
2. We (at least me) kindly asked you to follow common usenet standards.
Please do.
3. We (at least me) kindly ask you to stop beeing rude.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

667. Jaz....

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 18:08:04 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1075027558-055276AEicMi@xs4all.nl>
Source record: 21292

Is it possible to format disks from a Jaz drive who
are preformatted for Macintosh? Or is that
impossible?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

668. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 18:23:52 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1074943466-328464AEicMi@adelphia.net>
Source record: 21255

Janez,
Are people so LAZY that they cannot use the simple
CUT feature from the NEWSREADER??? I have this inside
of Emailer does this feature not come on your Email
and NEWSGROUP client program. If you can prove to me
that you dont have anyway of CUTTING unwanted content
when replying to messages then I may add the <-- > .
Just be glad I dont add my WHOLE list of COMPUTERS and
HARDWARE to my SIG!!! You and many others might have
a serious problem. Besides that some of these
computers I have I cannot talk about as they are
highly experimental. One computer I have is only 1 of
3 that I know of in the WORLD!!!! Raised your
curiousity. Sorry cannot talk about it.

Thanks,
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 16 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with 64 Megs DDR SDRam
PCI/AGP adapter from Rodolphe,
Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)

669. Re: ST bus functions

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 18:48:23 UTC
From: vdjole@EUnet.yu
Message-ID: <buuell$il3$2@news.eunet.yu>
Source record: 21261

On 21 Jan 2004 08:43:52 , Adam Klobukowski wrote:
>On Wed, 21 Jan 2004 06:57:31 -0000, exxos <chris@home.co.uk> had a noticeable pleasure while writti>ng:
>> I'm talking about the ST, I'm trying to understand how the CPU decides or
>> knows what device to select such as shifer, ram, floppy, etc.
>
>I think CPU has nothing to do with selecting devices, MMU&Glue handle it IIRC.

I am not sure what was meant by his question, byt maybe this helps:

All the peripherals of a MC68000 CPU are memory-mapped into one of
eight (or is it seven?) 16MB address spaces, i.e. there are no separate
I/O ports as with some other CPUs. By ST designer's convention, all
device-controller chips on a ST are mapped to fixed locations in a certain
subrange of the address space.

cu

670. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 18:48:28 UTC
From: vdjole@EUnet.yu
Message-ID: <buuelp$il3$3@news.eunet.yu>
Source record: 21260

On 23 Jan 2004 18:02:00 , Jo Even Skarstein wrote:
>ozk@atari-rules.org wrote:
>
>> When you use the Milan, you are an Atarian, cause then you use hardware
>> designed to be a TOS machine. When you use the ancient Mac, you are not an
>> Atarian, cause it was not designed to be a TOS machine ;-)
>
>Both machines are mounted to the underside of my desk. I can't see the
>hardware, and when they're running, I really can't tell if it's the
>"real" hardware or not (except for the speed of course). So to me the
>labels on the PCB's and chips doesn't matter.

Sort of a Turing test, he he :)

Btw. I know that it has been ben stated long ago by a member of the
Aranym team that one of the long-term but low-priority targets would be
to create a cut-down configuration of the host operating system (which
could be installed from a couple of floppy disks) which would boot Aranym
immediately. I think that it would help promote Aranym's cause greatly
if that target was given a higher priority, so tht one can start from
a "clean" machine and simply arrive to an Aranym-only system. For the
purists, one need not call that software "host operating system" at all,
it can be "console firmware system" or something like that, similar to
which exists on some more powerfull machinws which boot a quite
sophisticated "console" before booting the "real" OS.

cu;

671. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 18:48:31 UTC
From: vdjole@EUnet.yu
Message-ID: <buuelt$il3$4@news.eunet.yu>
Source record: 21259

On 23 Jan 2004 02:28:23 , ozk AT atari DOT org wrote:

> When you use the Milan, you are an Atarian, cause then you use hardware
>designed to be a TOS machine. When you use the ancient Mac, you are not an
>Atarian, cause it was not designed to be a TOS machine ;-)

Why so rigidly prescribing what is ortodox and what is not ;) What is
wrong with running TOS-compatible OS on a machine which is designed to
run any operating system?

cu;

672. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 19:19:57 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <oHyQb.1952$%x4.329173@news.siol.net>
Source record: 21257

Misha wrote:

>
> On 24-Jan-2004, rand@cd.chalmers.se (Johan Klockars) wrote:
>
>> If I were to have a definition of 'an Atarian', it would be a person
>> that uses Atari software. Not that I care one way or the other.
>
> Bravo !!!
> Thats right !!!I
>
>
>> >> "real" hardware or not (except for the speed of course). So to me the
>> >> labels on the PCB's and chips doesn't matter.
>
> For me also !!!
>
> Everyone who run Atari software,need :speed,high color graphics,16bit
> sounds network,and with Aranym you have everything !!!Also invest in one
> Aranym system is
> not expensive !!! (AMD 2600+ for example)

I guess im not EVERYONE then. Go propagate buying cheap computers (PC) somewhere else please. Excuse, that chip label dont count, is not the right one. Aranym is not an Atari, esp since it lies on alien OS regardless if run on Mac or PC (intel/motorola). No Linux/Windows equals No Aranym, so please stop talking about Atari system. It is Windows/Linux system running Atari emulator.

Speed is relative, Ct60 costed 200E, high color graphics we can have already , better one with video cards, network we have already, and 16bit sound: dont make me laugh, Falcon can blow Aranyms sound abilities away anytime.

673. Re: Help... STZip 2.6 deflate speed?

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 19:25:56 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <buugs4$s68$1@thorium.cix.co.uk>
Source record: 21262

In message <40121716ce4a75@comcast.net>, edbaizjr@comcast.net said:

>I had all kind of problems with ST ZIP 2.6, so I switched to
>Archview which works alot better....

Assuming you mean Arcview, that only acts as a shell and still
needs a ZIP.TTP to work! I use ZIP 2.3_02 for zipping and
UNZIP540 for unzipping, as well as LHARC030 for LHZ compression
and expansion, and it works fine, with LFNs as well when used on
a LFN-enabled partition.

If you like I could mail you my ARCVIEW.CFG file (though your
filenames may be different).

Regards, /Peter/

674. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 19:33:25 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <_TyQb.1953$%x4.329224@news.siol.net>
Source record: 21258

Carey Christenson wrote:

> If you can prove to me
> that you dont have anyway of CUTTING unwanted content
> when replying to messages then I may add the <-- > .

What is so special about you, that we NEED to proove u things, so u will start using EASY feature, which is simply a good bonton for electronic media. It is not my OWN invention. But since uask if im lazy, are u so lazy, that u can't add simple three characters to sigfile once and forget about it? It is simple a thing of politenes, not if my client (u again use OS wars here) have or may not have certain feature.

> Just be glad I dont add my WHOLE list of COMPUTERS and
> HARDWARE to my SIG!!! You and many others might have
> a serious problem.

Yes im glad. Im also glad, im not so full of myself and list my machines and brag bout them. And about "subwoffer satelite speaker systems" any moron can buy in local PC store or supermarket.

> computers I have I cannot talk about as they are
> highly experimental. One computer I have is only 1 of
> 3 that I know of in the WORLD!!!! Raised your
> curiousity. Sorry cannot talk about it.

U really are full of yourself. I dont give a shit what u have or want us to bleive u have. So what if u have rare machine? Many ppl have them as well, and i dont see them braging with that here... And usualy liars cant talk about subjects...

> Thanks,
> Carey Christenson
>
> |||
> |||
> |||
> / | \
> / | \ High Flying Falcon 060!!!
>
> Falcon 030 @ 16 mhz. with 14 megs STRam
> CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133
> SDRam Eclipse 4 MB ATI Rage IIc Graphics Card
> 120 GB IDE Maxtor 8 meg cache
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> 10x4x32x Sony CD-Burner
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> EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
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>
> Coming:
> CT60 Graphics Card with 64 Megs DDR SDRam
> PCI/AGP adapter from Rodolphe,
> Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)

675. Help!!!!!!!!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 20:51:59 UTC
From: sf0218@aol.com
Message-ID: <20040124155159.24678.00000735@mb-m16.aol.com>
Source record: 21263

I need Atariworks!!!!!!!!!!!!!!!!!!!!!!!!! Mine was wiped when my hard drive went to crap, and I did not get any of my software on floppies when I purchased my Falcon. Where can I get it here stateside?

Thanks
Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

676. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 21:26:52 UTC
From: webmaster@atari-users.net
Message-ID: <b8d63ca5.0401241326.7c0d12b7@posting.google.com>
Source record: 21264
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Kenneth Medin" <kennethm@tripnet.se> wrote in message news:<401289de5b1fd0@tripnet.se>...
> In comp.sys.atari.st <butt4q$au4$1@news5.svr.pol.co.uk>

> I must admit the main reason I have not registred Aicq (by Hï¿½gberg) is
> actually his complaints about Ben Smith's ads.
>

THAT IS NOT AN EXCUSE NOT TO REGISTER!!!!

He has his right, as does everyone else to post there opinion in these groups.

Rob
webmaster@atari-users.net
http://www.atari-users.net

677. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 21:27:00 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <gNUArNBmFuEAFweB@btinternet.com>
Source record: 21265

In article <_TyQb.1953$%x4.329224@news.siol.net>, Janez Valant
<swe@atari.org> writes
>
>> computers I have I cannot talk about as they are
>> highly experimental. One computer I have is only 1 of
>> 3 that I know of in the WORLD!!!! Raised your
>> curiousity. Sorry cannot talk about it.
>
> U really are full of yourself. I dont give a shit what u have or want us
>to bleive u have. So what if u have rare machine? Many ppl have them as
>well, and i dont see them braging with that here... And usualy liars cant
>talk about subjects...

I've got the only known remaining drum machine ever made by Allen &
Heath (mixer makers) - every one of the 140 made I've been able to track
down has been dead due to PCB/battery/other failure.

I've got not only a rare (estimated around 50 made) Acorn Cambridge
Workstation, but also two prototypes, an ABC-110 (quite common, still
less than 50 though) and ABC-310 (seriously rare). And I had one of the
400 rev. 6 BeBoxes.

But you know what? I doubt that Carey's 'experimental' computer is
anything that will make a dent on the computer world. Sorry to burst the
CT60 bubble, but it's an enthusiast machine. Yeah, I like them, but I
also like Iyonix, and Omega, and a whole load of dead ducks. Not one of
them would have the horses and applications to knock the G5 from my
studio, the Powerbook from my lap, or even the 5-year old Dell
workstation from my office.

(Well, my own G4 might do that).

Now, if Carey has a rare 2.5GHz 970-based G5 or something, then sure,
it's experimental right until 500,000 people buy them in summer. And I
doubt that, he doesn't have the brains to use Usenet with any manners or
common sense. I reckon it's more likely to be experimental like "Hey, I
made a 6502 board with GALs".

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

678. Re: atari in the garage

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 21:30:35 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <dtBQb.7249$L04.1523@bignews4.bellsouth.net>
Source record: 21266

> what I'm wondering is (seeing its its now acquired a certain retro
> chic quality) - is there any way I could transfer MP3 files off my XP
> machine and hook it up to external speakers/sub woofer and use it as a
> juke box
>
> is there such a thing as a good MP3 player for an Atari ST

Unless you get a PAC030 (Expansion board with fast 030 CPU and fast-ram), I
don't see it happening.
I really don't know if even a PAC030 is up to the task?

FalcAmp will decode and play mp3 on Falcon compatable machines.
FalcAmp, if I recall correctly, relies on the DSP chipset, which an ST does not
have.

AniPlay once did, I'm not sure if mp3 codecs are still avilable for this since
patent owners of the mp3 format at some point announced that they would be
collecting major royalties for any software using the routines. This may have
changed, but it was at one time an issue. Provided you can find an mp3
library/plug-in for this, it may also rely on the DSP chipset or a very fast
emulation of it.

The ST just doesn't have the mips to decode mp3 in real time.
Even if it did...the sound hardware of the ST is 8bit....so music is gonna sound
more like a bad telephone where fidelity is concerned.

Your ST will do the following things rather nicely:

1. Run MIDI based applications...external sound module needed.
2. Desk Top Publishing and page layout. PageStream is really good low cost
package. Higher end stuff like modern Calamus is very powerful, but can get
quite expensive, then there's stuff like Papyrus, which is a little more like
the Atari Works suite but much more modern in terms of color support, fonts, and
the types of documents it can import and export.
3. Games games and more games. These days there are tons of so called menu
disks full of all the old classic computer game hacks. Also, you can find
several Atari shops and ebay acutions dumping slews of games for $5 and less.
Of course they don't come anywhere close to a modern PC, PlayStation, Sega,
Xbox, etc....but alot of them are still very playable, fun, addictive games
that'll keep you busy for years.

679. Re: Falcon issues

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 22:05:56 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <4012ec3a$0$19301$626a54ce@news.free.fr>
Source record: 21267

OK great !

I will check your machine and be cool !
You will receive a perfect computer !

Regards

"Mark D" <mducksub@nossspamXXatari-source.com> a ï¿½crit dans le message de news: pan.2004.01.24.07.13.42.320756@nossspamXXatari-source.com...
> On Fri, 23 Jan 2004 16:53:55 -0800, Galen wrote:
>
> > Mark D <mducksub@removenoaspam.atari-source.com> wrote in message news:<pan.2004.01.23.17.49.21.872292@removenoaspam.atari-source.com>...
> >> Hey guys,
> >>
> >> I decided that my Falcon issues have gotten above my reach and I decided
> >> that I'd rather pay for it than lose my hair over this. It's worth it to
> >> me considering the money I've sank into this already, so I decided to send
> >> my falcon and CT60 to rodolphe for the full work, 25MHz fitting, etc.
> >
> > Hi Mark,
> >
> > Would you mind sharing what the cost is going to be for sending the
> > CT60/Falcon back (including shipping)? I'm starting to think that
> > might be a good idea for me too, although after spending $1000 for the
> > used Falcon, CT60, 68060, FalconRack, SDRAM, hard drive, HDDriver, ATX
> > power supply and various cables I'm a bit reluctant to spend yet more.
> >
> > I ran the CT60 for over three hours yesterday in 256 Color mode
> > testing a good half-dozen programs. I couldn't believe my luck.
> > Then, a few minutes before midnight, I quit the last application and
> > decided to see what the temperature of the CT60 was before shutting it
> > down. As I started to move the mouse to the upper left corner of the
> > screen, the system rebooted. I'm going to see if I can find some
> > inexpensive CL2 SDRAM on the way home tonight, but frankly I'm running
> > out of things I can test, and a computer that occasionally reboots on
> > me is not satisfactory.
> >
> > Galen
>
> Well that's my reasoning, it's surely something simple, something stupid
> like my 060 is broken or my sdram sucks, or my chip doesn't like 66MHz,

> but I don't have a 60MHz crystal, I don't have another 060, and I don't
> have more SD-ram that is known working. Rodolphe does, and with that I
> know he can get to the source of the problem, further he can solve the
> SDMA (or whatever) problems with my falcon because he has the much more
> expensive tools and knowledge to do it. IMHO if I pay under 200EUR for
> the deal including replacement processor if necessary, then it's money
> well spent, ASSUMING that it comes back SOLID and reliable, and by solid
> and reliable I don't mean like my TT or my mega ste. I mean like aranym
> :) Aranym can run for weeks and damn it I want an authentic atari machine
> that can do the same. That said, my TT is rock solid, it's just giving me
> issues tonight, and my mega ste, well I try the insane setups on that
> thing so I'm asking for it ;-). Only machine I ever REALLY had problems
> with was a Mega 2 that loved to eat HDD's and boy that really soured me
> (abandoned atari for years after that).
>
> PS: I'll tell you in a week, that's when I get paid and that's when I can
> afford the shipping. Rodolphe if you see this, I'll let you know when I
> ship it but it won't be in under 6 days ;)
>
> Thanks,
> Mark
> http://portal.atari-source.com

680. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 23:30:24 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1074961838-002884AEicMi@adelphia.net>
Source record: 21268

Everyone agianst SIGNATURES,
Heres the problem you guys dont like SIG because of
the LENGTH. Sorry the last time I checked here in the
USA FREEDOM of SPEECH was still not dead. This is
like e-mailing someone and telling them that you do
not like there WEB-SITE and that they need to change
it. BS guys its time to grow-up and accept that this
SIG is staying and may even get larger if I SEE FIT.
JANEZ, this has NOTHING what so ever to do with you
choosing MINT over MAGIC. Fact is I have been
pondering a MINT setup as well on one of my many
FALCONS for quite some time. I just dont have the
time at the present moment, been working 60+ hours a
week for over 3 months, so that does not leave alot of
time for my computer. This is one reason I have not
designed a web-site as well. Plus lack of time on
figuring out a NICE design and layout for a web-site.
Not to mention my wife is expecting our first child in
less than a month. Do I really have the time, I dont
think so. Unless someone really wants to help out
with this and volunteer there services. See we are
all in the same boat guys. We love our Atari's and I
just happen to be one that shows it. As far as the
experimental computer, BELIEVE it. If I told you what
it was you would probably want one as well, TURST ME
on this one. Especially if you are a TRUE die hard
Atarian like you say you are.

Thanks,
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 16 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
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EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
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Coming:
CT60 Graphics Card with 64 Megs DDR SDRam
PCI/AGP adapter from Rodolphe,
Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)

681. Re: ST bus functions

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 23:36:04 UTC
From: exxos <chris@home.co.uk>
Message-ID: <40130156$0$23457$cc9e4d1f@news.dial.pipex.com>
Source record: 21269

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:buuell$il3$2@news.eunet.yu...
> On 21 Jan 2004 08:43:52 , Adam Klobukowski wrote:
> >On Wed, 21 Jan 2004 06:57:31 -0000, exxos <chris@home.co.uk> had a
noticeable pleasure while writti>ng:
> >> I'm talking about the ST, I'm trying to understand how the CPU decides
or
> >> knows what device to select such as shifer, ram, floppy, etc.
> >
> >I think CPU has nothing to do with selecting devices, MMU&Glue handle it
IIRC.
>
> I am not sure what was meant by his question, byt maybe this helps:
>
> All the peripherals of a MC68000 CPU are memory-mapped into one of
> eight (or is it seven?) 16MB address spaces, i.e. there are no separate
> I/O ports as with some other CPUs. By ST designer's convention, all
> device-controller chips on a ST are mapped to fixed locations in a certain
> subrange of the address space.
>
> cu
>
>

True, the ST memory map is pretty close to the Motorola design map, pretty
interesting stuff. I'm thinking that the CPU can only do one thing at once,
ok its probably doing a million things though its intructing by instruction
so its one thing at once. Now when CPU time goes to fetch ram for say the
video shifter, then at some point the CPU has to say "hey shifter take this
info" and it does, plus everything else such as I/O ports etc have to be
disabled else everything with a databus will get the video data and
bascially printer,floppy drive etc would go mad, so these must be disabled
while the CPU is taking care of video data, The shifer has what seems a CS
pin so bascially this should say go high when the MMU is inputting data to
the shifter and CS goes low when "its not its turn for data" this is the
kinda thing im trying to figure out.

Chris

682. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 23:45:07 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0401250044040.193-100000@hadesbox>
Source record: 21275

On Sat, 24 Jan 2004, Adam Klobukowski wrote:

< SNIP ... SNAP >
>
> 1. We (at least me) do not have to prove anything.
> 2. We (at least me) kindly asked you to follow common usenet standards.
> Please do.
> 3. We (at least me) kindly ask you to stop beeing rude.

I am one of 'we'.

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

683. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 23:46:45 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0401250046170.193-100000@hadesbox>
Source record: 21276

On Sat, 24 Jan 2004, Djordje Vukovic wrote:

> On 23 Jan 2004 02:28:23 , ozk AT atari DOT org wrote:
>
> > When you use the Milan, you are an Atarian, cause then you use hardware
> >designed to be a TOS machine. When you use the ancient Mac, you are not an
> >Atarian, cause it was not designed to be a TOS machine ;-)
>
> Why so rigidly prescribing what is ortodox and what is not ;) What is
> wrong with running TOS-compatible OS on a machine which is designed to
> run any operating system?

Nothing, just dont call it a TOS clone, or new TOS hardware.

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

684. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 23:49:12 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0401250047430.193-100000@hadesbox>
Source record: 21278
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On 24 Jan 2004, webmaster at atari-users.net wrote:

> "Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:<401289de5b1fd0@tripnet.se>...
> > In comp.sys.atari.st <butt4q$au4$1@news5.svr.pol.co.uk>
>
> > I must admit the main reason I have not registred Aicq (by Hï¿½gberg) is
> > actually his complaints about Ben Smith's ads.
> >
>
>
> THAT IS NOT AN EXCUSE NOT TO REGISTER!!!!

Yes .. I think this is the stupidest thing I've heard in a long, long
time. It is downright funny ;-)

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

685. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 23:53:18 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0401250051120.193-100000@hadesbox>
Source record: 21279

On Sat, 24 Jan 2004, Carey Christenson wrote:

> Everyone agianst SIGNATURES,
> Heres the problem you guys dont like SIG because of
> the LENGTH. Sorry the last time I checked here in the
> USA FREEDOM of SPEECH was still not dead. This is

Goddamned.. I give up. It is people with this attitude that fills the
Internet with spam and shit. Incredible...

I'm out of this discussion.

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

686. Re: Help... STZip 2.6 deflate speed?

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 23:56:26 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <40130334647d610@tripnet.se>
Source record: 21270

In comp.sys.atari.st <40121716ce4a75@comcast.net>
Edward S. Baiz Jr. wrote on Sat 24-01-2004 12:57 (GMT):

>>I did something stupid...
>>
>>Started compression (deflate) with STZip 2.6 on a 530 MB file. The zip-
>>archive is written to a partition with long filenames and I don't want to
>>interrupt the process and get lost clusters on that partition.

>I had all kind of problems with ST ZIP 2.6, so I switched to
>Archview which works alot better....

I ftp'd the 240 MB zip archive over to the pc and yes, there were
errors...

I usually don't transfer very big files to/from the Atari and noticed a
weird thing with FTP-SERV.APP with STinG. At first it send data quite
fast but the speed gradually goes down _and_ gradually uses more and more
cpu. At the end of this transfer the speed was down to a quarter of start
speed and Okami got almost unusable due to slow redraws. Tried to check
for new mail/news and both timed out. Not even Ping to the gateway got
through. No heavy load on the Ethernet line at all and the ftp transfer
continued without errors. Right when the ftp transfer finished things got
back to normal again.

Makes me wonder if the same happens using MagicNet?
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

687. Re: Strange harddisk problem

Newsgroup: comp.sys.atari.st
Date: 2004-01-24 23:56:26 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <40130334647d611@tripnet.se>
Source record: 21271

In comp.sys.atari.st <40121716ce4a7a@comcast.net>
Edward S. Baiz Jr. wrote on Sat 24-01-2004 12:57 (GMT):

>>I've put together an external HD for a friends TT and it has worked
>>perfectly for almost a year. Now he powered the TT off for a week and
>>when he came back and turned it on again and it will not boot.
>>
>>HDDriver crasches(?) and all you see is the internal drive line OK
>>followed by the external with random characters in the first part of the
>>device name and freeze...
>
>Does he have a backup HDDriver SYS file? That happened to me I
>just copied my backup over the SYS file on my C partition and
>everything was working again....

I did a clean floppy boot with the HDDriver floppy so it's definitly an
hardware issue. The drive and cable still works perfect on my TT but not
on his.

I guess I should take his internal drive out and try his computer with my
internal drive as well and see what happens. Might be his SCSI or power
supply dying slowly or something. The external drive has its own PS so
that is not the problem. could also be mains 50 Hz interference as his
outlets have no ground (older house). 230 Volts in the wall and if
something is faulty and you touch it and the water radiator there is a
50% chance to get a surprise that may put your hart to a full stop.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

688. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 00:07:58 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <vzgjksD0iwEAFwdP@btinternet.com>
Source record: 21273

In article <1074961838-002884AEicMi@adelphia.net>, Carey Christenson
<falcon060@adelphia.net> writes
>Everyone agianst SIGNATURES,
> Heres the problem you guys dont like SIG because of
>the LENGTH. Sorry the last time I checked here in the
>USA FREEDOM of SPEECH was still not dead.

fapfapfapfapfapfap

You know. You sound like a nice guy and all, but you're a bloody moron
if you think ignoring common sense over your signature is some freedom
of speech issue. The founding fathers would be disgusted.

I found a way of snipping your sig. It's invariably more interesting
than the content anyway. *plonk*

BTW - it'd take five minutes - if that - to knock up a plain text HTML
page and cut down your sig to 4 lines of relevant info, Here's a sample:

--
||| High Flying Falcon 060!!! - CT60 @ 72Mhz, 512Mb/164.5Gb
||| 4Mb ATI Rage IIc, CD-R, Ethernet, Stylus 880, 19" Samsung VGA
/ | \ Subwoofer/Satellite Speaker System.
/ | \ Coming soon! CT60 graphics 64Mb, PCI/AGP, 20/25Mhz Falcon Bus!

Don't say we don't try to help you look less like a moron. Honestly, the
brand of RAM is meaningless.

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

689. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 00:56:09 UTC
From: Misha <misha.s@sezampro.yu>
Message-ID: <buv4b4$q8e$1@news.eunet.yu>
Source record: 21280

On 24-Jan-2004, Janez Valant <swe@atari.org> wrote:

> I guess im not EVERYONE then. Go propagate buying cheap computers (PC)

Sory You are not Everyone,You are Atarian !
and dont speak me about Falcon and Atari !!
I know wery well what can you do with Falcon in 2004 !!!
You can take all acelerator and what you want ,and dont speak me about
motoroala 030,040,060 ! in 2004 !!!
And also you have to know Falcon is far from good sound !!! (motorola DSP
old one) !!!
And tell me can you go to shop and take new Atari ?
And Linux is damn good OS,far from TOS !!! is not the shame to boot Aranym
with Linux !!!
And you can go to propagate story's about Falcon and something like that
somewhere else !!!
Real Atarians need good and fast machine,not 16,......100Mhz c'mon !!!

Regards Misha !!!

690. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 00:59:54 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <4GDQb.1962$%x4.330544@news.siol.net>
Source record: 21272

Carey Christenson wrote:

> Everyone agianst SIGNATURES,
> Heres the problem you guys dont like SIG because of
> the LENGTH. Sorry the last time I checked here in the
> USA FREEDOM of SPEECH was still not dead.This is
> like e-mailing someone and telling them that you do
> not like there WEB-SITE and that they need to change
> it.

Its not even remote like this and has nothing to do with freedom of speech in USA or everywhere. If u choosed to use long signature, atleast add a limiter on start of it. It is written in every rule of good behaviour on internet, it is polite and virtualy no problem for anyone to add it. Its 3 characters for god sake, not something hard and complicated. It would take u 20 secs, and thats it.

To conclude, using signature separator is polite and encouraged bya all guides of good behaviour on internet. Since u choosed to use long sig, it would be in order to use the separator. If u are inpolite and feck all of us and proper manners and dont care at all for the rest thats your choice... I guess it just reflect the personality...

> As far as the experimental computer, BELIEVE it. If I told you what
> it was you would probably want one as well, TURST ME on this one.
> Especially if you are a TRUE die hard Atarian like you say you are.

U realy believe ill believe something on what base? Trust? Sorry cant do that. I like my Ataris enough to use them, buy upgrades, code on them, and have fun with them, with good or bad things. Dont have to prove anyone how true Atarian i am. Monster sig, or fact that i have less or more machines as someone else, doesnt realy make me better or worse Atarian.

Janez

> Thanks,
> Carey Christenson
>
> |||
> |||
> |||
> / | \
> / | \ High Flying Falcon 060!!!
>
> Falcon 030 @ 16 mhz. with 14 megs STRam
> CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133

> SDRam Eclipse 4 MB ATI Rage IIc Graphics Card
> 120 GB IDE Maxtor 8 meg cache
> 40 GB IDE Maxtor 2 meg cache
> 4.5 GB SCSI Seagate Barracuda
> 10x4x32x Sony CD-Burner
> 24x Cyberdrive CD-Rom drive
> EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
> Epson Stylus COLOR 880 Printer
> 19 inch Samsung VGA Monitor
> Subwoofer Satelite speaker system
>
> Coming:
> CT60 Graphics Card with 64 Megs DDR SDRam
> PCI/AGP adapter from Rodolphe,
> Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)

691. Re: atari in the garage

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 01:33:49 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <U9EQb.1964$%x4.330653@news.siol.net>
Source record: 21274

Brian Roland wrote:

> Unless you get a PAC030 (Expansion board with fast 030 CPU and fast-ram),
> I don't see it happening.
> I really don't know if even a PAC030 is up to the task?

Nope its not. Nothing below 060 will play mp3's Maybe 040, but mono and 11
or 22Khz replay...

Janez

692. Re: atari in the garage

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 01:45:48 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1074969960-627579AEicMi@adelphia.net>
Source record: 21277

Brian,
My Falcon in stock form could play MP3's with
Falcamp without problems. Before I got the Eclipse
graphic card Aniplayer would skip playing MP3's with
DSP enabled. When I put the Eclipse graphic card on
my processor load went from 90+ percent to an average
of 50 to 70 percent just by adding the Graphic card.
But to answer whether a ST would be up to the task.
It is very doubtful. My CT60'ed Falcon has an average
CPU usage 2 percent or below. When I turn the DSP OFF
it goes up to 5 percent or below. Besides I think
Falcamp looks for the DSP anyways. And Aniplayer
needs alot of processing power. So a slightly
modified Falcon would be bare minimum I believe.

Thanks,
Carey Christenson

/ | \
/ | \ High Flying Falcon 060!!!

Falcon 030 @ 16 mhz. with 14 megs STRam
CT60 68060RC60 @ 72 mhz FPU and PMMU built in. Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB IDE Maxtor 8 meg cache
40 GB IDE Maxtor 2 meg cache
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CD-Burner
24x Cyberdrive CD-Rom drive
EtherNec Connected to Linksys 4-port Router and Cable Modem :-)
Epson Stylus COLOR 880 Printer
19 inch Samsung VGA Monitor
Subwoofer Satelite speaker system

Coming:
CT60 Graphics Card with 64 Megs DDR SDRam
PCI/AGP adapter from Rodolphe,
Upgrade from 16 mhz Falcon MOBO to 20 mhz maybe even 25 mhz.!!! :-)

693. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 02:11:53 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <40132560$0$4265$c30e37c6@lon-reader.news.telstra.net>
Source record: 21281

"SWE/YesCREW" <jvalant@atari.org> wrote in message
news:Pine.MNT.4.31.0401231654530.118-100000@TheFish...
> On Fri, 23 Jan 2004, Clockmeister wrote:
>
> > Amiga OS blows it clean out of the water, at least any version 2.x or
up.
>
>
> MiNT in current state, and believe me that is NOT multitos, beats Amiga
> OS in MANY ways... With this im not saying Amiga OS is bad, but im sure u
> arent familiar with full MiNT setup.

Which version AmigaOS?

But heck, it is so easy to talk what
> sux and what dont, esp if u dont use the thing that sux... Amiga OS have
> some good specific stuff, MiNT/Magic etc has other. And few Amiga owners
> i know did say they wouldnt mind the MiNTs aproach to Amiga OS..

Every OS has it's good and bad points, and given the size of the scene it's
all fairly irrelevant now anyway.

694. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 02:22:54 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <401327f6$0$4267$c30e37c6@lon-reader.news.telstra.net>
Source record: 21282

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:Hyu5EzGOdQEAFw40@btinternet.com...
> In article <4010f7b4$0$4259$c30e37c6@lon-reader.news.telstra.net>,
> Clockmeister <no-one@nowhere.com> writes
> >Never have I heard such a complete load of rubbish. Your A1200 was either
> >broken are you are incapable of clear judgement.
>
> How can you possibly claim that a 16Mhz, 68030, 68882, professionally
> marketed and priced system with standard memory, disks and a huge range
> of professional software, plus true 24-bit colour, sound that was
> arguably the equal of the Amiga, was in any way inferior to the
> crippled, proprietary A1200?

Ask that of the many people enjoying their huge IDE drives, mountains of
RAM, PCI, USB, 060/PPC etc etc

The A4000 blew it out of the water with it's level of expandability.

> You're completely mad. AmigaOS may have had some good points, but it was
> unstable and frankly, weird.
>

Rubbish. TOS/GEM is a single tasking hybrid relic that belonged in another
era when it was released and Atari users have been battling ever since to
get something useful for their machines.

695. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 02:23:23 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <40132812$0$4267$c30e37c6@lon-reader.news.telstra.net>
Source record: 21283

"Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message
news:buo11bnfn4@reader08.wxs.nl...
> Adam Klobukowski wrote:
>
> >>Amiga CD32
> >>Atari Jaguar?
> >
> > I would not compare CD32 with Jaguar. CD32 is a Amiga1200 with CD in a
> > custom case, and Jaguar is a uniqe design.
>
> And 64-bit.
>
> :)
>

LOL good try.

696. Re: Internet/LAN again

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 02:24:52 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0401241824.123771ac@posting.google.com>
Source record: 21284

"Mark Bedingfield" <mark@computercom.com.au> wrote in message
news:<BqYPb.23944$Wa.18123@news-server.bigpond.net.au>...
> Brilliant Kenneth, OE is just too bloody easy, I set it up about 2-5 times a
> day and can't be buggered using anything else on the PC. Besides the ONLY
> good thing it does is handle multiple accounts. I'm a CCNA so I doubt that
> Okami would be a problem.
> Strange that STinG has issues with trace route. Ping is good enough to get
> started.
> Is CAB still being supported? And what about Draconis?

As for OE, I have the Mac version, and it works ok, but I absolutely
can't stand the fact that it doesn't allow you to simply check mail
before downloading it (the way Newsie and Marathon Mail do - letting
you see the author, subject, size, etc. and letting you choose to
delete it without having to downloading it first). If I'm away for any
length of time, I have to either sit there for an eternity waiting for
OE to download the tons of spam coming in, that I will just delete
right away anyway, or use my Atari and do things "right". Atari
clients are *MUCH* better in that respect - they are usually more
practical.

As for Draconis, the latest version of the web browser (Adamas) is
from September. It's usable, but still quite buggy. I use it (well,
try anyway) with MagXNet's DracEmu, because the Draconis stack itself
won't run for me. I can set it up fine, but when I reboot and try it,
it makes Thing think I'm in singletasking mode, no matter what I have
it actually set at, and unload itself. That aside, it won't connect to
my ISP, either. So I gave up on it. The other clients seem pretty
good, though. Marathon Mail has some nice features, including handling
multiple accounts like OE. It does have some minor bugs, which you can
learn to get around. DracFTP *looks* nice, but doesn't function
correctly with MagicNet because it can't get my IP number. Adamas, as
I said is buggy - crashes all the time on sites that CAB handles well
- but can handle *some* Javascript, which CAB won't do at all. It
looks like it has lots of promise, is much farther along than
Highwire, and has a ton of cool features, if they ever get it stable
enough.

CAB, last I heard, wasn't supported anymore (although I may be wrong).
It's quickly getting to the point where it's not really usable for me,
which is why I was forced to get a non-Atari computer a few years ago.
I still use my Atari more, though.

Mike Freeman
[my first name] [at] freeman-studio [dot] com

697. Atari Online News, Etc. #06-04

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 02:32:16 UTC
From: danap8@aol.comno-spam
Message-ID: <20040124213216.12638.00000850@mb-m29.aol.com>
Source record: 21285

```
A-ONE #0604 01/23/04

~ Zip Wars Call Truce! ~ People Are Talking! ~ Dutch Atari Day!
~ Antitrust Pact Working ~ eBay Feedback Nabbers! ~ The Mac Turns 20!
~ New AOL Spam-Blockers ~ Novell's Linux Entry! ~ Rainbow for Mac OS X
~ WWII Aerial Pix On Net ~ Linux On the GameCube ~ McAfee AntiSpyware!

-* RIAA Sues 532 "John Does"! *-
-* Nintendo Unveils New Portable Unit! *-
-* Spammers Scavenging E-Mail Virus Surfaces! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

698. Re: atari in the garage

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 02:51:33 UTC
From: lynchm@iprimus.com.au
Message-ID: <9422003b.0401241851.1af46f10@posting.google.com>
Source record: 21286

mmmm - thanks for that - guess I always thought it was a long shot

bit of a shame - it was really quite impressive at the time

I'll just keep on kicking it into life every couple of years till I
can figure out some way of taking advantage of its increasing vintage
charm

Cheers

699. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 04:08:02 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <EhHQb.13161$dY6.1662@bignews6.bellsouth.net>
Source record: 21287
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

"Don Schmidt" <Retired Engineer@PNB.usa> wrote in message
news:10157s929qm8v16@corp.supernews.com...
> Hmmmm..... Seems Ben is the only one around here doing any selling, in a
> For Sale news group.
>
> And to qualify as a legit post, I'm selling my 2001 Cadillac DHS for
> $55,000.
>
> Cash only. And will accept a best offer above the selling price.
>
> Don

Don,
It was cross posted over several news groups....some set aside specifically for
marketing, some not.
Which leads me to this 'opinion'.

there is no comp.sys.atari.marketplace newsgroup.
That's not Ben's fault.
Where should he post?

So many folks demand free-ware and open sources....free information....but free
marketing is an absolute nono? Kind of hypocritical isn't it?

The posts don't bother me, nor do the complaints about them; however,
I really don't understand the personal attacks all this brings about every time
Ben posts anything here...ad or no. Some of it is down right vulgar to the
point of pornagraphic and intensely violent. There's simply NO CALL for
that...disagreement or not.

Brian

700. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 07:00:08 UTC
From: Don Schmidt <"Retired Engineer"@PNB.usa>
Message-ID: <1016qbpq2pmk8c0@corp.supernews.com>
Source record: 21288
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I have no problem with Ben's posts. I think he has the right to post daily if he wishes. I've known Ben when Atari Computers were the latest thing on the market. Hmmm..... Ben, we're getting old. OK, I've got a head start on you. <GO>

--
Don

Vancouver, USA - One of the great cities in one of the 45+ countries in America!

"Brian Roland" <BJRoland@bellsouth.net> wrote in message news:EhHQb.13161$dY6.1662@bignews6.bellsouth.net...
>
> "Don Schmidt" <Retired Engineer@PNB.usa> wrote in message
> news:10157s929qm8v16@corp.supernews.com...
> > Hmmmm..... Seems Ben is the only one around here doing any selling, in a
> > For Sale news group.
> >
> > And to qualify as a legit post, I'm selling my 2001 Cadillac DHS for
> > $55,000.
> >
> > Cash only. And will accept a best offer above the selling price.
> >
> > Don
>
> Don,
> It was cross posted over several news groups....some set aside specifically for
> marketing, some not.
> Which leads me to this 'opinion'.
>
> there is no comp.sys.atari.marketplace newsgroup.
> That's not Ben's fault.
> Where should he post?
>
> So many folks demand free-ware and open sources....free information....but free
> marketing is an absolute nono? Kind of hypocritical isn't it?
>
> The posts don't bother me, nor do the complaints about them; however,
> I really don't understand the personal attacks all this brings about every time

> Ben posts anything here...ad or no. Some of it is down right vulgar to
the
> point of pornagraphic and intensely violent. There's simply NO CALL for
> that...disagreement or not.
>
> Brian
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.567 / Virus Database: 358 - Release Date: 1/24/04

701. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 08:13:06 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <f0KQb.1965$%x4.331521@news.siol.net>
Source record: 21289

Clockmeister wrote:

> Rubbish. TOS/GEM is a single tasking hybrid relic that belonged in another
> era when it was released and Atari users have been battling ever since to
> get something useful for their machines.

Yes TOS was single task OS and defintely not advanced such as AmigaOS.
However im glad it was so. First of all it was very compact and sitting in
ROM, next it was FAST and on end it also included some sort of semi
mtasking thru .ACC modules. Result of all that, together with hi-res mono
monitor, still one of best and most solid screens i ever saw, was a machine
usable and a lot faster as Amiga for DTP, Midi apps, CAD/CAM and such.
While Amiga was better for raytrace apps etc.. The A1200 i have, is slower
with OS wise apps as my ST, and very serious apps such like Calamus,
Cubase, Signum, Papyrus runs faster on humble ST as lot smaller apps on
Amiga 1200. And we got Magic OS later, amd MiNT and so on.. Amiga OS was
inovative i wont deny it, when u get used to screens even more, but it was
to big, to bloated for even plain A1200. Fact remains, that ST and Amiga
were and ARE different, thanks good for that. Facti is also that many STs
are still in serious usage, mainly in studios, unmodified and with relic
TOS, reason is what i said: compact, ultra solid and fast.

However, not to sound unfair, in contrary to STs hires mode and MIDI and
small OS (which was way developers choose, acording to Shiraz), Amiga had
some nice hardware advantages, mainly great blitter, sound hardware, so it
surely had moments in gaming, demos and due to video in gfx segment. ST
potr of DeLuxe paint was cool and very nicely done, but 4096 and some other
butons were "greyed out".. They were different machines, aimed toward
diferent users, and as is see they stil catch fans hearts... Sadly, the
already mystical Amiga owners attitude (to proud, spitingon everything
else) survived as well...

Janez

702. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 08:48:25 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0401250944240.271-100000@hadesbox>
Source record: 21291

On Sun, 25 Jan 2004, Misha wrote:

>
> On 24-Jan-2004, Janez Valant <swe@atari.org> wrote:
>
> > I guess im not EVERYONE then. Go propagate buying cheap computers (PC)
>
> Sory You are not Everyone,You are Atarian !
> and dont speak me about Falcon and Atari !!
> I know wery well what can you do with Falcon in 2004 !!!
> You can take all acelerator and what you want ,and dont speak me about
> motoroala 030,040,060 ! in 2004 !!!
> And also you have to know Falcon is far from good sound !!! (motorola DSP
> old one) !!!
> And tell me can you go to shop and take new Atari ?
> And Linux is damn good OS,far from TOS !!! is not the shame to boot Aranym
> with Linux !!!
> And you can go to propagate story's about Falcon and something like that
> somewhere else !!!
> Real Atarians need good and fast machine,not 16,......100Mhz c'mon !!!

You are clearly posting to the wrong newsgroup here. I know perfectly
well, as other also know, what one can do with Atari in 2004. This groups
is about Atari and its OS, not how fast emulation of our OS runs on other
platforms. I think most of us in here are aware of that fact as well.

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

703. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 08:58:06 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <sGKQb.1966$%x4.331655@news.siol.net>
Source record: 21290

Misha wrote:

> Sory You are not Everyone,You are Atarian !
> and dont speak me about Falcon and Atari !!
> I know wery well what can you do with Falcon in 2004 !!!

No u dont.

> You can take all acelerator and what you want ,and dont speak me about
> motoroala 030,040,060 ! in 2004 !!!

And why not? they ARE the heart of Ataris. I run website (apache), ftp server, unix os, and use daily the 030 based machine. And it does all nicely. The only thing i use PC for and not Atari are newsgroups infact. No realy good reader for news, and i dont like pine for newsgroups. Knews is nice, but have issues with sending posts...

> And also you have to know Falcon is far from good sound !!! (motorola DSP
> old one) !!!

Please dont make fool of your self. Falcon can drive 8 16bit 50khz channels at same time, with realtime effects, even with "old DSP". It can play SNDH files, it can play a LOT of trackers, it can play Falcamp, on CT60 with 2-3% CPU usage, it can play Aniplayer with 6-7% CPU usage (with ct60), it can play cool ACE softsynth, it cam play FlaySID, it can play GTracker mods,and so on... Apart from Aniplayer, what of those apps u can run on Aranym. Also it can use digital out, so u dont need to use bad quality headphone/mic output. Now name me ONE application from above, except Aniplayer, which use any of features today good PC cards offer, to beat Falcon?

> And tell me can you go to shop and take new Atari ?

No u cant sadly. U can't at all. Even if u buy PC, u will not get new Atari.

> And Linux is damn good OS,far from TOS !!! is not the shame to boot Aranym
> with Linux !!!

Who said Linux is bad or shame? And what TOS has to do with it? Fact is, if u need to use Linux or Windows as NATIVE OS to run Atari EMULATOR, then machine is NOT ATARI. And we mainly not use TOS, but Magic or MiNT, which is btw, nice Unix like os, with comand line unix, ext2, unix networking and GEM GUI.... And even if u hate TOS, it is ESSENTIAL for booting aranym...

> And you can go to propagate story's about Falcon and something like that
> somewhere else !!!

Realy!? Where, in Amiga group? PC group? Acorm group? Mind u, this IS Atari group.... U want anyone that not think like you to go away?

> Real Atarians need good and fast machine,not 16,......100Mhz c'mon !!!

Real Atarian uses real Ataris. Even if they have bad points, or not 10GHz processors. Real Atarian for sure dont yell real Ataris are crap. Real Atarians dont push ppl to propagate Atari "somewhere else". Real atarian dont cry and moan if dont have 10ghz, they just use what they have, and seeing Atari software, they doing it WELL!

But tell me this: what new Aranym brings to scene, apart from speed? TT/MSTE/Falcon can have GFX cards. Each machine, when introduced, allows and trigger users to make new and beter apps, using new features those machine brought... Last year we got ACE, totaly new type of application for Ataris etc. What NEW Aranym bring us? Its some 30-40% compatible, dont offer anything new to Atari except speed, which is not something i call essential. Tell me one Atari application, developed on Aranym, which uses NEW resources Aranym (not) have, so we can have something new and revolutionary? Aranym can only run Papillon etc faster, not too good, if u know ESCPaint or Apex are way better anyway. Does NeoN use any of 3d gfx power on Aranym? Does Cubase use resources of modern PC Sound cards? Does new, better software for GEM to use those good resources exist? Can u tell me one thing Aranym can do and Falcon can not? (mind u, Falcon CAN play AVi, divx etc, just very slow) I can name u a LOT of Falcon apps which can NOT run on aranym. I can name u also a LOT of apps which runs on ST/TT and Falcon (so u cant blame Falcon specifics) which dont run on aranym, and so on...

Janez

P.S.: to other aranym users: Even if it sound so, im not against aranym, i realise it may be nice tool, it is very usable and it did start as nice aproach, it is imho way nicer as MagicPC/Mac and others.. I just dont see it as Atari machine/hardware. That is all. It is a virtual machine or emu or simply aranym (altough it only work ok on PC) same as Milan is not Atari, but GEM compatible. Good one if i may say... And word "GEM compatible" is not something bad or meant to be bad... its just a fact.

704. Re: need pictures of SLM804 printer

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 11:10:22 UTC
From: BMaedicke@t-online.de
Message-ID: <1g849q2.17wstzgnvvr64N%BMaedicke@t-online.de>
Source record: 21293

Dave T. <417ci-ohc-v8@Perth.com.au> wrote:

Hi Dave,

> ive an slm 804 and a 3.2megapixel camera. I think i can help :P
>
> give me your email adress

You can send the pictures to this Email Adress here:
BMaedicke@t-online.de

I take pictures of the SLM 605 too.

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

705. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 11:18:53 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <BJCIKcC$Q6EAFw6d@btinternet.com>
Source record: 21294

In article <401327f6$0$4267$c30e37c6@lon-reader.news.telstra.net>,
Clockmeister <no-one@nowhere.com> writes

>Ask that of the many people enjoying their huge IDE drives, mountains of
>RAM, PCI, USB, 060/PPC etc etc

Yeah, all kludged on. And costing rather more than just going out and
buying a Mac with PPC/USB/PCI etc.

>The A4000 blew it out of the water with it's level of expandability.

That's rubbish. The A4000 was out at the same time as the IIfx, which
was faster, and machines like the 840av, which simply walked all over a
stock A4000.

>Rubbish. TOS/GEM is a single tasking hybrid relic that belonged in another
>era when it was released and Atari users have been battling ever since to
>get something useful for their machines.

Yes, but I was saying that the Amiga isn't as good as a Mac. Do keep up.
Mac OS, by the time of the IIx, was generally 7.1, which was
multitasking, and offered a lot of features we take for granted now.

As it is, I happen to find single-tasking TOS more useful than Workbench
anyway.

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

706. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 11:22:38 UTC
From: Misha <misha.s@sezampro.yu>
Message-ID: <bv091t$92r$1@news.eunet.yu>
Source record: 21196

On 25-Jan-2004, Janez Valant <swe@atari.org> wrote:

> he only thing i use PC for and not Atari are newsgroups infact. No
> realy good reader for news, and i dont like pine for newsgroups. Knews is
> nice, but have issues with sending posts...

Try Emailer 2.3 !!! :-) is not bad !

>it can play cool ACE softsynth,

ACE is cool !!!

> And even if u hate TOS, it is ESSENTIAL for booting aranym.

I like TOS so much !!! :)

> Realy!? Where, in Amiga group? PC group? Acorm group? Mind u, this IS
> Atari group.... U want anyone that not think like you to go away?

Sorry !!!

> Real Atarian uses real Ataris. Even if they have bad points, or not 10GHz
> processors. Real Atarian for sure dont yell real Ataris are crap. Real
> Atarians dont push ppl to propagate Atari "somewhere else". Real atarian
> dont cry and moan if dont have 10ghz, they just use what they have, and
> seeing Atari software, they doing it WELL!

For atari is O.K. 16MHz !!! :)

> P.S.: to other aranym users: Even if it sound so, im not against aranym, i
> realise it may be nice tool, it is very usable and it did start as nice
> aproach, it is imho way nicer as MagicPC/Mac and others.. I just dont see
> it as Atari machine/hardware. That is all. It is a virtual machine or emu
> or simply aranym (altough it only work ok on PC) same as Milan is not
> Atari, but GEM compatible. Good one if i may say... And word "GEM
> compatible" is not something bad or meant to be bad... its just a fact.

This is nice ;)

Regards Misha !!!

707. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 11:32:55 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bv09h6$7c6$1@hercules.btinternet.com>
Source record: 21295
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Here we go again

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0401240715510.14532-100000@onyx.spiritone.com...

> I'm so very sorry, I haven't made a sale in over a Month, yet the bills
> keep coming in.

SO get a real job you parasite and get out of here with your incessant
begging crap.

Life is a bitch, would you like fries with it?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

708. Dumb TT Questions

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 11:52:15 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <4013acfd$0$28870$afc38c87@news.optusnet.com.au>
Source record: 21197

Hi All, just picked up the new TT. It is very under spec. No TT ram and only 2Mb ST ram. Also only a very small hard disk. So onto my dumb questions (being that I am used to Falcons).

1 - What is the biggest drive that can be fitted internally? It was fitted with a 200Mb Conner. I have had zip luck with a Quantum 2.1 ST. Only ICD utils will even detect it. AHDI 6.06, and Hddriver 7.6 will not recognise it all. The drive is set to ID0 and term is on. The only other drives I have are bigger than this. Oh, and what can TOS 3.06 handle natively?

2 - How about ram expansion? 2Mb is less than my ST's. I had to resort to NVDI 2.5, because after installing NVDI 5 I only had 200k free. What are the limits to the TT's ram expansion?

3- Also VME cards? What are available?

Got to say tho, it is a bloody quick Machine:-)

Regards

Mark Bedingfield

709. Umax Astra 2200 Scanner and ScanX

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 11:57:47 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40135aa414c580@comcast.net>
Source record: 21200

Hello all,

Nima of Homa Systems had posted an email some time ago about a great deal on the Umax Astra 2200 and how it would well with Scanx. I bought one (only $20), but Scanx does not recognize this scanner. The name of the scanner does appear in Scanx's box, but still nothing. I was wondering if anyone else bought this scanner and has gotten it to work. I hav emailed Nima, but he has not answered me as yet. I am sure all I need is a little upgrade. This is a great scanner and I would love to get it working....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

710. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 12:01:50 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1g84bor.1hkln056jv95uN%NOSPAMS@wanadoo.fr>
Source record: 21199

Misha <misha.s@sezampro.yu> wrote:

> On 24-Jan-2004, Janez Valant <swe@atari.org> wrote:
>
> > I guess im not EVERYONE then. Go propagate buying cheap computers (PC)
>
> Sory You are not Everyone,You are Atarian !
> and dont speak me about Falcon and Atari !!
> I know wery well what can you do with Falcon in 2004 !!!
> You can take all acelerator and what you want ,and dont speak me about
> motoroala 030,040,060 ! in 2004 !!!
> And also you have to know Falcon is far from good sound !!! (motorola DSP
> old one) !!!
> And tell me can you go to shop and take new Atari ?
> And Linux is damn good OS,far from TOS !!! is not the shame to boot Aranym
> with Linux !!!
> And you can go to propagate story's about Falcon and something like that
> somewhere else !!!
> Real Atarians need good and fast machine,not 16,......100Mhz c'mon !!!

Humm there are just a big problem with Aranym, a good speed is just for
PC, no JIT for Mac (PPC).

And I hate X86...

I haven't tried Aranym since I have my CT60, I have an Imac G3 500 Mhz
(<=> CT2 under Aranym). With this machine I can compare the speed of the
CT60 to MagiCMac (OS9), same results with DivX movies.
My CT60 with the old DSP has better results with MP3 than Aranym PC ;-)

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
□□□Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT□60 10□5□□□□MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

711. Re: Jaz....

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 12:15:55 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bv0c1q$4n6$1@sparta.btinternet.com>
Source record: 21203

Hi Raoul

"Raoul Teulings" <rt@xs4all.nl> wrote in message
news:1075027558-055276AEicMi@xs4all.nl...

> Is it possible to format disks from a Jaz drive who
> are preformatted for Macintosh? Or is that
> impossible?

I don't see why that should be a problem.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

712. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 12:40:41 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bv0dg4$7o3$1@titan.btinternet.com>
Source record: 21204

Hi Carey

> Everyone agianst SIGNATURES,

No!, just excessive one's.

> Heres the problem you guys dont like SIG because of
> the LENGTH. Sorry the last time I checked here in the
> USA FREEDOM of SPEECH was still not dead.

America's idea of freedom of speech is to bomb the people who don't agree with them until they do agree, then they consider them liberated and thankful!!

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

713. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 12:50:55 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <L4OQb.1971$%x4.332416@news.siol.net>
Source record: 21198

Richard Kilpatrick wrote:

I had IIfx and only thing it was realy fast it was crashing. I uesd modem
at that time, and simple carrier drop, make it crash...

> Yes, but I was saying that the Amiga isn't as good as a Mac. Do keep up.
> Mac OS, by the time of the IIx, was generally 7.1, which was
> multitasking, and offered a lot of features we take for granted now.

Sorry, but pre OsX Macos is a crap!! Type/Creator bits are annoying as
hell. I know many newbies to get frustrated by that a LOT. If u dont have
app file was created on, u need to fiddle with FilleBuddy etc, if there u
imported a lot pics from internet and have not configured inport filters u
had a lot of work. I realy dont see much of features Macos introduced and
we have them for granted.. Sliders sux, if u select 10 files u got no info
how much place that is, GetInfo opened 10 separate windows with info,
fileselector sux and so on. Without zillion 3rd party startup apps pre OsX
are crapy indeed.I have 3 Mac's at home, and they are only machines i never
drag from closet. Except 640C which i sometimes drag arround to play
Barrack, i love that game. Not to mention its slow. I have 75mhz PPC
machine here, it drags as hell, ct2 machine (030at50) is a lot more
responsive, plays mp3 easily, Performa cant, many tasks are way faster on
ct2. The gfx is better on performa, but thats all.

Janez

714. Re: Jaz....

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 12:53:52 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <1017f30rkvplv4f@corp.supernews.com>
Source record: 21205

"Raoul Teulings" <rt@xs4all.nl> wrote in message
news:1075027558-055276AEicMi@xs4all.nl...
> Is it possible to format disks from a Jaz drive who
> are preformatted for Macintosh? Or is that
> impossible?
>
> Raoul Teulings
> 3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x
Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.
>

Yes I have formatted them to Amiga format and they work fine.

Tim

715. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 12:58:42 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <4cOQb.1972$%x4.332370@news.siol.net>
Source record: 21201

Richard Kilpatrick wrote:

> Yes, but I was saying that the Amiga isn't as good as a Mac. Do keep up.
> Mac OS, by the time of the IIx, was generally 7.1, which was
> multitasking, and offered a lot of features we take for granted now.

Well forgot to say this: mtasking on macos 7 and 8 is a joke! If i used browser all the rest waited, if i play simple .MOD file the rest was sluggish. Moving mouse make music to choke and so on... Amiga has proper preemptive mtasking, just 68000 was to slow... But using my 640C or Performa (75mhz PPC) using Macos 7.6.1 is a pain... Instaling Macos 8.5 on Performa introduced nice look, no real new advatnages and make is even slower, a lot! When ct2 (030 at 50mhz) can play mp3 in background while system dont notice it, display jpegs at same speed as PPC 75mhz, run 16 channels, 16bit 50khz, or 8 channels at 16bit 50khz with realtime efects as reverb, echo etc on EACH channel, play mpg movies or avi's (lowres) while 75Mhz PPC crawls like snail, etc there is something wrong....

Janez

716. Re: Dumb TT Questions

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 13:04:39 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <DhOQb.1973$%x4.332370@news.siol.net>
Source record: 21202

Mark Bedingfield wrote:

Hi Mark

> 1 - What is the biggest drive that can be fitted internally? It was fitted
> with a 200Mb Conner. I have had zip luck with a Quantum 2.1 ST. Only ICD
> utils will even detect it. AHDI 6.06, and Hddriver 7.6 will not recognise
> it all. The drive is set to ID0 and term is on. The only other drives I
> have are bigger than this. Oh, and what can TOS 3.06 handle natively?

I dont think its some special size restraint, as long u use hddriver. Few GBs or few 10GBs for sure id say. But i think TOS 3.xx partition size is limited to 512Mb? (TOS 4.xx has 1GB limit)

> 2 - How about ram expansion? 2Mb is less than my ST's. I had to resort to
> NVDI 2.5, because after installing NVDI 5 I only had 200k free. What are
> the limits to the TT's ram expansion?

256Mb if im not mistaken, with AiXTT. But im, not exactly TT expert, may be wrong here....

> 3- Also VME cards? What are available?

Gfx cards, ethernet cards... I have RieblTT VME Ethernet card, works lovely...

Janez

717. Re: Jaz....

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 13:34:11 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <4013c1c0bdc090@tripnet.se>
Source record: 21206

In comp.sys.atari.st <1075027558-055276AEicMi@xs4all.nl>
Raoul Teulings wrote on Sat 24-01-2004 20:08 (+0200):

>Is it possible to format disks from a Jaz drive who
>are preformatted for Macintosh? Or is that
>impossible?

I suppose a Jaz is just like any other SCSI or IDE HD... Never format a HD! They were formatted when new and the formatting sheme is platform independent. Only if the drive has bad sectors it might be of any use to actually try o reformat it.

What you want is to partition it with Atari compatible partitions! This will wipe out the Mac partition data and make the drive like new.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

718. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 14:42:09 UTC
From: Don Schmidt <"Retired Engineer"@PNB.usa>
Message-ID: <1017le218g6as59@corp.supernews.com>
Source record: 21207
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Suffering from a little PMS this morning Steve?

Don
Vancouver, WA

"Steve Sweet" <steve.sweet@btopen-2-viri-world.com> wrote in message
news:bv09h6$7c6$1@hercules.btinternet.com...
> Here we go again
>
> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0401240715510.14532-100000@onyx.spiritone.com...
>
>
>
>
> > I'm so very sorry, I haven't made a sale in over a Month, yet the bills
> > keep coming in.
>
> SO get a real job you parasite and get out of here with your incessant
> begging crap.
>
> Life is a bitch, would you like fries with it?.
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.567 / Virus Database: 358 - Release Date: 1/24/04

719. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 14:43:11 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <4013d5aa1b6b590@tripnet.se>
Source record: 21208

In comp.sys.atari.st <sGKQb.1966$%x4.331655@news.siol.net>
Janez Valant wrote on Sun 25-01-2004 09:58 (+0100):

>nicely. The only thing i use PC for and not Atari are newsgroups infact. No
>realy good reader for news, and i dont like pine for newsgroups. Knews is
>nice, but have issues with sending posts...

>> And Linux is damn good OS,far from TOS !!! is not the shame to boot Aranym
>> with Linux !!!
>
> Who said Linux is bad or shame? And what TOS has to do with it? Fact is,
>if u need to use Linux or Windows as NATIVE OS to run Atari EMULATOR, then
>machine is NOT ATARI. And we mainly not use TOS, but Magic or MiNT, which
>is btw, nice Unix like os, with comand line unix, ext2, unix networking and
>GEM GUI.... And even if u hate TOS, it is ESSENTIAL for booting aranym...

Remember that Linux can run on genuine Atari hardware as well! And, as
you actually need TOS to boot Debian m68k things get a bit complicated...
Is Linux just an emulator running on top of TOS. Is BIOS/XBIOS part of
TOS? etc... I suppose Linux accesses Atari hardware direct, though.

And now comes the funny part... Aranym is present on Debian m68k so in
fact you could perhaps run Aranym on real Atari hardware as well!

There was a discussion if "emulators" should be permitted at the Nordic
Atari Show and I tried to actually run Aranym on my TT :-)

Aranym is available via APT (Advanced Packaging Tool) in m68k and it
installed just fine but exited with errors when I tried to run it...

On the other hand I never got X running in the first place on Woddy but
might give that a try again some time. I have discovered I used wrong
addresses for my video card (et4000) in BOOTARGS:

-s -k linux.bin root=/dev/sdd5
video=external:1024;768;1;n;0xfec00000;;0xfed80300;6;vga;1024

When it (for monochrome) should be?:

-s -k linux.bin root=/dev/sdd5
video=external:1024;768;1;n;0xfec00000;;0xfed00000;6;vga;1024

I would really love to se Aranym running on my TT just for fun... Who
knows, it might be usable as JIT should not be needed :-)

> Real Atarian uses real Ataris. Even if they have bad points, or not 10GHz
>processors. Real Atarian for sure dont yell real Ataris are crap. Real
>Atarians dont push ppl to propagate Atari "somewhere else". Real atarian

>dont cry and moan if dont have 10ghz, they just use what they have, and
>seeing Atari software, they doing it WELL!

From a purist or collectors point of view this is perfectly true. As a comparison I tend to drive my old DAF car in summer because it is more fun etc... I would never even dream of building a V8 hot rod that looked like a Marathon Coupï¿½ but is in fact just an external replica...

> But tell me this: what new Aranym brings to scene, apart from speed?

It brings the possibility to get a TOS compatible computer without the need to search around for old second hand stuff. Eventually all genuine computers with the Atari label on them will come to a halt. At that time maybe it will be possible to run Aranym on an IBM compatible emulator or other kind of virtual machine, who knows...

>P.S.: to other aranym users: Even if it sound so, im not against aranym, i
>realise it may be nice tool, it is very usable and it did start as nice
>aproach, it is imho way nicer as MagicPC/Mac and others.. I just dont see
>it as Atari machine/hardware. That is all. It is a virtual machine or emu
>or simply aranym (altough it only work ok on PC) same as Milan is not
>Atari, but GEM compatible. Good one if i may say... And word "GEM
>compatible" is not something bad or meant to be bad... its just a fact.

This is all true but the distinction between hardware and software is not at all clear any more! Just think of CT60 that is actually running on "programmable hardware" whatever that means...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

720. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 15:00:11 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <JuB6zICxd9EAFwpM@btinternet.com>
Source record: 21209

In article <L4OQb.1971$%x4.332416@news.siol.net>, Janez Valant
<swe@atari.org> writes
> Sorry, but pre OsX Macos is a crap!! Type/Creator bits are annoying as
>hell. I know many newbies to get frustrated by that a LOT. If u dont have
>app file was created on, u need to fiddle with FilleBuddy etc, if there u
>imported a lot pics from internet and have not configured inport filters u
>had a lot of work. I realy dont see much of features Macos introduced and
>we have them for granted..

Publish and Subscribe, drag and drop... few others. I agree about the
resource forks /except/ that you can easily add an extension to the
filename for non MacOS machines.

OS X kicks arse. But then it should, it's Unix. OS 7.5 is poor, OS 8
sucks, OS 9 is good again. Performas were never very good, but the
8500-9600 models were great.

Richard

--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

721. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 16:47:48 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <TyRQb.1975$%x4.333256@news.siol.net>
Source record: 21210

Richard Kilpatrick wrote:

> Publish and Subscribe, drag and drop... few others. I agree about the
> resource forks /except/ that you can easily add an extension to the
> filename for non MacOS machines.
>
> OS X kicks arse. But then it should, it's Unix. OS 7.5 is poor, OS 8
> sucks, OS 9 is good again. Performas were never very good, but the
> 8500-9600 models were great.

Im not sure if drag n drop was initialy MACos invention but who cares. Virtualy ANY OS in 80's introduced something new etc. I do know Performas weren't any good, but i wanted to illustrate that what Falcon "loose" with not so advanced OS/CPU it may gain thru custom chips and programable DSP etc, and that is VERY VERY hard to say what system is best. Mac lost a lot thru realy dumb OS, cute, but dumb... Each machine has pros and contras! Atari and Amiga scene argued forever, Mac one was kinda detached and ignorant and self sufficient, if thats the right word, but arround that time, late in 80's, Acorn scene was quiet and they produce realy neat and powerfull machine, the Acorn and RiscOS.. I get me A4000 last year and i like the machine...

Janez

722. Re: CT60 a fine piece of hardware

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 16:53:20 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040125175320.a38132@du3.maus.de>
Source record: 21213

>All the 150 - 18 = 132 users are happy it seems...

Yes. I am quite happy with my ct60. It is fast and very very stable. Compared to my afterburner it is quite a good piece of hardware even at such an early stage after its release. My afterburner was only stable two years after its release and it took independent developers (D. Little, S. Curcic) to remove all the bugs.

Unfortunately there are still three minor issues with my ct60

1.) When scrolling under N.AES (XAAES runs fine) my computer sometimes freezes
2.) Floppy disc accesses do not work
3.) My NOVA refuses to work (I didn't find the time to do further tests so it is not ct60's fault

I am really optimistic that point 1 and 2 will be solved soon. :-)

Regards,

Frank

723. Re: First CT60 bench results!

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 16:58:49 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0401250858.98aa23a@posting.google.com>
Source record: 21211

Janez Valant <swe@atari.org> wrote in message
news:<nGSPb.1867$%x4.318840@news.siol.net>...
> Galen wrote:
>
>
> > That's interesting -- I wonder why my CT60 is so much slower than
> > yours?
> > I'm using a 66.6MHz clock.
>
> Check cache settings.. With CT60 its essential u usa same cpxes and all as
> its TOS version! Check CT60 CPX and use normal cache, not 5s delay
> option...
>
Aha! That was responsible for most of the change.

Galen

724. Re: Desktopper Case

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 17:02:56 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0401250902.4fbc8950@posting.google.com>
Source record: 21212

wmartz@firstpresdalton.org (Wayne Martz) wrote in message
news:<2f399fc7.0401230314.3f7cdc6b@posting.google.com>...
> sf0218@aol.com (SF0218) wrote in message
news:<20040122111622.21874.00000310@mb-m22.aol.com>...

> >
> > Is this case suitable for re-casing a Falcon, i.e. does it have enough room for
> > ide cd drives and 3.5" eide hard drives?
> >
> > Where can one now acquire the Desktopper?
> >
>
> I don't know about the desktopper, but the Wizztronics Falcon Rack is
> designed for the falcon, built like a tank, looks great, and allows
> for all the ports to be directly accessable from the back (midi and
> cart ports require extenders, which cost more!) They used to be real
> expensive ($400ish us,) but Steve was selling them at $99.00 clearance
> for a bare kit (no extenders.) I got one to recase my CT60 falcon, and
> have been very happy with it. I've got a 3.5 ide hd and a CDWR in it,
> as well as a new power supply. Plenty of room.

I agree that the Falcon Rack is a better choice. Besides the fact
that the Desktopper is hard to find, reports were that it looks a bit
on the flimsy side (even though it isn't). The Falcon Rack is well
worth $100.

Alternatively, look at back issues of MyAtari. Someone (Lyndon?)
wrote an article about a year back describing how to case a Falcon
into a full tower case. The process appears somewhat time consuming,
but not overly difficult.

Galen

725. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 17:30:06 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040125183006.a38169@du3.maus.de>
Source record: 21222

>nicely. The only thing i use PC for and not Atari are newsgroups infact.
>No realy good reader for news, and i dont like pine for newsgroups. Knews is
>nice, but have issues with sending posts...

You should try CAT (freeware) as your newsreader. To be honest CAT was the
main reason why I stayed with my ATARI during the hard years.
So today I am using my ATARIs again for mainly every task not only
newsreading. :-)

BTW, I just released an MP3 Tag editor (http://mpti.factorynews.de) but only
in German language. Are there any volunteers that can translate the .RSC file?

Regards,

Frank

726. Re: Desktopper Case

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 17:38:33 UTC
From: sf0218@aol.com
Message-ID: <20040125123833.22644.00000691@mb-m18.aol.com>
Source record: 21214

I dont know how uptodate the wizztronics page is, but the bare rack listed there is $250.00, or $450 with p/s interface and cable kit.

If one was to get just the bare case, how practical would it be to asapt the rest from spare parts?

Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

727. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 17:40:56 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0401250940.7efae267@posting.google.com>
Source record: 21215

Carey Christenson <falcon060@adelphia.net> wrote in message
news:<1074961838-002884AEicMi@adelphia.net>...
> Everyone agianst SIGNATURES,
> Heres the problem you guys dont like SIG because of
> the LENGTH. Sorry the last time I checked here in the
> USA FREEDOM of SPEECH was still not dead.
Freedom of speech has nothing to do with repeating a message over and
over. It's not your message's length that's troubling, but the
constant repetition.

> Unless someone really wants to help out
> with this and volunteer there services.
Richard has come up with a four line signature for you.

> As far as the experimental computer, BELIEVE it.
Why? If you were "proud" of the computer, you would probably have it
in your signature, would you not?

I appreciate your activity in this group. Yet to refuse to defer to
etiquette seriously harms your goodwill and annoys the very people you
are attempting to communicate with.

Galen

728. Re: Jaz....

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 17:44:28 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0401250944.604e37d8@posting.google.com>
Source record: 21216

Raoul Teulings <rt@xs4all.nl> wrote in message news:<1075027558-055276AEicMi@xs4all.nl>...
> Is it possible to format disks from a Jaz drive who
> are preformatted for Macintosh? Or is that
> impossible?
>
That should be possible. What have you attempted so far?

Galen

729. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 18:10:35 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <4014069b.0@entanet>
Source record: 21218

On 24 Jan 2004 18:48:28 , Djordje Vukovic wrote:
>
>Sort of a Turing test, he he :)
>
>Btw. I know that it has been ben stated long ago by a member of the
>Aranym team that one of the long-term but low-priority targets would be
>to create a cut-down configuration of the host operating system (which
>could be installed from a couple of floppy disks) which would boot Aranym
>immediately. I think that it would help promote Aranym's cause greatly
>if that target was given a higher priority, so tht one can start from
>a "clean" machine and simply arrive to an Aranym-only system. For the
>purists, one need not call that software "host operating system" at all,
>it can be "console firmware system" or something like that, similar to
>which exists on some more powerfull machinws which boot a quite
>sophisticated "console" before booting the "real" OS.
>
>cu;
>.

When I first heard about Aranym I misunderstood what the aim was.
I thought it was going to be a system that provided a method to
boot into a TOS (Mint, Magic etc) system on any hardware without
using an existing, underlying OS.

I am not against Aranym, I just prefer not to have to maintain
two very different OS on the same box.

If the machine boots without ever having to see, understand
or maintain anything about the OS that is bootstrapping the
TOS OS then I might be converted.

Regards,

Peter

730. Re: Dumb TT Questions

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 18:33:19 UTC
From: John Smith <john.smith@microsoft.com>
Message-ID: <bv124v$5pg$1@bagan.srce.hr>
Source record: 21219

1. 4 or 6 Gb drives should work nice...check there is ni SCSI ID clashes TT ID 0 HDD ID 1 etc
TOS 3.06 can handle up to 12 Gb with partition being up to 1 Gb
2. that's a tricky party since you have to solder memory modules - I think it can have up to 20 Mb
3. there were many VME cards but you'll need luck to find them :)

"Mark Bedingfield" <atari030@nospampleaseoptusnet.com.au> wrote in message news:4013acfd$0$28870$afc38c87@news.optusnet.com.au...
> Hi All, just picked up the new TT. It is very under spec. No TT ram and only
> 2Mb ST ram. Also only a very small hard disk. So onto my dumb questions
> (being that I am used to Falcons).
>
> 1 - What is the biggest drive that can be fitted internally? It was fitted
> with a 200Mb Conner. I have had zip luck with a Quantum 2.1 ST. Only ICD
> utils will even detect it. AHDI 6.06, and Hddriver 7.6 will not recognise it
> all. The drive is set to ID0 and term is on. The only other drives I have
> are bigger than this. Oh, and what can TOS 3.06 handle natively?
>
> 2 - How about ram expansion? 2Mb is less than my ST's. I had to resort to
> NVDI 2.5, because after installing NVDI 5 I only had 200k free. What are the
> limits to the TT's ram expansion?
>
> 3- Also VME cards? What are available?
>
> Got to say tho, it is a bloody quick Machine:-)
>
> Regards
>
> Mark Bedingfield
>
>

731. Re: First CT60 bench results!

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 18:46:23 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <2iTQb.1980$%x4.333899@news.siol.net>
Source record: 21217

Galen wrote:

> Aha! That was responsible for most of the change.

Good!

732. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 19:34:06 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1075034116-272630AEicMi@adelphia.net>
Source record: 21220

To Everyone agianst long SIGNATURES,
I have taken the time today I agianst my better
judgement to go through my SIG used in this newsgroup
and shorten it somewhat. I hope to someday make a web-
page but TIME does not allow me to do this at this
point in time. As stated before my wife is expecting
our first child and I have many things to do before
the big day not to mention 60+ hours a week at work
for over 3 months has made it hard to find the time to
do anything extra on the computing end of things. If
anyone could recommend an easy program for the Falcon
I would love to start a web-page for people to visit.
Any SUGGESTIONS??? For all those people screaming at
me to add the <-- > I have also done this as well.
All though I do not see a big deal with cutting that
out of the response. I guess any help on a program
that can help make a web-page design on the Atari
simple let me know.

Thanks,
--
Carey C.|||
|||
|||
/ | \
/ | \ High Flying Falcon 060!!!
Falcon 030 @ 16 mhz.14 megs STRam
CT60 68060RC60 @ 72 mhz with FPU & PMMU
Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB & 40 GB IDE Maxtor Hard Drives
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CDBurner &24x Cyberdrive CD-Rom
EtherNec,Linksys Router & Cable Modem
Epson 880 Printer & 19" Samsung VGA Monitor
Subwoofer Satelite speaker system
COMING: CT60 Graphics Card, 64 Megs DDR SDRam
PCI/USB adapter from Rodolphe
Falcon MOBO to 20 mhz maybe 25mhz.:-)

733. Re: Dumb TT Questions

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 19:43:30 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1075034624-374042AEicMi@adelphia.net>
Source record: 21221

Mark,
I agree with JANEZ on this one. With TOS 3.06 you
are limited to a 512 meg partition with the TT030.
All though hard drive capacity can be as high as you
wish. Although I would imagine a 5 to 12 GB SCSI
would work nicely inside the TT030. This of course is
using HDDriver from what I have heard and understood
about the app. Also I believe JANEZ is correct on the
TTram as well (or FASTRAM as it has come to be known).
I have heard of issues with the board AiXTT
especially when it comes to the type of RAM used on
this board. You may wish to get ahold of people using
this board via this newsgroup and aske specific model
numbers of RAM that they use. I am not for sure on
the VME adapter part of the TT030 or the MEGA ST but I
have done some research and it seems that Gfx card and
ethernet cards are available I would imagine that
there are many other boards that can be plugged in but
it maybe difficult to find new but second hand maybe
an option for you.

Thanks,
--
Carey C.|||
|||
|||
/ | \
/ | \ High Flying Falcon 060!!!
Falcon 030 @ 16 mhz.14 megs STRam
CT60 68060RC60 @ 72 mhz with FPU & PMMU
Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB & 40 GB IDE Maxtor Hard Drives
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CDBurner &24x Cyberdrive CD-Rom
EtherNec,Linksys Router & Cable Modem
Epson 880 Printer & 19" Samsung VGA Monitor
Subwoofer Satelite speaker system
COMING: CT60 Graphics Card, 64 Megs DDR SDRam
PCI/USB adapter from Rodolphe
Falcon MOBO to 20 mhz maybe 25mhz.:-)

734. Sources for Organizer : Someone interested ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 20:25:54 UTC
From: Mathieu Demange <m.demangeREMOVEME@free.fr>
Message-ID: <40142655$0$29081$636a55ce@news.free.fr>
Source record: 21223

Hi folks,

I've to accept it, I don't have any time to develop this project anymore. The more time goes, the less it is easy for me to get in conditions to continue Organizer. School really sucks up my time !

So I wanted to know wether someone would be interested in the sources for Organizer. If it is, I'd have to ask Jean-Marc Stocklausen for his agreement 'cos he gives his contribution to this soft. And I'd have to do the same with Holger Herzog, faceVALUE' main programmer 'cos Organizer is built on it.

So just tell me... I'd prefer seeing this project in other hands than with a "RIP" inscription on it :o)

Regards,

Mathieu

735. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 21:35:14 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <JDWQb.11780$L04.375@bignews4.bellsouth.net>
Source record: 21224

> America's idea of freedom of speech is to bomb the people who don't agree
> with them until they do agree, then they consider them liberated and
> thankful!!

Here they go again with the Anti American nonsense.
This is such a backwards statement.

If anything, America is more like a very divided preach to the choir society with choices everywhere. If an American doesn't like what channel X is saying, he turns to channel Y, and sez, "Amen!" And all these channels drop their bombs, changing no one, and not even trying really. No one in America has a mandate, and no two are alike.

Unlike any other country, the US is wide open. The whole world sends their hateful garbage and propaganda in. They send their starving and diseased people here to be taken care of while taking out as much wealth as possible. They support tyrants and villans who openly hang women and children by their toes in public squares. They snub their own leaders with ANY common sense at all, simply because once in a blue moon such a leader sides with the USA, instead of the likes of people who would gas and torture entire races just because they have the wrong last name or religion.

When millions of people write every day, "We are desperate, hungry, and helpless, come help us!" And these same people are being shot for daring to mutter such words. And you choose to side with those obcessed with 'technicalities', so they can drag the suffering out a little longer....squeeze a few more franks out of the tyrant before stabbing him in the back. When that is the way you'd rather things be, then it is clear that YOU have NO IDEA what an American's idea of freedom of speech is.

Think and say what you want.
Lets just pray you never have to experience what it's like for people in the world who do not have freedom of speech.

You don't seem to understand at all.
Americans are the people that were shot, hung, gassed, patronized, and worse....BEFORE making flight to a new world. And they still come every day....from all over the world, seeking freedom of speech. These are the people who tend to have something to SAY, and it's a very divided land on every issue.

You are clearly too shallow to understand the complexities of a republic, and the amazing variety of people who make such a republic. And it is you who might live in a land where a speech bomb is dropped daily. A speech bomb with only one simple goal, and no real substantial arguments at all. "Be Anti American Today! It's cool and retro to hate Americans! Just like Atari!"

Bah!

Brian

736. Re: ADV: Bravo Sierra's Atari E-Mailing

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 21:58:45 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <p_WQb.265$h86.180136@monger.newsread.com>
Source record: 21228

On 24 Jan 2004 23:00:08 , "Don Schmidt" wrote:
>I have no problem with Ben's posts. I think he has the right to post daily
>if he wishes. I've known Ben when Atari Computers were the latest thing on
>the market. Hmmm..... Ben, we're getting old. OK, I've got a head start on
>you. <GO>
>
>
>--
>Don
>--------

personally I have no problem with sporadic ads but 3 ads per post is
overkill. And if he did that every day (as you state he has the right to),
21 ads a week, 82 ads a month would be more posts than those looking for
help! Add to that, what if the few remaining dealers did the same?
Furthermore, I believe Ben could at the the very least TRY to appease the
complainers instead of "flipping the bird" back at them. He may even
increase his business that way!
("catch more flys with honey than vinegar"!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

737. Re: Building ST RGB to NTSC device

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 22:39:47 UTC
From: michaels@heisenberg.ccac.rwth-aachen.de
Message-ID: <bv1gjj$4qa$1@nets3.rz.RWTH-Aachen.DE>
Source record: 21226
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <6d40f6fd.0401192100.11ad66f1@posting.google.com>,
D.C. <d_mango1@yahoo.com> wrote:
>With the recent postings and such regarding RGB to NTSC conversion, I'm
>curious to see what the techies out there think of this device:
>
>http://www.preromanbritain.com/gwem/martbean/ataridiy/conv.htm

The MC1377 is a bit tricky - i once built a similar circuit (however for
PAL, not NTSC). Moderately easy to get it working, but difficult to get
decent picture quality - it probably requires a double-sided, etched PCB and
good layout practices.

Furthermore, I miss the luma trap LC filter, and the delay line between pins
6-8 is also missing - better look at the MC1377 data sheet for an example
how to do it right.

Using some more modern chip, like the AD725 from Analog Devices, with
integrated tuned filters and digital delay line will probably provide better
results - the sample schematic from the datasheet should work nearly 1:1
(change the input connector and leave out the buffering op amps for the
pass-through option).

I never built anything with the AD725, but if someone wants to try, I can
offer a limited supply of samples (in SOIC-16), together with matching
MK2715 clock generator.

cu
Michael

738. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 22:47:32 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <8IXQb.123051$tu.26039@amsnews03.chello.com>
Source record: 21227

Djordje Vukovic wrote:

> On 23 Jan 2004 02:28:23 , ozk AT atari DOT org wrote:
>
>> When you use the Milan, you are an Atarian, cause then you use hardware
>>designed to be a TOS machine. When you use the ancient Mac, you are not an
>>Atarian, cause it was not designed to be a TOS machine ;-)
>
> Why so rigidly prescribing what is ortodox and what is not ;) What is
> wrong with running TOS-compatible OS on a machine which is designed to
> run any operating system?
>
> cu;

Words of wisdom :-)

You can put anything you want in ROM chips.

I have read about a project to flash a Linux kernel into a x86's bios chip.

So is x86 designed to run MS Windows?
Certainly not, as 68K, x86 is a general purpose CPU.

The Atari ST happened to have a OS in its ROM that was written for
x86 in the first place. We have ran x86 software in our precious ataris
for almost 20 years now. ;-)

x86 assembly is nowadays executed by a microcode in the CPU's
Put another microcode (aranym) on top of it and you turn a modern fast
computer into a atari. Or a atari compatible if you wish.

In the early 70's I already worked on a mainframe that could run 2 different
platforms by microcode at the same time. Nobody complained that they
were not genuine.
Quite the opposite, it was generally considered a giant leap forward in
computer technological achievement.

This is true for aranym as well.

All this 'real atari' talk is conservatism that doesnt contribute anything
usefull. Its basically people growing old and remembering the toys of their
youth, forgetting all the harshness and limitations of that time.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org

A Home Cooked teXt editor: AHCX

739. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 22:52:10 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0401252347170.570-100000@hadesbox>
Source record: 21233

On Sun, 25 Jan 2004, Carey Christenson wrote:

> Brian,
> AMEN!!!!! At least there is one person in here
> willing to say what America is really all about.
> Besides that, just because I believe in Freedom of
> Speech and the american way DOES NOT mean that I agree
> with the actions of our GOVERNMENT. To me those our
> two seperate issues. And we wont go into that ever in
> my book.

I never did say anything about America, but consider this; If America can attac a tyrant (which I consider to be a good thing), then I can attac YOU for your perverse sig. Saddam didnt heed normal ethics regarding human rights, you dont heed normal ethics about using the usenet. You both broke ethical rules, you both must suffer! ;-)

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

740. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 23:01:20 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1075046496-748695AEicMi@adelphia.net>
Source record: 21225

Brian,
AMEN!!!!! At least there is one person in here
willing to say what America is really all about.
Besides that, just because I believe in Freedom of
Speech and the american way DOES NOT mean that I agree
with the actions of our GOVERNMENT. To me those our
two seperate issues. And we wont go into that ever in
my book.

Thanks,
--
Carey C.|||
|||
|||
/ | \
/ | \ High Flying Falcon 060!!!
Falcon 030 @ 16 mhz.14 megs STRam
CT60 68060RC60 @ 72 mhz with FPU & PMMU
Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB & 40 GB IDE Maxtor Hard Drives
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CDBurner &24x Cyberdrive CD-Rom
EtherNec,Linksys Router & Cable Modem
Epson 880 Printer & 19" Samsung VGA Monitor
Subwoofer Satelite speaker system
COMING: CT60 Graphics Card, 64 Megs DDR SDRam
PCI/USB adapter from Rodolphe
Falcon MOBO to 20 mhz maybe 25mhz.:-)

741. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 23:01:44 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <40144a4d$0$4265$c30e37c6@lon-reader.news.telstra.net>
Source record: 21229

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:BJCIKcC$Q6EAFw6d@btinternet.com...
> In article <401327f6$0$4267$c30e37c6@lon-reader.news.telstra.net>,
> Clockmeister <no-one@nowhere.com> writes
>
> >Ask that of the many people enjoying their huge IDE drives, mountains of
> >RAM, PCI, USB, 060/PPC etc etc
>
> Yeah, all kludged on. And costing rather more than just going out and
> buying a Mac with PPC/USB/PCI etc.

But available, and not kludged at all and well supported and NOT available
for your Atari which is what we were discussing.

> >The A4000 blew it out of the water with it's level of expandability.
>
> That's rubbish. The A4000 was out at the same time as the IIfx, which
> was faster, and machines like the 840av, which simply walked all over a
> stock A4000.

The IIfx had nothing to offer to a typical Amiga user, we had been spoiled.

> >Rubbish. TOS/GEM is a single tasking hybrid relic that belonged in
another
> >era when it was released and Atari users have been battling ever since to
> >get something useful for their machines.
>
> Yes, but I was saying that the Amiga isn't as good as a Mac. Do keep up.
> Mac OS, by the time of the IIx, was generally 7.1, which was
> multitasking, and offered a lot of features we take for granted now.

That co-operative multitasking was a hack, unstable and slow to the point of
annoyance. I doubt that you have used AmigaOS 3.x at all in fact, or you
would know that AmigaOS was far more elegant and stable then Mac OS 7.1.

> As it is, I happen to find single-tasking TOS more useful than Workbench
> anyway.
>

For you maybe, but for me TOS was lame and simplistic.

742. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 23:15:26 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <_kYQb.18666$dY6.18616@bignews6.bellsouth.net>
Source record: 21231

So the moral to this story is....
If you need a computer for mission critical functions, hire a consulting team and get out of the way!
If they mess it up, fire'um and try someone new ;)
Don't wanna buy the bloat?
Then stop trying to replace all your people with computers....then everyone and their brother will not be edging into the markets trying to make some sort of a living on asthetics and nifty factors.

If you just want something to play with and learn on, does it really matter?
If your choice fits your wants and needs....who really cares?

I've enjoyed Atari lore and products most of my life, and will continue to do so, but lets face it. It's just a BRAND, a symbol, a marketing tool. It's not a nation. The minds and hearts behind Atari have moved on, and I doubt many of the lost much sleep over the gradual desentigration of the Fuji brand. So why should we?

I guess I'm just one of those insane people who doesn't care if Pepsi and Coke are in the same fridge. Gasp, I've even owned a GM, Ford, Crysler, and Toyota all at the same time! Have I no loyalties? *last time I checked, all the companies had great people working for them, some of them living in my own neighborhood*.

If there's gonna be a civil war....
At least find something worth fighting for, and fighting about.

Brian

743. Re: Dumb TT Questions

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 23:20:05 UTC
From: "Dave T." <417ci-ohc-v8@Perth.com.au>
Message-ID: <40144f1a$0$1754$5a62ac22@freenews.iinet.net.au>
Source record: 21230

keep an eye on eBay, there's a guy selling ttram boards that accept standard 72pin SIMMs, Edo or fastpage. it will accept and use upto 128Mb (2x64Mb simms) they are still made new but are quite costly (the ram)

"John Smith" <john.smith@microsoft.com> wrote in message news:bv124v$5pg$1@bagan.srce.hr...
>
> 1. 4 or 6 Gb drives should work nice...check there is ni SCSI ID clashes TT
> ID 0 HDD ID 1 etc
> TOS 3.06 can handle up to 12 Gb with partition being up to 1 Gb
> 2. that's a tricky party since you have to solder memory modules - I think
> it can have up to 20 Mb
> 3. there were many VME cards but you'll need luck to find them :)
>
> "Mark Bedingfield" <atari030@nospampleaseoptusnet.com.au> wrote in message
> news:4013acfd$0$28870$afc38c87@news.optusnet.com.au...
> > Hi All, just picked up the new TT. It is very under spec. No TT ram and
> only
> > 2Mb ST ram. Also only a very small hard disk. So onto my dumb questions
> > (being that I am used to Falcons).
> >
> > 1 - What is the biggest drive that can be fitted internally? It was fitted
> > with a 200Mb Conner. I have had zip luck with a Quantum 2.1 ST. Only ICD
> > utils will even detect it. AHDI 6.06, and Hddriver 7.6 will not recognise
> it
> > all. The drive is set to ID0 and term is on. The only other drives I have
> > are bigger than this. Oh, and what can TOS 3.06 handle natively?
> >
> > 2 - How about ram expansion? 2Mb is less than my ST's. I had to resort to
> > NVDI 2.5, because after installing NVDI 5 I only had 200k free. What are
> the
> > limits to the TT's ram expansion?
> >
> > 3- Also VME cards? What are available?
> >
> > Got to say tho, it is a bloody quick Machine:-)
> >
> > Regards
> >

> > Mark Bedingfield
> >
> >
>
>

744. Online shop for Atari ST items

Newsgroup: comp.sys.atari.st
Date: 2004-01-25 23:36:24 UTC
From: bugster@fidalgo.net
Message-ID: <24d69685.0401251536.64d1bdb2@posting.google.com>
Source record: 21232

Hello everyone, I have an online shop that contains many items for the
Atari ST computer and other Atari systems. We have hardware,
software, accessories, systems, etc for the Atari ST at
http://www.vintagefunworld.com
We might have what you are looking for for your system.

-Chris from Vintage Fun World.

745. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 01:10:22 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1075054232-295846AEicMi@adelphia.net>
Source record: 21234

Ozk,
But consider that I have worked on my sig finally
and also can you recommend any web-site designing
software for the Falcon. I would kinda like to be
able to design my own web-page using Atari equipment.
Thanks for the help.

Thanks,
--
Carey C.|||
|||
|||
/ | \
/ | \ High Flying Falcon 060!!!
Falcon 030 @ 16 mhz.14 megs STRam
CT60 68060RC60 @ 72 mhz with FPU & PMMU
Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB & 40 GB IDE Maxtor Hard Drives
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CDBurner &24x Cyberdrive CD-Rom
EtherNec,Linksys Router & Cable Modem
Epson 880 Printer & 19" Samsung VGA Monitor
Subwoofer Satelite speaker system
COMING: CT60 Graphics Card, 64 Megs DDR SDRam
PCI/USB adapter from Rodolphe
Falcon MOBO to 20 mhz maybe 25mhz.:-)

746. Re: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 01:52:27 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <vp_Qb.118331$sv6.643028@attbi_s52>
Source record: 21235
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Ben, if you are having problems moving merchandise lately then instead of cross-spamming the newsgroup with the same old message, how about actually having a sale to give people incentive to buy something from you? Or put some of your stuff up on ebay.

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message news:Pine.LNX.4.44.0401230443350.12356-100000@onyx.spiritone.com...
> To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
> http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!
>

747. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 02:02:28 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <3y_Qb.19484$dY6.17016@bignews6.bellsouth.net>
Source record: 21236

> I never did say anything about America, but consider this; If America can
> attac a tyrant (which I consider to be a good thing), then I can attac YOU
> for your perverse sig. Saddam didnt heed normal ethics regarding human
> rights, you dont heed normal ethics about using the usenet. You both broke
> ethical rules, you both must suffer! ;-)

Odd,

You may not have said anything about Americans, but Steve Sweet did.

I agree, the opposition to the excessive sig is not at all why I jumped into the thread.
I happen to agree that public forums have rules that should be respected if one wishes to be truly welcome.

I only jumped in because one or two bloaks keep bringing nationality into every thread, as if every American is a moron, and the UK and Europe never produced anything but perfect people.

Some of these same people have been known to use lude language, and name call like children over the silliest things. Then turn right around and throw kindergarden tantrums over how people sign letters.

This attitude to me is far more annoying than an obnoxious newsgroup sig.

I see the objective very clearly. A number of people would appreciate Carey altering an annoying behavior. Urging him to to change this is appropriate enough. What Americans, bombs, free speech, and liberation have to do with it is beyond me. It's also down right offensive!

Thank goodness I do not bias all citizens of the UK based on the bad conduct of one or two British people. And for the sake of the UK, and all EU nations, lets hope these isolationist socalist psychopaths don't get their way! Put them in charge, and you'll all be right back where you were pre world war I. Picking fights over NOTHING, while over half your people starve and a few live like pigs in 200 year old castles. That's the Europe MY grand parents barely escaped from with the tiniest thread of life, and hope.

Sorry gang...
I'm way off topic, but this Steve Sweet guy just touched a very bad nerve with me.
He's so far out of line, and so far from the truth.

Brian

748. Re: Dumb TT Questions

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 02:50:51 UTC
From: Starlord <starlord@despammed.com>
Message-ID: <Q9GdnTuEHLQEHInd4p2dnA@inreach.com>
Source record: 21237

I've got a 2.5gigabyte scsi drive in my TT.

--
"In this universe the night was falling,the shadows were lengthening
towards an east that would not know another dawn.
But elsewhere the stars were still young and the light of morning
lingered: and along the path he once had followed, man would one day go
again."

Arthur C. Clarke, The City & The Stars

SIAR
www.starlords.org
Freelance Writers Shop
http://www.freelancewrittersshop.netfirms.com
Telescope Buyers FAQ
http://home.inreach.com/starlord
Ad World
http://adworld.netfirms.com

"Mark Bedingfield" <atari030@nospampleaseoptusnet.com.au> wrote in message
news:4013acfd$0$28870$afc38c87@news.optusnet.com.au...
> Hi All, just picked up the new TT. It is very under spec. No TT ram and only
> 2Mb ST ram. Also only a very small hard disk. So onto my dumb questions
> (being that I am used to Falcons).
>
> 1 - What is the biggest drive that can be fitted internally? It was fitted
> with a 200Mb Conner. I have had zip luck with a Quantum 2.1 ST. Only ICD
> utils will even detect it. AHDI 6.06, and Hddriver 7.6 will not recognise it
> all. The drive is set to ID0 and term is on. The only other drives I have
> are bigger than this. Oh, and what can TOS 3.06 handle natively?
>
> 2 - How about ram expansion? 2Mb is less than my ST's. I had to resort to
> NVDI 2.5, because after installing NVDI 5 I only had 200k free. What are the
> limits to the TT's ram expansion?
>
> 3- Also VME cards? What are available?
>
> Got to say tho, it is a bloody quick Machine:-)
>
> Regards
>
> Mark Bedingfield
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.563 / Virus Database: 355 - Release Date: 1/17/04

749. Re: Jaz....

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 07:27:45 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bv2fhh$malud$1@ID-27442.news.uni-berlin.de>
Source record: 21238

Raoul Teulings wrote:

> Is it possible to format disks from a Jaz drive who
> are preformatted for Macintosh? Or is that
> impossible?

This is possible, but partitioning is enough. There is no need in
formatting drives that do not have bad sectors, it's just a waste of time.

--

Dr. Uwe Seimet http://www.seimet.de

750. Re: Microlimp Lawsuit

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 08:23:18 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <164Rb.37928$DX.10107@bignews3.bellsouth.net>
Source record: 21239

> Anytime a company gets too big they are arrogant due to little or no
> competition and have no interest in doing their best except at making
> bucks and the end user has to pick up their slack at his cost (whether
> it's in time or money)!

Is it really arrogance as much as it is red tape?
As a company grows, it takes on an ageing, ever increasingly expensive workforce, and a hungry set of investors. Their own people blow whistles every day, and fight the good fight to close nasty holes to insure the survival of their job. The idea that there is no competition for a big company is short on scruples. Department X is competing for the funds of department Y with all the vigor they can drum up. Programmer A wants that big promotion and title just as much as programmer B.

Torts, as Steve Sweet has pointed out rather elequently, are about pretense, and careful deliberation of "What A Reasonable Person Would Do".

If it is proven that MS intentionally left secruity holes with no intention of finding and closing them, then it is likely they'll loose the case. It's not reasonable to claim you have bullet proof glass if you KNOW about a specific weak spot where bullets pierce, do nothing about this weak spot, and do not disclose it.

It is reasonable to say, "We have a bullet proof glass that will make you safer, and these are some situations we KNOW it can't stop a bullet." If you discover any other weakness, please let us know ASAP so we can notify the people and attempt to fix our product." Any new weaknesses are promptly added to the product specs! How fast it gets fixed, if at all, is an entirely different issue; however, 'reasonable action' has been taken by disclosing said weaknesses as soon as they are discovered.

Many network attacks find weaknesses no one knew existed. As soon as they are found, notices go out like ticky tape on New Years Eve explaining what went wrong and how to protect yourself.

Everyone that deals with software has forseen these kinds of suits, and taken serious actions to behave in a manner that complies with torts and pretenses to date.

I personally do not recall MS, or any other software company claiming to have a bullet proof and secure product. What they have done, is promise a comittment to issues of security, and spent all kinds of resources, time, and money prooving it.

In the USA, there have been many cases over image advertising and branding techniques vs outright false advertising. The lines are pretty clear.
Obviously drinking a coke isn't going to make everyone smile, nor will wearing

that spiffy new perfume insure you get ravished by some beautiful blond in the office elevator. Branding, image, and impressing based marketing is quite legal depending on what time of the day your ad aires, and the nature of the product.

There is a sucker born every second, but let me assure you....the people who depend on software for a living, and truly suffer damages from software failures are NOT suckers. They read the fine print before they shell out the dough, and more oft than not, they carefully weigh all their options.

There's even more to torts, and the notion of what a reasonable person would do. If you open a shop, in a commercial district, with public exits and entrances in every nook and cranny, then invite the general public in to browse around....then you know you are suddenly at risk for theft. People will shop lift, break things, and open you up to a sleu of potential liabilities. Putting your BUISSNESS on the world wide web is a very close kin to opening a retail show-room floor. You know good and damn well that people are going to poke at these portals hoping to find some loot, or have a little fun vandalizing. You also know good and damn well that now and then, someone is gonna sneak in and give you problems. The very people that sell you the systems advise you of this, and they recommend that you have a back-up system ready to go online at the flip of a switch. They advise you to keep your sensitive data OFF the world wide web with a private intranet on privately leased lines. They hand you a list of precautions several hundred pages long, pertaining to encryption techniques, and back-up policies....so that if a theif does get in, the worst he can do is erase your data.

And the bottom line is this.
If software is money to you....and you are a reasonable person, then why on earth did you accept and SIGN the contract for these agreed services to go into buissness using our software, then turn around a sue when you didn't follow your side of the contract!

BTW, about the whole oil plug scenario....

1. Most states teach that one is to always do a walk around inspection of their vehicle before driving it. In theory at least, you have to learn how to do this to get a Driver's License. I know, most people don't do this once they get past the driver test, and some states don't have this inspection phase in the test; however, you HAVE been advised in places where this applies. So it's your ass, as the driver, if you drive off with an oiless engine!

2. Most car owner's manuals cleary state that if an owner is operating the vehicle in accordance to the way it was designed to be used, he will check the oil EVERY SINGLE TIME he intends to use it. Again, most people don't do this, but that doesn't change the fact it is in the manual as a precaution to keep you from burning up your engine.

How did these companies learn? By getting sued! Over and over again, and loosing. Read it, it's usually there. I think in this case with MS, the plantif just might not have a leg to stand on unless they have some real dirt that points to SERIOUS crimes of cover up and false advertising. They might get bought off if they're lucky....and that would most likely just be a calculated

dollar and cent buy off.

Brian

751. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 09:11:10 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bv2lt8$h82$3@reader11.wxs.nl>
Source record: 21240

Clockmeister wrote:

>>You can rightfully say a lot of bad things about TOS 1.00 but it was
>>definitely not unstable.
>
> Bombs galore for a single tasker it was rubbish.

I don't think there's any bug in the OS that will make it bomb without
software causing it explicitly. Unless your ST is broken (bus errors can
be caused by hardware). In the few times I've used an Amiga, I've seen
more "Guru meditations" than I ever saw my ST bomb out.

> Amiga OS blows it clean out of the water, at least any version 2.x or up.

Even counting all Amiga fans I know, you're the first one who says
something positive about the suckly OS itself. :)

Maurits.

752. Re: Internet/LAN again

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 09:11:22 UTC
From: roughley@vanc.igsPAM.net
Message-ID: <1g8559f.1uigandcf16u2N%roughley@vanc.igsPAM.net>
Source record: 21242

Mike Freeman <mail@freeman-studio.com> wrote:

> As for OE, I have the Mac version, and it works ok, but I absolutely
> can't stand the fact that it doesn't allow you to simply check mail
> before downloading it (the way Newsie and Marathon Mail do - letting
> you see the author, subject, size, etc. and letting you choose to
> delete it without having to downloading it first). If I'm away for any
> length of time, I have to either sit there for an eternity waiting for
> OE to download the tons of spam coming in, that I will just delete
> right away anyway, or use my Atari and do things "right". Atari
> clients are *MUCH* better in that respect - they are usually more
> practical.

Except for Calamus there wasn't one program I couldn't replace with some equivalent on the Mac (don't mention Quark... too expensive). It took a while but I did it. The last one was POPwatch which I continued to use because there was nothing like it on the Mac side. I finally found it in a $20 shareware program called Mail Siphon which allows one to view their inbox, including headers and a configurable number of lines in the body, and delete spam or big attachments without downloading the entire e-mail. Then run your main mail program without fear of spam pouring in.

BTW, Outlook Express for Mac can be configured to partially retrieve e-mails based on their size, but its bottom limit is 5KB (go to Tools>Accounts and double-click the applicable provider then select Options). Mail Siphon gives you much more control, though, and unlike OE the partial e-mails aren't actually downloaded to your computer -- they're viewed on-screen with an option to save to a complete file.

http://www.maliasoft.com/us/mailsiphon.html

And please, no flames about this being an Atari newsgroup. There may be some programs or features on another platform that people don't know about but are accustomed to on the Atari side, making the transition more fluid.

Ask me what I replaced X-Boot or qed with ;-)

<< Neil >>

753. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 09:14:28 UTC
From: Tim Wilson <timkel@swbell.net>
Message-ID: <UT4Rb.10346$89.5522@newssvr22.news.prodigy.com>
Source record: 21241

Clockmeister wrote:

>>Yeah, all kludged on. And costing rather more than just going out and
>>buying a Mac with PPC/USB/PCI etc.
>
>
> But available, and not kludged at all and well supported and NOT available
> for your Atari which is what we were discussing.

Any aftermarket add-ons for our beloved platforms are mostly kludges,
with very few exceptions. That's just the way it is, so that argument
simply doesn't work either way.

>>That's rubbish. The A4000 was out at the same time as the IIfx, which
>>was faster, and machines like the 840av, which simply walked all over a
>>stock A4000.
>
>
> The IIfx had nothing to offer to a typical Amiga user, we had been spoiled.

Funny you didn't mention the 840av. ;)

> That co-operative multitasking was a hack, unstable and slow to the point of
> annoyance. I doubt that you have used AmigaOS 3.x at all in fact, or you
> would know that AmigaOS was far more elegant and stable then Mac OS 7.1.

You literally had me spit out my drink all over myself when I read that.
The AmigaOS has always been far from elegant OR stable. Sorry, but you
Amigoids are simply fighting a losing battle by arguing the merits of
your OS. I happen to have an A1200 with AmigaOS 3.0 sitting on it's hard
drive, and I have to say that it makes MultiTOS look like an absolute
speed demon with more than one application open at once, let alone Mac
System 7.x. For added fun, bumping the color palette up to 256 colors
makes it downright unusable. BTW, you guys STILL don't have protected
memory, and at the rate of OS 4.0's development, it looks like you never
will. That's too bad, too, because that's the one thing that AmigaOS
needs the most. Aren't you guys tired of seeing guru meditation screens?

>>As it is, I happen to find single-tasking TOS more useful than Workbench
>>anyway.
>>
>
>
> For you maybe, but for me TOS was lame and simplistic.

Anything that was actually fast and usable is lame and simplistic to
you, I suppose. Some of us like to actually get some work done with our

machines rather than wait 5 minutes for a window to redraw.

Tim

754. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 10:08:56 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <4014e72eb469b0@tripnet.se>
Source record: 21243

In comp.sys.atari.st <1075054232-295846AEicMi@adelphia.net>
Carey Christenson wrote on Sun 25-01-2004 19:10 (-0600):

> But consider that I have worked on my sig finally
>and also can you recommend any web-site designing
>software for the Falcon. I would kinda like to be
>able to design my own web-page using Atari equipment.

HomePage Penguin at http://www.mypenguin.de/hpp/ will do the job.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

755. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 10:12:26 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4014e77c$0$4266$c30e37c6@lon-reader.news.telstra.net>
Source record: 21244

"Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message
news:bv2lt8$h82$3@reader11.wxs.nl...
> Clockmeister wrote:
>
> >>You can rightfully say a lot of bad things about TOS 1.00 but it was
> >>definitely not unstable.
> >
> > Bombs galore for a single tasker it was rubbish.
>
> I don't think there's any bug in the OS that will make it bomb without
> software causing it explicitly.

The OS should trap broken software, something TOS was hopeless at.

Unless your ST is broken (bus errors can
> be caused by hardware). In the few times I've used an Amiga, I've seen
> more "Guru meditations" than I ever saw my ST bomb out.

Meaning you only used AmigaOS 1.x, later versions did not have the "Guru
Meditations". 1.x was a little flakey, but given that it was breaking new
ground (unlike TOS) bringing a 32 bit multithreaded multitasking OS to home
users it was a real achievement... considering it took MS another 10 years
and Apple even longer.

> > Amiga OS blows it clean out of the water, at least any version 2.x or
up.
>
> Even counting all Amiga fans I know, you're the first one who says
> something positive about the suckly OS itself. :)
>

You are full of it, do you really believe your own BS?.

756. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 10:19:34 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4014e928$0$4266$c30e37c6@lon-reader.news.telstra.net>
Source record: 21245

"Tim Wilson" <timkel@swbell.net> wrote in message
news:UT4Rb.10346$89.5522@newssvr22.news.prodigy.com...
> Clockmeister wrote:
>
> >>Yeah, all kludged on. And costing rather more than just going out and
> >>buying a Mac with PPC/USB/PCI etc.
> >
> >
> > But available, and not kludged at all and well supported and NOT
available
> > for your Atari which is what we were discussing.
>
> Any aftermarket add-ons for our beloved platforms are mostly kludges,
> with very few exceptions. That's just the way it is, so that argument
> simply doesn't work either way.
>
> >>That's rubbish. The A4000 was out at the same time as the IIfx, which
> >>was faster, and machines like the 840av, which simply walked all over a
> >>stock A4000.
> >
> >
> > The IIfx had nothing to offer to a typical Amiga user, we had been
spoiled.
>
> Funny you didn't mention the 840av. ;)
>
> > That co-operative multitasking was a hack, unstable and slow to the
point of
> > annoyance. I doubt that you have used AmigaOS 3.x at all in fact, or you
> > would know that AmigaOS was far more elegant and stable then Mac OS 7.1.
>
> You literally had me spit out my drink all over myself when I read that.
> The AmigaOS has always been far from elegant OR stable. Sorry, but you
> Amigoids are simply fighting a losing battle by arguing the merits of
> your OS. I happen to have an A1200 with AmigaOS 3.0 sitting on it's hard
> drive, and I have to say that it makes MultiTOS look like an absolute
> speed demon with more than one application open at once, let alone Mac
> System 7.x. For added fun, bumping the color palette up to 256 colors
> makes it downright unusable. BTW, you guys STILL don't have protected
> memory, and at the rate of OS 4.0's development, it looks like you never
> will. That's too bad, too, because that's the one thing that AmigaOS
> needs the most. Aren't you guys tired of seeing guru meditation screens?
>
> >>As it is, I happen to find single-tasking TOS more useful than Workbench

> >>anyway.
> >>
> >
> >
> > For you maybe, but for me TOS was lame and simplistic.
>
> Anything that was actually fast and usable is lame and simplistic to
> you, I suppose. Some of us like to actually get some work done with our
> machines rather than wait 5 minutes for a window to redraw.
>

Your comments are bordering on the stupid, as you well know. Still sour that you had a crap OS running on mediocre hardware... ah well, us Amigans (at the time) were well ahead of everyone else with our elegant, multitasking OS.

If your experiences are really that different, you are either telling porky's or had broken hardware.

757. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 10:53:41 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bv2rtgodg1@reader11.wxs.nl>
Source record: 21146

Clockmeister wrote:

> The OS should trap broken software, something TOS was hopeless at.

You're really drifting into silly statements. If the software causes a bus error, an address error or anything like that, the OS cannot "trap" this any other way than to report this and kill the program. TOS does this with bombs.

> Meaning you only used AmigaOS 1.x, later versions did not have the "Guru
> Meditations". 1.x was a little flakey,

Hey hey, we were talking TOS 1.0 here. Don't start comparing it to later versions of other OSes.

> but given that it was breaking new
> ground (unlike TOS) bringing a 32 bit

hee hee..

> multithreaded multitasking OS to home
> users it was a real achievement...

Personally I cared more for the speed and the stability of TOS than a slow and crashing OS that has multithreading as an excuse for not working.

> You are full of it, do you really believe your own BS?.

Oh sure, just call me a liar.

Incidentally, what are you doing in an Atari newsgroup if you hate Ataris that much? You don't catch me subscribing to Amiga newsgroups just to shout about how crappy they are.

Maurits.

758. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 11:01:04 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <28wVncAzHPFAFwGr@btinternet.com>
Source record: 21147

In article <UT4Rb.10346$89.5522@newssvr22.news.prodigy.com>, Tim Wilson
<timkel@swbell.net> writes
>> For you maybe, but for me TOS was lame and simplistic.
>
>Anything that was actually fast and usable is lame and simplistic to
>you, I suppose. Some of us like to actually get some work done with our
>machines rather than wait 5 minutes for a window to redraw.

People who like Amigas generally can be found in amusement arcades
watching the flashing lights and pretty colours :)

Seriously, I know Clockmeister is trolling, but how can anyone argue
that AmigaOS is more stable than TOS? An ST with 1Mb RAM can run Cubase
reliably. What can you do with an Amiga with 1Mb RAM, other than play
games or do simple word processing?

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

759. Re: Dumb TT Questions

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 11:01:09 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <4018d59c$0$5862$afc38c87@news.optusnet.com.au>
Source record: 21029

Thanks Guys, I have had success with a Zip100 SCSi drive and a Sony 4x cdrom. I have tried 2 Quantum 2.1 gigs and a IBM 2.1, with no success. The drives are not even detected by Hddriver 7.6. I noticed that the internal termination resistor packs had been removed from the TT Mainboard. A long shot, I know. Especially as both a Zip and Cdrom work fine.
I suppose I could get a chicken, and spread it's blood around the yard, chanting..... ah SCSI:-)

Mark

760. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 11:09:36 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bv2src$pi9$1@reader11.wxs.nl>
Source record: 21148

Richard Kilpatrick wrote:

> Seriously, I know Clockmeister is trolling,

Obviously. :)

> What can you do with an Amiga with 1Mb RAM, other than play
> games or do simple word processing?

An ST can even do that with 512K. :)

Maurits.

761. Re: Microlimp Lawsuit

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 11:35:32 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <8Y6Rb.290$h86.218731@monger.newsread.com>
Source record: 21149

On 26 Jan 2004 02:23:18 , "Brian Roland" wrote:
>> Anytime a company gets too big they are arrogant due to little or no
>> competition and have no interest in doing their best except at making
>> bucks and the end user has to pick up their slack at his cost (whether
>> it's in time or money)!
>
>Is it really arrogance as much as it is red tape?
>As a company grows, it takes on an ageing, ever increasingly expensive
>workforce, and a hungry set of investors. Their own people blow whistles every
>day, and fight the good fight to close nasty holes to insure the survival of
>their job. The idea that there is no competition for a big company is short on
>scruples. Department X is competing for the funds of department Y with all the
>vigor they can drum up. Programmer A wants that big promotion and title just as
>much as programmer B.
>

true but the point was regarding a large company that's, at the very
least, close to having a monopoly. Lack of competition on a level playing
field is never good for the consumer. Why should ms care if there are
holes in it's programs or not? Bottom line is to make investors happy and
the consumer has little choice in the matter.

>Torts, as Steve Sweet has pointed out rather elequently, are about pretense, and
>careful deliberation of "What A Reasonable Person Would Do".
>
>If it is proven that MS intentionally left secruity holes with no intention of
>finding and closing them, then it is likely they'll loose the case. It's not
>reasonable to claim you have bullet proof glass if you KNOW about a specific
>weak spot where bullets pierce, do nothing about this weak spot, and do not
>disclose it.
>

again, if there is a weak spot, ms doesn't have to strenghten it if it's
mainly the only player on the block. Why should ms invest further?

>It is reasonable to say, "We have a bullet proof glass that will make you safer,
>and these are some situations we KNOW it can't stop a bullet." If you discover
>any other weakness, please let us know ASAP so we can notify the people and
>attempt to fix our product." Any new weaknesses are promptly added to the
>product specs! How fast it gets fixed, if at all, is an entirely different
>issue; however, 'reasonable action' has been taken by disclosing said weaknesses
>as soon as they are discovered.

I think that ms would react similerly regarding safety catches on guns if
ms controlled the firearm market.

>
>Many network attacks find weaknesses no one knew existed. As soon as they are
>found, notices go out like ticky tape on New Years Eve explaining what went
>wrong and how to protect yourself.
>

how long to fix the weakness?

>Everyone that deals with software has forseen these kinds of suits, and taken
>serious actions to behave in a manner that complies with torts and pretenses to
>date.
>
>I personally do not recall MS, or any other software company claiming to have a
>bullet proof and secure product. What they have done, is promise a comittment
>to issues of security, and spent all kinds of resources, time, and money
>prooving it.
>
>In the USA, there have been many cases over image advertising and branding
>techniques vs outright false advertising. The lines are pretty clear.
>Obviously drinking a coke isn't going to make everyone smile, nor will wearing
>that spiffy new perfume insure you get ravished by some beautiful blond in the
>office elevator. Branding, image, and impressing based marketing is quite legal
>depending on what time of the day your ad aires, and the nature of the product.
>

but you can switch to pepsi

>There is a sucker born every second, but let me assure you....the people who
>depend on software for a living, and truly suffer damages from software failures
>are NOT suckers. They read the fine print before they shell out the dough, and
>more oft than not, they carefully weigh all their options.
>
>There's even more to torts, and the notion of what a reasonable person would do.
>If you open a shop, in a commercial district, with public exits and entrances in
>every nook and cranny, then invite the general public in to browse
>around....then you know you are suddenly at risk for theft. People will shop
>lift, break things, and open you up to a sleu of potential liabilities. Putting
>your BUISSNESS on the world wide web is a very close kin to opening a retail
>show-room floor. You know good and damn well that people are going to poke at
>these portals hoping to find some loot, or have a little fun vandalizing. You
>also know good and damn well that now and then, someone is gonna sneak in and
>give you problems. The very people that sell you the systems advise you of
>this, and they recommend that you have a back-up system ready to go online at
>the flip of a switch. They advise you to keep your sensitive data OFF the world
>wide web with a private intranet on privately leased lines. They hand you a
>list of precautions several hundred pages long, pertaining to encryption
>techniques, and back-up policies....so that if a theif does get in, the worst he
>can do is erase your data.
>
>And the bottom line is this.
>If software is money to you....and you are a reasonable person, then why on
>earth did you accept and SIGN the contract for these agreed services to go into

>buissness using our software, then turn around a sue when you didn't follow your
>side of the contract!
>
>BTW, about the whole oil plug scenario....
>
>1. Most states teach that one is to always do a walk around inspection of their
>vehicle before driving it. In theory at least, you have to learn how to do this
>to get a Driver's License. I know, most people don't do this once they get past
>the driver test, and some states don't have this inspection phase in the test;
>however, you HAVE been advised in places where this applies. So it's your ass,
>as the driver, if you drive off with an oiless engine!
>
>2. Most car owner's manuals cleary state that if an owner is operating the
>vehicle in accordance to the way it was designed to be used, he will check the
>oil EVERY SINGLE TIME he intends to use it. Again, most people don't do this,
>but that doesn't change the fact it is in the manual as a precaution to keep you
>from burning up your engine.
>
>How did these companies learn? By getting sued! Over and over again, and
>loosing. Read it, it's usually there. I think in this case with MS, the
>plantif just might not have a leg to stand on unless they have some real dirt
>that points to SERIOUS crimes of cover up and false advertising. They might get
>bought off if they're lucky....and that would most likely just be a calculated
>dollar and cent buy off.
>

all well and good but does that also apply to the Pinto? After the
lawsuit loss, Ford never recalled the car to fix the bolt that caused a gas
tank explosion. It just paid the pre and post lawsuit death insurance
claims! So much for "learning"! Bottom line is money! Whichever way a
company can save it then it will so I'll never believe that one as large
as ms that's so intrenched in it's market and with minimal competition
would do otherwise.
Even if the claims are lost against ms it could wake it a bit and
that's not bad. I do fear for small companies (it would be devastating)

John

P.S.
To Reply by E-mail, please remove -NOT- from my address!

P.S.
To Reply by E-mail, please remove -NOT- from my address!

762. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 11:51:00 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <x8PUXDDP3PFAFwHF@btinternet.com>
Source record: 21150

In article <4014e72eb469b0@tripnet.se>, Kenneth Medin
<kennethm@tripnet.se> writes

>HomePage Penguin at http://www.mypenguin.de/hpp/ will do the job.

What's wrong with a nice text editor?

Kids these days... etc.

Richard, who's first website was designed on an Apple Lisa upgrade to
Mac XL spec running BBEdit.

--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

763. Re: TT030 memory board from Niels Trettin

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 11:52:10 UTC
From: joebar@rpc1.org
Message-ID: <86e7ea2f.0401260352.3f26b4cc@posting.google.com>
Source record: 21151

Hi,

I posted something in German a while ago here
http://atari-home.de/forum/index.php?board=3;action=display;threadid=906;start=0
I talked to Uwe Schneider (the developer) about the problem of not
recognizing 128MB modules. Besides the symetrical issue there is a
problem with the coding of the SIMM sizes.
There are 2 different ways 128MB was coded at the time.
MagnumTT uses:
128MB PD0 and PD1 open.
Many SIMMS use PD0=0 PD1=1.
Just remove the PD1 0 Ohm resistor and it should work. It did for me.

About Niels Trettin, Niels Reimann, AtariGroup, trettintrade or
whatever his name might be right now:
Some people have good others have bad experiences with him.
He is a professional ebay-trader. So do not be surprised if you sell
something to AtariGroup for $5 and find it at ebay for $50 later
offered by trettin-trade.

Joe

nspirit-trash@nkubz.net (NSPIRIT) wrote in message
news:<e8afb469.0401180550.75c15a42@posting.google.com>...
> Got many atari goods from trettin and never had any problem.
> I paid by cash via registered mail.
>
> > I contacted a Niels Trettin in Germany about getting a TT ram board.
> > I originally saw this board advertised on eBay in November '03, and
> > thought I saved a link to the eBay description, but I can't find it
> > now. The board held quite a large amount of memory, but I don't
> > remember the exact amount. Maybe 256mb?
> >
> > Niels Trettin wanted about 75 euro for it but I haven't ordered one
> > yet. He suggested I just mail the cash money for it, but I was leery
> > of doing that but 75 euro seems like a heck of a deal if the board is
> > good.
> >
> > Has anyone here ever done business with Niels Trettin or know any
> > details about this particular memory board? I couldn't find any
> > reference to it on his web site.
> >
> > http://www.nielsworld.de/main.html

764. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 12:04:15 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <401502302062460@tripnet.se>
Source record: 21152

In comp.sys.atari.st <x8PUXDDP3PFAFwHF@btinternet.com>
Richard Kilpatrick wrote on Mon 26-01-2004 11:51 (GMT):

>In article <4014e72eb469b0@tripnet.se>, Kenneth Medin
><kennethm@tripnet.se> writes
>
>>HomePage Penguin at http://www.mypenguin.de/hpp/ will do the job.
>
>What's wrong with a nice text editor?

For someone who knows nothing about html I suggest:

Get an old simple version of HPP (I think you can still download older versions from the link) and put in some text and an image. Save and exit HPP.

Open the HPP output html file in a text editor and you will soon understand how a basic homepage can be setup in html.

Have CAB setup with Olga and use Everest or QED as editor.

Copy, paste and edit the html in the editor to your needs and watch how it works in CAB.

With this simple method anyone can go from zero knowledge to a simple but working homepage in less than two hours or so...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

765. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 12:32:12 UTC
From: Bill Bertram <ADSR6581_removethis_@aol.com>
Message-ID: <bv31ag$mrr7t$1@ID-155772.news.uni-berlin.de>
Source record: 21153

"Clockmeister" <no-one@nowhere.com> wrote in message
news:4014e928$0$4266$c30e37c6@lon-reader.news.telstra.net...

> Your comments are bordering on the stupid, as you well know. Still sour
that
> you had a crap OS running on mediocre hardware... ah well, us Amigans (at
> the time) were well ahead of everyone else with our elegant, multitasking
> OS.
> If your experiences are really that different, you are either telling
> porky's or had broken hardware.

You're wasting your time with those two, they have their opinion (however
dumb), and you won't change them. Atari ST and spectrum owners are the same,
they point blank refuse to acknowledge they bought a technically inferiour
product. No matter what you say, they will come up with a "fact" we know not
to be true, but they want and need to believe to make their machine look
better than it is. So what if they like TOS better, let 'em suffer with it I
say...

766. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 12:56:47 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bv334b$a8c$1@reader11.wxs.nl>
Source record: 21154

Bill Bertram wrote:

> You're wasting your time with those two, they have their opinion (however
> dumb), and you won't change them. Atari ST and spectrum owners are the same,
> they point blank refuse to acknowledge they bought a technically inferiour
> product. No matter what you say, they will come up with a "fact" we know not
> to be true, but they want and need to believe to make their machine look
> better than it is. So what if they like TOS better, let 'em suffer with it I
> say...

Pot.. kettle...

Maurits.

767. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 13:07:31 UTC
From: Bill Bertram <ADSR6581_removethis_@aol.com>
Message-ID: <bv33cn$nj9h6$1@ID-155772.news.uni-berlin.de>
Source record: 21155

"Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message
news:bv334b$a8c$1@reader11.wxs.nl...
> Bill Bertram wrote:
>
> > You're wasting your time with those two, they have their opinion
(however
> > dumb), and you won't change them. Atari ST and spectrum owners are the
same,
> > they point blank refuse to acknowledge they bought a technically
inferiour
> > product. No matter what you say, they will come up with a "fact" we know
not
> > to be true, but they want and need to believe to make their machine look
> > better than it is. So what if they like TOS better, let 'em suffer with
it I
> > say...
>
> Pot.. kettle...

Really... I'll have a cup of tea then :)

768. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 13:47:20 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <zzlk01GmoRFAFwGu@btinternet.com>
Source record: 21156

In article <bv31ag$mrr7t$1@ID-155772.news.uni-berlin.de>, Bill Bertram
<ADSR6581_removethis_@aol.com> writes
>You're wasting your time with those two, they have their opinion (however
>dumb), and you won't change them. Atari ST and spectrum owners are the same,
>they point blank refuse to acknowledge they bought a technically inferiour
>product.

You mean, there's an argument that a Spectrum is better than an Amiga?
Well, I suppose it's possible...

All of these machines are inferior to a nice Archimedes system, anyway.
Though I maintain that the Falcon was twice the computer the A1200 ever
was.

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

769. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 13:49:47 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bv367p$j3a$1@reader11.wxs.nl>
Source record: 21157

Bill Bertram wrote:

>>Pot.. kettle...
>
> Really... I'll have a cup of tea then :)

Enjoy it.. just don't complain when it's black. :)

Maurits.

770. Those damn Americans!

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 13:51:39 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <vzsjkPHCqRFAFwFx@btinternet.com>
Source record: 21158

Are extremely helpful ;)

Just saying a quick thanks to one of those Americans who is helping me
with bits for my Falcon HD - it's just acquired a 68882, as well, so
hopefully it'll be a fully featured beast real soon now.

Of course, Americans not being able to see beyond their own borders, the
items will probably fall off the edge of the world ;)

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

771. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 14:13:05 UTC
From: Bill Bertram <ADSR6581_removethis_@aol.com>
Message-ID: <bv377l$nl899$1@ID-155772.news.uni-berlin.de>
Source record: 21159

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:zzlk01GmoRFAFwGu@btinternet.com...
> In article <bv31ag$mrr7t$1@ID-155772.news.uni-berlin.de>, Bill Bertram
> <ADSR6581_removethis_@aol.com> writes
> >You're wasting your time with those two, they have their opinion (however
> >dumb), and you won't change them. Atari ST and spectrum owners are the
same,
> >they point blank refuse to acknowledge they bought a technically
inferiour
> >product.
>
> You mean, there's an argument that a Spectrum is better than an Amiga?
> Well, I suppose it's possible...

Well you say the Archimedes is better than Atari and Amiga, so using your
logic, anything is of course possible...

> All of these machines are inferior to a nice Archimedes system, anyway.
> Though I maintain that the Falcon was twice the computer the A1200 ever
> was.

I agree the Falcon is a good computer, but not twice the computer, twice the
price maybe... If the Falcon sold for A1200 prices, then yes the Falcon
would have the edge, but how many falcon's were sold? hmm...

772. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 14:34:51 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <3RhF8MB0SSFAFw0b@btinternet.com>
Source record: 21160

In article <bv377l$nl899$1@ID-155772.news.uni-berlin.de>, Bill Bertram
<ADSR6581_removethis_@aol.com> writes
>> You mean, there's an argument that a Spectrum is better than an Amiga?
>> Well, I suppose it's possible...
>
>Well you say the Archimedes is better than Atari and Amiga, so using your
>logic, anything is of course possible...

Are you suggesting that the Archimedes isn't better than Atari and
Amiga? It's more stable, faster, more expandable, and offers
considerably better multi-tasking than the Amiga (or ST/Falcon models),
with the benefits of a ROM-based OS. Unlike the ST or Amiga, you can
still buy a direct, modern(ish) mass-produced(ish) descendant of the
Archimedes - the Iyonix - which offers XScale, PCI and Podules, at
merely the same price as, oh, a Mac G5 1.6GHz. RiscOS is vastly superior
to Workbench/AmigaOS or TOS.

>I agree the Falcon is a good computer, but not twice the computer, twice the
>price maybe... If the Falcon sold for A1200 prices, then yes the Falcon
>would have the edge, but how many falcon's were sold? hmm...

The Falcon did sell for A1200 prices when new. I remember my CDTV being
ï¿½399, and the A1200 being the same price when I took the CDTV back to
Dixons because of the missing mouse. At the same time the Falcon was
ï¿½399, but wasn't offered in places like Dixons, and had different RAM to
the Amiga - the Amiga came with an HD at that price, the Falcon had more
RAM (and DSP, and SCSI, and DSP) but no HD - the HD took it to ï¿½499/599
and extra RAM made the most expensive Falcon ï¿½699 IIRC... My A1200
system cost me nearly a grand with the overpriced Commodore multisync
(needed to use games /and/ serious Apps - wish I still had that monitor
now for my PS2 Linux box). Compared to the ï¿½3,000 my Mac IIx cost me, it
was a cheap computer, but I got bored of it in a year, despite being
someone who liked demos (and really like the A1200 demos).

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

773. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 15:28:21 UTC
From: Bill Bertram <ADSR6581_removethis_@aol.com>
Message-ID: <bv3bkp$nmdlc$1@ID-155772.news.uni-berlin.de>
Source record: 21161

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:3RhF8MB0SSFAFw0b@btinternet.com...
> In article <bv377l$nl899$1@ID-155772.news.uni-berlin.de>, Bill Bertram
> <ADSR6581_removethis_@aol.com> writes
> >> You mean, there's an argument that a Spectrum is better than an Amiga?
> >> Well, I suppose it's possible...
> >
> >Well you say the Archimedes is better than Atari and Amiga, so using your
> >logic, anything is of course possible...
>
> Are you suggesting that the Archimedes isn't better than Atari and
> Amiga? It's more stable, faster, more expandable, and offers
> considerably better multi-tasking than the Amiga (or ST/Falcon models),
> with the benefits of a ROM-based OS. Unlike the ST or Amiga, you can
> still buy a direct, modern(ish) mass-produced(ish) descendant of the
> Archimedes - the Iyonix - which offers XScale, PCI and Podules, at
> merely the same price as, oh, a Mac G5 1.6GHz. RiscOS is vastly superior
> to Workbench/AmigaOS or TOS.

Well I was using your logic about the speccy/amiga argument...

> The Falcon did sell for A1200 prices when new. I remember my CDTV being
> £399, and the A1200 being the same price when I took the CDTV back to
> Dixons because of the missing mouse. At the same time the Falcon was
> £399, but wasn't offered in places like Dixons, and had different RAM to
> the Amiga - the Amiga came with an HD at that price, the Falcon had more
> RAM (and DSP, and SCSI, and DSP) but no HD - the HD took it to £499/599
> and extra RAM made the most expensive Falcon £699 IIRC... My A1200
> system cost me nearly a grand with the overpriced Commodore multisync
> (needed to use games /and/ serious Apps - wish I still had that monitor
> now for my PS2 Linux box). Compared to the £3,000 my Mac IIx cost me, it
> was a cheap computer, but I got bored of it in a year, despite being
> someone who liked demos (and really like the A1200 demos).

Well I have have 2 Silica catalogues here, one for the Amiga and one for
Atari/PC/Consoles both from December 1993. A Falcon without HDD and 1MB RAM
was £399 with no software, discounted from £499. The base A1200 (No HDD 2MB
RAM) £299 (plus two games and another software pack). Compare a 4mb/209MB
HDD Falcon (£899) and a A1200 with 2MB/209MB HDD (£649). £250 for 2MB of
RAM!? Ok let's be fair, you have to include the DSP and 16MHz 030 CPU. The
Falcon was only competive against the A4000, which sold for silly money...
Even so, a 2mb 80MB HDD A4000 with 25MHz 030 was £899... The A4000 and
Falcon hold their value well over the years though! btw, I have the Falcon
page scanned if anyone wants it.

774. Re: Those damn Americans!

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 15:45:24 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.01.26.15.45.23.994749@removenoaspam.atari-source.com>
Source record: 21162

On Mon, 26 Jan 2004 13:51:39 +0000, Richard Kilpatrick wrote:

> Are extremely helpful ;)
>
> Just saying a quick thanks to one of those Americans who is helping me
> with bits for my Falcon HD - it's just acquired a 68882, as well, so
> hopefully it'll be a fully featured beast real soon now.
>
> Of course, Americans not being able to see beyond their own borders, the
> items will probably fall off the edge of the world ;)
>
> Richard

It's not our fault. Blame american media and government for that. Of course most Americans have trouble with this concept of educating themselves ;-) Besides. I see well beyond my borders. Maybe you're not talking to the right Americans?

Mark ;-)
http://portal.atari-source.com

775. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 16:21:27 UTC
From: JEDIDIAH <jedi@nomad.mishnet>
Message-ID: <slrnc1afdc.krh.jedi@nomad.mishnet>
Source record: 21165

On 2004-01-26, Bill Bertram <ADSR6581_removethis_@aol.com> wrote:
>
> "Clockmeister" <no-one@nowhere.com> wrote in message
> news:4014e928$0$4266$c30e37c6@lon-reader.news.telstra.net...
>
>> Your comments are bordering on the stupid, as you well know. Still sour
> that
>> you had a crap OS running on mediocre hardware... ah well, us Amigans (at
>> the time) were well ahead of everyone else with our elegant, multitasking
>> OS.
>> If your experiences are really that different, you are either telling
>> porky's or had broken hardware.
>
> You're wasting your time with those two, they have their opinion (however
> dumb), and you won't change them. Atari ST and spectrum owners are the same,
> they point blank refuse to acknowledge they bought a technically inferiour
> product. No matter what you say, they will come up with a "fact" we know not

Not at all. Also, there is a considerable difference between "techincally
inferior" and poorly engineered. Ataris represent very sensible design
tradeoffs for the time.

Power without the price wasn't just an advertising slogan.

> to be true, but they want and need to believe to make their machine look
> better than it is. So what if they like TOS better, let 'em suffer with it I
> say...

No, twits like you simply need to get over yourselves and realize that
people like us would still not have bought Amigas even if we had an
infinite amount of someone else's money to waste.

--
There's no reason not to contribute to the stone soup if those |||
contributions are not critical to your competitive edge. / | \

776. Re: Those damn Americans!

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 16:54:59 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <kWcxtfEAVUFAFw3D@btinternet.com>
Source record: 21163

In article
<pan.2004.01.26.15.45.23.994749@removenoaspam.atari-source.com>, Mark D
<mducksub@removenoaspam.atari-source.com> writes
>It's not our fault. Blame american media and government for that. Of
>course most Americans have trouble with this concept of educating
>themselves ;-) Besides. I see well beyond my borders. Maybe you're not
>talking to the right Americans?

See, now that whole business of Americans not being able to get sarcasm
comes in ;)

Richard, who has visited American lots of times. *stir stir* Though I
like Canada a lot, and may move there. I liked Oklahoma more than most
places, but I'm strange like that - I like old Cadillacs (as in 70s/80s,
not classics) too.
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

777. cps-games site closing

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 16:55:30 UTC
From: exxos <chris@home.co.uk>
Message-ID: <40154681$0$16737$cc9e4d1f@news.dial.pipex.com>
Source record: 21164

Hi all,

My cps-games domain comes to a close shortly. For those who brought Atari items from the online store and wish to keep updated please update your bookmarks to www.cps-electronics.co.uk . I dont keep addresses for long so I can't e-mail everyone. A few pages have been removed but most are still online for the cps-games domain for the moment.

Thanks to everyone who brought hardware and such from the site over this last year. I hope to bring outmore products very soon under the new domain name.

Cheers,
Chris

778. Re: Dumb TT Questions

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 18:31:58 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bv3meu$6cl$1@thorium.cix.co.uk>
Source record: 21166

In message <1075034624-374042AEicMi@adelphia.net>, falcon060@adelphia.net said:

> I agree with JANEZ on this one. With TOS 3.06 you
>are limited to a 512 meg partition with the TT030.
>All though hard drive capacity can be as high as you
>wish. Although I would imagine a 5 to 12 GB SCSI
>would work nicely inside the TT030.

But under TOS he is limited to drives A: to P: - i.e. maximum of
14 hard drive partitions. With 512 MB max, that will only permit
full use of a 7 GB drive - though of course it won't matter much
to waste anything above this on larger drives. If he wants to use
the extra capacity, he will need MagiC (?or MiNT?) as an
OS/extension, and perhaps an appropriate file selector if he uses
anything above P:.

Regards, /Peter/

779. Re: Those damn Americans!

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 18:39:13 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.01.26.18.39.13.685984@removenoaspam.atari-source.com>
Source record: 21167

On Mon, 26 Jan 2004 16:54:59 +0000, Richard Kilpatrick wrote:
> See, now that whole business of Americans not being able to get sarcasm
> comes in ;)
>
> Richard, who has visited American lots of times. *stir stir* Though I
> like Canada a lot, and may move there. I liked Oklahoma more than most
> places, but I'm strange like that - I like old Cadillacs (as in 70s/80s,
> not classics) too.

Oklahoma? Sheesh ;-) It's a great place if you want to be completely
bored and left alone with no broadband internet connection. Not my choice
of life ;-) Actually if you stay near a metropolitan area you'd probably
be fine for broadband. Pretty much that's the most important thing to me
when choosing a place to live ;-)

Thanks,
Mark
http://portal.atari-source.com

780. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 18:53:50 UTC
From: Bill Bertram <ADSR6581_removethis_@aol.com>
Message-ID: <bv3nm2$nquqk$1@ID-155772.news.uni-berlin.de>
Source record: 21168

"JEDIDIAH" <jedi@nomad.mishnet> wrote in message
news:slrnc1afdc.krh.jedi@nomad.mishnet...
> On 2004-01-26, Bill Bertram <ADSR6581_removethis_@aol.com> wrote:
> Not at all. Also, there is a considerable difference between "techincally
> inferior" and poorly engineered. Ataris represent very sensible design
> tradeoffs for the time.
>
> Power without the price wasn't just an advertising slogan.

The ST was designed in a amazingly short amount of time, and I agree they made a nice computer considering the timescale involved.

> No, twits like you simply need to get over yourselves and realize that
> people like us would still not have bought Amigas even if we had an
> infinite amount of someone else's money to waste.

Oh that bitter are we? I'm open minded enough to want to own and use both machines. I may think the machine is technically inferior, but it doesn't stop me from liking or using the ST. I'm sure you would rather use your sugar daddy's money on something useful like a 286 PC then...

781. Re: Dumb TT Questions

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 19:37:17 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0401262034560.1625@feanor.schunter.etc.tu-bs.de>
Source record: 21169

> If he wants to use the extra capacity, he will need MagiC (?or MiNT?) as
> an OS/extension, and perhaps an appropriate file selector if he uses
> anything above P:.

Have a look at BIGDOS - large partitions with TOS. No need for MagiC or
MiNT (if you don't want multitasking).

Regards,

Alexander

782. For Sale(ST Mags)

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 20:09:03 UTC
From: Dane Stegman <cf943@bfn.org>
Message-ID: <Pine.GSO.3.96.1040126150715.8946A-100000@bfn.org>
Source record: 21171

Hi! I have some Compute! with disks and some ST format magazines with disks. If anyone is interested in a complete list. Email me at:danesteg@juno.com. I'd like to find a good home for them! Thanks!

Dane Stegman

783. Re: Desktopper Case

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 20:11:49 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0401261211.6defc5b9@posting.google.com>
Source record: 21170

sf0218@aol.com (SF0218) wrote in message
news:<20040125123833.22644.00000691@mb-m18.aol.com>...
> I dont know how uptodate the wizztronics page is, but the bare rack listed
> there is $250.00, or $450 with p/s interface and cable kit.
>

Try this
http://www.wizztronics.com/main.htm
about halfway down the page, it talks about the clearance. I got one
this way, and it came all assembled. I told Steve that I wanted to put
in a CDWR, and he put the hole in it for me.

> If one was to get just the bare case, how practical would it be to asapt the
> rest from spare parts?
>
I don't know, it depends on what spare parts you have, and your skill.
My skill at that sort of thing sucks, so I got what I needed from
Steve.

Wayne

784. Re: Dumb TT Questions

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 20:28:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200401262128.a38404@b.maus.de>
Source record: 21142

Hi,

X>and perhaps an appropriate file selector if he uses anything above P:.
BOXKITE will do that.

BigDOS allows bigger and more partitions than usual TOS.

C..Z0...6 will be 32 partitions with 1 GB each...

Und TTschï¿½
ps

785. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 20:44:43 UTC
From: JEDIDIAH <jedi@nomad.mishnet>
Message-ID: <slrnc1auqv.mb7.jedi@nomad.mishnet>
Source record: 21178

On 2004-01-26, Bill Bertram <ADSR6581_removethis_@aol.com> wrote:
>
> "JEDIDIAH" <jedi@nomad.mishnet> wrote in message
> news:slrnc1afdc.krh.jedi@nomad.mishnet...
>> On 2004-01-26, Bill Bertram <ADSR6581_removethis_@aol.com> wrote:
>> Not at all. Also, there is a considerable difference between "techincally
>> inferior" and poorly engineered. Ataris represent very sensible design
>> tradeoffs for the time.
>>
>> Power without the price wasn't just an advertising slogan.
>
> The ST was designed in a amazingly short amount of time, and I agree they
> made a nice computer considering the timescale involved.
>
>> No, twits like you simply need to get over yourselves and realize that
>> people like us would still not have bought Amigas even if we had an
>> infinite amount of someone else's money to waste.
>
> Oh that bitter are we? I'm open minded enough to want to own and use both

Not at all. I've just never been very tolerant of assholes. You can
search archives of this group from 1988 if you would like to verify
that.

> machines. I may think the machine is technically inferior, but it doesn't
> stop me from liking or using the ST. I'm sure you would rather use your
> sugar daddy's money on something useful like a 286 PC then...

Any 32bit machine sold at a reasonable price with a flat memory model is fine.

That elimianates most Amigas and Macs.

That also eliminates PC's until about 1993.

--
There's no reason not to contribute to the stone soup if those |||
contributions are not critical to your competitive edge. / | \

786. ST magazines and coverdisks

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 21:10:04 UTC
From: sonik03@tesco.net
Message-ID: <MmfRb.134$xF6.40@newsfep1-gui.server.ntli.net>
Source record: 21172

Hi folks

I've a large collection of ST Review, ST User, ST Format and Atari World mags and coverdisks - including some subscription-only disks - and I'd like them to go to a new home. What's more I want to give them away!

Yup, completely gratis and for free. The only catch is that you have to collect them from my southwest London home. I'm between Wimbledon and Kingston-upon-Thames, just off the A3 London to Portsmouth road and twenty minutes from junction ten of the M25.

Disk boxes will be included in the deal. I've also a load of Atari games, many boxed with manuals, I'd like to see the back of too.

Give me a shout if you're interested?

Cheers
Al
sonik03@tesco.net

787. Re: Those damn Americans!

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 22:18:20 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <MmgRb.194$VP1.229796@newshog.newsread.com>
Source record: 21173

On 26 Jan 2004 13:51:39 , Richard Kilpatrick wrote:
>Are extremely helpful ;)
>
>Just saying a quick thanks to one of those Americans who is helping me
>with bits for my Falcon HD - it's just acquired a 68882, as well, so
>hopefully it'll be a fully featured beast real soon now.
>
>Of course, Americans not being able to see beyond their own borders, the
>items will probably fall off the edge of the world ;)
>

Damn, the world IS really flat!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

788. Re: Dumb TT Questions

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 23:08:27 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <tihRb.20784$lh3.1240@bignews5.bellsouth.net>
Source record: 21174

> But under TOS he is limited to drives A: to P: - i.e. maximum of
> 14 hard drive partitions. With 512 MB max, that will only permit
> full use of a 7 GB drive - though of course it won't matter much
> to waste anything above this on larger drives. If he wants to use
> the extra capacity, he will need MagiC (?or MiNT?) as an
> OS/extension, and perhaps an appropriate file selector if he uses
> anything above P:.

Or....Use HDDriver. One can change the partition order to some degree. Have the partitions you aren't using at the moment assigned last....that way if you run out of device letters...the one you need should still be handy.

Another thing that worked for me (as said above):
A really large ext2 partition or two to eat up the excess of the drive past 10 or so 1gig BGM partitions. It needs MiNT of course....but well worth it, even if all ya use it for is shadows and backups.

Brian

789. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 23:36:18 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bv489b$1lk$1@hercules.btinternet.com>
Source record: 21176

Why its

> > Sorry gang...
> > I'm way off topic, but this Steve Sweet guy just touched a very bad
nerve with
> > me.
> > He's so far out of line, and so far from the truth.
>
> No need to apologize. That is "normal" for him and let me tell ya filters
> do wonders. At the rate I'm going I won't see any traffic on here. hehe

If you had set your filters properly you wouldn't see quoted post from me
either! dumbass

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

790. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 23:36:24 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bv489j$1lk$2@hercules.btinternet.com>
Source record: 21175
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hi

"Don Schmidt" <Retired Engineer@PNB.usa> wrote in message
news:1017le218g6as59@corp.supernews.com...

> Suffering from a little PMS this morning Steve?

No!

> > > I'm so very sorry, I haven't made a sale in over a Month, yet the
bills keep coming in.
> >
> > SO get a real job you parasite and get out of here with your incessant
begging crap.
> >
> > Life is a bitch, would you like fries with it?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

791. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 23:36:32 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bv489q$1lk$3@hercules.btinternet.com>
Source record: 21177
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

HI Brian

> > Hmmmm..... Seems Ben is the only one around here doing any selling,
in a
> > For Sale news group.
> >
> > And to qualify as a legit post, I'm selling my 2001 Cadillac DHS for
> > $55,000.
> >
> > Cash only. And will accept a best offer above the selling price.

Its ironic that some of the very people who support Ben's ad's are also very vocal on the subject of Spam in Usenet and how they are actively trying to set filters to get rid of anything remotely Microsoft posted, yet they happily accept Ben-Spam.

Hypocrites??

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

792. Re: AtariWorks

Newsgroup: comp.sys.atari.st
Date: 2004-01-26 23:59:17 UTC
From: Pablo MORAN <pablomoran@wanadoo.es>
Message-ID: <BC3B6865.BBA0%pablomoran@wanadoo.es>
Source record: 21179

No artï¿½culo 20040121143055.28505.00000577@mb-m01.aol.com, SF0218 escribiu o 21/1/2004 20:30 desde sf0218@aol.com :

> Where can I fine the AtariWorks program? When I bought my falcon, Atariworks
> was installed, but no floppies of the software were packed with the computer.

Hi Sam:
Here you can download a franï¿½aise version of Atari Works.

Regards.

Pablo

pablomoran@wanadoo.es

793. Re: AtariWorks

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 00:01:53 UTC
From: Pablo MORAN <pablomoran@wanadoo.es>
Message-ID: <BC3B6901.BBA2%pablomoran@wanadoo.es>
Source record: 21180

No artï¿½culo 20040121143055.28505.00000577@mb-m01.aol.com, SF0218 escribiu o 21/1/2004 20:30 desde sf0218@aol.com :

> Where can I fine the AtariWorks program? When I bought my falcon, Atariworks
> was installed, but no floppies of the software were packed with the computer.

Hi Sam:
Here you can download a franï¿½aise version of Atari Works.

Sorry. This is the link:
http://perso.wanadoo.fr/xjehl/atari/apps/atari_works.zip

Regards.

Pablo

pablomoran@wanadoo.es

794. DMA STE chip C398739-001A

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 00:18:07 UTC
From: Pablo MORAN <pablomoran@wanadoo.es>
Message-ID: <BC3B6CCF.BBA7%pablomoran@wanadoo.es>
Source record: 21181

Hello:
I'm looking for a (used) good DMA STE chip C398739-001A for substitute a
bad DMA chip in my STE.
I can't use hard disk on my Atari STE by this cause.

More information:

http://www.notator.org/html/notator_faq.html#DMA_STe:

> DMA problems with Atari STe
> Some of the first Atari STe machines that rolled out of Atari's factory came
> with a malfunctioning DMA (Direct Memory Access) chip, affecting a connected
> harddisk in such a way that data would become corrupted. Quite a serious
> mistake! Apparently these machines still worked fine with Atari's own
> harddisks (though I make no guarantees), but with regular SCSI disks connected
> via an SCSI host adapter (Link, Link II, Link 97, TopLink etc.) you would
> definitely get problems.
>
> If you find a chip marked as follows you're OK and can go ahead with a
> harddisk:
> ï¿½ï¿½ï¿½ C398739-001Aï¿½(Atari-1990)-31>
> However, if you find a chip marked with the numbers below you have a damaged
> DMA chip and need to get a new one before attempting to use a harddisk via an
> SCSI host-adapter:
> ï¿½ï¿½ï¿½ C025913-38ï¿½PH23-001A

Thank you in advance.

Pablo

pablomoran@wanadoo.es

795. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 00:30:28 UTC
From: ems <maskman@pacifier.com>
Message-ID: <260120041630281251%maskman@pacifier.com>
Source record: 21182
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

In article <bv489q$1lk$3@hercules.btinternet.com>, Steve Sweet
<steve.sweet@btopen-2-viri-world.com> wrote:

> Its ironic that some of the very people who support Ben's ad's are also very
> vocal on the subject of Spam in Usenet and how they are actively trying to
> set filters to get rid of anything remotely Microsoft posted, yet they
> happily accept Ben-Spam.
>
> Hypocrites??

I have Zero interest in Atari stuff, so I just kill filter anything
from Bravo Sierra, but I hate rude, crude people even more, so I kill
filter you from now on too. So simple.

EMS

796. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 00:51:59 UTC
From: Don Schmidt <"Retired Engineer"@PNB.usa>
Message-ID: <101bdhd7qit7l4b@corp.supernews.com>
Source record: 21183
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Very strange. Using the selling of my beautiful, well cared for, 2001 Cadillac DHS for sale ($55,000) ad in reference to anti spam, anti Microsoft comments. I've never been anti Microsoft. I think Bill Gates is as close to being a Saint as any CEO can get. Providing employment for literally thousands of people, being the at the top of the list as the most generous giver to charities. He's what German/Italians are made of, Saintly, Generous Geniuses.

BTW, Spam is associated with e-mail, not news groups.

Donald, The Magnificent!

"Steve Sweet" <steve.sweet@btopen-2-viri-world.com> wrote in message news:bv489q$1lk$3@hercules.btinternet.com...
> HI Brian
>
> > > Hmmmm..... Seems Ben is the only one around here doing any selling,
> > > in a For Sale news group.
> > >
> > > And to qualify as a legit post, I'm selling my 2001 Cadillac DHS for
> > > $55,000.
> > >
> > > Cash only. And will accept a best offer above the selling price.
>
> Its ironic that some of the very people who support Ben's ad's are also very
> vocal on the subject of Spam in Usenet and how they are actively trying to
> set filters to get rid of anything remotely Microsoft posted, yet they
> happily accept Ben-Spam.
>
> Hypocrites??
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).

Version: 6.0.569 / Virus Database: 360 - Release Date: 1/26/04

797. Re: Jaz....

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 01:18:10 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bv4e8ercm1@titan.btinternet.com>
Source record: 21184

Hi Kenneth

> I suppose a Jaz is just like any other SCSI or IDE HD... Never format a
> HD! They were formatted when new and the formatting sheme is platform
> independent. Only if the drive has bad sectors it might be of any use to
> actually try o reformat it.

Why not format a HD, I've never had problems with doing that, its generally unnecessary but saves possible problems if you take the drive from one platform to another.

> What you want is to partition it with Atari compatible partitions! This
> will wipe out the Mac partition data and make the drive like new.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

798. Re: Umax Astra 2200 Scanner and ScanX

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 01:30:50 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0401261730.6d08cc14@posting.google.com>
Source record: 21185

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:<40135aa414c580@comcast.net>...
> Hello all,
>
> Nima of Homa Systems had posted an email some time ago about a
> great deal on the Umax Astra 2200 and how it would well with
> Scanx. I bought one (only $20), but Scanx does not recognize this
> scanner.
> ...
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner

Noting that you use an E3, have you renamed your configuration file?
SCANXPro has built in versions for Umax and Microtek, but they don't
work simultaneously.

Galen (who really should figure out why his Umax Astra 1200S isn't
recognised either)

799. Re: Desktopper Case

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 02:07:33 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0401261807.d9097bd@posting.google.com>
Source record: 21186

sf0218@aol.com (SF0218) wrote in message
news:<20040125123833.22644.00000691@mb-m18.aol.com>...
> I dont know how uptodate the wizztronics page is, but the bare rack listed
> there is $250.00, or $450 with p/s interface and cable kit.
>
> If one was to get just the bare case, how practical would it be to asapt the
> rest from spare parts?
>
Modestly. You have to reroute the ports not on the rear. The
cartridge port would require two small etched cards as well as a cable
and the analog joysticks on the left of the case would need two 15 pin
cables. The power supply interface is seven wires (plus shorting the
PS On line -- by the way, make sure you get a power supply with a
physical on/off switch as many don't have one!). The toughest part
would be the keyboard/mouse/joystick port, although a Eiffel would
solve that problem.

To summarize, it wouldn't be trivial, but it's not an impossible task
either.

Galen

800. Jinnee

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 02:16:02 UTC
From: sf0218@aol.com
Message-ID: <20040126211602.26379.00000929@mb-m07.aol.com>
Source record: 21187

Wow! I downloaded the demo from TransAction's website link to ASH. Is there no firm this side of the Atlantic who sell Atari software anymore?

I noticed on TransAction's website Jinnee is listed up to v2.5, which I guess is really cool, cause I'm certainly impressed by the demo of v1.02 that I have.

Thanks
Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

801. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 02:18:51 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0401261818.4d968d1b@posting.google.com>
Source record: 21188

NOSPAMS@wanadoo.fr (Didier Mï¿½quignon) wrote in message

> I haven't tried Aranym since I have my CT60, I have an Imac G3 500 Mhz
> (<=> CT2 under Aranym). With this machine I can compare the speed of the
> CT60 to MagiCMac (OS9), same results with DivX movies.
> My CT60 with the old DSP has better results with MP3 than Aranym PC ;-)
>
Hmmm, more to worry about then. My stock Falcon (with a 44.1KHz clock
added) plays the few test MP3s I have here at 90-120%. My CT60 needs
50-70%. My son's 600Mhz G3 uses about 12% for the same file. Do you
have a sample MP3 file I could download for comparison tests?

Galen (who will eventually take his Linux box out of the closet)

802. Re: Help... STZip 2.6 deflate speed?

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 02:30:17 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <bv4ifpisi1@thorium.cix.co.uk>
Source record: 21189

kennethm@tripnet.se (Kenneth Medin) wrote:
> Kenneth Medin wrote on Wed 21-01-2004 23:26 (GMT):
>> I did something stupid...
Welcome to my world...

>> Started compression (deflate) with STZip 2.6 on a 530 MB file.
Ouch...

>> The zip-archive is written to a partition with long filenames and I don't
>> want to interrupt the process and get lost clusters on that partition.
Understandable

>> I did this about 24 hours ago and it is still working quite happily
>> (thanks to multitasking).
Ouch!

>> Has anyone benchmarked the deflate process on a TT in TT RAM? It would
>> be nice to do a approx. calculation of how long it will take until it is
>> finished :-)
> OK, got the answer myself now... It took 27.5 hours and the file was in
> fact 541.5 MB long.

As I remember it, the difference between fast and best compression is
marginal in terms of speed (though on a much, MUCH smaller file size).

I always made sure I used the maximum RAM setting (even though this is bound
to affect multitasking) and set the temp file to a partition with the most
free space. This makes sense with /normal/ sizes of file and 30Mb of free
RAM, but with a file like that, you can only pray B^)

I see it didn't come out right. Maybe you could try again with the settings
I suggested (and look at the doc file - there may be something more in there
that helps that I've forgotten right now).

rgds
H
(with a very short sig...)

803. Re: Signatures

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 02:52:00 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0401261852.d120034@posting.google.com>
Source record: 21190
Body handling: HTML body converted to readable text

Richard Kilpatrick wrote in message news:...
> In article <4014e72eb469b0@tripnet.se>, Kenneth Medin
> writes
>
> >HomePage Penguin at http://www.mypenguin.de/hpp/ will do the job.
>
> What's wrong with a nice text editor?
>
HPP will take you through the start up steps, so you can see what's going on, but hand-coding works rather well once you get the hand of it. For example, if you want some text and a photo, your page would be:

Here is my sample page and here's a photo.

Of course, you can get much fancier, but I only know a couple dozen HTML commands and I get quite useful pages. A very useful resource is the Barebones Guide to HTML, which can be found at http://werbach.com/barebones/. Should you want to look at some sample pages, the ones I've written for my students are designed to be as minimal as possible. See http://lac.mtsac.edu/k and once you open the page choose "view source", which is often in the "View" menu, depending on your browser. I don't make any claims that my coding is great, but I do test my pages on several browsers.

Galen

804. Re: Those damn Americans!

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 02:59:42 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0401261859.560a7d32@posting.google.com>
Source record: 21191

swamptaxes-NOT-@atlantic.net (John Garone) wrote in message news:<MmgRb.194$VP1.229796@newshog.newsread.com>...

> @#$%, the world IS really flat!
>
It might appear that way if you are in Oklahoma. :-)

Galen

805. Jagpad

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 03:31:46 UTC
From: sf0218@aol.com
Message-ID: <20040126223146.26490.00000827@mb-m07.aol.com>
Source record: 21192

Hey folks,

I've done it before, bet it's been so long, I've forgotten. How does the
Jadpad attach to the falcon?

Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

806. Re: Jagpad

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 03:42:48 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <Y6lRb.29804$Wa.19252@news-server.bigpond.net.au>
Source record: 21193

"SF0218" <sf0218@aol.com> wrote in message
news:20040126223146.26490.00000827@mb-m07.aol.com...
> Hey folks,
>
> I've done it before, bet it's been so long, I've forgotten. How does the
> Jadpad attach to the falcon?

Left hand side, next to the cart and midi ports. There are 2 analogue
joystick ports. Try the front most socket. Same as the STE;-)

Mark

807. Re: Dumb TT Questions

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 03:48:31 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <jclRb.29806$Wa.12398@news-server.bigpond.net.au>
Source record: 21194

I have been unable to get any of my 2.1 gig drives working. Internaly or externally. These are 2x Quantum Fireballs (TM and SE I think) and 1x IBM UW drive. I have set all to ID 0 and tried with or without termination.

I did get a zip drive and a 4x CDRom working happily. But apart from the old 200 meg drive no luck.

I did note that the termination resistor pack had been removed from the Mainboard. Any idea's? I will try a 500meg drive tonight to see if there is any difference.

Also, does anybody have an e-mail address for this gentleman selling TTram boards?

Thanks again

Mark Bedingfield

808. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 04:17:04 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bv4onvgmk1@titan.btinternet.com>
Source record: 21096
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

HI There

"ems" <maskman@pacifier.com> wrote in message
news:260120041630281251%maskman@pacifier.com...
> In article <bv489q$1lk$3@hercules.btinternet.com>, Steve Sweet
> <steve.sweet@btopen-2-viri-world.com> wrote:
>
> > Its ironic that some of the very people who support Ben's ad's are also
very
> > vocal on the subject of Spam in Usenet and how they are actively trying
to
> > set filters to get rid of anything remotely Microsoft posted, yet they
> > happily accept Ben-Spam.
> >
> > Hypocrites??
>
> I have Zero interest in Atari stuff, so I just kill filter anything
> from Bravo Sierra, but I hate rude, crude people even more, so I kill
> filter you from now on too. So simple.

Would you like fries with that?

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

809. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 04:17:06 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bv4oo0gmk2@titan.btinternet.com>
Source record: 21195
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hi Don

"Don Schmidt" <Retired Engineer@PNB.usa> wrote in message
news:101bdhd7qit7l4b@corp.supernews.com...
> Very strange. Using the selling of my beautiful, well cared for, 2001
> Cadillac DHS for sale ($55,000) ad in reference to anti spam, anti
Microsoft
> comments. I've never been anti Microsoft. I think Bill Gates is as close
to
> being a Saint as any CEO can get. Providing employment for literally
> thousands of people, being the at the top of the list as the most generous
> giver to charities. He's what German/Italians are made of, Saintly,
> Generous Geniuses.
>
> BTW, Spam is associated with e-mail, not news groups.

SPAM is unsolicited unwanted advertising.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

810. Re: Jaz....

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 07:37:39 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bv54g3$nquma$1@ID-27442.news.uni-berlin.de>
Source record: 21097

Steve Sweet wrote:

> Why not format a HD, I've never had problems with doing that, its generally
> unnecessary but saves possible problems if you take the drive from one
> platform to another.

Which problems are you refering to, which cannot be resolved just by
partitioning? Partitioning wipes old any old filesystem type and layout
data and overwrites it with the data required for the Atari. There is no
need for anything else to be done in order to achieve TOS-compatibility.

--

Dr. Uwe Seimet http://www.seimet.de

811. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 09:03:45 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnc1c95d.kke.atari@core.preferuje.luzik.pl>
Source record: 21098

On 26 Jan 2004 18:18:51 -0800, Galen <ekaljuma@mtsac.edu> had a noticeable pleasure while writting:
> NOSPAMS@wanadoo.fr (Didier Mďż˝quignon) wrote in message
>
>> I haven't tried Aranym since I have my CT60, I have an Imac G3 500 Mhz
>> (<=> CT2 under Aranym). With this machine I can compare the speed of the
>> CT60 to MagiCMac (OS9), same results with DivX movies.
>> My CT60 with the old DSP has better results with MP3 than Aranym PC ;-)
>>
> Hmmm, more to worry about then. My stock Falcon (with a 44.1KHz clock
> added) plays the few test MP3s I have here at 90-120%. My CT60 needs
> 50-70%. My son's 600Mhz G3 uses about 12% for the same file. Do you
> have a sample MP3 file I could download for comparison tests?

50-70% for MP3 under CT60? Check if you have DSP activated!

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

812. Re: Umax Astra 2200 Scanner and ScanX

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 09:49:20 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC3BE4A0.D2F8%derryck@nospam.cix.co.uk.invalid>
Source record: 21099

In article 40135aa414c580@comcast.net, Edward S. Baiz Jr. at
edbaizjr@comcast.net wrote on 25/1/04 11:57:

> Nima of Homa Systems had posted an email some time ago about a
> great deal on the Umax Astra 2200 and how it would well with
> Scanx. I bought one (only $20), but Scanx does not recognize this
> scanner. The name of the scanner does appear in Scanx's box,

Might be worth your while running the SCSI driver from the CBHD package and
trying it again, I found variable results with my scanner (E3) with various
flavours of HDDriver.

And of course you've selected the right scanner in the config dialog?

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

813. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 09:51:54 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2004.01.27.09.51.53.94951@sophics.cz>
Source record: 21100

On Sat, 24 Jan 2004 18:48:28 +0000, Djordje Vukovic wrote:

> Btw. I know that it has been ben stated long ago by a member of the
> Aranym team that one of the long-term but low-priority targets would be
> to create a cut-down configuration of the host operating system (which
> could be installed from a couple of floppy disks) which would boot Aranym
> immediately.

it's not low-priority. It's the final goal. But in order to get there
the ARAnyM itself needs to be improved a bit, I think.

> I think that it would help promote Aranym's cause greatly if that target
> was given a higher priority, so tht one can start from a "clean" machine
> and simply arrive to an Aranym-only system.

It's possible for quite some time already. You must have missed the
release of ARAnyM/AFROS Live CD. Please find more information at
http://aranym.atari.org/livecd.html

Petr

814. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 09:55:02 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2004.01.27.09.55.02.836149@sophics.cz>
Source record: 21101

On Sun, 25 Jan 2004 18:10:35 +0000, Peter Slegg wrote:

> When I first heard about Aranym I misunderstood what the aim was.
> I thought it was going to be a system that provided a method to
> boot into a TOS (Mint, Magic etc) system on any hardware without
> using an existing, underlying OS.

That's one of the goals, right.

> If the machine boots without ever having to see, understand
> or maintain anything about the OS that is bootstrapping the
> TOS OS then I might be converted.

The current ARAnyM/AFROS Live CD does not hide the underlying Linux kernel perfectly yet but I believe that it's just a matter of few tweaks to get it hidden so well that you wouldn't even notice it. Give it a try and be tolerant to the questions about your mouse and resolution - some things are not easy to detect automatically.

http://aranym.atari.org/livecd.html

Petr

815. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 10:06:00 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2004.01.27.10.06.00.254830@sophics.cz>
Source record: 21102

On Sun, 25 Jan 2004 13:01:50 +0100, Didier Mï¿½quignon wrote:

> And I hate X86...

I used to hate that architecture as well. But later I found out that AMD was actually doing great CPUs that happened to be compatible with the old x86 instructions in order to run all existing x86 software - but internally these Athlon CPUs are completely different than the stuff Intel produces. Thus I changed my mind and now I favour AMD over Intel. I don't like Intel, I don't like the old x86 architecture, I hate their assembler - but I do like the chips the AMD produces and I like to have AMD powered ARAnyM.

As you can see, even with ARAnyM I am still in the "Intel Outside" camp :)

> My CT60 with the old DSP has better results with MP3 than Aranym PC ;-)

Excuse me but this is a very inaccurate statement. While CT60 is more or less the same (60-120 MHz), "ARAnyM PC" is completely unknown thing unless you define the speed of the host PC.

In other words: I can prove that my ARAnyM running on K7@2300 can beat your CT60 in everything. At the same time, I am sure that my other ARAnyM running on K5@75 is slower than stock Falcon.

Can you see the difference?

Petr

816. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 10:24:11 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2004.01.27.10.24.11.185100@sophics.cz>
Source record: 21103

On Sun, 25 Jan 2004 09:58:06 +0100, Janez Valant wrote:

> Who said Linux is bad or shame? And what TOS has to do with it? Fact is,
> if u need to use Linux or Windows as NATIVE OS to run Atari EMULATOR, then
> machine is NOT ATARI.

you actually don't need windows or linux. You can adapt EmuTOS or FreeMiNT to boot on any hardware directly. It would only take hudred thousands of manhours to do that. Do you have the manpower handy? Working for free?

Do you guys understand the problems we had to decide how to solve them best when we were designing the ARAnyM? I don't think so.

> And even if u hate TOS, it is ESSENTIAL for booting aranym...

this is not true. AFROS does not use TOS and boots. Also, FreeMiNT can be extended to boot directly but noone seems to be interested in that.

> But tell me this: what new Aranym brings to scene, apart from speed?
> TT/MSTE/Falcon can have GFX cards. Each machine, when introduced, allows
> and trigger users to make new and beter apps, using new features those
> machine brought... Last year we got ACE, totaly new type of application
> for Ataris etc. What NEW Aranym bring us? Its some 30-40% compatible,
> dont offer anything new to Atari except speed, which is not something i
> call essential. Tell me one Atari application, developed on Aranym,
> which uses NEW resources Aranym (not) have, so we can have something new
> and revolutionary?

Well. I don't want programmers to create applications that would run on ARAnyM only (as you call it 'revolutional'). This would not help anyone. There are few remaining software authors left and the only way of keeping the whole atari scene alive is to produce 100% compatible software running on most reasonable configurations (ranging probably from stock Falcon up to the 060 based machines).

> Does NeoN use
> any of 3d gfx power on Aranym? Does Cubase use resources of modern PC
> Sound cards?

I could say "not yet" but judging from the discussion going on here I think I can safely say "it never will". There doesn't seem to be any interest from the regular users and without that nothing will happen.

> resources exist? Can u tell me one thing Aranym can do and Falcon can
> not? (mind u, Falcon CAN play AVi, divx etc, just very slow)

this is actually a funny point. You can watch movie on Falcon and you don't mind that 2 hours movie will take 15 hours to watch :-)

> I can name
> u a LOT of Falcon apps which can NOT run on aranym. I can name u also a
> LOT of apps which runs on ST/TT and Falcon (so u cant blame Falcon
> specifics) which dont run on aranym, and so on...

This is also funny - you measure the power of a particular machine by counting the applications that are specific for this machine. So Falcon has about 800 specific applications, compared to ARAnyM, which doesn't have any app that would be ARAnyM only (since ARAnyM runs all clean software) - the result is that Falcon is the king while ARAnyM is the loser.

Frankly, I never thought like that. Maybe I should design a special application that would run on ARAnyM only. Hmm. Maybe we could hire some demo group? :-) LOL

Petr

817. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 10:30:16 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2004.01.27.10.30.16.82062@sophics.cz>
Source record: 21105

On Sun, 25 Jan 2004 14:43:11 +0000, Kenneth Medin wrote:
> Remember that Linux can run on genuine Atari hardware as well! And, as
> you actually need TOS to boot Debian m68k things get a bit complicated...

This is not true. LILO was developed long time ago.

> Is Linux just an emulator running on top of TOS.

you are making it even more confusing than it was :)

> And now comes the funny part... Aranym is present on Debian m68k so in
> fact you could perhaps run Aranym on real Atari hardware as well!

sure. The source code is even partially prepared for running on m68k based machines at full speed of the host CPU (similar to VMware). But there is noone working on finishing it. Maybe you could join the team and make ARAnyM running on your TT030 at full speed for the NAS?

> Aranym is available via APT (Advanced Packaging Tool) in m68k and it
> installed just fine but exited with errors when I tried to run it...

what version on what OS? Have you reported an error to Debian BTS? Is anybody working on fixing it?

> I would really love to se Aranym running on my TT just for fun... Who
> knows, it might be usable as JIT should not be needed :-)

See above. Everything is possible if interested guys start working on it.

> It brings the possibility to get a TOS compatible computer without the
> need to search around for old second hand stuff. Eventually all genuine
> computers with the Atari label on them will come to a halt.

Most folks either don't realize that or are willing to stop using their favourite OS at that time.

Petr

818. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 10:37:42 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2004.01.27.10.37.42.246840@sophics.cz>
Source record: 21106

On Sat, 24 Jan 2004 22:44:07 -0500, lp wrote:

> Perhaps you'd like to move your aranym praise to the aranym mailing list?
> I can't get it to run here on equipment I already own

I am actually glad that people that can't run ARAnyM complain here in this newsgroup (which I don't follow) and not in the mailing list we've created for the purpose - simply because there is so quiet in the mailing list and thus I have a good feeling that ARAnyM runs for everyone without problems ;-))

> It's marketed > as "free" but that's misleading if you don't already
> have a linux box.

Excuse me but this is a complete BS. You never paid us a dime but you downloaded and tried aranym. If it wasn't free ("free-as-beer") you wouldn't able to do that.

Besides, ARAnyM and the complete AFROS are way more free that you could ever imagine ("free as in freedom") but I am not going to bother you with that 'philosophy'.

Petr

819. Re: DMA STE chip C398739-001A

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 10:42:32 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <40164094$0$19266$626a54ce@news.free.fr>
Source record: 21104

yes some DMA in some STE have a bad FIFO that lost 2 bytes among the 32
bytes !

Your chip is surely a C025913 no ???
The C398739 is an other part that is exactly the same as C025913 (in
ST/STF/MST).

I have several C025913 that are good...(only some 25913 are bugged !). I can
send you one + the socket (better to change it if it is bad too).

Regards

"Pablo MORAN" <pablomoran@wanadoo.es> a ï¿½crit dans le message de news:
BC3B6CCF.BBA7%pablomoran@wanadoo.es...
> Hello:
> I'm looking for a (used) good DMA STE chip C398739-001A for substitute
a
> bad DMA chip in my STE.
> I can't use hard disk on my Atari STE by this cause.
>
> More information:
>
> http://www.notator.org/html/notator_faq.html#DMA_STe:
>
> > DMA problems with Atari STe
> > Some of the first Atari STe machines that rolled out of Atari's factory
came
> > with a malfunctioning DMA (Direct Memory Access) chip, affecting a
connected
> > harddisk in such a way that data would become corrupted. Quite a serious
> > mistake! Apparently these machines still worked fine with Atari's own
> > harddisks (though I make no guarantees), but with regular SCSI disks
connected
> > via an SCSI host adapter (Link, Link II, Link 97, TopLink etc.) you
would
> > definitely get problems.
> >
> > If you find a chip marked as follows you're OK and can go ahead with a
> > harddisk:
> > C398739-001A (Atari-1990)-31>
> > However, if you find a chip marked with the numbers below you have a
damaged
> > DMA chip and need to get a new one before attempting to use a harddisk
via an
> > SCSI host-adapter:

> > C025913-38 PH23-001A
>
> Thank you in advance.
>
> Pablo
>
> pablomoran@wanadoo.es
>

820. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 10:54:47 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2004.01.27.10.54.46.616695@sophics.cz>
Source record: 21111

On Fri, 23 Jan 2004 16:44:43 +0100, SWE/YesCREW wrote:

> Aranym pages make
> ppl believe that now playing mp3 at 9% (7% here on falcon) and DVD/AVIs
> is all we need..

I designed the pages so blame me. I am a poor web designer and I don't run any exciting "Atari" applications so I didn't know how to present the ARAnyM best. Feel free to contribute better screenshots. Or follow the link to Standa's pages - you'll see there Calamus and more.

> P.S. I dont judge anyone using Aranym. It may be usefull tool, coding
> envoirment, but its not Atari future... I speak for myself: at the
> moment no new hw will came out, no old one will be possible to acquire
> etc, ill switch platform.. but hopefully that wont make some time yet
> :))

This is it. Everyone should reread that paragraph. All "hardcore Atarians" are actually ready to switch the platform. Isn't this ironic...

Now compare this with the few lunatics that are trying to keep the platform alive by developing either hardware (ACP?) or software solutions for letting the applications run even after the last original atari halts. I think these guys are likely to fail since the community support is far from what was expected.

BTW, this year we are going to 'celebrate' 10 years since last original Atari 32bit computer was sold, I am afraid.

Petr

821. Re: Those damn Americans!

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 10:55:06 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <40164388$0$19298$626a54ce@news.free.fr>
Source record: 21108

> Oklahoma? Sheesh ;-) It's a great place if you want to be completely
> bored and left alone with no broadband internet connection. Not my choice
> of life ;-) Actually if you stay near a metropolitan area you'd probably
> be fine for broadband. Pretty much that's the most important thing to me
> when choosing a place to live ;-)

hum each of us has or search a style of life...
Mine may be in the style of Oklahoma... I mean I prefer a poor 56K phone
internet connection and living in a great place like montain or forest.
This time, I'm at 3 kms of a city, so I use a 512Kbit line for internet, but
if I have to loose this speed, I agree if I win a better place far ...far
from noisly cities...

So one day if you get no more news from me, you will know why ;-))

Rodolphe

>
> Thanks,
> Mark
> http://portal.atari-source.com
>

822. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 10:56:21 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <40164344$0$4259$c30e37c6@lon-reader.news.telstra.net>
Source record: 21107

"Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message
news:bv2rtgodg1@reader11.wxs.nl...
> Clockmeister wrote:
>
> > The OS should trap broken software, something TOS was hopeless at.
>
> You're really drifting into silly statements. If the software causes a
> bus error, an address error or anything like that, the OS cannot "trap"
> this any other way than to report this and kill the program. TOS does
> this with bombs.

No, a proper OS gives you the option of killing or suspending the rogue
application whilst leaving the rest of the system intact. Had you ever
seriously used an Amiga you would understand how this works.

Perhaps you would also understand how my Amiga with OS2.0 operated for two
weeks without having to reboot after two applications which had crashed were
suspended by the OS.

> > Meaning you only used AmigaOS 1.x, later versions did not have the "Guru
> > Meditations". 1.x was a little flakey,
>
> Hey hey, we were talking TOS 1.0 here. Don't start comparing it to later
> versions of other OSes.

Regardsless, 1.3 featured smooth multitasking and could run software at
various resolutions on different screens. If you don't think that is cool or
useful then you are a twit, seriously.

> > but given that it was breaking new
> > ground (unlike TOS) bringing a 32 bit
>
> hee hee..
>
> > multithreaded multitasking OS to home
> > users it was a real achievement...
>
> Personally I cared more for the speed and the stability of TOS than a
> slow and crashing OS that has multithreading as an excuse for not working.
>
> > You are full of it, do you really believe your own BS?.
>
> Oh sure, just call me a liar.

From your comments it is plainly obvious that you do not know much about
modern operating systems and how they work which also explains why TOS would

be so appealing to you.

> Incidentally, what are you doing in an Atari newsgroup if you hate
> Ataris that much? You don't catch me subscribing to Amiga newsgroups
> just to shout about how crappy they are.
>

I don't hate Atari's, on the contrary, but I do know how to spot illinformed
bullshit when I see it as I have owned and used both systems.

823. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 10:57:22 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <40164380$0$4265$c30e37c6@lon-reader.news.telstra.net>
Source record: 21109

"Bill Bertram" <ADSR6581_removethis_@aol.com> wrote in message
news:bv31ag$mrr7t$1@ID-155772.news.uni-berlin.de...
>
> "Clockmeister" <no-one@nowhere.com> wrote in message
> news:4014e928$0$4266$c30e37c6@lon-reader.news.telstra.net...
>
> > Your comments are bordering on the stupid, as you well know. Still sour
> that
> > you had a crap OS running on mediocre hardware... ah well, us Amigans
(at
> > the time) were well ahead of everyone else with our elegant,
multitasking
> > OS.
> > If your experiences are really that different, you are either telling
> > porky's or had broken hardware.
>
> You're wasting your time with those two, they have their opinion (however
> dumb), and you won't change them. Atari ST and spectrum owners are the
same,
> they point blank refuse to acknowledge they bought a technically inferiour
> product. No matter what you say, they will come up with a "fact" we know
not
> to be true, but they want and need to believe to make their machine look
> better than it is. So what if they like TOS better, let 'em suffer with it
I
> say...
>

They deserve TOS ;-)

824. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 10:59:01 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2004.01.27.10.59.01.205850@sophics.cz>
Source record: 21110

On Wed, 21 Jan 2004 16:14:35 -0500, lp wrote:
> I still can't get the latest windows port to work. My future is not looking
> so bright. ;-)

Konrad reported to me soon after the 0.8.5beta release that this was the worst windows version ever and that he went back to 0.8.2 or even 0.8.0. So it is quite possible that your future is actually bright - the only thing we need is a developer testing and fixing the future windows versions of ARAnyM.

In this free world of OpenSource it's all based on interest. Interest generates results. It's all sort of DYI but not really since the results are shared. But if there are no windows developers so far it's not as good as it is on Linux.

Petr

P.S. Wondering if coLinux is helpful for ARAnyM on Windows or not :)

825. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 11:09:17 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4016464c$0$4267$c30e37c6@lon-reader.news.telstra.net>
Source record: 21112

```
"JEDIDIAH" <jedi@nomad.mishnet> wrote in message
news:slrnc1afdc.krh.jedi@nomad.mishnet...
> On 2004-01-26, Bill Bertram <ADSR6581_removethis_@aol.com> wrote:
> >
> > "Clockmeister" <no-one@nowhere.com> wrote in message
> > news:4014e928$0$4266$c30e37c6@lon-reader.news.telstra.net...
> >
> >> Your comments are bordering on the stupid, as you well know. Still sour
> > that
> >> you had a crap OS running on mediocre hardware... ah well, us Amigans
(at
> >> the time) were well ahead of everyone else with our elegant,
multitasking
> >> OS.
> >> If your experiences are really that different, you are either telling
> >> porky's or had broken hardware.
> >
> > You're wasting your time with those two, they have their opinion
(however
> > dumb), and you won't change them. Atari ST and spectrum owners are the
same,
> > they point blank refuse to acknowledge they bought a technically
inferiour
> > product. No matter what you say, they will come up with a "fact" we know
not
>
> Not at all. Also, there is a considerable difference between "techincally
> inferior" and poorly engineered. Ataris represent very sensible design
> tradeoffs for the time.
>
> Power without the price wasn't just an advertising slogan.
>
> > to be true, but they want and need to believe to make their machine look
> > better than it is. So what if they like TOS better, let 'em suffer with
it I
> > say...
>
> No, twits like you simply need to get over yourselves and realize that
> people like us would still not have bought Amigas even if we had an
> infinite amount of someone else's money to waste.
>

That only shows who the real twits are in this silly nostalgic excercise,
and it certainly isn't former Amiga users.
```

826. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 11:15:25 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <401647bb$0$4268$c30e37c6@lon-reader.news.telstra.net>
Source record: 21113

"Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message
news:bv2src$pi9$1@reader11.wxs.nl...
> Richard Kilpatrick wrote:
>
> > Seriously, I know Clockmeister is trolling,
>
> Obviously. :)
>
> > What can you do with an Amiga with 1Mb RAM, other than play
> > games or do simple word processing?

What could you do with a 1Mb ST that you couldn't do on a 1Mb Amiga back
then?

> An ST can even do that with 512K. :)
>

Bombs away...

827. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 11:31:54 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnc1cho8.kmd.atari@core.preferuje.luzik.pl>
Source record: 21114

On Tue, 27 Jan 2004 11:06:00 +0100, Petr Stehlik <pstehlik@sophics.cz> had a noticeable pleasure while writting:
> In other words: I can prove that my ARAnyM running on K7@2300 can beat
> your CT60 in everything.

Yep, esp. in heat ouput ;)

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

828. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 11:36:04 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <fkhfxsN0ykFAFwSW@btinternet.com>
Source record: 21115

In article <401647bb$0$4268$c30e37c6@lon-reader.news.telstra.net>,
Clockmeister <no-one@nowhere.com> writes
>What could you do with a 1Mb ST that you couldn't do on a 1Mb Amiga back
>then?

Run a MIDI sequencer reliably. On an Amiga you'd need an additional
interface, and it still wouldn't be as good as Cubase.

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

829. Re: need pictures of SLM804 printer

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 13:22:08 UTC
From: BMaedicke@t-online.de
Message-ID: <1g884yp.jf1omb1gvmb92N%BMaedicke@t-online.de>
Source record: 21117

Dave T. <417ci-ohc-v8@Perth.com.au> wrote:

> ive an slm 804 and a 3.2megapixel camera. I think i can help :P
> give me your email adress

Hi Dave,

Send a email to my email adress, please.
I write you a mail, but your email adress isn't ok :-(

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

830. Cable to connect a 50pin SCSI HD

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 14:00:44 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bv5n8vfds1@news1.nivel5.cl>
Source record: 21116

Hi...
Someone have any cable that could do this ?
I want to have a HD for my ST. But i dont have the cable (Link, and other, are $60+ new... too expensive).

If anyone have one or two, willing to sold, please let me know.
My email is my nick at Ivn.cl

Ah.. i'm from outside US.. so i need to pay with Money Orders, Paypal , or something like that

Thanks in advance

831. Re: Jinnee

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 14:31:58 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <40167de8346f350@europe-shareware.org>
Source record: 21118

Hello,

in article <20040126211602.26379.00000929@mb-m07.aol.com> (comp.sys.atari.st),
Sf0218 wrote on Tue 27-01-2004 02:16 (GMT):

> Wow! I downloaded the demo from TransAction's website link to ASH. Is there
> no firm this side of the Atlantic who sell Atari software anymore?

have a look at ESNA there:

http://www.europe-shareware.org

Regards,
/Pascal/

832. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 15:08:22 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2004.01.27.15.08.20.612306@sophics.cz>
Source record: 21119

On Tue, 27 Jan 2004 11:31:54 +0000, Adam Klobukowski wrote:

> On Tue, 27 Jan 2004 11:06:00 +0100, Petr Stehlik <pstehlik@sophics.cz> had a noticeable pleasure while writting:
>> In other words: I can prove that my ARAnyM running on K7@2300 can beat
>> your CT60 in everything.
>
> Yep, esp. in heat ouput ;)

confirming that. I don't need heating in my small computer room, the hungry CPU powered by 300W PSU produces enough heat :-)

However it's good to notice that both latest FreeMiNT and EmuTOS support "CPU idle calls" which saves power considerably. The temperature of the CPU goes 10 Celsius degrees down when the FreeMiNT is not doing anything.

Petr

833. Re: Jinnee

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 15:33:44 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC3BDC97.D2F7%derryck@nospam.cix.co.uk.invalid>
Source record: 21120

In article 20040126211602.26379.00000929@mb-m07.aol.com, SF0218 at
sf0218@aol.com wrote on 27/1/04 02:16:

> Wow! I downloaded the demo from TransAction's website link to ASH. Is there

Just for the record, jinnee was translated by DDP Translations, AFAIK
TransAction haven't been active for some time.

> no firm this side of the Atlantic who sell Atari software anymore?

You should get in touch with Atari Workshop here in the UK.

> I noticed on TransAction's website Jinnee is listed up to v2.5, which I guess
> is really cool, cause I'm certainly impressed by the demo of v1.02 that I
> have.

I think it beats all the other replacement desktops into a cocked hat,
especially when run under the right OS.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

834. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 15:56:32 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0401270756.4265975a@posting.google.com>
Source record: 21123

Petr Stehlik <pstehlik@sophics.cz> wrote in message
news:<pan.2004.01.27.10.37.42.246840@sophics.cz>...
> On Sat, 24 Jan 2004 22:44:07 -0500, lp wrote:

> > It's marketed > as "free" but that's misleading if you don't already
> > have a linux box.
>
> Excuse me but this is a complete BS. You never paid us a dime but you
> downloaded and tried aranym. If it wasn't free ("free-as-beer") you
> wouldn't able to do that.

I think he was refering to that you must first own hardware capable of
running linux. Not questioning whether or not the distribution of
related host OS, emulating layer, the Atari OS FreeMiNT, etc are free
or not.

IMO a very valid point.

Regards,

Joakim

835. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 16:41:24 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2004.01.27.16.41.23.748978@sophics.cz>
Source record: 21125

On Tue, 27 Jan 2004 17:51:11 +0100, Janez Valant wrote:

>> Excuse me but this is a very inaccurate statement. While CT60 is more or
>> less the same (60-120 MHz), "ARAnyM PC" is completely unknown thing unless
>> you define the speed of the host PC.
>
> Excuse me, this is also inacurate. With DSP on MP3 replay with aniplayer
> take 7-9% CPU, less with Falcamp.

You misquoted and misreplied. I don't care about percents and wasn't
arguing if something takes 7 or 77%. I just wanted to correct Didier in
his "CT60 is faster than ARAnyM" statement which was simply incorrect
without adding more info about his PC speed.

>> In other words: I can prove that my ARAnyM running on K7@2300 can beat
>> your CT60 in everything. At the same time, I am sure that my other
>> ARAnyM running on K5@75 is slower than stock Falcon.
>>
>> Can you see the difference?
>
> No I cant. U can beat CT60 in everything as long its pure CPU

you misread again. I have been still trying to explain that speed of
ARAnyM depends on speed of the host so without telling the host speed you
can't really compare ARAnyM with other hardware.

That's the difference I was referring to: difference between two ARAnyM
machines where one is faster than CT60 while the other is slower than
stock Falcon.

Do you get it now or am I wasting time because you don't want to
read what I write?

Petr

836. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 16:51:11 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <5OvRb.2053$%x4.343790@news.siol.net>
Source record: 21121

Petr Stehlik wrote:

> Excuse me but this is a very inaccurate statement. While CT60 is more or
> less the same (60-120 MHz), "ARAnyM PC" is completely unknown thing unless
> you define the speed of the host PC.

Excuse me, this is also inacurate. With DSP on MP3 replay with aniplayer
take 7-9% CPU, less with Falcamp.

>
> In other words: I can prove that my ARAnyM running on K7@2300 can beat
> your CT60 in everything. At the same time, I am sure that my other ARAnyM
> running on K5@75 is slower than stock Falcon.
>
> Can you see the difference?

No I cant. U can beat CT60 in everything as long its pure CPU, pure GEM,
dont acces hardware, its not a game, a tracker and so on... in a word, IF
it happens to run on Aranym. I dont realy care if Aranym is faster in CPU
tasks, if there are tasks i regulary use and they dont work in Aranym at
all. And i do use those tasks... I dont like my Falcon and Ataris because
of GEM apps ONLY, i love the whole package...

Janez

837. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 16:52:57 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <KPvRb.2054$%x4.343790@news.siol.net>
Source record: 21122

Petr Stehlik wrote:

> The current ARAnyM/AFROS Live CD does not hide the underlying Linux kernel
> perfectly yet but I believe that it's just a matter of few tweaks to get
> it hidden so well that you wouldn't even notice it. Give it a try and be
> tolerant to the questions about your mouse and resolution - some things
> are not easy to detect automatically.
>
> http://aranym.atari.org/livecd.html

Hard to be tolerant, even if

838. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 16:54:34 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2004.01.27.16.54.32.906156@sophics.cz>
Source record: 21126

On Tue, 27 Jan 2004 07:56:32 -0800, Joakim H?gberg wrote:

>> > It's marketed > as "free" but that's misleading if you don't already
>> > have a linux box.
>>
>> Excuse me but this is a complete BS. You never paid us a dime but you
>> downloaded and tried aranym. If it wasn't free ("free-as-beer") you
>> wouldn't able to do that.
>
> I think he was refering to that you must first own hardware capable of
> running linux.
> IMO a very valid point.

Does that mean that Free software solution for any (and also the cheapest available) hardware is still not good enough for the remaining few Atari users?

Does it mean that we were expected to actually GIVE AWAY new Athlon powered machines with preinstalled ARAnyM/AFROS for _FREE_?

Are you guys serious or are you living on another planet?

Maybe we should start selling the ARAnyM right now, say for $400 (that would actually be underpriced, but we must have a competitive price to sell large amounts, right?). Maybe it would be accepted better then. And I must not forget to create the killer ARAnyM-only application :)

Petr

839. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 16:55:37 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <eSvRb.2056$%x4.343790@news.siol.net>
Source record: 21124

Adam Klobukowski wrote:

> 50-70% for MP3 under CT60? Check if you have DSP activated!

Indeed, i get 5-7% with Ct60/100..

Janez

840. Re: DMA STE chip C398739-001A

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 17:23:25 UTC
From: ciholland@talk21.co.uk
Message-ID: <927978b.0401270923.151b5c88@posting.google.com>
Source record: 21127

> "Pablo MORAN" <pablomoran@wanadoo.es> a ï¿½crit dans le message de news:
> BC3B6CCF.BBA7%pablomoran@wanadoo.es...
> > Hello:
> > I'm looking for a (used) good DMA STE chip C398739-001A for substitute
> a
> > bad DMA chip in my STE.
> > I can't use hard disk on my Atari STE by this cause.

With respect to the original post.

I've got an early series STe which had one of these bugged DMA chips.
It has also got the early bugged 1.6 TOS (oh joy!). I had the DMA
replaced, thanks to Best Electronics many years ago.

I can assure you that the bugged DMA does NOT discriminate between
officially badged Atari hard drives, and their third party
counterparts! ;-) It corrupts both equally! The drive in question was
an early series Atari 'SH' model.

841. Re: Dumb TT Questions

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 18:14:01 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <bv69p9ebs1@reader2.panix.com>
Source record: 21130

Some people reported problems with Quantum Fireballs, not in being recognized, but in having id negotiation that could not be disabled. They were recognized, but you could not boot from them, because they did not have a static address. Do not know what model numbers were involved.

Nobody has reported problems with an IBM drive.

You really need to have data sheets on your drives. They can be found by drive part number on the www. They will tell you where other relevant jumpers might be, such as parity, which could be the problem here.

One of the jumpers usually is for powering internal termination, which is probably why your TT does not have the resistor packs. It didn't need them.

Will send the requested e-mail address if I have it in the next few minutes. Got my memory sticks from networks@networks.com, and when I got mine, they had more.

You may have seen the posting that pointed out Neils Trettin is in it for the money, and buys and sells under several names. What he sells seems to be OK, but the memory sticks that go into it can be problems. Those data sheets are also on the www, to help you resolve problems, and some number on the memory stick will get you to it.

Last I looked, people were still selling VME Ethernet boards, but at the prices they originally sold for, which matches the prices the machines sold for. A TT originally sold for close to $1000 USD, and the TTM195 monitor for another $1000, so spending $500 on an ethernet board, or e.g. $1000 on an OCR program, was not so out of the question.

My TT has a 2.1 gig seagate drive, and uses a 4.2 gig external drive under MiNT.

Jim

Mark Bedingfield <mark@computercom.com.au> writes:

: I have been unable to get any of my 2.1 gig drives working. Internaly or
: externally. These are 2x Quantum Fireballs (TM and SE I think) and 1x IBM UW
: drive. I have set all to ID 0 and tried with or without termination.

: I did get a zip drive and a 4x CDRom working happily. But apart from the
: old 200 meg drive no luck.

: I did note that the termination resistor pack had been removed from the
: Mainboard. Any idea's? I will try a 500meg drive tonight to see if there is
: any difference.

: Also, does anybody have an e-mail address for this gentleman selling
: TTram boards?

: Thanks again

: Mark Bedingfield

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

842. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 18:22:04 UTC
From: JEDIDIAH <jedi@nomad.mishnet>
Message-ID: <slrnc1darb.gsf.jedi@nomad.mishnet>
Source record: 21078

On 2004-01-27, Clockmeister <no-one@nowhere.com> wrote:
>
> "Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message
> news:bv2rtgodg1@reader11.wxs.nl...
>> Clockmeister wrote:
>>
>> > The OS should trap broken software, something TOS was hopeless at.
>>
>> You're really drifting into silly statements. If the software causes a
>> bus error, an address error or anything like that, the OS cannot "trap"
>> this any other way than to report this and kill the program. TOS does
>> this with bombs.
>
> No, a proper OS gives you the option of killing or suspending the rogue
> application whilst leaving the rest of the system intact. Had you ever
> seriously used an Amiga you would understand how this works.

Most "guru meditations" do infact leave the rest of GEM intact.

[deletia]

Any sane OS is going to terminate an application that causes
a bus error. This simply isn't something that any sane person
can knock GEM for.

"real" operating systems KILL rogue processes with extreme prejudice.

--
There's no reason not to contribute to the stone soup if those |||
contributions are not critical to your competitive edge. / | \

843. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 18:25:46 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <MaxRb.2181$%x4.344381@news.siol.net>
Source record: 21128

Petr Stehlik wrote:

> On Tue, 27 Jan 2004 17:51:11 +0100, Janez Valant wrote:

> Do you get it now or am I wasting time because you don't want to
> read what I write?

Yes i get now, that u waste time. Stop waisting it and explaining us things we dont get, or misread, or simply understand english correctly. U stated your superiority, now leave us plabeians in peace...

Janez

844. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 18:26:34 UTC
From: JEDIDIAH <jedi@nomad.mishnet>
Message-ID: <slrnc1db3p.gsf.jedi@nomad.mishnet>
Source record: 21080

```
On 2004-01-27, Clockmeister <no-one@nowhere.com> wrote:
>
> "JEDIDIAH" <jedi@nomad.mishnet> wrote in message
> news:slrnc1afdc.krh.jedi@nomad.mishnet...
>> On 2004-01-26, Bill Bertram <ADSR6581_removethis_@aol.com> wrote:
>> >
>> > "Clockmeister" <no-one@nowhere.com> wrote in message
>> > news:4014e928$0$4266$c30e37c6@lon-reader.news.telstra.net...
[deletia]
>> Not at all. Also, there is a considerable difference between "techincally
>> inferior" and poorly engineered. Ataris represent very sensible design
>> tradeoffs for the time.
>>
>> Power without the price wasn't just an advertising slogan.
>>
>> > to be true, but they want and need to believe to make their machine look
>> > better than it is. So what if they like TOS better, let 'em suffer with
> it I
>> > say...
>>
>> No, twits like you simply need to get over yourselves and realize that
>> people like us would still not have bought Amigas even if we had an
>> infinite amount of someone else's money to waste.
>>
>
> That only shows who the real twits are in this silly nostalgic excercise,
> and it certainly isn't former Amiga users.

Regardless of how much you might like to kid yourself, an Amiga remains
for all practical purposes just a rediculously overpriced ST.

Some of us had lives even then, and other things to spend money on.

--
There's no reason not to contribute to the stone soup if those |||
contributions are not critical to your competitive edge. / | \
```

845. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 18:26:41 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0401271907160.2022@feanor.schunter.etc.tu-bs.de>
Source record: 21131

Hi, Petr!

PS> Does that mean that [...]

Don't feel offended by the people.

There are just two extremely contrary parties (one of whom you belong to)
that probably never will find a consens about what to call Atari
(Hardware, Clones, Emulators, OSes, ...).

Keep in mind that ArAnyM is appreciated by many users and that your team's
striving for an open source "Atari OS" really did push and lead together
several formerly single projects.

You (your team) are doing a great job. People working on Atari hardware
are doing so also. It's a pity that some people in the Atari community
tend to offend each other instead of working hand in hand with each other.

Just my 2 cents

Alexander

846. Re: DMA STE chip C398739-001A

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 18:28:49 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <DdxRb.2190$%x4.344381@news.siol.net>
Source record: 21129

Chris Holland CiH wrote:

>> "Pablo MORAN" <pablomoran@wanadoo.es> a ï¿½crit dans le message de news:
>> BC3B6CCF.BBA7%pablomoran@wanadoo.es...
>> > Hello:
>> > I'm looking for a (used)ï¿½ï¿½goodï¿½DMAï¿½STEï¿½chipï¿½C398739-001Aï¿½for
>> > substitute
>>a
>> > bad DMA chip in my STE.
>> > I can't use hard disk on my Atari STE by this cause.

Hi Pablo,

Does MegaSTE use same chip? I have MSTE mobo at parents place in non
working state... I could get the DMA chip out, but i cant guarantee its
100% working (MSTE was fried by lightning)

Janez

847. Re: Jagpad

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 18:50:21 UTC
From: sf0218@aol.com
Message-ID: <20040127135021.21852.00000958@mb-m06.aol.com>
Source record: 21132

Thanks Mark!!!!!

I had totally and completely forgotten about those ports!!! Sheesh!!

Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

848. Monochrome games list?

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 18:50:55 UTC
From: d_mango1@yahoo.com
Message-ID: <6d40f6fd.0401271050.35d73e6a@posting.google.com>
Source record: 21133

I'm interested in playing a few mono games on my Stacy, but I have no clue which games are mono compatible and which aren't. Any suggestions?

849. Re: Dumb TT Questions

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 18:57:54 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <bv6cbifch1@reader2.panix.com>
Source record: 21134

Replying to myself, but there is a better e-mail address for a possible
few remaining 128 MB memory sticks.

newsgroups@netdc.net

The one I posted earlier might work too.

Jim

Jim DeClercq <jimd@panix1.panix.com> writes:

: Some people reported problems with Quantum Fireballs, not in being
: recognized, but in having id negotiation that could not be disabled.
: They were recognized, but you could not boot from them, because they did
: not have a static address. Do not know what model numbers were involved.

: Nobody has reported problems with an IBM drive.

: You really need to have data sheets on your drives. They can be found by
: drive part number on the www. They will tell you where other relevant
: jumpers might be, such as parity, which could be the problem here.

: One of the jumpers usually is for powering internal termination, which is
: probably why your TT does not have the resistor packs. It didn't need
: them.

: Will send the requested e-mail address if I have it in the next few
: minutes. Got my memory sticks from networks@networks.com, and when I got
: mine, they had more.

: You may have seen the posting that pointed out Neils Trettin is in it for
: the money, and buys and sells under several names. What he sells seems to
: be OK, but the memory sticks that go into it can be problems. Those data
: sheets are also on the www, to help you resolve problems, and some number
: on the memory stick will get you to it.

: Last I looked, people were still selling VME Ethernet boards, but at the
: prices they originally sold for, which matches the prices the machines
: sold for. A TT originally sold for close to $1000 USD, and the TTM195
: monitor for another $1000, so spending $500 on an ethernet board, or e.g.
: $1000 on an OCR program, was not so out of the question.

: My TT has a 2.1 gig seagate drive, and uses a 4.2 gig external drive under
: MiNT.

: Jim

: Mark Bedingfield <mark@computercom.com.au> writes:

: : I have been unable to get any of my 2.1 gig drives working. Internaly or
: : externally. These are 2x Quantum Fireballs (TM and SE I think) and 1x IBM UW
: : drive. I have set all to ID 0 and tried with or without termination.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

850. Re: Jinnee

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 19:05:44 UTC
From: sf0218@aol.com
Message-ID: <20040127140544.21852.00000961@mb-m06.aol.com>
Source record: 21135

Okay, and what would you say is the right OS.

Just asking,

Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

851. Re: Jinnee

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 19:08:58 UTC
From: sf0218@aol.com
Message-ID: <20040127140858.21852.00000962@mb-m06.aol.com>
Source record: 21136

Hey Pascal,

Is that site being maintained? The links don't seem to be working.

Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

852. Re: Monochrome games list?

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 19:12:18 UTC
From: Misha <misha.s@sezampro.yu>
Message-ID: <bv6d8bmhm1@news.eunet.yu>
Source record: 21137

On 27-Jan-2004, d_mango1@yahoo.com (D.C.) wrote:

> I'm interested in playing a few mono games on my Stacy, but I have no
> clue which games are mono compatible and which aren't. Any suggestions?

Esprit.Oxyd1,Oxyd2 !!! best mono games ever !!!

Regards, Misha !

853. R: Monochrome games list?

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 20:21:54 UTC
From: Paolo <p@engineer.com>
Message-ID: <CLzRb.291017$e6.11262440@twister2.libero.it>
Source record: 21139

> > Esprit.Oxyd1,Oxyd2 !!! best mono games ever !!!
>
> Great games, my fav would be BoLo though... Also Imperium is cool.

and don't forget that game from Dan Ackerman that is resolution independent,
what is its name? Space attack?

854. Re: Monochrome games list?

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 20:23:21 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <0VyRb.2412$%x4.345551@news.siol.net>
Source record: 21138

Misha wrote:

>
> On 27-Jan-2004, d_mango1@yahoo.com (D.C.) wrote:
>
>> I'm interested in playing a few mono games on my Stacy, but I have no
>> clue which games are mono compatible and which aren't. Any suggestions?
>
> Esprit.Oxyd1,Oxyd2 !!! best mono games ever !!!

Great games, my fav would be BoLo though... Also Imperium is cool.

Janez

855. the real situation (was Re: Aranym)

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 20:23:57 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2004.01.27.20.23.55.407994@sophics.cz>
Source record: 21140

On Tue, 27 Jan 2004 19:25:46 +0100, Janez Valant wrote:

> Yes i get now, that u waste time. Stop waisting it and explaining us
> things we dont get, or misread, or simply understand english correctly. U
> stated your superiority, now leave us plabeians in peace...

I have tried to be as technical as possible in this sub-thread started by Didier. There wasn't any personal attack from me, no superiority or anything like that. I have just tried to explain that while most emulators of existing machines try to keep the speed of emulated environment same as the original machine, ARAnyM is different - it doesn't emulate any existing machine and so it can run as fast as possible :) Thus comparing CT60 with ARAnyM on "a PC" is like comparing apples and pears simply because the speed of pears is unknown ;-)

It's unfortunate that people from the 'other camp' are so allergic on the ARAnyM word that they don't follow even simplest technical explanations in plain english. I know it might be partially my fault since in the beginning I was so surprised that the ARAnyM project was not hailed like the Atari users lifesaver that I had some stronger discussions that perhaps polarized the 'scene'. But since then I (or rather we, as many people is involved in the project directly or indirectly) realized that users are not gonna switch to ARAnyM suddenly and that ARAnyM will likely coexist with other TOS compatible computers for years. So we keep explaining in the hope that people will realize some facts and help the TOS/GEM world survive (a bit longer).

You may not know that the ARAnyM and AFROS projects (the latter includes fruits of other well known open source projects like FreeMiNT, XaAES, fVDI, Teradesk and more) need interested and supporting users together with active developers, otherwise they'll fail. I think that all commercial software for TOS/GEM has ceased developing and distribution and disappeared. There are not enough paying customers. The platform is long time dead from commercial point of view. The last hope for remaining users is IMHO in supporting the development of open source OS and applications. You may disagree with me but I have been using Atari computers for last 16 years and I remember having hundreds of Atari friends just in our 100,000 city. Then there were tenths, then there were three guys and now I am alone with the Falcon in the whole city and I happen to know _personally_ everybody in 10,000,000 Czech Republic that is still using an Atari computer - simply because there might be only about 40 users left. If there isn't enough good new applications soon these 40 remaining users switch to another platform. Most of them do have a PC already, anyway, and are using it for this or that, accessing internet, and replaying some stuff, and doing school work, or writing documents etc.

I know it. Everybody knows it. Also most of you in the hardcore camp do have a PC or a Mac, get real, it's not a shame simply because the alien hardware can be turned into something familiar and useful (you know what I mean).

This is getting long so chances are nobody reads it up to this point but anyway: if we don't unite soon, don't start strongly supporting the remaining choices (FreeMiNT and the rest of AFROS, HighWire, Aniplayer, good desktop, <fill in the applications that are being slowly developed or were expected but abandoned>) and strongly support and encourage the remaining active developers then we are dead no matter how much you like your genuine Atari hardware made in China 10-20 years ago for a company that always did care about their game consoles only - and even those was supporting so badly that they failed (Jaguar). Yes, it's true, closing your eyes doesn't change that, only real activity can.

To get back to the original question ("should I sell falcon and buy a PC for ARAnyM") that started this long thread:

No, don't sell your Falcon. You can't sell it for any reasonable price, anyway, so keep it, it may be handy for some nostalgic demoing or gaming (I too play Willie's Adventures demo sometimes on my Falcon040 and have been asking the authors to release full versions regularly for last five years - BTW they refuse for some weird reason).

BUT! If you happen to get some real cheap PC hardware don't hesitate to buy it (say Athlon 2GHz for $299) and be assured that thanks to ARAnyM you'll be able to turn that box into FreeMiNT/GEM workstation that will run most software you are familiar with better than you expected and that will allow you to do more things easier than you were used to on the old Falcon.

Petr

856. Re: Monochrome games list?

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 20:29:05 UTC
From: Michael <mbricout_A@T_roadrunner.nf.net>
Message-ID: <bv6hsn$30s$1@nntp-stjh-01-01.rogers.nf.net>
Source record: 21141

D.C. wrote:

> I'm interested in playing a few mono games on my Stacy, but I have no
> clue which games are mono compatible and which aren't. Any suggestions?

As far as I know, all of the ST adaptation of Sierra's adventure games are mono compatible. ie: King's Quest, Leisure Suit Larry, Space Quest series.

Michael

857. ARANYM

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 21:55:29 UTC
From: sf0218@aol.com
Message-ID: <20040127165529.21817.00000906@mb-m06.aol.com>
Source record: 21143

I downloaded the afros cd....it's pretty cool. I don't understand how to set aranym to use the full screen. The Atari machines automatically do this, it seems.

Thanks,
Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

858. Re: Those damn Americans!

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 21:57:41 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4016de45$0$4262$c30e37c6@lon-reader.news.telstra.net>
Source record: 21144

"Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message
news:pan.2004.01.26.18.39.13.685984@removenoaspam.atari-source.com...
> On Mon, 26 Jan 2004 16:54:59 +0000, Richard Kilpatrick wrote:
> > See, now that whole business of Americans not being able to get sarcasm
> > comes in ;)
> >
> > Richard, who has visited American lots of times. *stir stir* Though I
> > like Canada a lot, and may move there. I liked Oklahoma more than most
> > places, but I'm strange like that - I like old Cadillacs (as in 70s/80s,
> > not classics) too.
>
> Oklahoma? Sheesh ;-) It's a great place if you want to be completely
> bored and left alone with no broadband internet connection. Not my choice
> of life ;-)

It sounds like you don't have much of a life if a broadband connection is
your main governing factor on where you choose live.

Actually if you stay near a metropolitan area you'd probably
> be fine for broadband. Pretty much that's the most important thing to me
> when choosing a place to live ;-)
>

Oh dear, how sad.

859. Re: Jinnee

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 21:59:24 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <4016e3bc83fb4c0@europe-shareware.org>
Source record: 21047

Hello,

in article <BC3BDC97.D2F7%derryck@nospam.cix.co.uk.invalid> (comp.sys.atari.st),
Derryck Croker wrote on Tue 27-01-2004 15:33 (GMT):

> Just for the record, jinnee was translated by DDP Translations, AFAIK
> TransAction haven't been active for some time.

But we are still there :-)

Bad luck for us, some of the tranlators left TransAction to join some
DDP team ;-)

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
ST Magazine : http://stmagazine.org (French Atari fanzine)
Ric's HomePage : http://paricard.free.fr

860. Re: Jinnee

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 22:00:28 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <4016e3bc83fb4c1@europe-shareware.org>
Source record: 21048

Hello,

in article <20040127140858.21852.00000962@mb-m06.aol.com> (comp.sys.atari.st),
Sf0218 wrote on Tue 27-01-2004 19:08 (GMT):

> Hey Pascal,
>
> Is that site being maintained? The links don't seem to be working.

Tell me which one(s) and I'll have a look.

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
ST Magazine : http://stmagazine.org (French Atari fanzine)
Ric's HomePage : http://paricard.free.fr

861. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 22:02:40 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4016df6f$0$4263$c30e37c6@lon-reader.news.telstra.net>
Source record: 21145

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:fkhfxsN0ykFAFwSW@btinternet.com...
> In article <401647bb$0$4268$c30e37c6@lon-reader.news.telstra.net>,
> Clockmeister <no-one@nowhere.com> writes
> >What could you do with a 1Mb ST that you couldn't do on a 1Mb Amiga back
> >then?
>
> Run a MIDI sequencer reliably. On an Amiga you'd need an additional
> interface, and it still wouldn't be as good as Cubase.
>

And for creating MOD's using trackers, Paula was much more suited to
creating and playing back samples then that YM POS. There were more people
creating MOD's on their 1Mb Amigas then Atari users using their MIDI port,
I'm willing to bet.

862. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 22:33:37 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0401271433.590f8ebb@posting.google.com>
Source record: 21049

Petr Stehlik <pstehlik@sophics.cz> wrote in message
news:<pan.2004.01.27.16.54.32.906156@sophics.cz>...
> On Tue, 27 Jan 2004 07:56:32 -0800, Joakim H?gberg wrote:

> > I think he was refering to that you must first own hardware capable of
> > running linux.
> > IMO a very valid point.
>
> Does that mean that Free software solution for any (and also the cheapest
> available) hardware is still not good enough for the remaining few Atari
> users?

It means that those who haven't yet got an appropriate machine to run
aranym needs to get one in order to benefit from this deal. That is
what I think Lp was suggesting.

> Does it mean that we were expected to actually GIVE AWAY new Athlon
> powered machines with preinstalled ARAnyM/AFROS for _FREE_?

What even gave you that idea?

> Are you guys serious or are you living on another planet?

Please read my reply one more time. I tried to clarify what I think Lp
meant, I don't think I deserve this kind of response.

Regards,

Joakim

863. Re: the real situation (was Re: Aranym)

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 23:07:27 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <TiBRb.2418$%x4.346517@news.siol.net>
Source record: 21046

Petr Stehlik wrote:

> I have tried to be as technical as possible in this sub-thread started by
> Didier. There wasn't any personal attack from me, no superiority or
> anything like that. I have just tried to explain that while most emulators
> of existing machines try to keep the speed of emulated environment same as
> the original machine, ARAnyM is different - it doesn't emulate any
> existing machine and so it can run as fast as possible :) Thus comparing
> CT60 with ARAnyM on "a PC" is like comparing apples and pears simply
> because the speed of pears is unknown ;-)

But the speed of pear is not unknown. On Aranym page it nicely say, AMD Athlon 1800+. Voila, fixed speed. And all we said is that 60-80% CPU speed is not accurate, since its actualy from 4-9%, depending on CT60 speed (60, 66, 72 or 100mhz + different bus speeds). Or CPU only values, which will differ as well. But u are right in one thing, pear speed is odd incase u use anything except Linux.. no JIT, probs on Macs etc, altough aranym said "on any machine" Those are some of probs, which actualy noone want to admit loudly... And using lowest possible values instead of highest, its little psychological rochade, to impress ppl. Now i guess the correct ratio in this case is> 9% on athlon 1800+ vs 5-7% on ct60 66mhz with DSP and 60-80% without DSP. If u want to correct us and educate us, please do it honestly.

And i repeat, i have NO problem with Aranym. I do have a prob with Aranym team to be honest. If we say that Aranym is not new Atari, or show ANY difference in opinion as Aranym team, this happens... Simply no room for any diference there.. After last burst of expresisons etc in MiNT list, i simply deleted Aranym from hdd... And on end, calling Aranym virtual machine, or just Aranym, and/or Milan GEM compatible instead new Atari is NOTHING bad! I dont mean they are inferior because of that name, its just a fact. Like pear is pear, and apple is apple. Teste decide which is better on end.

864. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 23:18:36 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <bv6rl3$ocjf6$1@ID-116694.news.uni-berlin.de>
Source record: 21050

Petr Stehlik wrote:
> On Sun, 25 Jan 2004 14:43:11 +0000, Kenneth Medin wrote:
>
>>Remember that Linux can run on genuine Atari hardware as well! And, as
>>you actually need TOS to boot Debian m68k things get a bit complicated...
>
>
> This is not true. LILO was developed long time ago.

Hm, does that mean I can get a genuine Linux boot by just instructing
HDDriver to boot from the Linux partion?

On the other hand HDDriver sure is a TOS program, anyway...?

On the third hand (Shiva??) afaIk you can't set videomode for my et4000
from within Linux. So it's best to use bootstrap anyway.

>>Is Linux just an emulator running on top of TOS.
>
>
> you are making it even more confusing than it was :)

Think what would have happend if Atari made computers with Power-PC
processor... :-) emulators all over the place...

>>And now comes the funny part... Aranym is present on Debian m68k so in
>>fact you could perhaps run Aranym on real Atari hardware as well!
>
>
> sure. The source code is even partially prepared for running on m68k based
> machines at full speed of the host CPU (similar to VMware). But there is
> noone working on finishing it. Maybe you could join the team and make
> ARAnyM running on your TT030 at full speed for the NAS?

Cool... I don't think I'm up to the task but actually all this stupid
nonsens about what is an emulator or not makes it tempting to really get
Aranym working on genuine Atari hardware... :-)

>>Aranym is available via APT (Advanced Packaging Tool) in m68k and it
>>installed just fine but exited with errors when I tried to run it...

> what version on what OS? Have you reported an error to Debian BTS? Is
> anybody working on fixing it?

Debian Sarge m68k on the TT. I'm right now doing a dist-upgrade on it
that has been going on for more than 24 hours... First 150 MB data via
APT on nullmodem and since this morning it's truggling hard to unpack

and install. Right now "Unpacking replacement wenglish ...".

>>I would really love to se Aranym running on my TT just for fun... Who
>>knows, it might be usable as JIT should not be needed :-)
>
>
> See above. Everything is possible if interested guys start working on it.

That would be some sort of Falcon emulator where normal tasks would run
at descent speed?

>>It brings the possibility to get a TOS compatible computer without the
>>need to search around for old second hand stuff. Eventually all genuine
>>computers with the Atari label on them will come to a halt.
>
>
> Most folks either don't realize that or are willing to stop using their
> favourite OS at that time.

And lose there old data as well!
--
Kenneth Medin

865. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 23:24:33 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <RqCRb.10745$hV3.7353@amsnews05.chello.com>
Source record: 21051

Joakim H?gberg wrote:

> Petr Stehlik <pstehlik@sophics.cz> wrote in message
> news:<pan.2004.01.27.10.37.42.246840@sophics.cz>...
>> On Sat, 24 Jan 2004 22:44:07 -0500, lp wrote:
>
>> > It's marketed > as "free" but that's misleading if you don't already
>> > have a linux box.
>>
>> Excuse me but this is a complete BS. You never paid us a dime but you
>> downloaded and tried aranym. If it wasn't free ("free-as-beer") you
>> wouldn't able to do that.
>
> I think he was refering to that you must first own hardware capable of
> running linux. Not questioning whether or not the distribution of
> related host OS, emulating layer, the Atari OS FreeMiNT, etc are free
> or not.
>
>

Petr is completely right.

Has there ever been hardware that was free? (please dont mention cellphones)

LP could as well blame all free atari software that you had
to buy a atari computer to run it.

BTW.

I spent a few hours on installing the afros on a laptop
and on a desktop.

I am very happy that I can go on writing for my favourate
platform, even when all my ataris crumble to dust.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

866. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 23:44:28 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2004.01.27.23.44.28.174834@sophics.cz>
Source record: 21052

On Wed, 28 Jan 2004 00:18:36 +0100, Kenneth Medin wrote:

>> This is not true. LILO was developed long time ago.
>
> Hm, does that mean I can get a genuine Linux boot by just instructing
> HDDriver to boot from the Linux partion?

No, no HDDriver is necessary. LILO boots directly from the boot sector of your HDD, just like on other (ia32) machines.

> afaIk you can't set videomode for my et4000
> from within Linux. So it's best to use bootstrap anyway.

I agree that bootstrap.ttp is better than LILO but I wanted to point out that LILO is actually available for Atari machines. I know it was a lot of work to develop it and it's a bit sad that nobody uses it.

> Think what would have happend if Atari made computers with Power-PC
> processor... :-) emulators all over the place...

very true. But since it would be made by Atari nobody would complain ;-)))

>>>I would really love to se Aranym running on my TT just for fun... Who
>>>knows, it might be usable as JIT should not be needed :-)

> That would be some sort of Falcon emulator where normal tasks would run
> at descent speed?

well, I hate to hear "Falcon emulator" when we talk about aranym but it's all my fault so I need to cope with that. Anyway, current aranym, if it worked on TT, would probably give you an emulation of VIDEL and DSP but I don't think you'd be able to actually run something using those chips at a decent speed. Access to all hardware registers would have to be emulated and so any program accessing them often (like e.g. operating system) would be slow as hell. This is a general problem of all virtual machines, BTW. That's why I suggest to buy a FAST host machine for ARAnyM :))

Petr

867. Aranym on Suse/Linux/KDE

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 23:56:10 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <uUCRb.10951$hV3.9567@amsnews05.chello.com>
Source record: 21053

Hi

I have just uploaded to my homepage a short description
of how to install the afros on a Suse Linux/KDE box with
a minimum of fuz.

It is meant for people like me who recently acquired such
a system. I didnt want to buy Windows XP.

No commandline usage is needed.
So it is in the true atari GEM spirit. ;-)

I now have a nice and fast Atari notebook with colourfull XGA screen.
I think I'll bring it with me to the Dordrecht Atari Dag.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

868. Re: the real situation (was Re: Aranym)

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 23:56:41 UTC
From: Misha <misha.s@sezampro.yu>
Message-ID: <bv6ttl$t00$1@news.eunet.yu>
Source record: 21055

On 27-Jan-2004, Petr Stehlik <pstehlik@sophics.cz> wrote:

> BUT! If you happen to get some real cheap PC hardware don't
> hesitate to buy it (say Athlon 2GHz for $299) and be assured that thanks
> to ARAnyM you'll be able to turn that box into FreeMiNT/GEM workstation
> that will run most software you are familiar with better than you expected
> and that will allow you to do more things easier than you were used to on
> the old Falcon.

Bravo Petr !!!
I realy enjoy to use Aranym !!!

Regards Misha !!!

869. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-27 23:59:36 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <cZCRb.4178$bX5.3943@bignews6.bellsouth.net>
Source record: 21054

> > No, twits like you simply need to get over yourselves and realize that
> > people like us would still not have bought Amigas even if we had an
> > infinite amount of someone else's money to waste.

I didn't get an Amiga back when....because they cost a bloody fortune that I did not have at the time, and the only thing the campus Amiga heads were interested in were hacked games.

Instead, I got an ST with a Super Charger DOS box, and a Spectra GCR. Later traded all that in for a Falcon. My PC/Mac frends were envious as I was running 3 systems, faster than the real thing, for the price of one high end Amiga...minus any PC-DOS bridgeboard.

Now, I have an Amiga 2000 to go with my Ataris and PCs. Someone was using it for a door jam in his garage. It's pretty neat; althoe I'm having a booger of a time getting it to see a CD-ROM drive or read-write MS-DOS disks. The more I download from aminet, the more I realize an average user can't install any of this stuff and get it working. It's all poorly documented, assumes you know Amiga DOS inside and out, often doesn't work unless you have some specific version of ROMS, Workbench, etc...and repalce this thinggy with that thinggy and hack up a script or two.

I'm looking forward to learning....but so far it's taken a lot more time/money than I care to spend on it.

With my Atari machines...I had entire networks set up in the time I've spent just trying to connect a CD drive to this Amiga. I slapped together a 5 synth studio with synced tape decks and was producing music in less than 2 hours....but with the Amiga....I'm still trying to figure out how to tell software and the OS the difference between my Multiface ports and the built in ones.

The Amiga OS is so much more complex for the user...which I'm sure is a good thing in that in theory, it can do more. It's really hard to figure out, and things just aren't documented very well. Get a book? I did! Four of them, and they appear to be written by and for programming gurus. I'm learning....but slowly.

I've also noticed the Amiga has lots of stuff that just doesn't work. I.E. Set it for all these cool colors it's supposed to support, and the thing runs so slow it hurts. For a reasonably snappy work bench....things are about equilvilant to an ST. One app, 2 to 16 colors, and not much real estate area on the screen.

I'm having better luck with the Amiga Forever Emulator! Now that's been fun/cool....I just wish the sound was better.

Brian

870. Re: Jinnee

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 00:02:31 UTC
From: Chuck <dummy@address.com>
Message-ID: <40172958@news.greennet.net>
Source record: 21056

For translations try
dennis.vermeire@gmx.net
he can translate most languages into English swear words

871. Re: the real situation (was Re: Aranym)

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 00:19:26 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2004.01.28.00.19.25.962494@sophics.cz>
Source record: 21059

On Wed, 28 Jan 2004 00:07:27 +0100, Janez Valant wrote:

>> CT60 with ARAnyM on "a PC" is like comparing apples and pears simply
>> because the speed of pears is unknown ;-)
>
> But the speed of pear is not unknown. On Aranym page it nicely say,
> AMD
> Athlon 1800+. Voila, fixed speed.

well. When I started working on ARAnyM I had a Duron @ 600. Now I have a Thunderbird (IIRC, simply an Athlon XP family) @ 2300 and I am looking for a cheap upgrade to Barton @ 3200 (still Athlon XP family, but running at 400 MHz bus speed). So there is no fixed speed at all. My personal ARAnyM increases speed every couple of months for a few bucks (I always sell the previous CPU to somebody else :-).

> is not accurate, since its actualy from 4-9%, depending on CT60

Aha, now I get you. Your point is that CT60 with Falcon's DSP can replay MP3 with lower CPU load than ARAnyM @ 1800. Well, this is quite possible! Yes, I don't have a problem with that. Simply because when it's 7% or 9% the difference is close to none - I remember when the MP3 replay load dropped under 30% the machine was normally usable and that's the key.

But I admit again that it's perfectly possible for CT60 with DSP to beat ARAnyM @ 1800 in MP3 replay. I hope you all are happier now :-)

> aranym said "on any machine" Those are some of probs, which actualy
> noone want to admit loudly...

Hehe. The ARAnyM is designed to run everywhere. But _I_ happen to use linux and so _I_ make it running on Linux (same for Standa and Milan, BTW). Other guys (like Francois and Stefan) with Mac make it running on Mac. It also happens to run on Cygwin for Windows, FreeBSD and perhaps on more systems, but there are no active hackers for these platforms, AFAIK.

BTW, you might be missing the point - this is not commercial software and it is not sold with a guarantee that it works on any machine - this is an open source project and volunteers making it running on other platforms than those the main developers use are very welcome. I repeat - it's easily possible to make it running on just about anything - but not if there is no interest and no developer.

Same message I tried to send for all the other open source projects out there - HighWire, TeraDesk, XaAES, FreeMiNT, [fo]VDI, EasyMiNT, SpareMiNT and god knows what else is being done for the remaining atarians for free - they all deserve your attention and interest and a helping

hand. Think about it.

> of highest, its little psychological rochade, to impress ppl.

Yes! I wanted to impress people and I wanted to show the ARAnyM in the best possible light. I want users to join it and you already know why. But the numbers aren't fake and I'd love to repeat tests with my current @2300. And most importantly - the benchmarks are just bunch of numbers. What's important is the portability, ease of HW upgrade, stability and generally more modern extensions and peripherals. Simple example: Atari (erm. GEM compatible desktop) hooked to internet via WiFi PCMCIA card...

> guess the correct ratio in this case is> 9% on athlon 1800+ vs 5-7% on
> ct60 66mhz with DSP and 60-80% without DSP. If u want to correct us and
> educate us, please do it honestly.

I love to repeat for third time that CT60 beats ARAnyM @1800 in MP3 replaying. And I congratulate to the author of the greatly optimized DSP routines (Didier? You rule man!) since it's his credit.
BTW, Didier also developed sound support for ARAnyM and we're grateful for that.

> I do have a prob with Aranym team to be honest.

that's perfectly OK. We are just another guys. BTW, the team is sometime inconsistent in the press releases and everyone of us talks for himself only - so feel free to name the one you have prob with, we are OK with that :)

> And on end, calling Aranym virtual machine, or just Aranym, and/or Milan
> GEM compatible instead new Atari is NOTHING bad!

Well, it's actually perfectly right to call ARAnyM a virtual machine. Have I ever said otherwise?

Ah, I just got it - you want us to remove the "Atari" word and call it a "GEM compatible machine". Well, you're damn right. The Atari is so long dead that using their name for a new virtual machine like ARAnyM is was actually a bad decision from the marking point of view.

Now we can start thinking about renaming the project, right? Atari Running on Any Machine is wrong - it's definitely not atari, and we can't fulfil the "any machine" without volunteers so we fail. How about GREMLIN? GEM running on LINux? (no, it's not a typo - GEMLIN would be a bit dry, gremlin sounds cooler to me :) LOL

Petr

872. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 00:25:56 UTC
From: atarilp@hotmail.com
Message-ID: <45bf3e0.0401271625.55bdb29a@posting.google.com>
Source record: 21057

Petr Stehlik <pstehlik@sophics.cz> wrote in message
news:<pan.2004.01.27.16.54.32.906156@sophics.cz>...
> On Tue, 27 Jan 2004 07:56:32 -0800, Joakim H?gberg wrote:
> > I think he was refering to that you must first own hardware capable of
> > running linux.
> > IMO a very valid point.
>
> Does that mean that Free software solution for any (and also the cheapest
> available) hardware is still not good enough for the remaining few Atari
> users?

I have limited space, limited budget. Already 3 complete systems in one room.
Plus an O2 not even setup. You really expect EVERYONE to run out and
buy more boxes with yet another OS they are not familiar with?

> Does it mean that we were expected to actually GIVE AWAY new Athlon
> powered machines with preinstalled ARAnyM/AFROS for _FREE_?

That's up to you.

> Are you guys serious or are you living on another planet?

I'd ask the same of you. The "any" in the name is mis-leading as it don't run
on anything but linux to where I'd deem it useable.

> Maybe we should start selling the ARAnyM right now, say for $400
> (that would actually be underpriced, but we must have a competitive price
> to sell large amounts, right?). Maybe it would be accepted better then.
> And I must not forget to create the killer ARAnyM-only application :)

I'm sure whatever killer app you came up with could be utilized on the host system
directly, like DVD playback. A killer app to me would be a real web browser.
If you got time for that, go ahead and amaze me.
I would focus more on bug squashing, and making it work on "any" system.
I have macosx and I will not buy a linux box to tinker with an emulator.
Hatari works, they must have a mac guru in that camp.

873. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 00:27:29 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <RIDRb.130541$sv6.691092@attbi_s52>
Source record: 21058
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

> BTW, Spam is associated with e-mail, not news groups.

Actually this is not true, here is how dictionary.com describes spam:

"Unsolicited e-mail, often of a commercial nature, sent indiscriminately to
multiple mailing lists, individuals, or newsgroups; junk e-mail."

Here is the url, in case you would like to verify this:

http://dictionary.reference.com/search?q=spam

Just an FYI.

In the end, all this pointless bickering does is make this newsgroup look
bad as the size of the discussion thread
outweighs anything Atari-related... and that's a shame.

874. Re: the real situation (was Re: Aranym)

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 00:27:41 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2004.01.28.00.27.41.173575@sophics.cz>
Source record: 21060

On Wed, 28 Jan 2004 01:19:26 +0100, Petr Stehlik wrote:

> The Atari is so long
> dead that using their name for a new virtual machine like ARAnyM is was
> actually a bad decision from the marking point of view.
^^^^^^^
I wanted to say "marketing" but it's too late in night so even re-reading
twice didn't catch that typo. Sorry.

Petr

875. Re: Aranym on Suse/Linux/KDE

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 00:34:13 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2004.01.28.00.34.12.416127@sophics.cz>
Source record: 21063

On Tue, 27 Jan 2004 23:56:10 +0000, Henk Robbers wrote:

> I have just uploaded to my homepage a short description
> of how to install the afros on a Suse Linux/KDE box with
> a minimum of fuz.

Thanks, that's very useful thing. Will add it to aranym links page.

> I now have a nice and fast Atari notebook with colourfull XGA screen.

I am glad you overcame the initial problems. When you get some free time
you can even try installing EasyMiNT (there is another guide, see the
Aranym links page).

Petr

876. Re: Monochrome games list?

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 00:40:14 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <bv70de$a1u$1@thorium.cix.co.uk>
Source record: 21061

mbricout_A@T_roadrunner.nf.net (Michael) wrote:
> D.C. wrote:
> > I'm interested in playing a few mono games on my Stacy, but I have no
> > clue which games are mono compatible and which aren't. Any suggestions?
>
> As far as I know, all of the ST adaptation of Sierra's adventure games
> are mono compatible. ie: King's Quest, Leisure Suit Larry, Space Quest
> series.
Also Krabat chess (german) and Balance of Power - also Super Breakout was
the best Arkanoid clone I remember.

rgds
H

877. Re: ARANYM

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 00:43:52 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2004.01.28.00.43.52.188157@sophics.cz>
Source record: 21062

On Tue, 27 Jan 2004 21:55:29 +0000, SF0218 wrote:

> I downloaded the afros cd....it's pretty cool. I don't understand how to set
> aranym to use the full screen. The Atari machines automatically do this, it
> seems.

I'd be glad if all problem reports were directed to the aranym-user
mailing lists. I really don't follow this newsgroup (unless I am told to
look at an interesting thread :) so you might as well stay here without an
answer.

To the subject: ARAnyM on the Live CD is set to boot in fullscreen. The
DSL setup asks for X-Windows resolution during boot, though. Try to set it
to 800x600 since I set the fVDI to 800x600 as well. At least I think so.
Also it seems to depend on the X server - the framebuffer one behaves
differently than the VESA. And another thing - EmuTOS boots in 640x480 and
it doesn't switch the X server to fullscreen for the small time period.
Well, these are all limitations of the general X servers included on the
LiveCD - I can assure you that on my finetuned setup with a nVIDIA card
ARAnyM runs in fullscreen from 640x400 up to 1280x1024.

So for this live CD beta version: select the VESA X-server, choose
800x600 resolution, close your eyes for the 8 seconds of EmuTOS booting
and as soon as fVDI is activated you should have the desktop in fullscreen.

Petr

878. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 01:04:12 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2004.01.28.01.04.10.992671@sophics.cz>
Source record: 21064

On Tue, 27 Jan 2004 16:25:56 -0800, Lonny Pursell wrote:

> I have limited space, limited budget. Already 3 complete systems in one room.
> Plus an O2 not even setup. You really expect EVERYONE to run out and
> buy more boxes with yet another OS they are not familiar with?

No. That wasn't the goal. Current beta versions of ARAnyM are best for those that already have a non-Atari machine handy. I don't want anyone to go buying more boxes, sure not. What I say is:

- if your atari computer dies, and you can't get a replacement, ARAnyM can get data from your harddrive and even allow you continue using it like you were used to on the real Atari.

- if your atari computer is not fast enough, you're missing RAM, resolution, harddisk space, network connection or anything else and you simply decided to buy a PC because you can't get an Atari like computer - then there is ARAnyM for you that can save you from the windows hell.

This is what I say about current ARAnyM.

And if ARAnyM was ever finished then I could say "OK, go to any shop, buy any hardware, get this CD and it will install AFROS on it so you'll boot to your familiar desktop". You know this is the final goal but you still complain.

>> Does it mean that we were expected to actually GIVE AWAY new Athlon
>> powered machines with preinstalled ARAnyM/AFROS for _FREE_?
>
> That's up to you.

I started collecting money already, don't worry.

>> Are you guys serious or are you living on another planet?
>
> I'd ask the same of you. The "any" in the name is mis-leading as it
> don't run on anything but linux to where I'd deem it useable.

I can just ask you to re-read my other post about this very topic. I think the subject is "the real situation".

I really enjoy your complaints - it sounds like I owe you something. Like I sold you ARAnyM, you paid scary money, then unpacked it at home and found out it didn't work on your *any* machine. Luckily I explain this in the other post ("the real situation") as well. Please do me a favor and don't reply here, I'd hate to repeat myself again.

> host system directly, like DVD playback. A killer app to me would be a
> real web browser. If you got time for that, go ahead and amaze me.

We are just a small part of the whole machine that produces
"atari" software for free. If we develop ARAnyM we do that to allow others
develop more applications using the ARAnyM. You know it. I told it so many
times. So I believe our work on ARAnyM actually helps bringing you a real
web browser, even if the help is indirect.

> I would focus more on bug squashing, and making it work on "any" system.

I am glad you volunteer.

> I have macosx and I will not buy a linux box to tinker with an emulator.

I remember your arguments from MiNT list and from here last time we
discussed it. I apologized to you several times already. I really don't
want you to buy a linux box, I swear! :)

> Hatari works, they must have a mac guru in that camp.

And? Should I hire him?

Oh well. How long will it take you to understand the situation.

Petr

879. Re: Dumb TT Questions

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 01:46:16 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <IvERb.31301$Wa.3030@news-server.bigpond.net.au>
Source record: 21065

"Jim DeClercq" <jimd@panix1.panix.com> wrote in message
news:bv69p9ebs1@reader2.panix.com...
> Some people reported problems with Quantum Fireballs, not in being
> recognized, but in having id negotiation that could not be disabled.
> They were recognized, but you could not boot from them, because they did
> not have a static address. Do not know what model numbers were involved.
>
> Nobody has reported problems with an IBM drive.

Ahhh, now I remember. The IBM drives I remember a few years ago having
similar problems. This was on a server trying to use an Adaptec RAID card.
Because the ID's kept changing, well you could imagine. All of these drives
work OK on the Falcon. Of course they are not boot drives in that instance.

>
> You really need to have data sheets on your drives. They can be found by
> drive part number on the www. They will tell you where other relevant
> jumpers might be, such as parity, which could be the problem here.

Got em;-), all avaliable using Google. All very basic one of the Quantums
only has ID0,1,2 and TE. Could not be easier.

>
> One of the jumpers usually is for powering internal termination, which is
> probably why your TT does not have the resistor packs. It didn't need
> them.

OK. Makes sense.

>
> Will send the requested e-mail address if I have it in the next few
> minutes. Got my memory sticks from networks@networks.com, and when I got
> mine, they had more.
>
> You may have seen the posting that pointed out Neils Trettin is in it for
> the money, and buys and sells under several names. What he sells seems to
> be OK, but the memory sticks that go into it can be problems. Those data
> sheets are also on the www, to help you resolve problems, and some number
> on the memory stick will get you to it.

Does he sell the cards or just the Simms?
>
> Last I looked, people were still selling VME Ethernet boards, but at the
> prices they originally sold for, which matches the prices the machines
> sold for. A TT originally sold for close to $1000 USD, and the TTM195
> monitor for another $1000, so spending $500 on an ethernet board, or e.g.

> $1000 on an OCR program, was not so out of the question.

The whole unit coust me $190. I had a ECL monitor donated to me last year.
Not bad I think.

>
> My TT has a 2.1 gig seagate drive, and uses a 4.2 gig external drive under
> MiNT.
>
> Jim
>
> Mark Bedingfield <mark@computercom.com.au> writes:
>
> : I have been unable to get any of my 2.1 gig drives working.
Internaly or
> : externally. These are 2x Quantum Fireballs (TM and SE I think) and 1x
IBM UW
> : drive. I have set all to ID 0 and tried with or without termination.
>
> : I did get a zip drive and a 4x CDRom working happily. But apart from
the
> : old 200 meg drive no luck.
>
> : I did note that the termination resistor pack had been removed from
the
> : Mainboard. Any idea's? I will try a 500meg drive tonight to see if there
is
> : any difference.
>
> : Also, does anybody have an e-mail address for this gentleman selling
> : TTram boards?
>
> : Thanks again
>
> : Mark Bedingfield
>
>
>
> --
> --
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .
>

880. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 02:32:22 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0401271832.4cb33507@posting.google.com>
Source record: 21066

Henk Robbers <h.robbers@chello.nl> wrote in message
news:<RqCRb.10745$hV3.7353@amsnews05.chello.com>...

> > I think he was refering to that you must first own hardware capable of
> > running linux. Not questioning whether or not the distribution of
> > related host OS, emulating layer, the Atari OS FreeMiNT, etc are free
> > or not.

> Has there ever been hardware that was free? (please dont mention cellphones)

Indeed not, and I actually think that was the point here really.

I can understand this, since I have had the same thought myself, that
the system does have costs, even if the software is completely free.

Not trying to start a war here, just adding my 2 cents.

/Joakim

881. Re: Monochrome games list?

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 05:01:10 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0401272101.2ae91e89@posting.google.com>
Source record: 21067

d_mango1@yahoo.com (D.C.) wrote in message
news:<6d40f6fd.0401271050.35d73e6a@posting.google.com>...
> I'm interested in playing a few mono games on my Stacy, but I have no
> clue which games are mono compatible and which aren't. Any suggestions?

A couple of months ago I sent a couple of Mb of freely distributable
games to another person with a monochrome monitor. If you have a
computer (not necessarily an Atari) with both a hard drive and an
Internet connection email me privately. I believe I still have the
files easily at hand.

As to commercial games, a few do work in monochrome, but most will
not.

Galen

882. Re: DMA STE chip C398739-001A

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 07:07:36 UTC
From: Jason Davey <acs@webaxs.net>
Message-ID: <bv7n3g$1gcu$1@arachne.labyrinth.net.au>
Source record: 21068

"Chris Holland CiH" <ciholland@talk21.co.uk> wrote in message
news:927978b.0401270923.151b5c88@posting.google.com...
> > "Pablo MORAN" <pablomoran@wanadoo.es> a crit dans le message de news:
> > BC3B6CCF.BBA7%pablomoran@wanadoo.es...

> I can assure you that the bugged DMA does NOT discriminate between
> officially badged Atari hard drives, and their third party
> counterparts! ;-) It corrupts both equally! The drive in question was
> an early series Atari 'SH' model.

Yes I had the same experience.
I plugged my 'official' SH Atari HDD into a 520STE and I lost ALL my data
instantly! Not impressed!

883. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 08:23:56 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bv7rvc$55$1@reader08.wxs.nl>
Source record: 21069

Clockmeister wrote:

>>You're really drifting into silly statements. If the software causes a
>>bus error, an address error or anything like that, the OS cannot "trap"
>>this any other way than to report this and kill the program. TOS does
>>this with bombs.
>
> No, a proper OS gives you the option of killing or suspending the rogue
> application whilst leaving the rest of the system intact. Had you ever
> seriously used an Amiga you would understand how this works.

I never saw the "Guru" ask me to suspend an application that caused a
processor violation. Rightfully, since this would be an extremely silly
option.

> Perhaps you would also understand how my Amiga with OS2.0 operated for two
> weeks without having to reboot after two applications which had crashed were
> suspended by the OS.

If an application bombs out on an Atari, you don't have to reboot
either. Actually, in the time I did seriously use an Amiga, the system
usually didn't recover very well from the guru meditations.

> Regardsless, 1.3 featured smooth multitasking and could run software at
> various resolutions on different screens. If you don't think that is cool or
> useful then you are a twit, seriously.

[troll-response-mode on] MiNT has Vconsoles and can start and stop the
AES (gui) at will. My system is cooler than yours blah blah.
[troll-response-mode-off].

> From your comments it is plainly obvious that you do not know much about
> modern operating systems

Probably.. that must be why I am the system administrator and Linux
consultant here, and run my own webhosting company on the side, managing
a NetBSD server.

> and how they work which also explains why TOS would
> be so appealing to you.

I do prefer Linux (and OSX and MiNT) over plain TOS. I just never liked
Amiga's attempt at an operating system very much. It was ugly, slow and
unstable. And if it's only ugly, slow and unstable to someone who
doesn't know much about modern operating systems, it still sucks.

> I don't hate Atari's, on the contrary, but I do know how to spot illinformed
> bullshit when I see it as I have owned and used both systems.

Me too, and I know how to spot trolls.

Feeding time is over. :)

Maurits.

884. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 08:25:49 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bv7s2s$55$2@reader08.wxs.nl>
Source record: 21070

Clockmeister wrote:

>>An ST can even do that with 512K. :)
>>
>
> Bombs away...

I see you can only spot illinformed bullshit in other people's posts,
not your own.

Maurits.

885. Re: Those damn Americans!

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 08:55:32 UTC
From: Mike Kerslake <usenet@kerslake.plus.com>
Message-ID: <1gnki4dzsyd1x$.ucs0a49bmch7$.dlg@40tude.net>
Source record: 21071

On Tue, 27 Jan 2004 11:55:06 +0100, Rodolphe Czuba wrote:

> hum each of us has or search a style of life...
> Mine may be in the style of Oklahoma... I mean I prefer a poor 56K phone
> internet connection and living in a great place like montain or forest.

Have to agree with you. The last two places I have lived have been very
rural, very quiet, very crimefree, very lovely really. No chance of me
going back to live in a city which I did for 9 years before.

> This time, I'm at 3 kms of a city, so I use a 512Kbit line for internet, but
> if I have to loose this speed, I agree if I win a better place far ...far
> from noisly cities...

Ironically, because of a Welsh Government IT initative, our telephone
exchange is near to the end of a big 'pipe' and we can be enabled for
broadband if just 150 people sign up for it. So far we have 76 in just a
few months!

Mike Kerslake
Pembrokeshire, WALES

886. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 09:06:09 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2004.01.28.09.06.09.459436@sophics.cz>
Source record: 21072

On Tue, 27 Jan 2004 21:57:07 -0500, lp wrote:

>> And if ARAnyM was ever finished then I could say "OK, go to any shop,
>> buy any hardware, get this CD and it will install AFROS on it so you'll
>> boot to your familiar desktop". You know this is the final goal but you
>> still complain.
>
> I complain because your website lumps all machines and current clones
> together as useless. I'm sorry but that is how it comes off and I am
> not the only one that interprets it that way.
>
> Then people come here pushing this like I'm some how missing out cause I
> choose to use older Atari hardware. That's almost offensive.

I think you already suggested me in a private mail to reformulate the title page of aranym website. I agree and will do it, I promise (feel free to remind me in a week if it's not changed, I am very busy with my regular job these days but I'll try to do something over the weekend).

>>> I would focus more on bug squashing, and making it work on "any"
>>> system.
>> I am glad you volunteer.
> That was a suggestion, I was not volunteering.

My mailbox is full of suggestions. I myself create suggestions for ARAnyM, too. I even put some of my own suggestions to the TODO file. Note that ARAnyM does not make any money, we even pay for it by our time, so you can keep suggesting but can't expect anything. Same goes for other projects. That's why I called for an active support and help for all free projects on our platform.

> I pointed a friend to the site, who don't even have any Atari's and said
> simply, go here and come back and give me your impression. You know
> what, he came back saying the site implies to much, well he actually
> used the word "lies".

If somebody is not familiar with the situation in the "Atari" world it's hard for them to understand.

>>> Hatari works, they must have a mac guru in that camp.
>> And? Should I hire him?
> Maybe ask him for some help?

Hell! Why should _I_ ask him for some help? I don't own Mac! I think that _you_ should ask him for some help, or basically those that want ARAnyM running on Mac should do that. Do you get it? I don't owe you ARAnyM for Mac OS X, remember that please.

BTW, we have at least three guys working actively on the Mac OS X version of ARAnyM now. Actually ARAnyM always worked there but the state of the build tools don't allow easy building of it, it seems to me (judging from the aranym-dev mailing list).

>> Oh well. How long will it take you to understand the situation.
>
> I understand the situation completely.

No, you don't. This is not about words "emulator" vs "virtual machine", "Atari" vs "TOS" vs "GEM". This is about Free software in general. You ask the authors to do something they have neither resources nor direct interest in, you blame them for unfulfilled promises but you're just sitting there. This does not work in Free software world, I am afraid.

> Needless to say, I don't deem it worthless and realize it can be or is
> used to benefit the platform. I however won't view it as TOS hardware
> or the future, or if it is the future, in it's present form it's still
> an emulator to me. So every time someone comes here trying to pass it
> off as TOS hardware you can expect this sort of response from various
> people.

I am OK with people that call it Emulator. I am OK with guys that don't want to run it. But I hate to hear that it's our fault that ARAnyM does not run on your machine and that we failed completely since "ANY" does not work. BTW, have you tried running ARAnyM on Linux for Mac? Just asking, not suggesting anything...

Also, I explained many times very clearly why ARAnyM runs on top of another kernel instead of driving the hardware by its own. It's all about the amount of work required to get it running and to support the broad range of available hardware. Those that blame us for using an underlying kernel and its HW drivers must be complete ignorants - either in technical computer background or in listening to what others say in discussion, or even in both.

Petr

887. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 10:37:46 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1075316836-84551AEicMi@gmx.net>
Source record: 21086

From: "Kenneth Medin" <kennethm@tripnet.se>
Date: Sun, 25 Jan 2004 14:43:11 GMT

Hi Kenneth,

>Remember that Linux can run on genuine Atari hardware as well!

No, not really. I think the correct expression is "crawl slowly forward".

>> But tell me this: what new Aranym brings to scene, apart from speed?
>
>It brings the possibility to get a TOS compatible computer without the
>need to search around for old second hand stuff. Eventually all genuine
>computers with the Atari label on them will come to a halt. At that time
>maybe it will be possible to run Aranym on an IBM compatible emulator or
>other kind of virtual machine, who knows...

"a TOS compatible computer" ??
Aranym is just another emulator, forget all the hype that's been created and
is surrounding it, at the end of the day you're running Atari programs on a
PC. There's nothing new under the sun really... people are doing this sort
of thing since 1994.

>This is all true but the distinction between hardware and software is not
>at all clear any more! Just think of CT60 that is actually running on
>"programmable hardware" whatever that means...

This could be food for a very long thread, but tell me what would you
prefer: a real Rolex, or a fake one ? I know what I would prefer ;-)

Cheers from Belgium
Dennis

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

888. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 10:38:56 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1075316840-85391AEicMi@gmx.net>
Source record: 21087

From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Date: Sun, 25 Jan 2004 11:18:53 +0000 (UTC)

>Yes, but I was saying that the Amiga isn't as good as a Mac. Do keep up.
>Mac OS, by the time of the IIx, was generally 7.1, which was
>multitasking,

I never owned or even used an Amiga, but it couldn't possibly be worser
then MacOS. No matter what incarnation of the MacOS is used and on what
hardware, it stinks. Multitasking and the MacOS are two words which don't
go together very well. In fact, IMO if you wanna see a Mac do some real
multitasking, then you better load MagiCMac. It's the living proof of how
bloated the MacOS is... oh and the same applies to that arse-kicking OS X.
It's even worser...

>and offered a lot of features we take for granted now.

Compared to what? MS Windows?

Jinnee beats the crap out of the OS 9.2.2 desktop in every aspect, and
let's not talk about the OS X desktop, that's a complete disaster.

Cheers from Belgium
DEnnis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

889. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 10:39:22 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1075316870-91235AEicMi@gmx.net>
Source record: 21090

From: webmaster@atari-users.net (webmaster at atari-users.net)
Date: 24 Jan 2004 13:26:52 -0800

>> I must admit the main reason I have not registred Aicq (by Hï¿½gberg) is
>> actually his complaints about Ben Smith's ads.
>>
>THAT IS NOT AN EXCUSE NOT TO REGISTER!!!!
>
>He has his right, as does everyone else to post there opinion in these
>groups.

Well, unfortunately in practice it works.
It's not the first time this "tactic" has been used here to stop a poster
posting his opinion. It seems that when a poster happens to be a programmer
or hardware developer he best has no opinion at all. Freedom of speech is
not everyone's right it seems.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

890. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 10:40:46 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1075316866-90415AEicMi@gmx.net>
Source record: 21089

From: "Misha" <misha.s@sezampro.yu>
Date: Sat, 24 Jan 2004 16:35:05 GMT

Hi Micha,

>Everyone who run Atari software,need :speed,high color graphics,16bit
>sounds network,and with Aranym you have everything !!!Also invest in one
>Aranym system is not expensive !!! (AMD 2600+ for example)

Just like Janez, I'm not everyone either.
You obviously like Aranym on your Linux powered PC, well, good for you. But I don't share your views at all. I'm an emulator-user also, next to the Mac is my trusty TT, do you know why? Simple, to run *all* the stuff which the emulator can't cope with....

Suggesting here of all places to invest in a PC simply put is beyond words, I don't give a toss how cheap it is, even if it was offered free to me I wouldn't touch it with a crowbar. A PC stands for everything I dislike in the computing world, and no, Linux powering it doesn't make one single bit of difference, it's just as bloated as Windows.

>and with Aranym you have everything

Everything is quite a lot Micha, I'm not going to list the things which you ain't got, because it would be a very long list. And since people here even start making noice about an oversized sig...

But let's put it this way; you are able to run a pretty nice bunch of apps under your emulator, if these are all you care about, then you are indeed a happy emulator user. If on the other hand you wanna run things which don't fit in that "nice bunch" category you've got a problem, a problem which can only be solved by original hardware. But then I presume like most emulator users you disregard this "little" issue...

Cheers from Belgium
Dennis
--


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derryck@cix.co.uk
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xlator@cix.co.compulink.co.uk
http://ddp.atari.org

891. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 10:42:56 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1075316844-86171AEicMi@gmx.net>
Source record: 21088

From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Date: Sun, 25 Jan 2004 15:00:11 +0000 (UTC)

Hi Richard,

>I agree about the resource forks /except/ that you can easily add an
>extension to the filename for non MacOS machines.

But this has nothing to do with it. Suppose you download a jpg picture from the web which was created with Photoshop - that stupid MacOS will try to open it with Photoshop - even if you, **the user** would rather like to use for example Photoline to open *all* jpg's. What it boils down to is that the user isn't in control anymore, but the lame OS.
Download a couple of MP3's from Kazaa, and click on them, iTunes won't open but that stupid slow and bloated Quicktime thingy... etc, and don't tell me to start thinking "differently", in this case "different" means stupid. It's only when one uses a system for a while that he starts noticing the flaws, the more I use the Mac, the more I love my *small* multitasking capable OS, with it's *small* extremely usefull future loaden desktop app. Jinnee blows away the OS 9 and OS X desktop.

>OS X kicks arse. But then it should, it's Unix.

About the only thing that OS X has kicked so far is the wallet of users who happen to be blinded by the light & hype surrounding it. You realise that this is the 3th update at 119 Euro a piece, even MS wouldn't get away with this!! Not to mention that Apple like they've always done in the past, have changed some bits and pieces, so that with each update a lot of software needs to be replaced (some more money out the window).

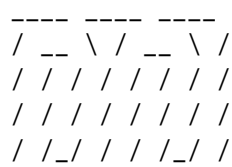
>OS 7.5 is poor, OS 8 sucks, OS 9 is good again. Performas were never very
>good, but the 8500-9600 models were great.

The 8500-9600 models came standard installed with OS 7.6 - 8.1, so according to your logic - great machines, let down by a poor OS? ;-)

Argue as much as you like about which computer has the best OS, the best OS is a acronym and doesn't mean a thing. The deciding factor in the end is the available software for it, the living proof of this is a PC with Windows, PC-users don't buy a PC because it has a great OS, it's the enormous software catalogue available for it... that's the important factor. And that arse kicking OS X hasn't got much to show yet as far as apps go, whenever you need to use an app which doesn't fit in the standard run of the mill stuff, you've got to revert back to good old OS 9.

Cheers from Belgium
Dennis

--



Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

892. Re: Mint Advice

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 10:45:08 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1075316874-92163AEicMi@gmx.net>
Source record: 21091

From: Adam Klobukowski <atari@gabo.pl>
Date: Wed, 21 Jan 2004 17:06:04 +0000 (UTC)

Hi Adam,

>>The problem with internet is that crap like this is available for download
>>as long as its hosted somwhere, this version doesn't do any justice at all
>>to MiNT, it should be removed and trashed.
>
>MacMiNT is a diffrent case. When I say: "KEMD, KGMD, MiNTOS, SpareMiNT,
>EasyMiNT" that are diffrent software distributions based on the same
>kernel. On the other hand MacMiNT is a fork of a kernel (a diffrent version
>of kernel).

OK, so let's call it a MiNT-offspring from now on ;-)
Although it's crap, the concept of porting it to the Mac was OK IMO, it
would allow at least people to use MiNT on a Mac, and it would take some
steam of the Aranym issue also. Not to mention that speedwise it would be
much easier to compare the port and the emulator.

>>Nothing really ever changes in here... someone feels the need
>>to declare MagiC and all its users dead, and then these "living dead" of
>>course come forward... and before you know it we have a new OS-War on our
>>hands, and it usally ends with MiNT-users feeling abused.
>
>Point one false statement in that thread that has been issued against
>Magic.
>I can point at least two agaist MiNT.

What's the point Adam? We'll just keep repeating ourselves. After having
been part of countless OS-Wars in here, and after having even started the odd
one out, we all sound like old cracked records, playing the same tune over
and over and over again... about everything which is written here concerning
this topic, has been written before, it's all available on Google.
So no, I'm not joining the party this time around :-)

Cheers from Belgium
Dennis
--

derryck@cix.co.uk

dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
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893. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 11:01:38 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1075316892-95819AEicMi@gmx.net>
Source record: 21094

From: Bravo Sierra Computers <atari@aracnet.com>
Date: Sat, 24 Jan 2004 07:37:06 -0800

>I'm so very sorry, I haven't made a sale in over a Month, yet the bills
>keep coming in. It's hard now not just for me

Gee, my heart bleeds :-)

>I tried to Drum up some business. So I tried some new Ads.

It seems to me *that* didn't go down to well either...

>I wonder if Best Electronics or Video 61 Ran Ads here, would they get the
>same response? ===Ben===

They don't even have to come in here, they get our busines without running
crummy adds. After all those years, when will it finally soak through that
you running your weekly adds here has a negative effect? Yes of course I
know now what Bravo Sierra stands for (BS=BULLSHIT), but instead of arousing
my interest, your posts arouse my anger. Personally I would never ever buy
anything from you, simply because the day you stop spamming here will be like
a blessing in the sky, and after all these years it's crystal clear that you
only will stop posting when you go out of business.

Cheers from Belgium
Dennis

894. Re: ADV: Bravo Sierra's Atari E-Mailing

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 11:07:59 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <jKMRb.536$h86.367924@monger.newsread.com>
Source record: 21073

On 28 Jan 2004 00:27:29 , "SteveV4V" wrote:
>From: "SteveV4V" <stevev4v1@comcast.net>

Big header snip

>
>> BTW, Spam is associated with e-mail, not news groups.
>
>Actually this is not true, here is how dictionary.com describes spam:
>
>"Unsolicited e-mail, often of a commercial nature, sent indiscriminately to
>multiple mailing lists, individuals, or newsgroups; junk e-mail."
>
>Here is the url, in case you would like to verify this:
>
>http://dictionary.reference.com/search?q=spam
>
>Just an FYI.
>
>In the end, all this pointless bickering does is make this newsgroup look
>bad as the size of the discussion thread
>outweighs anything Atari-related... and that's a shame.
>

"pointless bickering" which you have joined in on! Welcome! :)
Regarding the word Spam, does that url give it's origin? It seems
related closer to that "unwanted" mushy meat product that you "spread"
around!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

895. Re: Dumb TT Questions

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 11:16:08 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1075316832-83695AEicMi@gmx.net>
Source record: 21085

From: "Mark Bedingfield" <atari030@nospampleaseoptusnet.com.au>
Date: Sun, 25 Jan 2004 22:52:15 +1100

Hi Mark,

>1 - What is the biggest drive that can be fitted internally? It was fitted
>with a 200Mb Conner.

The sky is the limit so to the speak, I have a 36.5 GB IBM drive in the TT at the moment. Note however that you need to run MagiC or MiNT in order to use large partitions, I've partitioned mine in FAT32 format.

>I have had zip luck with a Quantum 2.1 ST. Only ICD utils will even detect it.
>AHDI 6.06, and Hddriver 7.6 will not recognise it all. The drive is set to ID0
>and term is on.

Sorry, can't help you here. IIRC there were a couple of Quantum models made that couldn't boot (Fireball etc...), but the hard diskdriver should recognise and partition these also.

>The only other drives I have are bigger than this. Oh, and what can TOS 3.06
>handle natively?

TOS 3.06 can handle partitions up to 512Mb each, when using BIGDOS you can use partitions which are about twice that size. To use larger sized partitions you have to use MagiC or MiNT (note that partitions >512MB won't be detected under TOS 3.06). In practice it's best to make a couple of "small" AHDI partitions which can be accessed by TOS as well.

>2 - How about ram expansion? 2Mb is less than my ST's. I had to resort to
>NVDI 2.5, because after installing NVDI 5 I only had 200k free. What are the
>limits to the TT's ram expansion?

The MagnumTT card can handle up to 256MB, it can easily be obtained from eBay for a realistic price. The Aixit card Janez referred to, can only accept up to 128Mb, but it's just as good and easy to install as the MagnumTT card.

>3- Also VME cards? What are available?

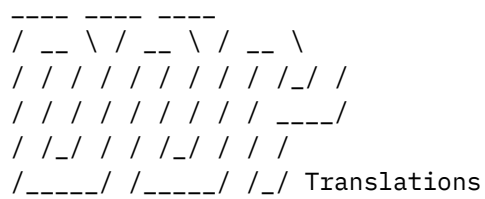
The first thing that springs to mind is a graphic card. If you ever have the chance to obtain a Nova card with ATI processor then beg, steal and borrow but don't let it pass you by... a TT with a *good* graphic card is about the best thing money can buy. There's also a Riebl network card available, to get hold of that card follow the same advice as given for the graphic card, a network card is the next best thing :-)
If you're into music and can afford it then there's also the wonderful and quite unique StarTrack card, that's an audio card which blows the Falcon audio features literally away. A DSP expansion card was made for it later also.

>Got to say tho, it is a bloody quick Machine:-)

You haven't seen anything yet, wait until it's expanded with a Nova card and powered by either MagiC or MiNT:-)

Oh, and if you look long and hard enough you may be able to find a CaTTamaran, that's a little gizmo which speeds up the processor to 50Mhz, this might not sound like a lot, but it really does make a difference.

Cheers from Belgium
Dennis
--


Translations
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dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

896. Re: WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 11:18:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1075316888-95083AEicMi@gmx.net>
Source record: 21093

From: Bravo Sierra Computers <atari@aracnet.com>
Date: Fri, 23 Jan 2004 04:43:23 -0800

>I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
>Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
>New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Sometimes I really wonder if you are for real.... :-/

I've read a lot of pathetic stuff lately, but this beats it all! So what we have here is a notorious Atari dealer who's asking his prospective customers where he can locate a particular piece of hardware. This reminds me of your posts when you needed to locate a MegaST.... please tell me that you're not going to pester us with this link host adapter post a year long like you did with the MegaST post...

Oh, and for what it's worth: if you wanna keep your customers happy, go for the Link '97 instead of the ICD link 2, and no, I'm not gonna tell you why, you are supposed to be the knowledgable dealer, not me.

Cheers from Belgium
Dennis

897. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 11:26:44 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1075316880-93343AEicMi@gmx.net>
Source record: 21092

From: Janez Valant <swe@atari.org>
Date: Wed, 21 Jan 2004 21:11:42 +0100

Hi Janez,

>>But that's not enough.... and you know it. Writing code is not easy, if it
>>was all computer users would write their own code and OS. IMO knowledge
>>and talent plays a big role. And that's what you pay for... most of those
>>greedy developers that left the platform, had more talent and knowledge in
>>their little toe then some of the open source maintainers in their whole
>>body. An yep, I know you don't agree... but then I''m not a dreamer but
>>quite down to earth.
>
> So what? They left us. I dont give a shit, if someone is as talented and
>mighty as god himself, if he left the platform.

Hey Janez, don't get your knickers in a twist.... once again you are reading
too much into my post, I've only tried to approach this issue with pure
logic. I realise that for you and some others here who actually code, this
is, well, somewhat painfull, but it's about time we face the facts.

And yep, I realise that they left us, but their apps, routines, standards etc
remain here. And we all use them knowingly or not on a daily base. Read it
again.

>Take Magic for example. Noone question its developers capability and
>talent, but who benefit last few years from that? Mac users. Users like
>me, Atari users, are stranded. Period.

OK let's take that *once again* as an example...
First of all I don't really feel stranded at all, I'm perfectly happy with
the way MagiC 6.2 is right now. It may have gone unnoticed here but the last
update/bugfix isn't even a year old. Having said this, your theory of MagiC
not being supported anymore is bullshit. N.AES 2.0 is getting on quite a bit
also, is that still supported? Or are N.AES users stranded?
Sure I would like to see a version 7.0 appear, I'm just as eager as anyone
else, but presuming that it would never happen, so what? According to your
logic I'll be stranded, well what if I like the spot where I've stranded?
What if perhaps the programmer thinks he squeezed out everything there is to
sqeeuze out from the original Atari hardware? Should he continue adding
stuff to MagiC which will make it more bloated and at the same time
impossible for some users to run anymore? What if the programmer thinks that
version 6.2 is the final TOS replacement? You and me may think different,
but in the end it's his choice... Or should he perhaps reinvent the wheel
and write a replacement for MagiCNet? Wait... I know, he could implement
support for toolbars, so that a two cent GFA basic programmer doesn't have to

borrow a GEM-lib from someone else, or heaven forbid, write his own routine. Seriously though, you ignore the philosophy which lies behind MagiC, it was ment to be an easy to use, non resources garbling-up multitasking OS. It is ment to run on all Atari's with 1MB, and more or less replace TOS. As far as this goes MagiC is perfect, but it's only human to want more of course, I have a wish-list for MagiC that's at least a mile long, *supposing* all of it would ever be implemented, well, then anyone with less then 8MB and a graphic card would be out of luck... and unfortunately that figure describes an awfull lot of Atari users. MiNT has passed the point of no return, it's not or hardly usable anymore on non expanded original ST/MegaST's, personally I think this is good, the ST line has been supported much too long, but it does leave these users out in the cold of course. MagiC 6.2 like it is now, offers them an alternative.

>U may ditch open source maintainers as u wish, fact is they do their job
>from love to platform, not for money. They also have mouth to feed,
>fauvorite greedy programers argument, but they still remains on platform
>doing stuff. And things like MiNT, Ace, Highwire and so on, can be compared
>to ANY product from comercial scene, talent and hard work wise.

First of all I'm not ditching anyone, all that I said was that in general the commercial programmers are more talented, and the *large* commercial software catalogue is living proof of this, and that software remains here...
And yep, of course MiNT can be compared to it's commercial counterpart, but you overlook one tiny, yet important detail: The MiNT community herited the MultiTOS package, after about 8 years, all the parts which weren't very good have been thrown out and replaced by more optimal code. Fine, but the fact remains that they didn't *create* it, MagiC and Geneva were both created from scratch by programmers with a vision and talent. You've once accused me of "messing around" in other people their code, well, depending how you look at it, isn't this exactly the same thing that the open source community does right now?
I'm not going to comment on Ace, I don't have a Falcon and have never seen it in action.... so let's take example three, Highwire: well Janez, you'll probably won't be surprised one little bit, but I disagree completely with your views. To what should I compare Highwire? certainly not to CAB? At this very moment it doesn't even come close, Wensuite perhaps? or Adamas, hell it's not even on par *yet* with that piece of crap! And yep I call Adamas crap, after being misinformed by the programmer I bought it and payed for two further updates, in the normal world we call this fraude.... the fact that it's freeware now, doesn't change anything to it.

Another point which is easily overlooked here is that CAB hasn't seen any development for the last five years, and even 2.8 was only a small bugfix really. So here you are, wanting me to compare Highwire with an app that hasn't been developed furher for the last six years, now, if you just relax for a moment and reflect on the fact that CAB was developed by one person, not a team, and how long it took him... not to mention that in that period the app was also compatible with the existing standards then how can you possibly claim that the open source community is just as talented, inventive and creative?

Hard work wise doesn't mean much, just like in real life there are people working their butts off, but at the end of the day produced less then someone "playing around" a little.

>And some of us (us, as im not best arround) make worse prods, so what,
>noone force anyone to use the products, and/or to pay for them... WTF we
>need then to listen this crap?

So nothing... this is not about coding the best or the worse apps, it's simply about stating facts. And moneywise doesn't really have to do much about it either, we've seen talented freeware- and shareware developers jump the ship just the same.

>I code purely for my joy and hobby.... and get attacked if im not
>bonded with commercial restraints.

You are *not* under attack, you've never came here annoucing crazy dreams to the dreamers, unlike some... on the contrary Janez, you're one of the few realistic people here.

>What many ppl dont understand is that so called non talented coders actualy
>make core of app/etc very well, just not forced to make some nifty GUI
>arround, since thats commercial requirement to sell stuff...

Read it again Janez, I'm talking about open source maintainers who take their dreams for granted...

Bloody hell!! Isn't it about time we start facing facts here? Instead of adding some more rubbish to MagiC vs MinT threads? It doesn't make one cent of difference what OS someone uses, its the apps that are important. Once again the painfull issue of the lack of a good newsreader was painfully clear the last weeks, there are tons of apps and utilities missing on this platform, but we all act like lemmings... Take that silly Amiga thread for example, it's a good thing that Clockmeister didn't start boasting about what Amiga users can do right now with their computer, when did we get to see the last innovative stuff appear? Going way back in time, I guess the last *new* application we seen was Porthos.

And here you are surprised that I dare to claim that the talent is gone and we're stuck with a lot of Lonny P's... Is there anyone here who would love to use a peer to peer client for example? I know I would :-) Will it ever happen on this platform, not very likely. Should I migrate to a bloody Amiga? They can do it...
What are we going to do when our trusty scanner, printer, CD writer or even hard disks retire? The new kids in town are called USB and Firewire, two new standards, that for now passed us by. Even if the hardware and the initial layers are developed who on earth is going to take care of the drivers? Hell, when are those dreamers finally gonna wake up? When the very last user jumped the ship perhaps?

I was really surprised to see you didn't go berzerk when you read my views on Teradesk -- another piece of useless programming -- while the whole world continues to go forward I'm expected to fall backwards admiring a desktop

which doesn't even come close to stuff programmed a decade ago! Have you read the posts in the "Atari 2004" dreamers thread? I've noticed a lot of stuff on people their lists, but no one mentioned a desktop replacement... So, am I unreasonable? Have I too much expectations? I think not, over the years I've learned not to expect anything anymore, if something happens to drop out the closet, then at least it's a pleasant surprise.

>Or demo coders, most talented of all, just realy hooby
>coders, code out of love to platform and scene, not money, thus even ST
>scene is strong and prods are awesome... not usefull for comercial users, i
>agree, but VERY talented!! And on meetings or o net, we dont argue bout
>crapy stuff, thats mainly and exclusively domain of users...

Well keep this attitude up for another odd 24 months and who knows, with a little luck you'll be freed of all those nasty users their comments, there simply won't be any left.
And before you get a fit: I'm not dismissing all these people their work, personally I don't give a toss about demo's, but I can imagine that there are people who think this is vital for the survival of this platform, let's all get back to the beginning --- wipe our hard disks, throw away expansions and other useless stuff and start enjoying the demo's again. the circle is full. We're back where we started :-(

Cheers from Belgium
Dennis
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dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

898. Re: Jinnee

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 14:23:00 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC3D64E8.D420%derryck@nospam.cix.co.uk.invalid>
Source record: 21074

In article 20040127140544.21852.00000961@mb-m06.aol.com, SF0218 at sf0218@aol.com wrote on 27/1/04 19:05:

> Okay, and what would you say is the right OS.
>
> Just asking,

MagiC, MagiC PC or MagiC Mac. Some nice integration with the Mac OS with the latter.

--

Cheers

Derryck

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

899. Re: Jinnee

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 14:23:00 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC3D6554.D421%derryck@nospam.cix.co.uk.invalid>
Source record: 21075

In article 4016e3bc83fb4c0@europe-shareware.org, Pascal Ricard at nospam@mydomain.thanx.invalid wrote on 27/1/04 21:59:

>> Just for the record, jinnee was translated by DDP Translations, AFAIK
>> TransAction haven't been active for some time.
>
> But we are still there :-)

Sure :-)

> Bad luck for us, some of the tranlators left TransAction to join some
> DDP team ;-)

I guess we came up with more projects?

Things are very quiet ATM, aside from Tempus Word.

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Cheers

Derryck

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

900. Re: Jinnee

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 14:53:47 UTC
From: sf0218@aol.com
Message-ID: <20040128095347.13174.00000567@mb-m20.aol.com>
Source record: 21076

Hey Pascal,

When I click on the 'Atari' link, I get 'Web Site Not Responding'. I think you might need to check that link.

Thanks
Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

901. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 15:07:59 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <au4+jKFR+8FAFwSb@btinternet.com>
Source record: 21077

In article <4016df6f$0$4263$c30e37c6@lon-reader.news.telstra.net>,
Clockmeister <no-one@nowhere.com> writes
>And for creating MOD's using trackers, Paula was much more suited to
>creating and playing back samples then that YM POS. There were more people
>creating MOD's on their 1Mb Amigas then Atari users using their MIDI port,
>I'm willing to bet.

You'd probably lose. Besides, what use are MODs beyond saying "look what
my computer's sound chip can do". An Apple IIgs can comfortably urinate
on Paula from a great height, and when we bring in the STE and Falcon
sound hardware, the Amiga is again left behind.

MODs are cool, sure, but they're not useful in any way.

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

902. Re: Dumb TT Questions

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 16:01:01 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <bv8mbt$9gc$1@reader2.panix.com>
Source record: 21083

Just the memory cards, and I cannot guarantee he has any left. That, you
will have to find out for yourself.

Jim

Mark Bedingfield <mark@computercom.com.au> writes:

: >
: > Will send the requested e-mail address if I have it in the next few
: > minutes. Got my memory sticks from networks@networks.com, and when I got
: > mine, they had more.
: >
: > You may have seen the posting that pointed out Neils Trettin is in it for
: > the money, and buys and sells under several names. What he sells seems to
: > be OK, but the memory sticks that go into it can be problems. Those data
: > sheets are also on the www, to help you resolve problems, and some number
: > on the memory stick will get you to it.

: Does he sell the cards or just the Simms?
: >
: > Last I looked, people were still selling VME Ethernet boards, but at the
: > prices they originally sold for, which matches the prices the machines
: > sold for. A TT originally sold for close to $1000 USD, and the TTM195
: > monitor for another $1000, so spending $500 on an ethernet board, or e.g.
: > $1000 on an OCR program, was not so out of the question.

: The whole unit coust me $190. I had a ECL monitor donated to me last year.
: Not bad I think.

903. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 16:07:04 UTC
From: Don Schmidt <"Retired Engineer"@PNB.usa>
Message-ID: <101fnh9egj9t314@corp.supernews.com>
Source record: 21079
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I'm pleased you realize you are the source of the problem.

--
Don

Vancouver, USA - One of the great cities in one of the 45+ countries in
America!

"SteveV4V" <stevev4v1@comcast.net> wrote in message
news:RlDRb.130541$sv6.691092@attbi_s52...
> > BTW, Spam is associated with e-mail, not news groups.
>
> Actually this is not true, here is how dictionary.com describes spam:
>
> "Unsolicited e-mail, often of a commercial nature, sent indiscriminately
to
> multiple mailing lists, individuals, or newsgroups; junk e-mail."
>
> Here is the url, in case you would like to verify this:
>
> http://dictionary.reference.com/search?q=spam
>
> Just an FYI.
>
> In the end, all this pointless bickering does is make this newsgroup look
> bad as the size of the discussion thread
> outweighs anything Atari-related... and that's a shame.
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.569 / Virus Database: 360 - Release Date: 1/26/04

904. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 17:12:01 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <B3SRb.136102$nt4.595960@attbi_s51>
Source record: 21081
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

That's the best you can do when I expose your ignorance?

Hahahaha... what a joke.

"Don Schmidt" <Retired Engineer@PNB.usa> wrote in message
news:101fnh9egj9t314@corp.supernews.com...
> I'm pleased you realize you are the source of the problem.
>
>
> --
> Don
> --------
> Vancouver, USA - One of the great cities in one of the 45+ countries in
> America!
>
>
> "SteveV4V" <stevev4v1@comcast.net> wrote in message
> news:RlDRb.130541$sv6.691092@attbi_s52...
> > > BTW, Spam is associated with e-mail, not news groups.
> > >
> > > Actually this is not true, here is how dictionary.com describes spam:
> > >
> > > "Unsolicited e-mail, often of a commercial nature, sent indiscriminately
> to
> > > multiple mailing lists, individuals, or newsgroups; junk e-mail."
> > >
> > > Here is the url, in case you would like to verify this:
> > >
> > > http://dictionary.reference.com/search?q=spam
> > >
> > > Just an FYI.
> > >
> > > In the end, all this pointless bickering does is make this newsgroup
> look
> > > bad as the size of the discussion thread
> > > outweighs anything Atari-related... and that's a shame.
> > >
> > >
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.569 / Virus Database: 360 - Release Date: 1/26/04

>
>

905. Re: the real situation (was Re: Aranym)

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 18:12:46 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <D4SRb.2780$%x4.349602@news.siol.net>
Source record: 21082

Petr Stehlik wrote:

> Aha, now I get you. Your point is that CT60 with Falcon's DSP can replay
> MP3 with lower CPU load than ARAnyM @ 1800. Well, this is quite possible!
> Yes, I don't have a problem with that. Simply because when it's 7% or 9%
> the difference is close to none - I remember when the MP3 replay load
> dropped under 30% the machine was normally usable and that's the key.
>
> But I admit again that it's perfectly possible for CT60 with DSP to beat
> ARAnyM @ 1800 in MP3 replay. I hope you all are happier now :-)

Its not a matter of u admitting that, i dont wanna now impose mine superiority or that im absolute right thingie... As i already said, id only wish, that when u state Aranym's specs on XXX CPU, as counter part u can notice that Falcon can do some tasks quite satisfactory. V may now see that not only I have probs with Aranym team (not u personaly) attitude toward older Ataris and NEW hardware projects on them. Aranym team member, in public, said some time ago, CT60 is useless project, so is ACP since Aranym is so much better and faster... and so on, i explained myself in mail...

>> of highest, its little psychological rochade, to impress ppl.
>
> Yes! I wanted to impress people and I wanted to show the ARAnyM in the
> best possible light. I want users to join it and you already know why. But
> the numbers aren't fake and I'd love to repeat tests with my current
> @2300. And most importantly - the benchmarks are just bunch of numbers.
> What's important is the portability, ease of HW upgrade, stability and
> generally more modern extensions and peripherals. Simple example: Atari
> (erm. GEM compatible desktop) hooked to internet via WiFi PCMCIA card...

What all that helps us, if no new software? As i said, when any of real Atari machines were introduced, new software emerged... in 2003, ACE was created, and its breakthru in Atari world, we didnt have similar software so far, and again, it was done on Falcon. Same as Papyurs etc, no need to list those, were started etc on TT, ST, Falcon... When Hades emerged, and Milan emerged what realy new things we got? Apart from Startrack i realy dont see something new... We got speed etc with them, but apps used were the same... CT60 is not as useless as Aranym team would like to show, and ACP for me, is interesting because it will be diferent... well if it happens, of course. Same as all living beigns need rich and various genetic pool, so we do as well.. Same as for some pro user Aranym may make a lot of diference wihth Calamus for example. Amd i realy welcome that and im glad he has that choice.. On other hand id like same freedom with choosing slower, older, dead machine, and its new addition if that suits me.. There Aranym ppl fails miserably...

> Ah, I just got it - you want us to remove the "Atari" word and call it
> a "GEM compatible machine". Well, you're damn right. The Atari is so long
> dead that using their name for a new virtual machine like ARAnyM is was
> actually a bad decision from the marking point of view.
>
> Now we can start thinking about renaming the project, right? Atari Running
> on Any Machine is wrong - it's definitely not atari, and we can't fulfil
> the "any machine" without volunteers so we fail. How about GREMLIN? GEM
> running on LINux? (no, it's not a typo - GEMLIN would be a bit dry,
> gremlin sounds cooler to me :) LOL

Well u see, patronising again. I dont think Atari need to be removed from name actualy. Rather remove "ONLY" from statements like ONLY future, ONLY light, or word USELESS when refering to non Aranym.... I doubt developers of new hardware or we buyers are particulary happy with that, when we mention that, this thread happens....

Janez

906. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 18:51:10 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <ywTRb.26076$hV3.2350@amsnews05.chello.com>
Source record: 21084

Joakim H?gberg wrote:

> Henk Robbers <h.robbers@chello.nl> wrote in message
> news:<RqCRb.10745$hV3.7353@amsnews05.chello.com>...
>
>> > I think he was refering to that you must first own hardware capable of
>> > running linux. Not questioning whether or not the distribution of
>> > related host OS, emulating layer, the Atari OS FreeMiNT, etc are free
>> > or not.
>
>> Has there ever been hardware that was free? (please dont mention
>> cellphones)
>
> Indeed not, and I actually think that was the point here really.
>
> I can understand this, since I have had the same thought myself, that
> the system does have costs, even if the software is completely free.
>

Yeah, but I dont see any argument.
Existing atari software already runs at maximum speed on genuine atari
hardware. If you are satisfied, you dont need aranym.
If you want more you have to buy.
And then you have free software available.
If you dont have atari hardware anymore, you also have to buy
if you want to continue atari work. You cant buy atari anymore,
so you buy cheap PC and run aranym for free.

I dont see any contra indication.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

907. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 19:32:06 UTC
From: Don Schmidt <"Retired Engineer"@PNB.usa>
Message-ID: <101g3hp98hoe212@corp.supernews.com>
Source record: 21095
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

```
Intelligence is directly proportional to one's wealth.

--
Don
--------
Vancouver, USA - One of the great cities in one of the 45+ countries in
America!

"SteveV4V" <stevev4v1@comcast.net> wrote in message
news:B3SRb.136102$nt4.595960@attbi_s51...
> That's the best you can do when I expose your ignorance?
>
> Hahahaha... what a joke.
>
> "Don Schmidt" <Retired Engineer@PNB.usa> wrote in message
> news:101fnh9egj9t314@corp.supernews.com...
> > I'm pleased you realize you are the source of the problem.
> >
> >
> > --
> > Don
> > --------
> > Vancouver, USA - One of the great cities in one of the 45+ countries in
> > America!
> >
> >
> > "SteveV4V" <stevev4v1@comcast.net> wrote in message
> > news:RlDRb.130541$sv6.691092@attbi_s52...
> > > > BTW, Spam is associated with e-mail, not news groups.
> > >
> > > Actually this is not true, here is how dictionary.com describes spam:
> > >
> > > "Unsolicited e-mail, often of a commercial nature, sent
indiscriminately
> > to
> > > multiple mailing lists, individuals, or newsgroups; junk e-mail."
> > >
> > > Here is the url, in case you would like to verify this:
> > >
> > > http://dictionary.reference.com/search?q=spam
> > >
> > > Just an FYI.
> > >
> > > In the end, all this pointless bickering does is make this newsgroup
```

> look
> > > bad as the size of the discussion thread
> > > outweighs anything Atari-related... and that's a shame.
> > >
> > >
> >
> >
> > ---
> > Outgoing mail is certified Virus Free.
> > Checked by AVG anti-virus system (http://www.grisoft.com).
> > Version: 6.0.569 / Virus Database: 360 - Release Date: 1/26/04
> >
> >
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.569 / Virus Database: 360 - Release Date: 1/26/04

908. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 19:37:19 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnc1g2jm.g9.atari@core.preferuje.luzik.pl>
Source record: 20996

On Wed, 28 Jan 2004 11:37:46 +0100, Dennis Vermeire <dennis.vermeire@gmx.net> had a noticeable pleasure while writting:
> From: "Kenneth Medin" <kennethm@tripnet.se>
>>Remember that Linux can run on genuine Atari hardware as well!
>
> No, not really. I think the correct expression is "crawl slowly forward".

In fact Linux on Ataris is not so slow at all. Some things seem faster than under other OSes.

>>This is all true but the distinction between hardware and software is not
>>at all clear any more! Just think of CT60 that is actually running on
>>"programmable hardware" whatever that means...
>
> This could be food for a very long thread, but tell me what would you
> prefer: a real Rolex, or a fake one ? I know what I would prefer ;-)

Well, if the fake Rolex would run much much faster then a real one ;)

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

909. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 19:44:11 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0401282042320.907-100000@hadesbox>
Source record: 21001

On Wed, 28 Jan 2004, Adam Klobukowski wrote:

> On Wed, 28 Jan 2004 11:37:46 +0100, Dennis Vermeire <dennis.vermeire@gmx.net> had a noticeable pleasure while writting:
> > From: "Kenneth Medin" <kennethm@tripnet.se>
> >>Remember that Linux can run on genuine Atari hardware as well!
> >
> > No, not really. I think the correct expression is "crawl slowly forward".
>
> In fact Linux on Ataris is not so slow at all. Some things seem faster than
> under other OSes.
>
> >>This is all true but the distinction between hardware and software is not
> >>at all clear any more! Just think of CT60 that is actually running on
> >>"programmable hardware" whatever that means...
> >
> > This could be food for a very long thread, but tell me what would you
> > prefer: a real Rolex, or a fake one ? I know what I would prefer ;-)
>
> Well, if the fake Rolex would run much much faster then a real one ;)

Yeah, during work hours, and I could replace its osc with a much, much
slower one during my spare time ;-)

>
>

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

910. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 19:56:49 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnc1g3la.g9.atari@core.preferuje.luzik.pl>
Source record: 20997

On Wed, 28 Jan 2004 12:26:44 +0100, Dennis Vermeire <dennis.vermeire@gmx.net> had a noticeable pleasure while writting:
> First of all I'm not ditching anyone, all that I said was that in general the
> commercial programmers are more talented, and the *large* commercial software
> catalogue is living proof of this, and that software remains here...

Writing a good and compilcated program is a huge task. Most of the Atari softwre comes from pre-internet era, when it was not so easy to cooperate between developers far from each other, so most of the made their software commercial. Also the spirit of free software was not so strong as it is today.

> And yep, of course MiNT can be compared to it's commercial counterpart, but
> you overlook one tiny, yet important detail: The MiNT community herited the
> MultiTOS package, after about 8 years, all the parts which weren't very good
> have been thrown out and replaced by more optimal code. Fine, but the fact
> remains that they didn't *create* it,

They did. MiNT was written by Eric R. Smith who was part of a MiNT community for a long time. It was written from scratch without using any TOS sourcecode (even when Atari hired Eric to make MiNT beter).

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

911. Re: Mint Advice

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 19:59:42 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnc1g3qm.g9.atari@core.preferuje.luzik.pl>
Source record: 20998

On Wed, 28 Jan 2004 11:45:08 +0100, Dennis Vermeire <dennis.vermeire@gmx.net> had a noticeable pleasure while writting:
> From: Adam Klobukowski <atari@gabo.pl>
>>>Nothing really ever changes in here... someone feels the need
>>>to declare MagiC and all its users dead, and then these "living dead" of
>>>course come forward... and before you know it we have a new OS-War on our
>>>hands, and it usally ends with MiNT-users feeling abused.
>>
>>Point one false statement in that thread that has been issued against
>>Magic.
>>I can point at least two agaist MiNT.
>
> What's the point Adam? We'll just keep repeating ourselves. After having
> been part of countless OS-Wars in here, and after having even started the odd
> one out, we all sound like old cracked records, playing the same tune over
> and over and over again... about everything which is written here concerning
> this topic, has been written before, it's all available on Google.
> So no, I'm not joining the party this time around :-)

The poing is the truth.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

912. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 20:05:49 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <Ky66E+CXTBGAFw5i@btinternet.com>
Source record: 20999

In article <1075316844-86171AEicMi@gmx.net>, Dennis Vermeire
<dennis.vermeire@gmx.net> writes

>But this has nothing to do with it. Suppose you download a jpg picture from
>the web which was created with Photoshop - that stupid MacOS will try to
>open it with Photoshop - even if you, **the user** would rather like to use
>for example Photoline to open *all* jpg's. What it boils down to is that the
>user isn't in control anymore, but the lame OS.

No, the lame user. You can set Photoline, GIMP, preview or whatever the
hell you want to open the document. If you don't know how then you're
even less qualified than I thought to suggest that Mac OS is lame. As it
is, OS X defaults to opening graphic (gif and jpeg) images in Preview.
It took two clicks to make it use Photoshop.

>Download a couple of MP3's from Kazaa, and click on them, iTunes won't open
>but that stupid slow and bloated Quicktime thingy... etc, and don't tell me
>to start thinking "differently", in this case "different" means stupid.

As a musician, you can take your MP3s from Kazaa and stick them up your
pirating ass. If you want your MP3s in iTunes, drag them. IIRC if I open
an MP3 on my machine (legal ones, thankyou), they open in iTunes, are
imported, moved to my music folder, categorised by artist, and
synchronised to my iPod.

>It's
>only when one uses a system for a while that he starts noticing the flaws,
>the more I use the Mac, the more I love my *small* multitasking capable OS,
>with it's *small* extremely usefull future loaden desktop app. Jinnee blows
>away the OS 9 and OS X desktop.

I don't know if I've tried Jinnee, but I know I used to have Magic on my
Falcon. It stank. I spent more time in plain ordinary TOS. I'm sure it
works fine for most people but it doesn't have the weight of
development. IIRC most OS upgrades on the Falcon resulted in something
that looked very nice, but was slow, and less reliable; maybe with CPU
upgrades it's a different matter, but nothing is going to match my 2 x
2.0GHz G5 - Rodolphe may be a genius with plenty of time, but I'm sure
he doesn't have time to create a PPC970 based Atari. Yet.

>About the only thing that OS X has kicked so far is the wallet of users who
>happen to be blinded by the light & hype surrounding it. You realise that
>this is the 3th update at 119 Euro a piece, even MS wouldn't get away with
>this!!

How much is MagiCMac or whatever it's called? It's certainly a lot more
than Linux, and IIRC, as much as the latest OS X release. For some

relatively pointless exercise in redundancy (why, when you have Linux
and Mac OS X, would anyone need an OS where the applications probably
outnumber the users). How much real support and development do you get
for your money.

You can surely do better than that. As for broken software; I've yet to
have any of my software cough on an OS X point update, and I use real,
expensive applications. Some stuff broke with OS 9 to OS X, but that is
to be expected since the whole thing was essentially new.

If you want OS X free. get OpenDarwin.

>The 8500-9600 models came standard installed with OS 7.6 - 8.1, so according
>to your logic - great machines, let down by a poor OS? ;-)

8.1 was good. 9.1 is better.

>And that arse
>kicking OS X hasn't got much to show yet as far as apps go, whenever you
>need to use an app which doesn't fit in the standard run of the mill stuff,
>you've got to revert back to good old OS 9.

Have you buggery. First of all, I'd say Office X and 2004 were quite
important major apps, as is the Adobe Creative Suite. Quark XPress is
there. Usual Mac stuff, of course, is everywhere. Even emulators are
generally available in Carbonised versions. I don't need to use OS 9 at
all now, and I do a /lot/ of different things with my Mac. As for 'non
standard run of the mill stuff'; get ye X11 and FinkCommander. It's
free, and included with the Xcode Tools (not Fink/Commander, but X11 and
the SDK). If you can find an app which isn't run of the mill, is
available under OS 9 (and not just an OS 9 specific fix for OS 9
features), and isn't available for Unix, I'll be extremely surprised.

All these OSen have their benefits, but if you're going to argue about
them, at least come up with something that is actually real.

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

913. Re: Those damn Americans!

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 20:47:17 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <101g7ttt655uk3c@news.supernews.com>
Source record: 21002

On Mon, 26 Jan 2004 08:54:59 -0800, Richard Kilpatrick wrote:

> In article
> <pan.2004.01.26.15.45.23.994749@removenoaspam.atari-source.com>, Mark D
> <mducksub@removenoaspam.atari-source.com> writes
>>It's not our fault. Blame american media and government for that. Of
>>course most Americans have trouble with this concept of educating
>>themselves ;-) Besides. I see well beyond my borders. Maybe you're
>>not talking to the right Americans?
>
> See, now that whole business of Americans not being able to get sarcasm
> comes in ;)
>
> Richard, who has visited American lots of times. *stir stir* Though I
> like Canada a lot, and may move there. I liked Oklahoma more than most
> places, but I'm strange like that - I like old Cadillacs (as in 70s/80s,
> not classics) too.

Ugh. I've been lucky enough to have lived in or been in all fifty states, and on all seven continents. I detest Oklahoma. I won't be impolite and discuss what I think of a large proportion of the people who live there. That still leaves tornados, rattlesnakes, brown recluse spiders, black widow spiders, scorpions ... and those are just the things that slithered into my kitchen (well, the tornado wasn't in my kitchen - but it was only a short distance away).

Terry Ross

--
Terry Ross | qnr | <terry@aliboom.com> | http://linux.aliboom.com
GnuPG Key fingerprint = AC11 C1C3 0371 D4E6 50CD 1285 D041 AD9F 68C4 06C2

914. ST MMU datasheet ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 21:01:30 UTC
From: exxos <chris@home.co.uk>
Message-ID: <40182324$0$16732$cc9e4d1f@news.dial.pipex.com>
Source record: 21003

Hi all,

Probably a daft question but is there, or ever was, a data sheet on the
Atari MMU ?

Thanks,
Chris

915. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 21:28:46 UTC
From: sf0218@aol.com
Message-ID: <20040128162846.13053.00001109@mb-m02.aol.com>
Source record: 21004

Speaking of Magic, I've got v5, live in the U.S.A., where can I upgrade the the lastest version?

Thanks,
Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

916. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 21:32:04 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <w%URb.2790$%x4.351373@news.siol.net>
Source record: 21000

Dennis Vermeire wrote:

> Hey Janez, don't get your knickers in a twist.... once again you are
> reading too much into my post, I've only tried to approach this issue with
> pure logic. I realise that for you and some others here who actually code,
> this is, well, somewhat painfull, but it's about time we face the facts.

Logic is good, execution isnt. Must admit that i don't save old messages, but if ud say that many comercial coders are very talented, u wouldnt set me off... But since they have more in little finger as any non comercial, i had to react, those 2 statements are VERY different...

> OK let's take that *once again* as an example...
> Having said this, your theory of
> MagiC not being supported anymore is bullshit. N.AES 2.0 is getting on
> quite a bit also, is that still supported? Or are N.AES users stranded?

I think u misunderstood me here. Magic is definately just fine, and of course the legacy of programers is here to stay. However, if coders left the scene, there wont be any new things from those. I dont mean new Magic version, or AES Toolbars (i can live with that, shows that Magic is different as MiNT, which is different as Geneva and so on...), but new apps with that. But fact remains, WE NEED new software if to survive as platform.. Not all ppl maybe, but in general we do need it... And what all that imense talent helps us, it its wasted on platform u hate so much: pc? This has nothing to do with any od OS wars, i realy dont want to engage that again... So great coders of the past are like relics, we may pray to them, well get nothing more....

> First of all I'm not ditching anyone, all that I said was that in general
> the commercial programmers are more talented, and the *large* commercial
> software catalogue is living proof of this, and that software remains
> here... And yep, of course MiNT can be compared to it's commercial
> counterpart, but you overlook one tiny, yet important detail: The MiNT
> community herited the MultiTOS package, after about 8 years, all the parts
> which weren't very good have been thrown out and replaced by more optimal
> code. Fine, but the fact remains that they didn't *create* it, MagiC and
> Geneva were both created from scratch by programmers with a vision and
> talent. You've once accused me of "messing around" in other people their
> code, well, depending how you look at it, isn't this exactly the same
> thing that the open source community does right now?

So in short, since MiNT developers, who really made it proper Unix like os, way beter as realy crappy MultiTOS arent as capable as let say Magic developers? Im talking hypoteticaly here. This is just wrong.

> I'm not going to comment on Ace, I don't have a Falcon and have never seen
> it in action.... so let's take example three, Highwire: well Janez, you'll
> probably won't be surprised one little bit, but I disagree completely with
> your views. To what should I compare Highwire? certainly not to CAB?

Ok since u didnt see ACE, lets use Highwire. I do not expect u say its
alpha and omega! Comparing to CAB is not necessary or valid, i agree as
whole product. But u can try, notice FAST rendering of pages, realy good
pic quality and progress... And bugs, i must say 2 of my proposals were
implemented in days... Instead this, u kinda ditch it. Also, authors are
NOT motivated by money, so some good words, bug reports, bad choices by
them elaborated, are helpfull. OR u dont want Highwire to be developed to
usable stage and just disapear since CAB is good?

> Another point which is easily overlooked here is that CAB hasn't seen any
> development for the last five years, and even 2.8 was only a small bugfix
> really. So here you are, wanting me to compare Highwire with an app that
> hasn't been developed furher for the last six years, now, if you just
> relax for a moment and reflect on the fact that CAB was developed by one
> person, not a team, and how long it took him... not to mention that in
> that period the app was also compatible with the existing standards then
> how can you possibly claim that the open source community is just as
> talented, inventive and creative?

Well fact that CAB is not developed means not much. But Highwire
efectively is developed by one person as well. And i also can name u a LOT
of bad commercial apps. So not ALL commercial apps are good, in that manner
u also could finaly to stop generalising open source comunity as ALL coders
in it....

> Going way back in time, I guess the last *new* application we seen was
> Porthos.

Actualy it was ACE, and it is infact really inovative :) But TBH it is
Falcon only....

> Even if the hardware and the
> initial layers are developed who on earth is going to take care of the
> drivers? Hell, when are those dreamers finally gonna wake up? When the
> very last user jumped the ship perhaps?

Well hardware is main problem... No use to develop drivers without
hardware and its specs... However, it is VERY likely, the open source will
be main bridge to port USB etc drivers to Atari. And prolly some of non
talented programers will do it...

> I was really surprised to see you didn't go berzerk when you read my views
> on Teradesk -- another piece of useless programming -- while the whole
> world continues to go forward I'm expected to fall backwards admiring a
> desktop which doesn't even come close to stuff programmed a decade ago!

So i will do now. I agree its way from Jinnee/Thing. However, to call it
useless programing is, well wrong. Terra is limited, but it IS worked on,
and i bet Thing or Jinnee were as usable as Terra now in early stages. On

other hand, Terra prolly also is NOT aimed to replace Thing/Jinnee so i cant understand your bitterness here.. As i said, do we have so much programers left that we all of lower quality simply best to go and commit suicide, if we dont produce best app seen by man? Admiring and app is one thing, word of encouragement is another... No coder i know, expect to hear all best and i dont know what bout their app... they just want honest and polite opinion and bug report..

> And before you get a fit: I'm not dismissing all these people their work,
> personally I don't give a toss about demo's, but I can imagine that there
> are people who think this is vital for the survival of this platform,
> let's all get back to the beginning --- wipe our hard disks, throw away
> expansions and other useless stuff and start enjoying the demo's again.
> the circle is full. We're back where we started :-(

I have no idea where u get that. What has admiting demo coders their wisdom and enjoying demos with deleting apps from hdd and throwing expansions? I enjoy demos a LOT, watch them regulary, really wonder how the fuck they manage that with ST or Falcon, whatewer... Same as i can enjoy great music, or picture... Why would admiting simple fact, that those coders are VERY good, affect and deny anything, or make u step back? Is it so damn hard to admit, that talent shows in MANY forms, if u dont find demos usable, atleast dont disqualify the coders who did it.

Janez

P.S. I used Napster a lot on Atari... but starting P2P app is tricky.... Any beta someone may produce, or test version, get in danger of spiting and such comments, even if early version and such...

917. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 21:57:01 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.01.28.21.57.00.631057@removenoaspam.atari-source.com>
Source record: 21005

On Wed, 21 Jan 2004 17:03:06 +0100, Dennis Vermeire wrote:

> From: Mark D <mducksub@nossspamXXatari-source.com>
> Date: Sun, 18 Jan 2004 03:46:53 -0500
>
>>Therefore it IS the future. If free and open fails, it is probably the
>>time to decide that our platform is truly dead. Time to put our computers
>>in the closet and wait for 20-30 years until they are worth serious money.
>
> If for some reason tomorrow the whole platform would collapse, so what? The
> apps we've got are still here. The apps that made this platform what it is.
> New software, updates, upgrades & bug fixes are nice and sometimes fun but
> do we really need them? What's the difference between i.e. Calamus 2002 and
> 2003? If Invers would decide to stop supporting this platform, does this
> then mean that Calamus all of a sudden is unusable? I think not.
> And here's something to get worked up about: Open and free *is* failing on
> this platform, in order to be a success the majority of users need to run it,
> and that only happens in dreams of some dreamers here. One needs more then an
> open OS, one needs software also, and it is in that department that things
> don't seem to work out to well...
>

Well problem is things break, and you need to replace them. Machines most
often outlast their perhipherals. How are you going to print with no new
drivers? How are you going to interact with ms word documents, etc

What happens when usenet or smtp protocols change to counter spam?
Another purpose gone. What about web browsing? Gone with the next
update. Open stuff at least stems the work. We can use libxml, freetype,
etc. Even apps that are puregem depend heavily on free and open stuff,
like porthos and freetype, which incidentally I have never gotten to load
a pdf.... EVER! (although now I wonder if it's because of my fpu issues)

>>I loved your 95% figure that you pulled from your posterior earlier. If I
>>had to call it I'd say it's more like 5% of developers develop
>>specifically for MagiC,
>
> Read the post I replied to again, the poster wanted to know if MagiC was
> still supported, I think that the 95% is spot on. We are not talking about
> MagiC-only or MagiC specific support here.
>

Well as long as we agree.

>>if even, and more like 95% of developers remaining develop for our
>>charming GEM environment, and really care if things run on MagiC AND MiNT

>>alike.
>
> Exactly, and that's how it should be in the first place. There's no reason
> why a decent programmed app shouldn't run perfectly under both OS's. But in
> my experience, most of the programmers I ever had contact with put MagiC
> compatibility higher on their priority list.
>

Well perhaps. But most of the programmers I know care only about MiNT.
You and I probably only know a small subset. Some of these coders are
recluse and hide from everyone ;-) We don't know what their priorities
are so there's really no way to gauge and that was my point.

>>In my world, Atari users want to compete with the flexibility and power
>>that current pc offerings have. They don't only want nostalgia,
>
> Well that's in your world :-)
> In my world however, Atari users don't give a damn about PC's, and they
> certainly don't use it for nostalgic reasons either.
>

I'm glad we live in different worlds..It makes me feel better ;-)

>>they want functionality on an alternative computing platform and are
>>willing to pay for it.
>
> Sorry but I don't agree... look at the facts, they're right there under
> your nose. If these people who wanted functionality and were willing to
> pay for it, really ment it, then both the Hades and Milan would both
> have been selling like hot cakes. The vapourware XTOS machine would have
> enough pre- orders to warrant at least building a batch of developers
> boards... And if you think these figures are extreme, well let's take
> some more down to earth examples: How many people have a setup with a
> graphic card? How many people have +14MB machines? etc... The facts are
> simple: yes, people want functionality, but they're *not* willing to pay
> for it (except for a small minority) on this platform. They never were,
> it's one of the reasons why Atari didn't survive in the first place.
> Over the years some people have created wonderful and amazing upgrades,
> they're all gone, leaving the developers behind with a financial horror
> story.
> You realise I hope that there's nothing new under the sun? Back in 1989
> one could already buy a 68040 upgrade for a MegaST, ethernet cards have
> always been for sale, same thing for graphic cards, ram upgrades etc...
> but at the time when they were developed, no one was interested in
> these. Don't put your computers in a closet for 30 years - they'll be
> worth shit - but put all those nice expansions, upgrades and goodies is
> a safe for 30 years, these will be worth a lot...
>

You're right about this. And I never understood it, but I suppose a lot
of people were under a silly belief that everythign should run on 4 megs
and always will. Maybe they also though Atari wouldn't turn belly up, so

it never really hit home that they have to show support for their platform. That's my guess. But now things are different. now the people left realize that THEY, as in each person who may read this, is required to make things happen. It's a different world than it was in 1989. And back in 1989 I didn't give a shit if I could get true color graphics. I was happy with 320x240x16bit.. Maybe these upgrades came too early, or maybe atari should have built it into the machine to begin with (that's my opinion).

>>150 people who bought the CT60 can't be completely insane.
>
> No of course not, but what percentage of Falcon users do these 150
> people represent? 5%, 10% at most ?
>

Only god knows. Sometimes I really truely wonder how many people are left. I suspect not very many. Maybe 100 programmers MAX and falling. Probably 3 users on top of it. It's a scary thing to face, but I don't have any reason to suspect otherwise.

>>You don't increase the power of your system 10-fold because you want the
>>same features.
>
> Exactly, and its in that department that things stink. I'm a 68060 user
> for a couple of years now, well, until today, "all" I've got are those
> same features and of course more power. Do you honestly think that those
> 150 new 68060 owners will change anything to the situation? 1500 Hades
> and Milan users weren't enough to change anything to the catch22
> situation.
>

I was never aware that so many of those machines sold. I thought 20 ;)

>>It requires working against what sometimes seems to be impossible odds.
>>But most people left are really up to it... They really really are.
>
> I've spoken my peace last summer... and six months later on, no one has
> proven me wrong. Stop telling us how capable you all are and up to the
> job, but PROOF it. Stop dreaming up dreams for other dreamers and face
> the facts.

It's a lot of damn work. But I am trudging away. I'm working on what I can, and learning to do what I currently can't. I will make it happen, but at my own pace. After all, there's no paycheck for me.

>
>>So yeah, maybe teradesk and xaaes are a bit like children in their
>>development cycles. They have a lot of growing up to do. But the fact
>>remains that they will grow.
>
> Bla bla bla.... I've heard this at least a hundred times before. There's
> a flaw in your argument.... suppose that tomorrow the code of i.e

> Timeworks Desktop publisher would be open and free to use, then I
> suppose you'll come here telling us how great it is and to dump Calamus?
> Well, that's exactly what you're doing right now with Teradesk... I
> don't give a toss how and into what it may grow, at this very moment,
> it's a very poor excuse for a desktop, certainly compared to Thing and
> Jinnee. We've always had excellent desktops on this platform, remember
> Neodesk and Ease for example? A new comer even if it's free need to be
> at least every bit as good, right now Thing and Jinnee are the ones to
> match, and they've both were created by individuals in their spare time
> as well. Oh.... and search as much as you like, but I never written one
> negative comment about xaaes, MiNT deserves a better AES, it will be
> welcomed by many but who on earth is waiting for teradesk?

Okay I'll go ahead and grudgingly agree. As a programmer I agree that
something better needs to be made, but as someone inexperienced with such
things, I just have no idea how long it takes. How much motivation you
need. Maybe those programmers were good enough that they felt they could
charge money ;) But I agree.. Things should be at least better than they
were many years ago.... for sure.

>
>>And there will be no more locked up source. No more walls. No more
>>developers disappearing or greedily locking their code in a vault for no
>>good reason.
>
> But that's not enough.... and you know it. Writing code is not easy, if
> it was all computer users would write their own code and OS. IMO
> knowledge and talent plays a big role. And that's what you pay for...
> most of those greedy developers that left the platform, had more talent
> and knowledge in their little toe then some of the open source
> maintainers in their whole body. An yep, I know you don't agree... but
> then I''m not a dreamer but quite down to earth.
>

Maybe that's true, maybe it isn't. Since I am not one of those glorious
programmers (no bullshit sarcasm here either), I can't judge if people
like Frank Nauman or Ozk, or Henk Robbers are stupid or untalented. But
currently, their skills blow mine away, so currently they are who I aspire
to be.

>>And you'll be left with not much to say. Maybe you'll mutter some stuff
>>under your breath about how it all can't run on 4 megs of ram,
>
> I've got 256Mb in the TT, you'll have to come up with a very special app
> before you here me mumbling between my teeth. That 4Mb issue should have
> been resolved years ago really, Atari officially stopped supporting the
> ST-line when the Falcon was released. Eleven years later it's still an
> issue... programmers should have stopped supporting the ST also, it
> would have been at least an incentive for some people to upgrade to a TT
> or Falcon and later on perhaps a clone...
>

Yep.... I agree. More forceful.

>>meanwhile current pc's will cross the 2GB barrier for beginning line.
>
> So what? Their bloated OS (Windows and Linux alike) will garble up 1GB
> easily soon also, PC users will always have memory issues. BTW: this is
> an Atari group, what all all those braindead and/or brainwashed users on
> other platforms do or don't do is off topic here and not relevant
> either.
>

Actually my linux box garbles up 0.5GB already, but of course I _AM_
running 3 OS's simultaneously on it ;-) Including godawful windows 2000.

>>Just remember, MiNT isn't perfect and nobody is claiming that it is. But
>>man people sure do love to open up presents, they love to download new
>>software and they love to see a system evolve before their eyes. It's
>>just nice, that's why people will use teradesk even if there are better
>>offerings currently.
>
> No... there's a difference between "taking a look at" and actually using
> an app. No doubt people will look at teradesk from time to time, but I
> doubt that many people will ditch Thing or Jinnee and actually *use*
> teradesk. I'll phrase it differently: at the moment teradesk doesn't do

Okay.. true.. I can't claim that I use anything other than Jinnee or
Thing demo right now. One problem with atari is too much stuff to buy.
NVDI for instance should be free with the system. Atari should have done
it right to begin with, or else they should have left the OS to another
company. All our extensions that cost money are bullshit, cdrom burner
supoprt, etc. Bullshit bullshit.

> MiNT and/or MagiC any justice, it might one day, but until then like I
> said, I prefer working with something that is "dead". Let me phrase that
> differently also: whenever a new release of Highwire is announced, I
> download it, take a look at it, and say to myself "nice try". But that's
> it, Highwire is not on par (yet) with the standard Atari browser (CAB).

Oooh.. this is a sticky one for me. I use highwire regularly, I can't
stand cab anymore. What's the point of having forms support if 90% of
them don't work anyway? Highwire is damn nice in my opinion.

> And that's how I compare software, I don't give a toss if something is
> free or commercial, what is important are the features, and IMO as long
> as an app doesn't match these point by point then there's no point in
> talking about it either.
>

Well then, that's probably why yuo are using MagiC and ASH applications,
because when it comes down to it they have the asthetics, teh speed (some
of them), and definitely hte features. And use them for now... most
people probably will. But some day by your own admission, you may be
hopping the open source bandwagon.. ;-)

>>Anyway, I'm so rambling and I have nothing left to say to you.
>
> Right, not to mention that it was completely off topic as well.
>
>>You've lost credibility in my mind a long time ago. Really I'm just
>>bored so I'm saying this for the benefit of everyone.
>
> You could just as well have kept your trap shut, you didn't tell us
> anything new, but then I didn't expect that either... the surprises and
> nice stuff usally comes from the other corner, the silent one...
>

Yeah, I probably should spend more time working and less time ranting and
reading ;)

>
>> Have a good year
>
> I've stopped counting them....
>
> Cheers from Belgium
> Dennis

918. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 22:14:53 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.01.28.22.14.51.986482@removenoaspam.atari-source.com>
Source record: 21006

On Wed, 28 Jan 2004 21:28:46 +0000, SF0218 wrote:

> Speaking of Magic, I've got v5, live in the U.S.A., where can I upgrade the the
> lastest version?
>

Sam,

Some would say not to bother, but if I were you I would turn to
http://www.europe-shareware.org for the license and cdrom/floppies and to
http://ddp.atari.org for translation to English.

Thanks,
Mark
http://portal.atari-source.com

919. TOS RAM limit ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 22:29:39 UTC
From: exxos <chris@home.co.uk>
Message-ID: <401837ce$0$16734$cc9e4d1f@news.dial.pipex.com>
Source record: 21007

Hi all,

Does TOS1.4 support anything over 4meg of memory ? AFAIK TOS2.6 will ?

thanks
chris

920. Networking a Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 22:32:18 UTC
From: sf0218@aol.com
Message-ID: <20040128173218.21920.00001040@mb-m14.aol.com>
Source record: 21008

Hi All,

I just came in to possesion a a Farallon networking device. An rj45 and a BNC connection on the one end, and on the other end a connection that fits perfectly into the Falcons localtalk port.
My question is: Have I fallen in to some great luck here or is this gonna be a bust from the start. In otherworks, is the Farallon okay to use?

Thanks,

Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

921. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 22:36:16 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <401838cc$0$4265$c30e37c6@lon-reader.news.telstra.net>
Source record: 21009

"Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message
news:bv7rvc$55$1@reader08.wxs.nl...
> Clockmeister wrote:
>
> >>You're really drifting into silly statements. If the software causes a
> >>bus error, an address error or anything like that, the OS cannot "trap"
> >>this any other way than to report this and kill the program. TOS does
> >>this with bombs.
> >
> > No, a proper OS gives you the option of killing or suspending the rogue
> > application whilst leaving the rest of the system intact. Had you ever
> > seriously used an Amiga you would understand how this works.
>
> I never saw the "Guru" ask me to suspend an application that caused a
> processor violation. Rightfully, since this would be an extremely silly
> option.

The Guru wouldn't, as it disappeared after AmigaOS1.3...

> > Perhaps you would also understand how my Amiga with OS2.0 operated for
two
> > weeks without having to reboot after two applications which had crashed
were
> > suspended by the OS.
>
> If an application bombs out on an Atari, you don't have to reboot
> either. Actually, in the time I did seriously use an Amiga, the system
> usually didn't recover very well from the guru meditations.

Once again pointing to you only having used 1.x

> > Regardsless, 1.3 featured smooth multitasking and could run software at
> > various resolutions on different screens. If you don't think that is
cool or
> > useful then you are a twit, seriously.
>
> [troll-response-mode on] MiNT has Vconsoles and can start and stop the
> AES (gui) at will. My system is cooler than yours blah blah.
> [troll-response-mode-off].

[troll mode on]
Yawn.
[troll mode off]

> > From your comments it is plainly obvious that you do not know much about
> > modern operating systems

>
> Probably.. that must be why I am the system administrator and Linux
> consultant here, and run my own webhosting company on the side, managing
> a NetBSD server.
>
> > and how they work which also explains why TOS would
> > be so appealing to you.
>
> I do prefer Linux (and OSX and MiNT) over plain TOS. I just never liked
> Amiga's attempt at an operating system very much. It was ugly, slow and
> unstable. And if it's only ugly, slow and unstable to someone who
> doesn't know much about modern operating systems, it still sucks.

And not having used anything above AmigaOS 1.x disqualifies any arguement
you might have as you simply wouldn't know how AmigaOS has done things in
the last 15 years.

> > I don't hate Atari's, on the contrary, but I do know how to spot
illinformed
> > bullshit when I see it as I have owned and used both systems.
>
> Me too, and I know how to spot trolls.
>
> Feeding time is over. :)
>

The only troll here is you.

922. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 22:38:45 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4018396f$0$4266$c30e37c6@lon-reader.news.telstra.net>
Source record: 21010

```
"JEDIDIAH" <jedi@nomad.mishnet> wrote in message
news:slrnc1db3p.gsf.jedi@nomad.mishnet...
> On 2004-01-27, Clockmeister <no-one@nowhere.com> wrote:
> >
> > "JEDIDIAH" <jedi@nomad.mishnet> wrote in message
> > news:slrnc1afdc.krh.jedi@nomad.mishnet...
> >> On 2004-01-26, Bill Bertram <ADSR6581_removethis_@aol.com> wrote:
> >> >
> >> > "Clockmeister" <no-one@nowhere.com> wrote in message
> >> > news:4014e928$0$4266$c30e37c6@lon-reader.news.telstra.net...
> [deletia]
> >> Not at all. Also, there is a considerable difference between
"techincally
> >> inferior" and poorly engineered. Ataris represent very sensible design
> >> tradeoffs for the time.
> >>
> >> Power without the price wasn't just an advertising slogan.
> >>
> >> > to be true, but they want and need to believe to make their machine
look
> >> > better than it is. So what if they like TOS better, let 'em suffer
with
> > it I
> >> > say...
> >>
> >> No, twits like you simply need to get over yourselves and realize that
> >> people like us would still not have bought Amigas even if we had an
> >> infinite amount of someone else's money to waste.
> >>
> >
> > That only shows who the real twits are in this silly nostalgic
excercise,
> > and it certainly isn't former Amiga users.
>
> Regardless of how much you might like to kid yourself, an Amiga remains
> for all practical purposes just a rediculously overpriced ST.
>

but with lots of cool stuff that made us wonder why anyone could possibly
spend money on such a bland machine.

> Some of us had lives even then, and other things to spend money on.
>
```

Others were creative and needed a machine to express their creativity... and Atari wasn't an option unless MIDI was your only release.

923. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 22:42:46 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0401281442.485cd7b1@posting.google.com>
Source record: 21011

Henk Robbers <h.robbers@chello.nl> wrote in message
news:<ywTRb.26076$hV3.2350@amsnews05.chello.com>...

> And then you have free software available.
> If you dont have atari hardware anymore, you also have to buy
> if you want to continue atari work. You cant buy atari anymore,
> so you buy cheap PC and run aranym for free.

Yes, that is a possibility.

And who knows, maybe there might be TOS compatible hardware produced
in the future? If new hardware will be produced (Coldfire based or
other, who knows), it would be likely to run FreeMiNT, thus also being
free in the same sense as ARAnyM is free :)

Regards,

Joakim

924. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 22:45:59 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <40183b13$0$4262$c30e37c6@lon-reader.news.telstra.net>
Source record: 21012

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:au4+jKFR+8FAFwSb@btinternet.com...
> In article <4016df6f$0$4263$c30e37c6@lon-reader.news.telstra.net>,
> Clockmeister <no-one@nowhere.com> writes
> >And for creating MOD's using trackers, Paula was much more suited to
> >creating and playing back samples then that YM POS. There were more
people
> >creating MOD's on their 1Mb Amigas then Atari users using their MIDI
port,
> >I'm willing to bet.
>
> You'd probably lose. Besides, what use are MODs beyond saying "look what
> my computer's sound chip can do". An Apple IIgs can comfortably urinate
> on Paula from a great height, and when we bring in the STE and Falcon
> sound hardware, the Amiga is again left behind.
>
> MODs are cool, sure, but they're not useful in any way.
>

Except to create music ofcourse... duh

925. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 22:48:00 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <40183b8c$0$4267$c30e37c6@lon-reader.news.telstra.net>
Source record: 21013

"Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message
news:bv7s2s$55$2@reader08.wxs.nl...
> Clockmeister wrote:
>
> >>An ST can even do that with 512K. :)
> >>
> >
> > Bombs away...
>
> I see you can only spot illinformed bullshit in other people's posts,
> not your own.
>

You didn't pick up on the irony... ah well

926. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 23:11:08 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <401840f8$0$4267$c30e37c6@lon-reader.news.telstra.net>
Source record: 21014

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:Ky66E+CXTBGAFw5i@btinternet.com...
> In article <1075316844-86171AEicMi@gmx.net>, Dennis Vermeire
> <dennis.vermeire@gmx.net> writes
>
> >But this has nothing to do with it. Suppose you download a jpg picture
from
> >the web which was created with Photoshop - that stupid MacOS will try to
> >open it with Photoshop - even if you, **the user** would rather like to
use
> >for example Photoline to open *all* jpg's. What it boils down to is that
the
> >user isn't in control anymore, but the lame OS.
>
> No, the lame user. You can set Photoline, GIMP, preview or whatever the
> hell you want to open the document. If you don't know how then you're
> even less qualified than I thought to suggest that Mac OS is lame. As it
> is, OS X defaults to opening graphic (gif and jpeg) images in Preview.
> It took two clicks to make it use Photoshop.
>
> >Download a couple of MP3's from Kazaa, and click on them, iTunes won't
open
> >but that stupid slow and bloated Quicktime thingy... etc, and don't tell
me
> >to start thinking "differently", in this case "different" means stupid.
>
> As a musician, you can take your MP3s from Kazaa and stick them up your
> pirating ass.

I've downloaded hundreds of songs off Kazaa but I am not a pirate.

Where can we find samples of your music?

927. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 23:12:14 UTC
From: sf0218@aol.com
Message-ID: <20040128181214.21920.00001045@mb-m14.aol.com>
Source record: 21015

I'll check for sources here, but I'm not betting on it.

I'm running Magic5 now, and really do want to upgrade to the latest Atari version. And I can say that I would be perfectly happy with that.

Thanks,

Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

928. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 23:15:03 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <401841e3$0$4264$c30e37c6@lon-reader.news.telstra.net>
Source record: 21016

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:1075316840-85391AEicMi@gmx.net...
> From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
> Date: Sun, 25 Jan 2004 11:18:53 +0000 (UTC)
>
> >Yes, but I was saying that the Amiga isn't as good as a Mac. Do keep up.
> >Mac OS, by the time of the IIx, was generally 7.1, which was
> >multitasking,
>
> I never owned or even used an Amiga, but it couldn't possibly be worser
> then MacOS. No matter what incarnation of the MacOS is used and on what
> hardware, it stinks. Multitasking and the MacOS are two words which don't
> go together very well. In fact, IMO if you wanna see a Mac do some real
> multitasking, then you better load MagiCMac. It's the living proof of how
> bloated the MacOS is... oh and the same applies to that arse-kicking OS X.
> It's even worser...

Ofcourse, and it only goes to show how bias can warp ones sense of reality
in the case of the other poster.

AmigaOS worse then MacOS... I mean really, what a retarded comment.

> >and offered a lot of features we take for granted now.
>
> Compared to what? MS Windows?

Compared to AmigaOS certainly.

> Jinnee beats the crap out of the OS 9.2.2 desktop in every aspect, and
> let's not talk about the OS X desktop, that's a complete disaster.

I hear you brother ;-)

929. Do you HAVE to use an Atari monitor????

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 23:31:28 UTC
From: drsmith666@aol.com
Message-ID: <20040128183128.24702.00001008@mb-m16.aol.com>
Source record: 21017

If I bought an Atari 520 ST would I have to have an Atari monitor to run it on? I see a LOT of monitors available in thrift stores, will any of those work on the ST? Thanks.

930. Re: TOS RAM limit ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 23:32:27 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <fEXRb.32622$Wa.10507@news-server.bigpond.net.au>
Source record: 21019

"exxos" <chris@home.co.uk> wrote in message
news:401837ce$0$16734$cc9e4d1f@news.dial.pipex.com...
> Hi all,
>
> Does TOS1.4 support anything over 4meg of memory ? AFAIK TOS2.6 will ?

I don't think so. I recall the Frontier xtraram+8 and the magnum cards all needed 2.06. Actually I think these cards were designed to act as Alternative ram and not ST ram. 4MB was the ST ram limit in all but Tos 3 and 4. This was because of the MMU. The most you could address was 14 meg as the upper 2 meg was used by I/O. Of course I could be wrong;-)

Mark

931. Anybody using an ST for internet access?

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 23:33:11 UTC
From: drsmith666@aol.com
Message-ID: <20040128183311.24702.00001009@mb-m16.aol.com>
Source record: 21018

Just curious, do people still use Atari ST computers to access the internet?

932. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 23:39:58 UTC
From: Misha <misha.s@sezampro.yu>
Message-ID: <bv9hajsrg1@news.eunet.yu>
Source record: 21020

Hi Dennis !!!

On 28-Jan-2004, Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> But let's put it this way; you are able to run a pretty nice bunch of apps
>
> under your emulator, if these are all you care about, then you are indeed
> a
> happy emulator user. If on the other hand you wanna run things which don't
> fit in that "nice bunch" category you've got a problem, a problem which
> can
> only be solved by original hardware. But then I presume like most emulator
> users you disregard this "little" issue...

Yeah !! But I have Falcon and STE (real) and I like it so much !!!
On the other side I like Aranym because it works well !!!
Everything is simple,use what you want and what you like !!!
Some people are happy with ZX Spectrum !!! ;)

Regards Misha !!!

933. Low/Mid Resolution Display problem with Atari MEGA 1

Newsgroup: comp.sys.atari.st
Date: 2004-01-28 23:51:22 UTC
From: Jason Davey <acs@webaxs.net>
Message-ID: <bv9hu2okg1@arachne.labyrinth.net.au>
Source record: 21021

Hi all
I recently acquired a MEGA 1 which runs in Hi Res but will not display in Low/Mid Res. I have auto booted games and the sound works fine but I get a blank display. I have only tried this with composite out not RGB which I will try when I make up a suitable lead. May be there is a problem with the composite out?

I'm assuming the Hi Res circuits are separate from the low/mid res circuits (I'm sure I read that somewhere in the past) and if so could I be lucky enough to be able to replace a socketed chip to fix the problem?

If any one can shed some light on this that would be great!

Thanks in advance :)

Jason

934. Re: Low/Mid Resolution Display problem with Atari MEGA 1

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 01:40:31 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.01.29.01.40.31.61961@nossspamXXatari-source.com>
Source record: 21022

On Thu, 29 Jan 2004 10:51:22 +1100, Jason Davey wrote:

> Hi all
> I recently acquired a MEGA 1 which runs in Hi Res but will not display in
> Low/Mid Res. I have auto booted games and the sound works fine but I get a
> blank display. I have only tried this with composite out not RGB which I
> will try when I make up a suitable lead. May be there is a problem with the
> composite out?
>

I've actually done a fair bit of research on this. It would seem that all NON-STE Atari ST's do not have composite out whatsoever. Where as STe's do and it works just fine. This is probably why you see nothing. If you hook it up to your TV it should work in low/med rez (assuming you have a modulator), and if you don't you'll need to find an rgb monitor. There might perhaps be a way to convert the rgb signals to composite but I don't know.

> I'm assuming the Hi Res circuits are separate from the low/mid res circuits
> (I'm sure I read that somewhere in the past) and if so could I be lucky
> enough to be able to replace a socketed chip to fix the problem?
>
> If any one can shed some light on this that would be great!
>
> Thanks in advance :)
>
> Jason

935. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 02:42:13 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <9q_Rb.135443$sv6.723053@attbi_s52>
Source record: 21023
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

```
Maybe... but only pimps and old farts drive cadillacs. :)

"Don Schmidt" <Retired Engineer@PNB.usa> wrote in message
news:101g3hp98hoe212@corp.supernews.com...
> Intelligence is directly proportional to one's wealth.
>
>
> --
> Don
> --------
> Vancouver, USA - One of the great cities in one of the 45+ countries in
> America!
>
>
> "SteveV4V" <stevev4v1@comcast.net> wrote in message
> news:B3SRb.136102$nt4.595960@attbi_s51...
> > That's the best you can do when I expose your ignorance?
> >
> > Hahahaha... what a joke.
> >
> > "Don Schmidt" <Retired Engineer@PNB.usa> wrote in message
> > news:101fnh9egj9t314@corp.supernews.com...
> > > I'm pleased you realize you are the source of the problem.
> > >
> > >
> > > --
> > > Don
> > > --------
> > > Vancouver, USA - One of the great cities in one of the 45+ countries
in
> > > America!
> > >
> > >
> > > "SteveV4V" <stevev4v1@comcast.net> wrote in message
> > > news:RlDRb.130541$sv6.691092@attbi_s52...
> > > > > BTW, Spam is associated with e-mail, not news groups.
> > > >
> > > > Actually this is not true, here is how dictionary.com describes
spam:
> > > >
> > > > "Unsolicited e-mail, often of a commercial nature, sent
> indiscriminately
> > > to
```

> > > > multiple mailing lists, individuals, or newsgroups; junk e-mail."
> > > >
> > > > Here is the url, in case you would like to verify this:
> > > >
> > > > http://dictionary.reference.com/search?q=spam
> > > >
> > > > Just an FYI.
> > > >
> > > > In the end, all this pointless bickering does is make this newsgroup
> > look
> > > > bad as the size of the discussion thread
> > > > outweighs anything Atari-related... and that's a shame.
> > > >
> > > >
> > >
> > >
> > > ---
> > > Outgoing mail is certified Virus Free.
> > > Checked by AVG anti-virus system (http://www.grisoft.com).
> > > Version: 6.0.569 / Virus Database: 360 - Release Date: 1/26/04
> > >
> > >
> >
> >
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.569 / Virus Database: 360 - Release Date: 1/26/04
>
>

936. Re: Do you HAVE to use an Atari monitor????

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 05:54:16 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <101h8097lvdo7de@corp.supernews.com>
Source record: 21024

"Bass Guitar God" <drsmith666@aol.com> wrote in message
news:20040128183128.24702.00001008@mb-m16.aol.com...
> If I bought an Atari 520 ST would I have to have an Atari monitor to run
it on?
> I see a LOT of monitors available in thrift stores, will any of those work
on
> the ST? Thanks.

You can use a RGB monitor, But you have to have a custom cable made which
can exceed the ST monitor! I had a cable made for a Magnavox RGB 80
(Commodore 1084) from Redmond Cable for like $20.

Tim

937. Re: TOS RAM limit ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 06:52:08 UTC
From: exxos <chris@home.co.uk>
Message-ID: <4018ad90$0$2438$cc9e4d1f@news.dial.pipex.com>
Source record: 21025

"Mark Bedingfield" <mark@computercom.com.au> wrote in message
news:fEXRb.32622$Wa.10507@news-server.bigpond.net.au...
>
> "exxos" <chris@home.co.uk> wrote in message
> news:401837ce$0$16734$cc9e4d1f@news.dial.pipex.com...
> > Hi all,
> >
> > Does TOS1.4 support anything over 4meg of memory ? AFAIK TOS2.6 will ?
>
> I don't think so. I recall the Frontier xtraram+8 and the magnum cards all
> needed 2.06. Actually I think these cards were designed to act as
> Alternative ram and not ST ram. 4MB was the ST ram limit in all but Tos 3
> and 4. This was because of the MMU. The most you could address was 14 meg
as
> the upper 2 meg was used by I/O. Of course I could be wrong;-)
>
> Mark
>
>

How it looks on the ST memory map, the first 14meg is the ram area, the next
few K is ROM and the next is reserved, which gives 16meg before the catridge
rom, since TOS 2.6 (I think) is bigger than the rom area it gets moved
higher up which leaves 16meg free, Thats how it looks to me anyways......

chris

938. Re: TOS RAM limit ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 07:36:27 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <%J2Sb.33080$Wa.10975@news-server.bigpond.net.au>
Source record: 21026

exxos wrote:
> "Mark Bedingfield" <mark@computercom.com.au> wrote in message
> news:fEXRb.32622$Wa.10507@news-server.bigpond.net.au...
>
>>"exxos" <chris@home.co.uk> wrote in message
>>news:401837ce$0$16734$cc9e4d1f@news.dial.pipex.com...
>>
>>>Hi all,
>>>
>>>Does TOS1.4 support anything over 4meg of memory ? AFAIK TOS2.6 will ?
>>
>>I don't think so. I recall the Frontier xtraram+8 and the magnum cards all
>>needed 2.06. Actually I think these cards were designed to act as
>>Alternative ram and not ST ram. 4MB was the ST ram limit in all but Tos 3
>>and 4. This was because of the MMU. The most you could address was 14 meg
>
> as
>
>>the upper 2 meg was used by I/O. Of course I could be wrong;-)
>>
>>Mark
>>
>>
>
>
> How it looks on the ST memory map, the first 14meg is the ram area, the next
> few K is ROM and the next is reserved, which gives 16meg before the catridge
> rom, since TOS 2.6 (I think) is bigger than the rom area it gets moved
> higher up which leaves 16meg free, Thats how it looks to me anyways......

Being that the 68000 can only address 16meg I guess it must be mapped
between 4 and 14 meg. Obviously TT ram is above 16Meg because the 68030
can address 4 gig of ram. All IO is at 14-16 meg AFAIK. This includes
cart Rom and OS Rom.
Not attempting to break the 4meg barrier are you?

Mark

939. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 07:55:52 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bvaefnoul1@reader10.wxs.nl>
Source record: 21027

Clockmeister wrote:

> The Guru wouldn't, as it disappeared after AmigaOS1.3...

Oh I see you're still comparing latest AmigaOS versions to TOS 1.0.

> Once again pointing to you only having used 1.x

Oh I see you're still comparing latest AmigaOS versions to TOS 1.0.

> And not having used anything above AmigaOS 1.x disqualifies any arguement
> you might have as you simply wouldn't know how AmigaOS has done things in
> the last 15 years.

Oh I see you're still comparing latest AmigaOS versions to TOS 1.0.
(Have you watched MiNT lately? That kinda discharges your arguments
about AmigaOS'es brilliant multitasking).

> The only troll here is you.

Sure, whatever you want. :)

Maurits.

940. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 08:04:22 UTC
From: puffpuffin@aol.comNOSPAM
Message-ID: <20040129030422.28470.00000883@mb-m15.aol.com>
Source record: 21028

>There were more
>people
>> >creating MOD's on their 1Mb Amigas then Atari users using their MIDI
>port,
>> >I'm willing to bet.

Hahaha. That is SOOO funny! MODs are so constricting in the type of music one can compose. No music notation, no easy note editing, chords have to be resampled for each chord, scratchy low-quality samples, machine sounding rhythms, etc. I just can't see how anyone can work in such a constricting environment. MODs are really only good for techno/dance music.

MIDI allows high quality samples (depending on your equipment), easy note and chord editing (just click on a note and drag it), swing times, etc. That is why MIDI (and in particular, Atari MIDI) has survived so long and used so much in pro music today. I've never heard of any pro musician proudly say, "I created all my music on my CD with MOD trackers." Try going into a pro music store today and asking them about MODs/trackers. They will probably not know what you're talking about or laugh in your face. 'why? Because barely anyone uses MODs/trackers anymore! Everyone uses softsynths or MIDI!

The Atari MIDI mailing list has HUNDREDS of members and growing all the time. MIDI rules.

You need to get out of your little MOD world and get into the real MIDI world...

941. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 09:44:10 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2004.01.29.09.44.09.750138@sophics.cz>
Source record: 21030

On Wed, 28 Jan 2004 16:44:37 -0500, lp wrote:

> trying to help you guys with your image. You ask why after 3 years
> people still don't accept this, so I replied to that. I am glad we can
> have a civil chat like this.

Me too. And I am thankful for the suggestions.

> If you want bench marks for certain tasks, like making a kernel, you
> only need ask. If I have the time I would help, and it would make the
> site more accurate.

OK, this is a good idea. The FreeMiNT 1.16 is still evolving but the source code is not likely to grow much so perhaps we could measure that one. The 1.15.12 would be a safe bet but who would be recompiling such an old version? :)

>> BTW, we have at least three guys working actively on the Mac OS X
>> version of ARAnyM now. Actually ARAnyM always worked there but the
>> state of the build tools don't allow easy building of it, it seems to
>> me (judging from the aranym-dev mailing list).
>
> We can only hope they succeed then. Unfortunately I cannot help even
> though I have an up to date system with xcode

From what I read in the mailing list I feel like it's real hard to compile something on macosx. There is a project builder, and now the xcode, but paths are incorrect, and things are missing... It's unfortunate to watch the guys trying to just produce a binary without being able to help them (the source code is compilable, there is no problem, only the process of actually making the final binary is not done) and receiving complaints in discussions like this one that we run on linux only. I don't like feeling helpless, you know.

>> interest in, you blame them for unfulfilled promises but you're just
>> sitting there. This does not work in Free software world, I am afraid.
>
> Ok, maybe my original expectation was to high. I have no skill in that
> area so I can only sit and wait.

I believe you can do much more than just sit and wait. I am talking about one thing: if something does not work in a free project, try to support the authors in any way so it starts working. I think I could ask google for "how to support free software if I am not programmer" but instead I'd give you some examples selected specially for the Atari (erm. TOS compatible) world:

Simple example: instead of writing to an unrelated web list discussion "MiNT sucks, MagiC is so much faster" it's IMHO way better to ask in the MiNT mailing list: "guys, I like MiNT but can't use it on my machine cause it's too slow, can you help me make it running faster?"

Another example: instead of trying to find out why CAB 2.8 has a problem with bookmarks on VFAT partitions and fixing it by downgrading to CAB 2.7 I would think that joining the HighWire mailing list or their web forum and telling them "guys, HighWire rocks, I am missing this last feature XXX to abandon the unsupported and dead CAB and replace it with your HighWire" would be a much better thing.

And I could go on with the examples but I am sure you know what I mean. The key is to realize what has CAB and MagiC in common, and what's is in common for FreeMiNT and HighWire. As soon as you find the pattern you can go on for all the software you like to use.

> I am really happy with macosx, and I really don't want to change it over
> or dual boot. It's a valid question, no harm asking that.

I know we promised "Any Machine" without further restrictions but even now it is possible to run ARAnyM on more hardware than some of readers here think - thanks to the linux kernel running on almost any hardware.. Thus I could be replying "install linux on your mac" to the "aranym doesn't run on mac" complaint but I won't do that as Stefan and others are working on the native mac osx port of aranym.

Actually ARAnyM is much more relying on the SDL than on the underlying kernel itself. So perhaps it would be much more accurate to say that aranym runs on the following platforms:

http://www.libsdl.org/intro/whatplatforms.html

Although this page is obsolete since it doesn't list Patrice's work on SDL for Atari (or TOS hardware? Or MiNT hardware.. never know how to define it properly ;-)

> Anyway the only other comment I wish to make is that you referred to the
> mintlist discussion as "complaints". That I disagree with greatly.

It was a mixture at first (caused by different expectations, wrong understanding due to my aranym.sf.net page, etc) but later there were mostly valid replies with some very good points (I had a long private discussion with Frank himself which helped me to understand some pretty important things).

> realize some of them were not as you had hoped, but still they were
> requested after all. ;-)

And were helpful, thanks. Each reaction helps us in defining the direction of further aranym development (just please note that while positive reactions speed the development up the negative ones cause developers to abandon the project completely - but I explained it earlier that free projects live from the interest and support of their users).

Petr

942. Re: Anybody using an ST for internet access?

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 10:04:04 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <4018d474ff1a11@tripnet.se>
Source record: 21032

In comp.sys.atari.st <20040128183311.24702.00001009@mb-m16.aol.com>
Bass Guitar God wrote on Wed 28-01-2004 23:33 (GMT):

>Just curious, do people still use Atari ST computers to access the internet?

No reason to stop doing that :-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

943. Re: Do you HAVE to use an Atari monitor????

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 10:04:05 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <4018d474ff1a12@tripnet.se>
Source record: 21031

In comp.sys.atari.st <20040128183128.24702.00001008@mb-m16.aol.com>
Bass Guitar God wrote on Wed 28-01-2004 23:31 (GMT):

>If I bought an Atari 520 ST would I have to have an Atari monitor to run it on?
>I see a LOT of monitors available in thrift stores, will any of those work on
>the ST? Thanks.

Most SVGA monitors can be used on a ST with a special adaptor. You will
only get ST HIGH 640*400 monochrome, though.

Check for how much RAM the computer has. 520 ST are quite hade to expand,
better to get a 520 STe and put in four 1 MB SIMMS.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

944. Re: Low/Mid Resolution Display problem with Atari MEGA 1

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 10:04:06 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <4018d474ff1a13@tripnet.se>
Source record: 21033

In comp.sys.atari.st <pan.2004.01.29.01.40.31.61961@nossspamXXatari-source.com>
Mark D wrote on Wed 28-01-2004 20:40 (-0500):

>On Thu, 29 Jan 2004 10:51:22 +1100, Jason Davey wrote:
>
>> Hi all
>> I recently acquired a MEGA 1 which runs in Hi Res but will not display in
>> Low/Mid Res. I have auto booted games and the sound works fine but I get a
>> blank display. I have only tried this with composite out not RGB which I
>> will try when I make up a suitable lead. May be there is a problem with the
>> composite out?
>>
>
>I've actually done a fair bit of research on this. It would seem that all
>NON-STE Atari ST's do not have composite out whatsoever. Where as STe's
>do and it works just fine. This is probably why you see nothing. If you
>hook it up to your TV it should work in low/med rez (assuming you have a
>modulator), and if you don't you'll need to find an rgb monitor. There
>might perhaps be a way to convert the rgb signals to composite but I don't
>know.

AfaIk ST's with RF modulator have composite out. As Mega's does not have
RF no composite. All STe have RF built in but also the older STfm (where
the m stands for modulator).

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

945. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 10:05:29 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <zui0D0C2oNGAFwft@btinternet.com>
Source record: 21034

In article <401840f8$0$4267$c30e37c6@lon-reader.news.telstra.net>,
Clockmeister <no-one@nowhere.com> writes
> I've downloaded hundreds of songs off Kazaa but I am not a pirate.
>
>Where can we find samples of your music?

You can't. I haven't replaced them since MP3.com was closed down.

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

946. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 10:05:29 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <y+20HNCnnNGAFw+$@btinternet.com>
Source record: 21035

In article <40183b13$0$4262$c30e37c6@lon-reader.news.telstra.net>,
Clockmeister <no-one@nowhere.com> writes
>Except to create music ofcourse... duh

Music that is unsaleable and pointless, except for demonstrating what
Paula can do. Yeah, some people may have tapes of MODs in their car, and
some people might like tapes of Stylophone music too. MOD music is
irrelevant. An ST can help you produce commercial music. That's useful.
/Any/ computer can help you produce music that demonstrates what their
music hardware can do.

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

947. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 10:19:23 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4018dd98$0$4268$c30e37c6@lon-reader.news.telstra.net>
Source record: 21036

"Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message
news:bvaefnoul1@reader10.wxs.nl...
> Clockmeister wrote:
>
> > The Guru wouldn't, as it disappeared after AmigaOS1.3...
>
> Oh I see you're still comparing latest AmigaOS versions to TOS 1.0.

Latest? OS2.0 is hardly the latest, it's ancient.

948. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 10:22:56 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4018de6d$0$4267$c30e37c6@lon-reader.news.telstra.net>
Source record: 21037

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:zui0D0C2oNGAFwft@btinternet.com...
> In article <401840f8$0$4267$c30e37c6@lon-reader.news.telstra.net>,
> Clockmeister <no-one@nowhere.com> writes
> > I've downloaded hundreds of songs off Kazaa but I am not a pirate.
> >
> >Where can we find samples of your music?
>
> You can't. I haven't replaced them since MP3.com was closed down.
>

Post them in a binary group, or some free website. I'm genuinely curious ;-)

949. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 10:29:13 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4018dfe1$0$4262$c30e37c6@lon-reader.news.telstra.net>
Source record: 21038

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:y+20HNCnnNGAFw+$@btinternet.com...
> In article <40183b13$0$4262$c30e37c6@lon-reader.news.telstra.net>,
> Clockmeister <no-one@nowhere.com> writes
> >Except to create music ofcourse... duh
>
> Music that is unsaleable and pointless, except for demonstrating what
> Paula can do. Yeah, some people may have tapes of MODs in their car, and
> some people might like tapes of Stylophone music too. MOD music is
> irrelevant. An ST can help you produce commercial music. That's useful.
> /Any/ computer can help you produce music that demonstrates what their
> music hardware can do.
>

Sure, but I can point you to sites with literally thousands of tracker/MOD
tunes but where do I find all these Atari created MIDI masterpieces?

950. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 10:37:09 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4018e1bd$0$4264$c30e37c6@lon-reader.news.telstra.net>
Source record: 21039

"PuffPuffin" <puffpuffin@aol.comNOSPAM> wrote in message
news:20040129030422.28470.00000883@mb-m15.aol.com...
> >There were more
> >people
> >> >creating MOD's on their 1Mb Amigas then Atari users using their MIDI
> >port,
> >> >I'm willing to bet.
>
> Hahaha. That is SOOO funny! MODs are so constricting in the type of
music one
> can compose. No music notation, no easy note editing, chords have to be
> resampled for each chord, scratchy low-quality samples, machine sounding
> rhythms, etc. I just can't see how anyone can work in such a constricting
> environment. MODs are really only good for techno/dance music.

Which happens to be pretty popular if you haven't noticed.

> MIDI allows high quality samples (depending on your equipment), easy note
and
> chord editing (just click on a note and drag it), swing times, etc. That
is
> why MIDI (and in particular, Atari MIDI) has survived so long and used so
much
> in pro music today. I've never heard of any pro musician proudly say, "I
> created all my music on my CD with MOD trackers." Try going into a pro
music
> store today and asking them about MODs/trackers. They will probably not
know
> what you're talking about or laugh in your face. 'why? Because barely
anyone
> uses MODs/trackers anymore! Everyone uses softsynths or MIDI!
>
> The Atari MIDI mailing list has HUNDREDS of members and growing all the
time.
> MIDI rules.
>
> You need to get out of your little MOD world and get into the real MIDI
> world...
>

Atari MIDI is cheap and therefore within reach of the average backyard
composer, but do you really think real pro's still use Atari's? LOL now THAT
is funny.

951. Re: need pictures of SLM804 printer

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 10:39:24 UTC
From: "Dave T." <417ci-ohc-v8@Perth.com.au>
Message-ID: <4018e2dc$0$1727$5a62ac22@freenews.iinet.net.au>
Source record: 21040

Responce sent

Sorry, I forgot about it totaly

"Bernd Maedicke" <BMaedicke@t-online.de> wrote in message
news:1g884yp.jf1omb1gvmb92N%BMaedicke@t-online.de...
> Dave T. <417ci-ohc-v8@Perth.com.au> wrote:
>
> > ive an slm 804 and a 3.2megapixel camera. I think i can help :P
> > give me your email adress
>
> Hi Dave,
>
> Send a email to my email adress, please.
> I write you a mail, but your email adress isn't ok :-(
>
>
> Ciao, Bernd
> --
> Url: <http://x-com.atari.org/>

952. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 10:41:02 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bvao5g$203$1@reader10.wxs.nl>
Source record: 21041

Clockmeister wrote:

> Sure, but I can point you to sites with literally thousands of tracker/MOD
> tunes but where do I find all these Atari created MIDI masterpieces?

Contrary to those thousands of tracker tunes hidden away in obscure scene directories, you'll find Atari created MIDI masterpieces in seriously published music. Especially in the first ten years after the ST was released, most composers relied on them (most mainstream dance producers, but also great names like Klaus Schulze). Some still do, like Fatboy Slim; watch the interview on the Moulin Rouge DVD.. yes, that music is also composed on an ST.

(This might be why "Atari" is even mentioned in Lady Marmalade's lyrics!) ;)

Maurits.

953. Re: Low/Mid Resolution Display problem with Atari MEGA 1

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 10:50:03 UTC
From: Jason Davey <acs@webaxs.net>
Message-ID: <bvaohl$29ic$1@arachne.labyrinth.net.au>
Source record: 21042

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:4018d474ff1a13@tripnet.se...
> In comp.sys.atari.st
<pan.2004.01.29.01.40.31.61961@nossspamXXatari-source.com>
> Mark D wrote on Wed 28-01-2004 20:40 (-0500):
>
> >On Thu, 29 Jan 2004 10:51:22 +1100, Jason Davey wrote:
> >
> >> Hi all
> >> I recently acquired a MEGA 1 which runs in Hi Res but will not display
in
> >> Low/Mid Res. I have auto booted games and the sound works fine but I
get a
> >> blank display. I have only tried this with composite out not RGB which
I
> >> will try when I make up a suitable lead. May be there is a problem with
the
> >> composite out?
> >>
> >
> >I've actually done a fair bit of research on this. It would seem that
all
> >NON-STE Atari ST's do not have composite out whatsoever. Where as STe's
> >do and it works just fine. This is probably why you see nothing. If you
> >hook it up to your TV it should work in low/med rez (assuming you have a
> >modulator), and if you don't you'll need to find an rgb monitor. There
> >might perhaps be a way to convert the rgb signals to composite but I
don't
> >know.
>
> AfaIk ST's with RF modulator have composite out. As Mega's does not have
> RF no composite. All STe have RF built in but also the older STfm (where
> the m stands for modulator).
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>
>

Well that answers my question. I will get an RGB lead together shortly.

Thanks :)

954. Re: need pictures of SLM804 printer

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 10:55:39 UTC
From: "Dave T." <417ci-ohc-v8@Perth.com.au>
Message-ID: <4018e6ab$0$1742$5a62ac22@freenews.iinet.net.au>
Source record: 21043

I hope you have broadband, you have a pack of hi rez photos comming, of the printers, drumkits and internals, aswell as the controller.

"Bernd Maedicke" <BMaedicke@t-online.de> wrote in message news:1g884yp.jf1omb1gvmb92N%BMaedicke@t-online.de...
> Dave T. <417ci-ohc-v8@Perth.com.au> wrote:
>
> > ive an slm 804 and a 3.2megapixel camera. I think i can help :P
> > give me your email adress
>
> Hi Dave,
>
> Send a email to my email adress, please.
> I write you a mail, but your email adress isn't ok :-(
>
>
> Ciao, Bernd
> --
> Url: <http://x-com.atari.org/>

955. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 11:20:45 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4018ebf5$0$4259$c30e37c6@lon-reader.news.telstra.net>
Source record: 21044

"Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message
news:bvao5g$203$1@reader10.wxs.nl...
> Clockmeister wrote:
>
> > Sure, but I can point you to sites with literally thousands of
tracker/MOD
> > tunes but where do I find all these Atari created MIDI masterpieces?
>
> Contrary to those thousands of tracker tunes hidden away in obscure
> scene directories, you'll find Atari created MIDI masterpieces in
> seriously published music.

Oh, http://www.modarchive.com/ is hardly obscure, just off the top of my
head. Aminet has a large Amiga created MOD section.

Especially in the first ten years after the
> ST was released, most composers relied on them (most mainstream dance
> producers, but also great names like Klaus Schulze). Some still do, like
> Fatboy Slim; watch the interview on the Moulin Rouge DVD.. yes, that
> music is also composed on an ST.

Great, but it sounds so clinical.

I like this...

http://www.modarchive.com/cgi-bin/download.cgi?F/FOUNTAIN.MOD

Fatboy Slim doesn't blow my hair back either.

956. Re: need pictures of SLM804 printer

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 11:23:51 UTC
From: BMaedicke@t-online.de
Message-ID: <1g8bosy.1wugce4qnxb7kN%BMaedicke@t-online.de>
Source record: 21045

Dave T. <417ci-ohc-v8@Perth.com.au> wrote:

> I hope you have broadband, you have a pack of hi rez photos comming, of the
> printers, drumkits and internals, aswell as the controller.

Yes, no problem. Send the pictures.
and *very* thanx!!!

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

957. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 11:27:24 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bvaqsf$4fk$1@reader10.wxs.nl>
Source record: 20946

Clockmeister wrote:

> Oh, http://www.modarchive.com/ is hardly obscure, just off the top of my
> head. Aminet has a large Amiga created MOD section.

I'm just comparing modfiles to normally published music.

> Great, but it sounds so clinical.

Oh, and modfiles don't? :)

> Fatboy Slim doesn't blow my hair back either.

Well, he sucks according to me, but he was the first name that came to
mind. My point is, Ataris were (and sometimes still are) used by pro
composers, modfiles (sometimes also made on Ataris btw) are used by
sceners. I think you'll find more Atari compositions than modfiles in
the average music lover's CD collection.

Maurits.

958. Re: TOS RAM limit ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 11:29:29 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <4018ee96$0$24016$626a54ce@news.free.fr>
Source record: 20947

TOS 1 are done for $FC0000 to $FEFFFF (192KB) location.
TOS 2, 3 are done for $E00000 to E3FFFF (256KB) location.
TOS 4 is done for $E00000 to E7FFFF (512KB) location (notice that the
address decoding is done on $E00000 to $EFFFFF (1MB)).

Regards

"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> a ï¿½crit dans
le message de news: %J2Sb.33080$Wa.10975@news-server.bigpond.net.au...
> exxos wrote:
> > "Mark Bedingfield" <mark@computercom.com.au> wrote in message
> > news:fEXRb.32622$Wa.10507@news-server.bigpond.net.au...
> >
> >>"exxos" <chris@home.co.uk> wrote in message
> >>news:401837ce$0$16734$cc9e4d1f@news.dial.pipex.com...
> >>
> >>>Hi all,
> >>>
> >>>Does TOS1.4 support anything over 4meg of memory ? AFAIK TOS2.6 will ?
> >>
> >>I don't think so. I recall the Frontier xtraram+8 and the magnum cards
all
> >>needed 2.06. Actually I think these cards were designed to act as
> >>Alternative ram and not ST ram. 4MB was the ST ram limit in all but Tos
3
> >>and 4. This was because of the MMU. The most you could address was 14
meg
> >
> > as
> >
> >>the upper 2 meg was used by I/O. Of course I could be wrong;-)
> >>
> >>Mark
> >>
> >>
> >
> >
> > How it looks on the ST memory map, the first 14meg is the ram area, the
next
> > few K is ROM and the next is reserved, which gives 16meg before the
catridge
> > rom, since TOS 2.6 (I think) is bigger than the rom area it gets moved
> > higher up which leaves 16meg free, Thats how it looks to me
anyways......
>

> Being that the 68000 can only address 16meg I guess it must be mapped
> between 4 and 14 meg. Obviously TT ram is above 16Meg because the 68030
> can address 4 gig of ram. All IO is at 14-16 meg AFAIK. This includes
> cart Rom and OS Rom.
> Not attempting to break the 4meg barrier are you?
>
> Mark

959. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 12:02:39 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <++73X6JTWPGAFw$J@btinternet.com>
Source record: 20948

In article <4018e1bd$0$4264$c30e37c6@lon-reader.news.telstra.net>,
Clockmeister <no-one@nowhere.com> writes
>Atari MIDI is cheap and therefore within reach of the average backyard
>composer, but do you really think real pro's still use Atari's? LOL now THAT
>is funny.

Yes, real pros do still use Ataris. Most serious musicians have an ST
floating around, even if it's just for communicating with some ancient
bit of music hardware or keeping their old songs.

Pros /did/ use Ataris. Vince Clarke, Depeche Mode, hell, pretty much
anyone who couldn't afford a Synclavier, S.A.W... anything that was
sequenced in the mid 80s usually had an Atari attached, and this
continued for a long time. Pros didn't use Amigas, and IIRC no MOD file
has ever got into the UK or Billboard charts.

Sound on Sound only recently dropped their Atari Column. Analogic still
sell Ataris in the back of the mag.

You can argue all the points you like about the OS, but where music is
concerned the Atari is still very useful and active - arguing otherwise
just makes you look very ill-informed.

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

960. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 12:02:40 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <FuE5jVKuWPGAFw4u@btinternet.com>
Source record: 20949

In article <4018dfe1$0$4262$c30e37c6@lon-reader.news.telstra.net>,
Clockmeister <no-one@nowhere.com> writes
>Sure, but I can point you to sites with literally thousands of tracker/MOD
>tunes but where do I find all these Atari created MIDI masterpieces?

Try pretty much any pop album from the mid 80s.

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

961. Re: Anybody using an ST for internet access?

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 12:07:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401290405590.25490-100000@onyx.spiritone.com>
Source record: 20955

On 28 Jan 2004, Bass Guitar God wrote:

> Just curious, do people still use Atari ST computers to access the internet?

I use my ST with a simple Term program. ===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

962. Expand

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 12:16:26 UTC
From: fried.man@sympatico.ca
Message-ID: <2b61dc2b.0401290416.79c0af7f@posting.google.com>
Source record: 20951

Does anyone know where I can get Expand, the software sampler? If anyone has a copy to sell let me know.
Thanks, Mark

963. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 12:29:05 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4018fbf8$0$4266$c30e37c6@lon-reader.news.telstra.net>
Source record: 20953

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:++73X6JTWPGAFw$J@btinternet.com...
> In article <4018e1bd$0$4264$c30e37c6@lon-reader.news.telstra.net>,
> Clockmeister <no-one@nowhere.com> writes
> >Atari MIDI is cheap and therefore within reach of the average backyard
> >composer, but do you really think real pro's still use Atari's? LOL now
THAT
> >is funny.
>
> Yes, real pros do still use Ataris. Most serious musicians have an ST
> floating around, even if it's just for communicating with some ancient
> bit of music hardware or keeping their old songs.
>
> Pros /did/ use Ataris. Vince Clarke, Depeche Mode, hell, pretty much
> anyone who couldn't afford a Synclavier, S.A.W... anything that was
> sequenced in the mid 80s usually had an Atari attached, and this
> continued for a long time. Pros didn't use Amigas, and IIRC no MOD file
> has ever got into the UK or Billboard charts.
>
> Sound on Sound only recently dropped their Atari Column. Analogic still
> sell Ataris in the back of the mag.
>
> You can argue all the points you like about the OS, but where music is
> concerned the Atari is still very useful and active - arguing otherwise
> just makes you look very ill-informed.
>

My arguement is not that Atari didn't do for music what the Amiga did for
graphics, my point is that on a 1Mb Amiga MOD music could be created by
anyone without having to outlay for any other hardware.

Amigas were and still are used professionally for sound and music, just last
year a PS2 game came out which credited an Amiga 1200 for the music
production in the game. I wish I could remember the title of the game...

Ofcourse the Amiga's speech synthesiser has appeared and continues to appear
in various forms in commercial productions as well.

The current switched DAC of Paula produces a distinct ring ;-)

964. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 12:33:02 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4018fce5$0$4264$c30e37c6@lon-reader.news.telstra.net>
Source record: 20954

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:FuE5jVKuWPGAFw4u@btinternet.com...
> In article <4018dfe1$0$4262$c30e37c6@lon-reader.news.telstra.net>,
> Clockmeister <no-one@nowhere.com> writes
> >Sure, but I can point you to sites with literally thousands of
tracker/MOD
> >tunes but where do I find all these Atari created MIDI masterpieces?
>
> Try pretty much any pop album from the mid 80s.
>

Eighties pop music sucked big time, you will excuse me if you find Atari
produced music sadly lacking from my CD collection... LOL

965. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 12:42:09 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4018ff08$0$4262$c30e37c6@lon-reader.news.telstra.net>
Source record: 20956

"Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message
news:bvaqsf$4fk$1@reader10.wxs.nl...
> Clockmeister wrote:
>
> > Oh, http://www.modarchive.com/ is hardly obscure, just off the top of my
> > head. Aminet has a large Amiga created MOD section.
>
> I'm just comparing modfiles to normally published music.
>
> > Great, but it sounds so clinical.
>
> Oh, and modfiles don't? :)
>
> > Fatboy Slim doesn't blow my hair back either.
>
> Well, he sucks according to me, but he was the first name that came to
> mind. My point is, Ataris were (and sometimes still are) used by pro
> composers, modfiles (sometimes also made on Ataris btw) are used by
> sceners. I think you'll find more Atari compositions than modfiles in
> the average music lover's CD collection.
>

Who cares about CD collections when it is music I want to create without
additional hardware (except maybe a sampler, although I did without) for me
and my likeminded pals?

You will find no Atari or Amiga music productions in my CD collection ;-) I
did produce a couple of mods featuring guitar pieces played by me. I
borrowed a friends sampler and used my 1Mb A500 with external drive.

Long lost, unfortunately, amazing what disappears (along with a diary) when
moving house :-(

966. Re: Low/Mid Resolution Display problem with Atari MEGA 1

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 12:45:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401290444060.25490-100000@onyx.spiritone.com>
Source record: 20958

Maybe it's the Monitor. Have you tried another Color Monitor? ===Ben===

On Thu, 29 Jan 2004, Jason Davey wrote:

> Hi all
> I recently acquired a MEGA 1 which runs in Hi Res but will not display in
> Low/Mid Res. I have auto booted games and the sound works fine but I get a
> blank display. I have only tried this with composite out not RGB which I
> will try when I make up a suitable lead. May be there is a problem with the
> composite out?
>
> I'm assuming the Hi Res circuits are separate from the low/mid res circuits
> (I'm sure I read that somewhere in the past) and if so could I be lucky
> enough to be able to replace a socketed chip to fix the problem?
>
> If any one can shed some light on this that would be great!
>
> Thanks in advance :)
>
> Jason
>
>
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

967. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 12:52:14 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <oAcSovNNFQGAFwvN@btinternet.com>
Source record: 20957

In article <4018fce5$0$4264$c30e37c6@lon-reader.news.telstra.net>,
Clockmeister <no-one@nowhere.com> writes
>
>Eighties pop music sucked big time, you will excuse me if you find Atari
>produced music sadly lacking from my CD collection... LOL

Ah, see, I'm very much into the 80s. My CD collection has everything
from Sandra and Hall & Oates to Sisters of Mercy, Jarre and some 70s
stuff.

In fact, the only music I don't like is R&B/Gangsta.

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

968. Re: Anybody using an ST for internet access?

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 13:10:27 UTC
From: sonik03@tesco.net
Message-ID: <7D7Sb.32405$OA3.11679942@newsfep2-win.server.ntli.net>
Source record: 20959

In article <4018d474ff1a11@tripnet.se>, kennethm@tripnet.se says...
>
>In comp.sys.atari.st <20040128183311.24702.00001009@mb-m16.aol.com>
>Bass Guitar God wrote on Wed 28-01-2004 23:33 (GMT):
>
>>Just curious, do people still use Atari ST computers to access the internet?

Hi there

I did until a while ago. I had a pay-as-you-go Freeserve account so accessed it with STing using a dial script for it but Fserve changed their log-in configuration so it no longer logs-in properly. As scripts for other ISPs in Britain are less than forthcoming for STing now, I can't access my main account with my ST.

For the record I used POPwatch for receiving mail, NEWSie for sending mail and reading/writing news and CAB for web surfing. At a max speed of 9200 kbps, it was never going to set the world aflame speed-wise but it still surprises people!

Cheers
Al

969. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 13:15:41 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bvatc9$tn9$1@news1.nivel5.cl>
Source record: 20950

```
I could put a (public) FTP for your samples..
I'm curious too :o)
```

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> escribi&#65533; en el mensaje
news:zui0D0C2oNGAFwft@btinternet.com...
> In article <401840f8$0$4267$c30e37c6@lon-reader.news.telstra.net>,
> Clockmeister <no-one@nowhere.com> writes
> > I've downloaded hundreds of songs off Kazaa but I am not a pirate.
> >
> >Where can we find samples of your music?
>
> You can't. I haven't replaced them since MP3.com was closed down.
>
> Richard
> --
> Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,---,,_
> Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
> http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (
`'::.
> Music? http://www.dmc12.demon.co.uk/music/ '----"(_/--'
`-'_)Morticia

970. Re: TOS RAM limit ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 13:17:30 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bvatfmtnr1@news1.nivel5.cl>
Source record: 20952

in plain 68000,
which is the higher version of TOS that i could use ?

"Rodolphe Czuba" <rczuba@free.fr> escribi&#65533; en el mensaje
news:4018ee96$0$24016$626a54ce@news.free.fr...
> TOS 1 are done for $FC0000 to $FEFFFF (192KB) location.
> TOS 2, 3 are done for $E00000 to E3FFFF (256KB) location.
> TOS 4 is done for $E00000 to E7FFFF (512KB) location (notice that the
> address decoding is done on $E00000 to $EFFFFF (1MB)).
>
> Regards
>
>
>
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> a &#65533;crit dans
> le message de news: %J2Sb.33080$Wa.10975@news-server.bigpond.net.au...
> > exxos wrote:
> > > "Mark Bedingfield" <mark@computercom.com.au> wrote in message
> > > news:fEXRb.32622$Wa.10507@news-server.bigpond.net.au...
> > >
> > >>"exxos" <chris@home.co.uk> wrote in message
> > >>news:401837ce$0$16734$cc9e4d1f@news.dial.pipex.com...
> > >>
> > >>>Hi all,
> > >>>
> > >>>Does TOS1.4 support anything over 4meg of memory ? AFAIK TOS2.6 will
> ?
> > >>
> > >>I don't think so. I recall the Frontier xtraram+8 and the magnum cards
> all
> > >>needed 2.06. Actually I think these cards were designed to act as
> > >>Alternative ram and not ST ram. 4MB was the ST ram limit in all but
> Tos
> 3
> > >>and 4. This was because of the MMU. The most you could address was 14
> meg
> > >
> > > as
> > >
> > >>the upper 2 meg was used by I/O. Of course I could be wrong;-)
> > >>
> > >>Mark
> > >>

> > >>
> > >
> > >
> > > How it looks on the ST memory map, the first 14meg is the ram area,
the
> next
> > > few K is ROM and the next is reserved, which gives 16meg before the
> catridge
> > > rom, since TOS 2.6 (I think) is bigger than the rom area it gets
moved
> > > higher up which leaves 16meg free, Thats how it looks to me
> anyways.....
> >
> > Being that the 68000 can only address 16meg I guess it must be mapped
> > between 4 and 14 meg. Obviously TT ram is above 16Meg because the 68030
> > can address 4 gig of ram. All IO is at 14-16 meg AFAIK. This includes
> > cart Rom and OS Rom.
> > Not attempting to break the 4meg barrier are you?
> >
> > Mark
>

971. Falcon Ram Limit

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 13:57:58 UTC
From: sf0218@aol.com
Message-ID: <20040129085758.20507.00000556@mb-m21.aol.com>
Source record: 20960

So how much ram can a Falcon handle. Mine has got the Wizztronics memory board and a stick of 16meg ram. Could I go higher on this board, say 32 megs?

Thanks,

Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

972. Re: Anybody using an ST for internet access?

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 14:04:53 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4018be4c1cdbc93@comcast.net>
Source record: 20962

>Just curious, do people still use Atari ST computers to access the internet?
My STe is connected to the Internet through an ethernet card that
plugs into the cartridge port. I use it now and then, but use my
Hades060 mostly. I just wanted to have a backup just in case my
Hades went under. My STe can pick up and send my email and also
broswes the Internet using Cab.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

973. Re: Do you HAVE to use an Atari monitor????

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 14:04:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4018be4c1cdbc94@comcast.net>
Source record: 20961

>If I bought an Atari 520 ST would I have to have an Atari monitor to run it on?
>I see a LOT of monitors available in thrift stores, will any of those work on
>the ST? Thanks.

Actually there is an adapter than you can buy that will let you
use most any SVGA monitor on the ST, but is mono only. If you can
get a piece of hardware for the Atari called "Video Key" and then
get a video converter, you can hook up the ST to a SVGA monitor in
the color mode. That is what I have done from time to time.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

974. Re: Help... STZip 2.6 deflate speed?

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 14:04:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4018be4c1cdbc95@comcast.net>
Source record: 20963

>In comp.sys.atari.st <40121716ce4a75@comcast.net>
>I ftp'd the 240 MB zip archive over to the pc and yes, there were
>errors...
>
>I usually don't transfer very big files to/from the Atari and noticed a
>weird thing with FTP-SERV.APP with STinG. At first it send data quite
>fast but the speed gradually goes down _and_ gradually uses more and more
>cpu. At the end of this transfer the speed was down to a quarter of start
>speed and Okami got almost unusable due to slow redraws. Tried to check
>for new mail/news and both timed out. Not even Ping to the gateway got
>through. No heavy load on the Ethernet line at all and the ftp transfer
>continued without errors. Right when the ftp transfer finished things got
>back to normal again.
>
>Makes me wonder if the same happens using MagicNet?

I have noticed things like that under MagicNet and Arcview. If I
downloaded a ZIP file using Dan's cab.ovl and Cab, the Zip file
sometimes game me errors. If I used the MagicNet cab.ovl, the file
unzipped fine. But now that I have upgraded to Magic 6.2, Dan's
cab.ovl has worked fine.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

975. Re: Jaz....

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 14:04:55 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4018be4c1cdbc96@comcast.net>
Source record: 20964

>Is it possible to format disks from a Jaz drive who
>are preformatted for Macintosh? Or is that
>impossible?
>
>Raoul Teulings
>3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

Yes Raoul that is possible. A friend of mine gave a 1GB Jaz cart
that was pre-formatted for a Mac. I just used HDDriver and re-
formatted it for the Atari and it works fine now.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

976. Re: Jinnee

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 14:04:55 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4018be4c1cdbc97@comcast.net>
Source record: 20965

>Wow! I downloaded the demo from TransAction's website link to ASH. Is there
>no firm this side of the Atlantic who sell Atari software anymore?
>
>I noticed on TransAction's website Jinnee is listed up to v2.5, which I guess
>is really cool, cause I'm certainly impressed by the demo of v1.02 that I have.
>
>Thanks
>Sam F.
>Seattle Seahawks Nut
>and Atari Computer Nut
>C-Lab Falcon, 14mbram,540mb hdd.

I have Jinnee 2.5 and it works great for me. You need this version
if you want to use it under MintNet/N.Aes 2.0. Version 1 will
work, but the icons are all messed up. I do not think there is any
place in the US that sells it. I got mine from 16/32 Systems. Nice
place to do business with. I just got my Papyrus version X upgrade
from them also.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

977. Re: Low/Mid Resolution Display problem with Atari MEGA 1

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 14:04:56 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4018be4c1cdbc98@comcast.net>
Source record: 20967

>Hi all
>I recently acquired a MEGA 1 which runs in Hi Res but will not display in
>Low/Mid Res. I have auto booted games and the sound works fine but I get a
>blank display. I have only tried this with composite out not RGB which I
>will try when I make up a suitable lead. May be there is a problem with the
>composite out?
>
>I'm assuming the Hi Res circuits are separate from the low/mid res circuits
>(I'm sure I read that somewhere in the past) and if so could I be lucky
>enough to be able to replace a socketed chip to fix the problem?
>
>If any one can shed some light on this that would be great!
>
>Thanks in advance :)
>
>Jason

Are you using a Monochrome monitor with the Mega 1? If so, you
need to get an emulator for the low/med resolutions or just go
out and buy a color monitor.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

978. Re: Strange harddisk problem

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 14:04:57 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4018be4c1cdbc9a@comcast.net>
Source record: 20966

>In comp.sys.atari.st <40121716ce4a7a@comcast.net>
>Edward S. Baiz Jr. wrote on Sat 24-01-2004 12:57 (GMT):
>
>>>I've put together an external HD for a friends TT and it has worked
>>>perfectly for almost a year. Now he powered the TT off for a week and
>>>when he came back and turned it on again and it will not boot.
>>>
>>>HDDriver crasches(?) and all you see is the internal drive line OK
>>>followed by the external with random characters in the first part of the
>>>device name and freeze...
>>
>>Does he have a backup HDDriver SYS file? That happened to me I
>>just copied my backup over the SYS file on my C partition and
>>everything was working again....
>
>I did a clean floppy boot with the HDDriver floppy so it's definitly an
>hardware issue. The drive and cable still works perfect on my TT but not
>on his.
>
>I guess I should take his internal drive out and try his computer with my
>internal drive as well and see what happens. Might be his SCSI or power
>supply dying slowly or something. The external drive has its own PS so
>that is not the problem. could also be mains 50 Hz interference as his
>outlets have no ground (older house). 230 Volts in the wall and if
>something is faulty and you touch it and the water radiator there is a
>50% chance to get a surprise that may put your hart to a full stop.

That sounds like that SYS file on the hard disk needs adjusting. I
would remove it, run the ultility program and build another one.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

979. Re: Umax Astra 2200 Scanner and ScanX

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 14:04:57 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4018be4c1cdbc9b@comcast.net>
Source record: 20968

>"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:<40135aa414c580@comcast.net>...
>> Hello all,
>>
>> Nima of Homa Systems had posted an email some time ago about a
>> great deal on the Umax Astra 2200 and how it would well with
>> Scanx. I bought one (only $20), but Scanx does not recognize this
>> scanner.
>> ...
>> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
>> Jaz Drive, MicroTek E3 Scanner
>
>Noting that you use an E3, have you renamed your configuration file?
>SCANXPro has built in versions for Umax and Microtek, but they don't
>work simultaneously.
>
>Galen (who really should figure out why his Umax Astra 1200S isn't
>recognised either)

Galen which version of ScanX Pro do you have? I have 1.13 R3. I
did a lising of the binary using Qed and the Astra 1200S is
listed, but not the 2200S that I have. The 2400S is listed though.
I just wish Nima would email me back. I know he needs to upgrade
the program.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

980. Re: Umax Astra 2200 Scanner and ScanX

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 14:04:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4018be4c1cdbc9c@comcast.net>
Source record: 20969

>In article 40135aa414c580@comcast.net, Edward S. Baiz Jr. at
>edbaizjr@comcast.net wrote on 25/1/04 11:57:
>
>> Nima of Homa Systems had posted an email some time ago about a
>> great deal on the Umax Astra 2200 and how it would well with
>> Scanx. I bought one (only $20), but Scanx does not recognize this
>> scanner. The name of the scanner does appear in Scanx's box,
>
>Might be worth your while running the SCSI driver from the CBHD package and
>trying it again, I found variable results with my scanner (E3) with various
>flavours of HDDriver.
>
>And of course you've selected the right scanner in the config dialog?

Yes, I have selected the Umax scanner in ScanXPro. Forgive my
ignorance. What does CBHD stand for?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

981. Re: Falcon Ram Limit

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 14:05:56 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bvb45qhit1@reader10.wxs.nl>
Source record: 20970

SF0218 wrote:

> So how much ram can a Falcon handle. Mine has got the Wizztronics memory board
> and a stick of 16meg ram. Could I go higher on this board, say 32 megs?

Without special hardware, the Falcon can handle 14MB (often 16MB of
simms are used for this). But there are expansions that allow for more,
for example the Centurbo2 which can handle 128MB (or was it even more?).
The CT60 probably handles even more but I don't know that one very well. :)

To be more precise, the Falcon can handle 14MB of ST-ram and a huge
amount of TT-ram. But to be able to use TT-ram, you need special cards
like the Centurbo. Further limitations depend on these cards.

Maurits.

982. ADV: Atarian 30% off Discount & Gift!

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 14:14:00 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401290609030.27804-100000@onyx.spiritone.com>
Source record: 20971
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently offering my Atarian Discounts & Gift! 2 Discounts. A 20% off
Discount on All Games/SoftWare & Books/References for Classic Atari 8 Bit
& Atari ST Computer Lines! Or a 30% off Discount for my more regular Atari
Customers covering All Games/SoftWare, Books/References and Most HardWare/
Accessories for Classic Atari 8 Bit & Atari ST Computer Lines. Plus Orders
of at least $100.00 will also get a gift. Read specials.htm Link below for
Details. Buyers outside the US can take advantage of favorable exchange
Rates over the Dollar! Shipping and selling to anywhere the Law allows!
Got Questions? E-Mail Ben Today at Atari@aracnet.com Get Catalogs below at

http://BensCatalogs.Atari.org and Call Ben AnyTime at (503)256-9974!!!
http://www.aracnet.com/~atari/specials.htm Atari Special Details!!
http://www.aracnet.com/~atari/maillist.htm Add to my E-Mailing list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

983. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 14:19:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401290616450.27804-100000@onyx.spiritone.com>
Source record: 20972
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

984. ADV: Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 14:24:03 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0401290620080.27804-100000@onyx.spiritone.com>
Source record: 20973
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

985. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 15:45:17 UTC
From: julianwolfe@earthlink.net
Message-ID: <de454671.0401290745.5ffa8ef1@posting.google.com>
Source record: 20974

OK, why the HELL is this thread getting so much attention?

Word to the wise: if you post anything intelligent in this thread,
it'll probably be ignored as flamebait...you should probably just
quote and post anew if possible.

moltotarl@yahoo.com.mx (Alberto Panno-Peano) wrote in message
news:<a5a4ac7a.0401200143.74852e7e@posting.google.com>...
> This is true.It looks 100% the same as the C64 and it probably is one.

986. Re: Umax Astra 2200 Scanner and ScanX

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 15:46:48 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <bvb9t8$7re$1@reader2.panix.com>
Source record: 20975

Edward S. Baiz Jr. <edbaizjr@comcast.net> writes:

: Yes, I have selected the Umax scanner in ScanXPro. Forgive my
: ignorance. What does CBHD stand for?

A wild and probably misspelled guess, is Claus Brod's Harddisk Driver.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

987. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 16:01:39 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <o7Qimkq+3SGAFwM1@btinternet.com>
Source record: 20976

In article <1075316892-95819AEicMi@gmx.net>, Dennis Vermeire
<dennis.vermeire@gmx.net> writes
>>I'm so very sorry, I haven't made a sale in over a Month, yet the bills
>>keep coming in. It's hard now not just for me
>
>Gee, my heart bleeds :-)

Actually, if some of the prices were better, I'd be using some PayPal
funds to buy something. I quite fancy a Jag CD unit, or possibly an
XF-551 for my XE VGS, but I'll just wait for flea-market specials. He's
not listing anything for the Falcon, either.

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

988. Re: Networking a Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 16:02:34 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <bvbaqq$8b4$1@reader2.panix.com>
Source record: 20977

From what I have read, nobody has tried that yet. The localtalk port is a serial port. There are no drivers for serial to ethernet through a localtalk-shaped port. There are STiNG drivers for a SCSI port to ethernet adapter. There may be MiNT drivers for a cartridge port.

Perhaps, and only perhaps, the cartridge port driver, for a D600 pocket ethernet printer port adapter and an interface card, could be re-directed to the localtalk-shaped port. That would take some programming.

Unless someone else has a better idea, you have a nice piece of hardware with no Atari drivers for it.

Jim

SF0218 <sf0218@aol.com> writes:

: Hi All,

: I just came in to possesion a a Farallon networking device. An rj45 and a BNC : connection on the one end, and on the other end a connection that fits : perfectly into the Falcons localtalk port. : My question is: Have I fallen in to some great luck here or is this gonna be a : bust from the start. In otherworks, is the Farallon okay to use?

: Thanks,

: Sam F.
: Seattle Seahawks Nut
: and Atari Computer Nut
: C-Lab Falcon, 14mbram,540mb hdd.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

989. Re: Do you HAVE to use an Atari monitor????

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 16:12:15 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <bvbbcv$8b4$2@reader2.panix.com>
Source record: 20978

Do you have a Best Electronics catalog? If not, buy one. Or, check the website first. The price change sheet that comes with it lists a bunch of suitable monitors, as does page 189 of the catalog.

And, I think that Best will make whatever cable you need to connect one.

In answer to your question, some of those monitors in thrift stores will work on the ST.

But if you are using an ST as a MIDI controller, you will probably want an Atari monochrome monitor.

Jim

Bass Guitar God <drsmith666@aol.com> writes:

: If I bought an Atari 520 ST would I have to have an Atari monitor to run it on? : I see a LOT of monitors available in thrift stores, will any of those work on : the ST? Thanks.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

990. Re: TOS RAM limit ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 16:32:36 UTC
From: michaels@heisenberg.ccac.rwth-aachen.de
Message-ID: <bvbcj4fdv1@nets3.rz.RWTH-Aachen.DE>
Source record: 20979

In article <401837ce$0$16734$cc9e4d1f@news.dial.pipex.com>,
exxos <chris@home.co.uk> wrote:
>Hi all,
>
>Does TOS1.4 support anything over 4meg of memory ? AFAIK TOS2.6 will ?

As long as it is ST-RAM: yes, TOS 1.04 (even 1.02) can handle up to 15MB.

To use alternate RAM, you need 2.06.

cu
Michael

991. Re: TOS RAM limit ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 16:54:46 UTC
From: exxos <chris@home.co.uk>
Message-ID: <40193b4c$0$2437$cc9e4d1f@news.dial.pipex.com>
Source record: 20980

```
"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:%J2Sb.33080$Wa.10975@news-server.bigpond.net.au...
> exxos wrote:
> > "Mark Bedingfield" <mark@computercom.com.au> wrote in message
> > news:fEXRb.32622$Wa.10507@news-server.bigpond.net.au...
> >
> >>"exxos" <chris@home.co.uk> wrote in message
> >>news:401837ce$0$16734$cc9e4d1f@news.dial.pipex.com...
> >>
> >>>Hi all,
> >>>
> >>>Does TOS1.4 support anything over 4meg of memory ? AFAIK TOS2.6 will ?
> >>
> >>I don't think so. I recall the Frontier xtraram+8 and the magnum cards
all
> >>needed 2.06. Actually I think these cards were designed to act as
> >>Alternative ram and not ST ram. 4MB was the ST ram limit in all but Tos
3
> >>and 4. This was because of the MMU. The most you could address was 14
meg
> >
> > as
> >
> >>the upper 2 meg was used by I/O. Of course I could be wrong;-)
> >>
> >>Mark
> >>
> >>
> >
> >
> > How it looks on the ST memory map, the first 14meg is the ram area, the
next
> > few K is ROM and the next is reserved, which gives 16meg before the
catridge
> > rom, since TOS 2.6 ( I think ) is bigger than the rom area it gets moved
> > higher up which leaves 16meg free, Thats how it looks to me
anyways......
>
> Being that the 68000 can only address 16meg I guess it must be mapped
> between 4 and 14 meg. Obviously TT ram is above 16Meg because the 68030
> can address 4 gig of ram. All IO is at 14-16 meg AFAIK. This includes
> cart Rom and OS Rom.
> Not attempting to break the 4meg barrier are you?
>
```

erm..... yeah ?

chris

> Mark

992. Re: TOS RAM limit ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 16:56:09 UTC
From: sasa.andrijasevic@zg.tel.hr
Message-ID: <bvbdv7$u7b$1@ls219.htnet.hr>
Source record: 20983

well, it should support up to 14 Mb...

On 28 Jan 2004 22:29:39 , "exxos" wrote:
>Hi all,
>
>Does TOS1.4 support anything over 4meg of memory ? AFAIK TOS2.6 will ?
>
>thanks
>chris
>
>
>.

993. Re: Anybody using an ST for internet access

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 16:56:42 UTC
From: sasa.andrijasevic@zg.tel.hr
Message-ID: <bvbe08$u7b$2@ls219.htnet.hr>
Source record: 20984

watch me!
:)

On 28 Jan 2004 23:33:11 , Bass Guitar God wrote:
>Just curious, do people still use Atari ST computers to access the internet?
>.

994. Re: TOS RAM limit ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 16:56:51 UTC
From: exxos <chris@home.co.uk>
Message-ID: <40193b4e$0$2437$cc9e4d1f@news.dial.pipex.com>
Source record: 20981

"Michael Schwingen" <michaels@heisenberg.ccac.rwth-aachen.de> wrote in
message news:bvbcj4fdv1@nets3.rz.RWTH-Aachen.DE...
> In article <401837ce$0$16734$cc9e4d1f@news.dial.pipex.com>,
> exxos <chris@home.co.uk> wrote:
> >Hi all,
> >
> >Does TOS1.4 support anything over 4meg of memory ? AFAIK TOS2.6 will ?
>
> As long as it is ST-RAM: yes, TOS 1.04 (even 1.02) can handle up to 15MB.
>
> To use alternate RAM, you need 2.06.
>
> cu
> Michael

I'm thinking of going for the "Tab board" though its a bit confuzzeling
whats going on there since there is only fitting instructions. IF plane TOS
can work ok for ST ram then it makes life a bit easier. I've seen TTram in
the memory map, though is this what you call alternative ram or is it
something else ?

Chris

995. Re: Falcon Ram Limit

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 16:58:26 UTC
From: sasa.andrijasevic@zg.tel.hr
Message-ID: <bvbe3g$u7b$3@ls219.htnet.hr>
Source record: 20982

nope, that's it...14 Mb and not a byte more :)
but accelerators like CT2 or CT60 support TT RAM up to 512 Mb :)

On 29 Jan 2004 13:57:58 , SF0218 wrote:
>So how much ram can a Falcon handle. Mine has got the Wizztronics memory board
>and a stick of 16meg ram. Could I go higher on this board, say 32 megs?
>
>Thanks,
>
>Sam F.
>Seattle Seahawks Nut
>and Atari Computer Nut
>C-Lab Falcon, 14mbram,540mb hdd.
>.

996. Re: TOS RAM limit ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 17:06:46 UTC
From: exxos <chris@home.co.uk>
Message-ID: <40193d9f$0$2429$cc9e4d1f@news.dial.pipex.com>
Source record: 20985

```
For the mem map I get.

$00000000-$00DFFFFF|ST RAM
$00E00000-$00EFFFFF|512k TOS ROMs
$00F00000-$00F9FFFF|Reserved I/O Space
$00FA0000-$00FBFFFF|128k ROM cartridge expansion port
$00FC0000-$00FEFFFF|192k System ROM
$00FF0000-$00FF7FFF|Reserved I/O Space
$00FF8000-$00FFFFFF|ST/TT I/O

192K is the system rom, but what is the 512K tos rom ?!

Chris
```

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:4018ee96$0$24016$626a54ce@news.free.fr...
> TOS 1 are done for $FC0000 to $FEFFFF (192KB) location.
> TOS 2, 3 are done for $E00000 to E3FFFF (256KB) location.
> TOS 4 is done for $E00000 to E7FFFF (512KB) location (notice that the
> address decoding is done on $E00000 to $EFFFFF (1MB)).
>
> Regards
>
>
>
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> a crit dans
> le message de news: %J2Sb.33080$Wa.10975@news-server.bigpond.net.au...
> > exxos wrote:
> > > "Mark Bedingfield" <mark@computercom.com.au> wrote in message
> > > news:fEXRb.32622$Wa.10507@news-server.bigpond.net.au...
> > >
> > >>"exxos" <chris@home.co.uk> wrote in message
> > >>news:401837ce$0$16734$cc9e4d1f@news.dial.pipex.com...
> > >>
> > >>>Hi all,
> > >>>
> > >>>Does TOS1.4 support anything over 4meg of memory ? AFAIK TOS2.6 will
?
> > >>
> > >>I don't think so. I recall the Frontier xtraram+8 and the magnum cards
> all
> > >>needed 2.06. Actually I think these cards were designed to act as
> > >>Alternative ram and not ST ram. 4MB was the ST ram limit in all but
Tos
> 3

> > >>and 4. This was because of the MMU. The most you could address was 14
> meg
> > >
> > > as
> > >
> > >>the upper 2 meg was used by I/O. Of course I could be wrong;-)
> > >>
> > >>Mark
> > >>
> > >>
> > >
> > >
> > > How it looks on the ST memory map, the first 14meg is the ram area,
the
> next
> > > few K is ROM and the next is reserved, which gives 16meg before the
> catridge
> > > rom, since TOS 2.6 (I think) is bigger than the rom area it gets
moved
> > > higher up which leaves 16meg free, Thats how it looks to me
> anyways.....
> >
> > Being that the 68000 can only address 16meg I guess it must be mapped
> > between 4 and 14 meg. Obviously TT ram is above 16Meg because the 68030
> > can address 4 gig of ram. All IO is at 14-16 meg AFAIK. This includes
> > cart Rom and OS Rom.
> > Not attempting to break the 4meg barrier are you?
> >
> > Mark
>

997. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 17:24:47 UTC
From: ciholland@talk21.co.uk
Message-ID: <927978b.0401290924.f7d751@posting.google.com>
Source record: 20986

Will someone PLEASE take this mutating thread outside and shoot it!

Or better still, opt for the ancient greek classical era method of disposing of pointless and unwanted things, by leaving it exposed to die on a cold bare mountain ;-)

998. Re: TOS RAM limit ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 17:24:48 UTC
From: Benoit Morrissette <benoitmorrissetteNOSPAM@hotmail.com>
Message-ID: <5aci10t78mf6pbaappgp2eitfb0lj6b4ko@4ax.com>
Source record: 20987

On Wed, 28 Jan 2004 23:32:27 GMT, "Mark Bedingfield" <mark@computercom.com.au>
wrote:

>
>"exxos" <chris@home.co.uk> wrote in message
>news:401837ce$0$16734$cc9e4d1f@news.dial.pipex.com...
>> Hi all,
>>
>> Does TOS1.4 support anything over 4meg of memory ? AFAIK TOS2.6 will ?
>
>I don't think so. I recall the Frontier xtraram+8 and the magnum cards all
>needed 2.06. Actually I think these cards were designed to act as
>Alternative ram and not ST ram. 4MB was the ST ram limit in all but Tos 3
>and 4. This was because of the MMU. The most you could address was 14 meg as
>the upper 2 meg was used by I/O. Of course I could be wrong;-)
>
>Mark
>
You are mostly right! In the first line of STs (520ST, 1040ST, 1040STfm but i
am not sure for the STE) the 68000 processor is limited to 16 meg. To reduce
the complexity of memory adressing, you need a MMU and Atari choose a
compromise: the upper 2 meg is reserved for ROM, I/O and cartridge port. And as
stupid as it may seem, the cartridge port is read only!!

The lower 4 meg is for system RAM. This is done by the MMU i.e. in hardware.
The remaining 10 megs is a blackhole: you can do nothing to access it UNLESS you
change the hardware!

I bought one of the very first 520ST back in 1985, well, the second generation
in fact. (the firsts STs had only a 2k ROM installed, you had to boot the
Operating System from a diskette!) My primary interest was picture processing
and 512k is not enough. my dealer (now my best friend) did upgrade my ST to
1 meg. I soon found out that it was not enough so i took "Atari ST Internals"
by Abacus, a soldering iron and all the courage i could find to upgrade my ST to
4 megs. Here is the messy but working result:
http://pages.infinit.net/benoitm/Atari.jpg

Of course, 4 megs was still not enough so i began to investigate on the
possibility to get those last 10 megs and this where i discovered the MMU black
hole. I actualy began to build a whole new MMU with TTL chips but i soon
realised that it was out of my league so i bought an Atari 286-12 with 4 megs,
later upgraded to 16 megs and a 287 Math coprocessor.

Needless to say, i now have a Duron-700 with 256 megs and i STILL need more
memory... but i am disgressing...

If you put a new TOS in an old ST, you will NOT get 14megs: it is a hardware limit, not a software one.

May the Lord bless you
Good night!

Benoï¿½t Morrissette

999. Re: TOS RAM limit ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 17:26:13 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <40194231$0$24038$626a54ce@news.free.fr>
Source record: 20988

"exxos" <chris@home.co.uk> a ï¿½crit dans le message de news:
40193d9f$0$2429$cc9e4d1f@news.dial.pipex.com...
> For the mem map I get.
>
> $00000000-$00DFFFFF|ST RAM
> $00E00000-$00EFFFFF|512k TOS ROMs
> $00F00000-$00F9FFFF|Reserved I/O Space
> $00FA0000-$00FBFFFF|128k ROM cartridge expansion port
> $00FC0000-$00FEFFFF|192k System ROM
> $00FF0000-$00FF7FFF|Reserved I/O Space
> $00FF8000-$00FFFFFF|ST/TT I/O
>
> 192K is the system rom, but what is the 512K tos rom ?!

pfff, this is a map for ALL TOS Machines (Falcon 030, TT AND ST !)
And it is not 512KB but 1MB for the falcon !
Hey , E0 to EF = 1 MB, not 512 KB !

On ST STF & MST, Exxxxxx ROM space is not decoded !
On Falcon,STE, MSTE & TT FC to FE ROM space is not decoded !

Clear ??

1000. Re: Anybody using an ST for internet access?

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 17:26:23 UTC
From: Benoit Morrissette <benoitmorrissetteNOSPAM@hotmail.com>
Message-ID: <chgi101s70fevp4dc055he93pgcceiev13@4ax.com>
Source record: 20989

On 28 Jan 2004 23:33:11 GMT, drsmith666@aol.com (Bass Guitar God) wrote:

>Just curious, do people still use Atari ST computers to access the internet?
Apparently, yes.
Good night!

Benoï¿½t Morrissette

1001. SCSI CD drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 17:30:02 UTC
From: sf0218@aol.com
Message-ID: <20040129123002.19998.00000896@mb-m17.aol.com>
Source record: 20990

Hello All,

I've got a curious problem that even Wizztronic, after having my Falcon for nearly a year, couldn't fix, or at least duplicate in order to fix.

Then again, it could be the way I'm doing things i.e., incorrectly!!

I have extendos pro installed. I have a 2x scsi cd drive. When I boot my Falcon, then powerup the cd drive, my data on C:\ gets all screwed up. I don't know why.
The scsi id on the cd drive is set to 5. The scsi cable was replaced after this happened the first time, so I don't think it's the cable.

Is there a particular order that the Falcon and external devices need to be powered up?

Again, Wizztronics stated they hooked up a cd drive to it and had no problems.

Hopefully, one of you might know or be able to point to what the problem is.

See, this is why I want to re-case the Falcon, get a higher capacity psu, and use ide drives.

Oh well, thanks for the attention and help.
Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

1002. Re: TOS RAM limit ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 17:32:47 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <401943bb$0$24027$626a54ce@news.free.fr>
Source record: 20991

TO BE CLEAR :

ALTERNATIVE RAM is what you declare to the system (gemdos ? Start address &
size) as expanded ram (this ram cannot be accessed by the video chip !).
All machine from ST to Falcon can get alternative ram.

TT-RAM is a term for TT only !!
TT = Thirty two Thirty two shall I call again ???

This means that Falcon with card on the slot bus to add memory from 4 MB to
8 or 12 MB cannot be TT-RAM !!
Why ????
eh eh because the falcon data bus is 16-bit !!

Only TT & CT2 / CT60 have TT-RAM = 32-bit ram.
Sure, this ram can be named Alternative ram too...

The inverse is false; Alternative ram may not be TT-ram....

To conclude TT-RAM is a 32-bit alternative ram ....

Regards

"exxos" <chris@home.co.uk> a ï¿½crit dans le message de news:
40193b4e$0$2437$cc9e4d1f@news.dial.pipex.com...
>
> "Michael Schwingen" <michaels@heisenberg.ccac.rwth-aachen.de> wrote in
> message news:bvbcj4fdv1@nets3.rz.RWTH-Aachen.DE...
> > In article <401837ce$0$16734$cc9e4d1f@news.dial.pipex.com>,
> > exxos <chris@home.co.uk> wrote:
> > >Hi all,
> > >
> > >Does TOS1.4 support anything over 4meg of memory ? AFAIK TOS2.6 will ?
> >
> > As long as it is ST-RAM: yes, TOS 1.04 (even 1.02) can handle up to
15MB.
> >
> > To use alternate RAM, you need 2.06.
> >
> > cu
> > Michael
>
>
> I'm thinking of going for the "Tab board" though its a bit confuzzeling
> whats going on there since there is only fitting instructions. IF plane
TOS
> can work ok for ST ram then it makes life a bit easier. I've seen TTram

in
> the memory map, though is this what you call alternative ram or is it
> something else ?
>
> Chris
>
>

1003. Re: TOS RAM limit ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 17:35:03 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <4019444a$0$24041$626a54ce@news.free.fr>
Source record: 20992

> I bought one of the very first 520ST back in 1985, well, the second
generation
> in fact. (the firsts STs had only a 2k ROM installed

not 2, but 32 KB...

, you had to boot the
> Operating System from a diskette!) My primary interest was picture
processing
> and 512k is not enough. my dealer (now my best friend) did upgrade my
ST to
> 1 meg. I soon found out that it was not enough so i took "Atari ST
Internals"
> by Abacus, a soldering iron and all the courage i could find to upgrade my
ST to
> 4 megs. Here is the messy but working result:
> http://pages.infinit.net/benoitm/Atari.jpg
>
> Of course, 4 megs was still not enough so i began to investigate on the
> possibility to get those last 10 megs and this where i discovered the MMU
black
> hole. I actualy began to build a whole new MMU with TTL chips but i soon
> realised that it was out of my league so i bought an Atari 286-12 with 4
megs,
> later upgraded to 16 megs and a 287 Math coprocessor.
>
> Needless to say, i now have a Duron-700 with 256 megs and i STILL need
more
> memory... but i am disgressing...
>
> If you put a new TOS in an old ST, you will NOT get 14megs: it is a
hardware
> limit, not a software one.
>
> May the Lord bless you
> Good night!
>
> Benoï¿½t Morrissette

1004. Re: SCSI CD drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 18:41:33 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <xtcSb.427$VP1.413154@newshog.newsread.com>
Source record: 20993

On 29 Jan 2004 17:30:02 , SF0218 wrote:
>Hello All,
>
>I've got a curious problem that even Wizztronic, after having my Falcon for
>nearly a year, couldn't fix, or at least duplicate in order to fix.
>
>Then again, it could be the way I'm doing things i.e., incorrectly!!
>
>I have extendos pro installed. I have a 2x scsi cd drive. When I boot my
>Falcon, then powerup the cd drive, my data on C:\ gets all screwed up. I don't
>know why.
>The scsi id on the cd drive is set to 5. The scsi cable was replaced after
>this happened the first time, so I don't think it's the cable.
>
>Is there a particular order that the Falcon and external devices need to be
>powered up?
>
>Again, Wizztronics stated they hooked up a cd drive to it and had no problems.
>
>Hopefully, one of you might know or be able to point to what the problem is.
>
>See, this is why I want to re-case the Falcon, get a higher capacity psu, and
>use ide drives.
>

Hi Sam,
As far as I understand (I will be corrected if wrong :) it sounds
like a termination problem. Make sure that only the last device in the
physical chain is terminated, all devices have different ID #s and
don't set any device to #7.

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

1005. Re: TOS RAM limit ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 19:24:35 UTC
From: exxos <chris@home.co.uk>
Message-ID: <40195dec$0$2438$cc9e4d1f@news.dial.pipex.com>
Source record: 20994

"Benoit Morrissette" <benoitmorrissetteNOSPAM@hotmail.com> wrote in message
news:5aci10t78mf6pbaappgp2eitfb0lj6b4ko@4ax.com...
> On Wed, 28 Jan 2004 23:32:27 GMT, "Mark Bedingfield"
<mark@computercom.com.au>
> wrote:
>
> >
> >"exxos" <chris@home.co.uk> wrote in message
> >news:401837ce$0$16734$cc9e4d1f@news.dial.pipex.com...
> >> Hi all,
> >>
> >> Does TOS1.4 support anything over 4meg of memory ? AFAIK TOS2.6 will ?
> >
> >I don't think so. I recall the Frontier xtraram+8 and the magnum cards
all
> >needed 2.06. Actually I think these cards were designed to act as
> >Alternative ram and not ST ram. 4MB was the ST ram limit in all but Tos 3
> >and 4. This was because of the MMU. The most you could address was 14 meg
as
> >the upper 2 meg was used by I/O. Of course I could be wrong;-)
> >
> >Mark
> >
> You are mostly right! In the first line of STs (520ST, 1040ST, 1040STfm
but i
> am not sure for the STE) the 68000 processor is limited to 16 meg. To
reduce
> the complexity of memory adressing, you need a MMU and Atari choose a
> compromise: the upper 2 meg is reserved for ROM, I/O and cartridge port.
And as
> stupid as it may seem, the cartridge port is read only!!
>
> The lower 4 meg is for system RAM. This is done by the MMU i.e. in
hardware.
> The remaining 10 megs is a blackhole: you can do nothing to access it
UNLESS you
> change the hardware!
>
> I bought one of the very first 520ST back in 1985, well, the second
generation
> in fact. (the firsts STs had only a 2k ROM installed, you had to boot the
> Operating System from a diskette!) My primary interest was picture
processing

> and 512k is not enough. my dealer (now my best friend) did upgrade my ST to
> 1 meg. I soon found out that it was not enough so i took "Atari ST Internals"
> by Abacus, a soldering iron and all the courage i could find to upgrade my ST to
> 4 megs. Here is the messy but working result:
> http://pages.infinit.net/benoitm/Atari.jpg
>
> Of course, 4 megs was still not enough so i began to investigate on the
> possibility to get those last 10 megs and this where i discovered the MMU black
> hole. I actualy began to build a whole new MMU with TTL chips but i soon
> realised that it was out of my league so i bought an Atari 286-12 with 4 megs,
> later upgraded to 16 megs and a 287 Math coprocessor.
>
> Needless to say, i now have a Duron-700 with 256 megs and i STILL need more
> memory... but i am disgressing...
>
> If you put a new TOS in an old ST, you will NOT get 14megs: it is a hardware
> limit, not a software one.
>
> May the Lord bless you
> Good night!
>
> Beno&#65533;t Morrissette

A little neater than my efforts
http://www.cps-games.co.uk/PROJECTS/projects.htm

though to go up one I built a 72pin simm adapter yesterday which plugs around the shifter, still some wires to the res's though getting better, with all this messing around with ram is what makes me want to try to hit the 14meg barrier! I will try and get a scan of my current ST soon.......

chris

1006. Re: TOS RAM limit ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 19:29:27 UTC
From: exxos <chris@home.co.uk>
Message-ID: <40195f10$0$2437$cc9e4d1f@news.dial.pipex.com>
Source record: 20995

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:40194231$0$24038$626a54ce@news.free.fr...
>
> "exxos" <chris@home.co.uk> a crit dans le message de news:
> 40193d9f$0$2429$cc9e4d1f@news.dial.pipex.com...
> > For the mem map I get.
> >
> > $00000000-$00DFFFFF|ST RAM
> > $00E00000-$00EFFFFF|512k TOS ROMs
> > $00F00000-$00F9FFFF|Reserved I/O Space
> > $00FA0000-$00FBFFFF|128k ROM cartridge expansion port
> > $00FC0000-$00FEFFFF|192k System ROM
> > $00FF0000-$00FF7FFF|Reserved I/O Space
> > $00FF8000-$00FFFFFF|ST/TT I/O
> >
> > 192K is the system rom, but what is the 512K tos rom ?!
>
> pfff, this is a map for ALL TOS Machines (Falcon 030, TT AND ST !)
> And it is not 512KB but 1MB for the falcon !
> Hey , E0 to EF = 1 MB, not 512 KB !
>
> On ST STF & MST, Exxxxxx ROM space is not decoded !
> On Falcon,STE, MSTE & TT FC to FE ROM space is not decoded !
>
> Clear ??
>
>

Hey, I'm on a steep learning curve ya'know ;-)

Chris

1007. Re: SCSI CD drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 19:34:11 UTC
From: sf0218@aol.com
Message-ID: <20040129143411.13694.00000554@mb-m27.aol.com>
Source record: 20896

The cd drive is the last scsi device, and is set to scsi id 5.
Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

1008. Re: Jinnee

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 19:40:34 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bvbnjh$6g9$1@titan.btinternet.com>
Source record: 20897

Hi Chuck

Or is that choke, as in "choke your chicken"

"Chuck" <dummy@address.com> wrote in message
news:40172958@news.greennet.net...

> For translations try
> dennis.vermeire@gmx.net
> he can translate most languages into English swear words

And I'll do the welsh one's, asshole.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

1009. LocalTalk

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 19:58:05 UTC
From: sf0218@aol.com
Message-ID: <20040129145805.27200.00001115@mb-m11.aol.com>
Source record: 20898

So what actual good is this port on the Falcon for?

Thanks
Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

1010. Re: Papyrus X is great.....

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 20:06:14 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <401967b6.0@entanet>
Source record: 20899

On 3 Jan 2004 12:44:24 G, "Edward S. Baiz Jr." wrote:
>Hello All,
>
>I recently received my Papyrus X upgrae from 16/32 Systems. I must
>say that this version is a lot better then version 8. Version 8
>always crashed on my Hades unless I removed the cache. Not so for
>version 10. Thing go a lot smoother and faster. I have the full
>Papyrus Office package, so I need to find out how things work.
>Anyone else have version 10?
>
>--
>Edward S. Baiz Jr.
> (Gamer)

I briefly tried the demo but it crashed quite soon after starting it. I assume the proper release is a better.

I also had few problems with some of the file/folder names which had "illegal" characters in them. This may be because it is the German version.

I have the full Papyrus Office version 8 so I will no doubt uprgrade. I happen to be one of those who really like Papyrus. There are a few things it doesn't do or maybe I've just never worked out how to do them. Nothings perfect.

Regards,

Peter

1011. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 20:36:29 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <40196e37$0$4259$c30e37c6@lon-reader.news.telstra.net>
Source record: 20900

"Chris Holland CiH" <ciholland@talk21.co.uk> wrote in message
news:927978b.0401290924.f7d751@posting.google.com...
> Will someone PLEASE take this mutating thread outside and shoot it!
>
> Or better still, opt for the ancient greek classical era method of
> disposing of pointless and unwanted things, by leaving it exposed to
> die on a cold bare mountain ;-)

No dammit, it must live. This thread will live for as long as there are
Atari users defending their obsolete equipment...

1012. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 20:38:56 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <40196eca$0$4266$c30e37c6@lon-reader.news.telstra.net>
Source record: 20901

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:oAcSovNNFQGAFwvN@btinternet.com...
> In article <4018fce5$0$4264$c30e37c6@lon-reader.news.telstra.net>,
> Clockmeister <no-one@nowhere.com> writes
> >
> >Eighties pop music sucked big time, you will excuse me if you find Atari
> >produced music sadly lacking from my CD collection... LOL
>
> Ah, see, I'm very much into the 80s. My CD collection has everything
> from Sandra and Hall & Oates to Sisters of Mercy, Jarre and some 70s
> stuff.
>
> In fact, the only music I don't like is R&B/Gangsta.
>

I'm with you on that, although I thought Eminem had some interesting ideas
but that wore off quickly.

1013. Re: How to get a CT60 running MiNT and

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 20:39:25 UTC
From: sasa.andrijasevic@zg.tel.hr
Message-ID: <bvbr1q$h3l$1@ls219.htnet.hr>
Source record: 20903

then try changing NVDI or instaling it afresh :)
also try disabling blitting fast/slow in CT60 cpx
also try in 16 Mhz Falcon board mode

>I can now say with confidence that the Falcon is entirely stable in
>030 mode. With just XControl (patched) and NVDI 5.03 the system
>regularly crashes. I don't have a great idea of what's doing it yet
>-- for instance, using the colors CPX to change color #1 (default =
>white) will usually crash it in 256 color mode, but not in 16 color
>mode. I haven't tried disabling all but the CT60Conf CPX yet, so
>that's next to try.
>
>Galen
>.

1014. Re: CT60 a fine piece of hardware

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 20:43:50 UTC
From: sasa.andrijasevic@zg.tel.hr
Message-ID: <bvbra2$h3l$2@ls219.htnet.hr>
Source record: 20904

I also noticed scrolling "bug" under TOS...when scrolling page
computer freezes - I have no idea whether it has something to do with
CT60 which is, in my opinion, very fine piece of hardware...:)
It is really fast even aat 66 Mhz, stable and enjoyment to use...
I'm looking forward to Supervidel card which will be great add on when
finished...
CT60 rulez!

On 25 Jan 2004 16:53:20 , Frank Szymanski wrote:
>>All the 150 - 18 = 132 users are happy it seems...
>
>Yes. I am quite happy with my ct60. It is fast and very very stable. Compared
>to my afterburner it is quite a good piece of hardware even at such an early
>stage after its release. My afterburner was only stable two years after its
>release and it took independent developers (D. Little, S. Curcic) to remove
>all the bugs.
>
>Unfortunately there are still three minor issues with my ct60
>
>1.) When scrolling under N.AES (XAAES runs fine) my computer sometimes
>freezes
>2.) Floppy disc accesses do not work
>3.) My NOVA refuses to work (I didn't find the time to do further tests so it
>is not ct60's fault
>
>I am really optimistic that point 1 and 2 will be solved soon. :-)
>
>Regards,
>
>Frank
>.

1015. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 20:44:38 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <40dW1zAKCXGAFw+q@btinternet.com>
Source record: 20902

In article <40196eca$0$4266$c30e37c6@lon-reader.news.telstra.net>,
Clockmeister <no-one@nowhere.com> writes
>> In fact, the only music I don't like is R&B/Gangsta.
>>
>
>I'm with you on that, although I thought Eminem had some interesting ideas
>but that wore off quickly.

That's because they were mostly Dr. Dre's ideas, which we now get to
hear from D12? I think. And Missy Elliott.

8 Mile destroyed what little credibility he had left.

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

1016. Re: Hard Drive For Sale

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 20:46:54 UTC
From: mrtnstevens@aol.com
Message-ID: <74d0d6a.0401291246.5e1a345f@posting.google.com>
Source record: 20905

mrtnstevens@aol.com (martin) wrote in message
news:<74d0d6a.0401240922.3602183b@posting.google.com>...
> Hi I have two atari hard disks for sale in the uk
> Thanks martin

Now Sold

1017. Re: SCSI CD drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 20:48:35 UTC
From: sasa.andrijasevic@zg.tel.hr
Message-ID: <bvbriu$h3l$3@ls219.htnet.hr>
Source record: 20906

1. put CD on ID 0 and Falcon on ID 7
2. power the cd rom drive first then computer
3. make sure you terminated the scsi chain properly
4. make sure your C: partition is not bigger than 16 Mb
5. check your hard disk driver

:)

On 29 Jan 2004 17:30:02 , SF0218 wrote:
>Hello All,
>
>I've got a curious problem that even Wizztronic, after having my Falcon for
>nearly a year, couldn't fix, or at least duplicate in order to fix.
>
>Then again, it could be the way I'm doing things i.e., incorrectly!!
>
>I have extendos pro installed. I have a 2x scsi cd drive. When I boot my
>Falcon, then powerup the cd drive, my data on C:\ gets all screwed up. I don't
>know why.
>The scsi id on the cd drive is set to 5. The scsi cable was replaced after
>this happened the first time, so I don't think it's the cable.
>
>Is there a particular order that the Falcon and external devices need to be
>powered up?
>
>Again, Wizztronics stated they hooked up a cd drive to it and had no problems.
>
>Hopefully, one of you might know or be able to point to what the problem is.
>
>See, this is why I want to re-case the Falcon, get a higher capacity psu, and
>use ide drives.
>
>Oh well, thanks for the attention and help.
>Sam F.
>Seattle Seahawks Nut
>and Atari Computer Nut
>C-Lab Falcon, 14mbram,540mb hdd.
>.

1018. Re: Falcon Ram Limit

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 21:08:25 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0401291308.731cb8dd@posting.google.com>
Source record: 20908

Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov> wrote in message news:<bvb45qhit1@reader10.wxs.nl>...

> for example the Centurbo2 which can handle 128MB (or was it even more?).
> The CT60 probably handles even more but I don't know that one very well. :)

It'll hold 512mb ram
Wayne

1019. Re: Those damn Americans!

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 21:16:48 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <40197840.0@entanet>
Source record: 20909

On 28 Jan 2004 12:47:17 , qnr wrote:
>
>Ugh. I've been lucky enough to have lived in or been in all fifty
>states, and on all seven continents. I detest Oklahoma. I won't be
>impolite and discuss what I think of a large proportion of the people who
>live there. That still leaves tornados, rattlesnakes, brown recluse
>spiders, black widow spiders, scorpions ... and those are just the things
>that slithered into my kitchen (well, the tornado wasn't in my kitchen -
>but it was only a short distance away).
>
>Terry Ross

Brown recluse spiders ? Are they the tiny ones that make all your
old wounds open-up again ?

Sounds awful but can't possibly be as bad as the food. ;-)

Peter

1020. Hatari Emulator Question

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 21:16:50 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <40197842.0@entanet>
Source record: 20910

I was reading some info about Norman Feske's work on the
Coldfire motherboard. If I understood correctly the Hatari
emulator is running on the board.

Would Hatari be a suitable candidate for a Milan ST emulator ?
Does anyone (with a Milan) feel the urge to try compiling it ?
Apparently it needs SDL and I suspect that the cpu emulator code
could be dumped at some point.

Regards,

Peter

1021. USA Atari computer users

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 21:23:27 UTC
From: sf0218@aol.com
Message-ID: <20040129162327.17062.00001091@mb-m03.aol.com>
Source record: 20912

Those of you who use your Atari's (not counting the Atari clones, sorry) for web surfing. What modems are you using, and which isp's are you using? The reason I'm asking is because most of them seem to have some software that needs to be installed, but is not made for Atari systems.

Thanks
Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

1022. Re: SCSI CD drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 21:27:19 UTC
From: sf0218@aol.com
Message-ID: <20040129162719.17062.00001092@mb-m03.aol.com>
Source record: 20913

The only devices on the scsi chain are my Falcon, and the cd drive. So how do I make sure, whichever of the 2 needs it, is properly terminate it and how do you even do that. I'm not up to speed on scsi devices. Which id should the Falcon be on....I have the cd drive on 5.

Thanks
Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

1023. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 21:34:43 UTC
From: JEDIDIAH <jedi@nomad.mishnet>
Message-ID: <slrnc1iut0.iit.jedi@nomad.mishnet>
Source record: 20914

```
On 2004-01-28, Clockmeister <no-one@nowhere.com> wrote:
>
> "JEDIDIAH" <jedi@nomad.mishnet> wrote in message
> news:slrnc1db3p.gsf.jedi@nomad.mishnet...
>> On 2004-01-27, Clockmeister <no-one@nowhere.com> wrote:
>> >
>> > "JEDIDIAH" <jedi@nomad.mishnet> wrote in message
>> > news:slrnc1afdc.krh.jedi@nomad.mishnet...
>> >> On 2004-01-26, Bill Bertram <ADSR6581_removethis_@aol.com> wrote:
>> >> >
>> >> > "Clockmeister" <no-one@nowhere.com> wrote in message
>> >> > news:4014e928$0$4266$c30e37c6@lon-reader.news.telstra.net...
>> [deletia]
>> >> Not at all. Also, there is a considerable difference between
> "techincally
>> >> inferior" and poorly engineered. Ataris represent very sensible design
>> >> tradeoffs for the time.
>> >>
>> >> Power without the price wasn't just an advertising slogan.
>> >>
>> >> > to be true, but they want and need to believe to make their machine
> look
>> >> > better than it is. So what if they like TOS better, let 'em suffer
> with
>> > it I
>> >> > say...
>> >>
>> >> No, twits like you simply need to get over yourselves and realize that
>> >> people like us would still not have bought Amigas even if we had an
>> >> infinite amount of someone else's money to waste.
>> >>
>> >
>> > That only shows who the real twits are in this silly nostalgic
> excercise,
>> > and it certainly isn't former Amiga users.
>>
>> Regardless of how much you might like to kid yourself, an Amiga remains
>> for all practical purposes just a rediculously overpriced ST.
>>
>
> but with lots of cool stuff that made us wonder why anyone could possibly
> spend money on such a bland machine.
>
>> Some of us had lives even then, and other things to spend money on.
```

>>
>
> Others were creative and needed a machine to express their creativity... and
> Atari wasn't an option unless MIDI was your only release.

The ST was a reasonable compromise of features and price. It made
less arcane computing highly accessable. It did this better than
the Amiga did.

--
There's no reason not to contribute to the stone soup if those |||
contributions are not critical to your competitive edge. / | \

1024. Re: Anybody using an ST for internet access?

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 21:53:08 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <401980b4d3e500@tripnet.se>
Source record: 20915

In comp.sys.atari.st <7D7Sb.32405$OA3.11679942@newsfep2-win.server.ntli.net>
Al Ferrier wrote on Thu 29-01-2004 13:10 (GMT):

>In article <4018d474ff1a11@tripnet.se>, kennethm@tripnet.se says...
>>
>>In comp.sys.atari.st <20040128183311.24702.00001009@mb-m16.aol.com>
>>Bass Guitar God wrote on Wed 28-01-2004 23:33 (GMT):
>>
>>>Just curious, do people still use Atari ST computers to access the internet?

>I did until a while ago. I had a pay-as-you-go Freeserve account so accessed
>it with STing using a dial script for it but Fserve changed their log-in
>configuration
>so it no longer logs-in properly. As scripts for other ISPs in Britain are
>less than
>forthcoming for STing now, I can't access my main account with my ST.

Scripts? Normally ou should use any scripts to get a ppp connection.
Authentication is built into the protocol. If the the provider uses CHAP
instead of the more common PAP login protocol you are lost.

For a standard modem dialin STinG setup you should as a rule only do any
manual editing of scripts or other files if you really know what you are
doing.

>For the record I used POPwatch for receiving mail, NEWSie for sending mail and
>reading/
>writing news and CAB for web surfing. At a max speed of 9200 kbps, it was
>never going
>to set the world aflame speed-wise but it still surprises people!

any ST can use 19200 bps error free!

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1025. Re: LocalTalk

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 21:53:09 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <401980b4d3e501@tripnet.se>
Source record: 20916

In comp.sys.atari.st <20040129145805.27200.00001115@mb-m11.aol.com>
Sf0218 wrote on Thu 29-01-2004 19:58 (GMT):

>So what actual good is this port on the Falcon for?

None except serial tranfers. It's just another serial port.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1026. Re: CT60 a fine piece of hardware

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 21:54:56 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040129225456.a42162@du3.maus.de>
Source record: 20856

>I also noticed scrolling "bug" under TOS...when scrolling page
>computer freezes - I have no idea whether it has something to do with
>CT60 which is, in my opinion, very fine piece of hardware...:)

This scrolling bug is really annoying and it has definitely something to do with ct60 because before I installed this card in my falcon everything was working fine.

Regards,

Frank

1027. Re: CT60 a fine piece of hardware

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 22:02:49 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <nyeSb.3213$%x4.360861@news.siol.net>
Source record: 20907

>>1.) When scrolling under N.AES (XAAES runs fine) my computer sometimes
>>freezes

Did u try increasing qsbchars, cqsbchars, sstacksize and mpipesize
buffers in N.AES config file? Esp if u use expanded resolutions, thats
necessary. Try factor 2 or 4.

>>2.) Floppy disc accesses do not work

Update SDR and ABE as well as TOS version.... should help.

Janez

1028. Re: TOS RAM limit ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 22:04:53 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0401291404.1b938026@posting.google.com>
Source record: 20917

"Bruce" <No-Spam@Ivn.cl> wrote in message news:<bvatfmtnr1@news1.nivel5.cl>...
> in plain 68000,
> which is the higher version of TOS that i could use ?

2.06 (aka 2.6).

Galen

1029. Re: Falcon Ram Limit

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 22:13:05 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0401291413.6b6295c0@posting.google.com>
Source record: 20918

Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov> wrote in message news:<bvb45qhit1@reader10.wxs.nl>...
> SF0218 wrote:
>
> > So how much ram can a Falcon handle.
>
> Without special hardware, the Falcon can handle 14MB (often 16MB of
> simms are used for this). But there are expansions that allow for more,
> for example the Centurbo2 which can handle 128MB (or was it even more?).
> The CT60 probably handles even more but I don't know that one very well. :)
>
The CT60 can go up to 512MB.

Galen

1030. Re: SCSI CD drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 22:20:06 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <BOeSb.3215$%x4.360916@news.siol.net>
Source record: 20911

> 1. put CD on ID 0 and Falcon on ID 7

I have CD on id 5, that shouldnt make probs.

> 2. power the cd rom drive first then computer

Well atleast put them on same switch... If u dont have devices switched
on by booting, hddriver can not recognize them...

> 3. make sure you terminated the scsi chain properly

And that u didnt terminate it BEFORE CDrom :)

> 4. make sure your C: partition is not bigger than 16 Mb

Hm, i have C: bigger as 16mb... I dont think thats a problem either.

> 5. check your hard disk driver

And get HDDRiver incase u havent got it.

Janez

1031. Re: USA Atari computer users

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 22:32:10 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.01.29.22.32.08.988757@removenoaspam.atari-source.com>
Source record: 20922

On Thu, 29 Jan 2004 21:23:27 +0000, SF0218 wrote:

> Those of you who use your Atari's (not counting the Atari clones, sorry) for
> web surfing. What modems are you using, and which isp's are you using? The
> reason I'm asking is because most of them seem to have some software that needs
> to be installed, but is not made for Atari systems.
>

I use a falcon with ethernec connected to a dlink router, connected to
comcast cable modem broadband. Works peachy keen.

Mark
http://portal.atari-source.com

1032. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 22:32:31 UTC
From: JEDIDIAH <jedi@nomad.mishnet>
Message-ID: <slrnc1j29d.iit.jedi@nomad.mishnet>
Source record: 20919

```
On 2004-01-29, Clockmeister <no-one@nowhere.com> wrote:
>
> "Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message
> news:bvaqsf$4fk$1@reader10.wxs.nl...
>> Clockmeister wrote:
>>
>> > Oh, http://www.modarchive.com/ is hardly obscure, just off the top of my
>> > head. Aminet has a large Amiga created MOD section.
>>
>> I'm just comparing modfiles to normally published music.
>>
>> > Great, but it sounds so clinical.
>>
>> Oh, and modfiles don't? :)
>>
>> > Fatboy Slim doesn't blow my hair back either.
>>
>> Well, he sucks according to me, but he was the first name that came to
>> mind. My point is, Ataris were (and sometimes still are) used by pro
>> composers, modfiles (sometimes also made on Ataris btw) are used by
>> sceners. I think you'll find more Atari compositions than modfiles in
>> the average music lover's CD collection.
>>
>
> Who cares about CD collections when it is music I want to create without

CD's are what REAL MUSICIANs of any merit will eventually produce.
These can be enjoyed by anyone, rather than being limited to
pathetic old trolls.

[deletia]

Someone's cyberstudio home movies vs. Babylon 5.

--
There's no reason not to contribute to the stone soup if those |||
contributions are not critical to your competitive edge. / | \
```

1033. Re: Hatari Emulator Question

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 22:33:56 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.01.29.22.33.56.574551@removenoaspam.atari-source.com>
Source record: 20923

On Thu, 29 Jan 2004 21:16:50 +0000, Peter Slegg wrote:

> I was reading some info about Norman Feske's work on the
> Coldfire motherboard. If I understood correctly the Hatari
> emulator is running on the board.
>
> Would Hatari be a suitable candidate for a Milan ST emulator ?
> Does anyone (with a Milan) feel the urge to try compiling it ?
> Apparently it needs SDL and I suspect that the cpu emulator code
> could be dumped at some point.
>
> Regards,
>
> Peter

Based on what I have seen, I think the 68060 may not be fast enough to properly emulate a 68k processor, of course some sort of "JIT" could be made specific for the 060 that might help out. Emulation isn't so tough when it's almost a native chip ;-) And aside from speed issues, I have no doubt hatari could be modified to run on a ct60 or milan. Now how much work it would be, that's for someone else to say.

Mark
http://portal.atari-source.com

1034. Re: SCSI CD drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 22:37:00 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.01.29.22.37.00.751755@removenoaspam.atari-source.com>
Source record: 20924

On Thu, 29 Jan 2004 19:34:11 +0000, SF0218 wrote:

> The cd drive is the last scsi device, and is set to scsi id 5.
> Sam F.
> Seattle Seahawks Nut
> and Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.

This is a hard disk driver problem.. What are you using as your hard disk driver... AHDI?

mark

1035. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 22:43:20 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <40198bf0$0$4262$c30e37c6@lon-reader.news.telstra.net>
Source record: 20925

```
"JEDIDIAH" <jedi@nomad.mishnet> wrote in message
news:slrnc1iut0.iit.jedi@nomad.mishnet...
> On 2004-01-28, Clockmeister <no-one@nowhere.com> wrote:
> >
> > "JEDIDIAH" <jedi@nomad.mishnet> wrote in message
> > news:slrnc1db3p.gsf.jedi@nomad.mishnet...
> >> On 2004-01-27, Clockmeister <no-one@nowhere.com> wrote:
> >> >
> >> > "JEDIDIAH" <jedi@nomad.mishnet> wrote in message
> >> > news:slrnc1afdc.krh.jedi@nomad.mishnet...
> >> >> On 2004-01-26, Bill Bertram <ADSR6581_removethis_@aol.com> wrote:
> >> >> >
> >> >> > "Clockmeister" <no-one@nowhere.com> wrote in message
> >> >> > news:4014e928$0$4266$c30e37c6@lon-reader.news.telstra.net...
> >> [deletia]
> >> >> Not at all. Also, there is a considerable difference between
> > "techincally
> >> >> inferior" and poorly engineered. Ataris represent very sensible
design
> >> >> tradeoffs for the time.
> >> >>
> >> >> Power without the price wasn't just an advertising slogan.
> >> >>
> >> >> > to be true, but they want and need to believe to make their
machine
> > look
> >> >> > better than it is. So what if they like TOS better, let 'em suffer
> > with
> >> > it I
> >> >> > say...
> >> >>
> >> >> No, twits like you simply need to get over yourselves and realize
that
> >> >> people like us would still not have bought Amigas even if we had an
> >> >> infinite amount of someone else's money to waste.
> >> >>
> >> >
> >> > That only shows who the real twits are in this silly nostalgic
> > excercise,
> >> > and it certainly isn't former Amiga users.
> >>
> >> Regardless of how much you might like to kid yourself, an Amiga remains
> >> for all practical purposes just a rediculously overpriced ST.
> >>
```

> >
> > but with lots of cool stuff that made us wonder why anyone could
possibly
> > spend money on such a bland machine.
> >
> >> Some of us had lives even then, and other things to spend money on.
> >>
> >
> > Others were creative and needed a machine to express their creativity...
and
> > Atari wasn't an option unless MIDI was your only release.
>
> The ST was a reasonable compromise of features and price. It made
> less arcane computing highly accessable. It did this better than
> the Amiga did.
>

Sales figures would suggest otherwise, and digital imaging and effects were pioneered on the Amiga both commercially and affordably for the home user.

To suggest otherwise is plain rediculous.

1036. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 22:45:38 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <40198c7a$0$4262$c30e37c6@lon-reader.news.telstra.net>
Source record: 20926

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:40dW1zAKCXGAFw+q@btinternet.com...
> In article <40196eca$0$4266$c30e37c6@lon-reader.news.telstra.net>,
> Clockmeister <no-one@nowhere.com> writes
> >> In fact, the only music I don't like is R&B/Gangsta.
> >>
> >
> >I'm with you on that, although I thought Eminem had some interesting
ideas
> >but that wore off quickly.
>
> That's because they were mostly Dr. Dre's ideas, which we now get to
> hear from D12? I think. And Missy Elliott.

I have the D12 CD but it lacks something. Missy Elliot isn't my cup of tea
either.

> 8 Mile destroyed what little credibility he had left.
>

Agreed.

1037. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 22:48:43 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <9bGnO1Dk2YGAFwMr@btinternet.com>
Source record: 20927

In article <40198bf0$0$4262$c30e37c6@lon-reader.news.telstra.net>,
Clockmeister <no-one@nowhere.com> writes
>Sales figures would suggest otherwise, and digital imaging and effects were
>pioneered on the Amiga both commercially and affordably for the home user.

I would suggest that digital imaging was primarily a Mac field. Video is
another matter, though you needed a farm of expensively modified Amigas
to do anything useful.

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

1038. Re: TOS RAM limit ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 23:17:10 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <zcnC7tf2RZGAFw8q@my-ste.in-the.bog>
Source record: 20928

On Thu, 29 Jan 2004, Rodolphe Czuba <rczuba@free.fr> wrote:-

>TOS 1 are done for $FC0000 to $FEFFFF (192KB) location.

<mode type="pedantic">
TOS 1.00 to TOS 1.4 occupies $FC0000 to $FEFFFF address space.
TOS 1.06 and TOS 1.62 shares the same $E00000 to $E3FFFF address space
as TOS 2.00+
</mode>

>TOS 2, 3 are done for $E00000 to E3FFFF (256KB) location.
>TOS 4 is done for $E00000 to E7FFFF (512KB) location (notice that the
>address decoding is done on $E00000 to $EFFFFF (1MB)).

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 63 Mnodes/s: http://www.distributed.net/
AMD 1800 1Gb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 9.0
AMD 2200 256Mb SuSE 9.0 | A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11
Falcon 14Mb TOS 4.02 | STE 4Mb TOS 1.62

1039. Re: SCSI CD drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 23:22:37 UTC
From: sf0218@aol.com
Message-ID: <20040129182237.13087.00001187@mb-m02.aol.com>
Source record: 20929

I'm setup the hard drive using the ICD 6.5.5 scsi pro utilities.
Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

1040. Re: SCSI CD drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 23:25:32 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1075393842-579274AEicMi@adelphia.net>
Source record: 20920

Sam,
I have my CD-Burner as id5 and my CD-Rom as id6. I
always power up the CD devices and SCSI hard drive
first. Once the Hard drive has spun up I then turn on
the Falcon 030. If you dont have devices switched
on before booting they cannot be recognized when the
computer is on. C: partition can be any size as long
as it is a TOS compatible partition, mine is 175 megs.
Hope this helps.

Thanks,
--
Carey C.|||
|||
|||
/ | \
/ | \ High Flying Falcon 060!!!
Falcon 030 @ 16 mhz.14 megs STRam
CT60 68060RC60 @ 72 mhz with FPU & PMMU
Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB & 40 GB IDE Maxtor Hard Drives
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CDBurner &24x Cyberdrive CD-Rom
EtherNec,Linksys Router & Cable Modem
Epson 880 Printer & 19" Samsung VGA Monitor
Subwoofer Satelite speaker system
COMING: CT60 Graphics Card, 64 Megs DDR SDRam
PCI/USB adapter from Rodolphe
Falcon MOBO to 20 mhz maybe 25mhz.:-)

1041. Re: LocalTalk

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 23:25:39 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0401291525.6aacb129@posting.google.com>
Source record: 20930

sf0218@aol.com (SF0218) wrote in message
news:<20040129145805.27200.00001115@mb-m11.aol.com>...
> So what actual good is this port on the Falcon for?
>
> Thanks
> Sam F.

The only use I've ever put it to is as an extra midi in/out, with a mini macman for Mac's. Cuebase Audio Falcon can assign any of it's tracks to the lan, and there you go!

Wayne

1042. Re: USA Atari computer users

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 23:29:19 UTC
From: sf0218@aol.com
Message-ID: <20040129182919.13087.00001188@mb-m02.aol.com>
Source record: 20931

And how did you do all that?

Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

1043. Re: USA Atari computer users

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 23:30:22 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1075393844-579634AEicMi@adelphia.net>
Source record: 20921

Sam,
I have a CNet 56K modem that I am not using since I have switched to broadband. The modem still works if you want it I paid over 75 dollars for it. Throw me a few bucks for S/H and a little for the modem and it is yours. Like I said it worked great for 56K and has 8 leds on the front panel. When I was on 56K dialup I used a local ISP called Metalink.net. I am sure this is not in your area. Ussually if you stick to a local ISP they work better than the big companies like AOL or MSN!!! Hope this helps, if not drop me a line in my e-mail. The respond to should be OK.

Thanks,
--
Carey C.|||
|||
|||
/ | \
/ | \ High Flying Falcon 060!!!
Falcon 030 @ 16 mhz.14 megs STRam
CT60 68060RC60 @ 72 mhz with FPU & PMMU
Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB & 40 GB IDE Maxtor Hard Drives
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CDBurner &24x Cyberdrive CD-Rom
EtherNec,Linksys Router & Cable Modem
Epson 880 Printer & 19" Samsung VGA Monitor
Subwoofer Satelite speaker system
COMING: CT60 Graphics Card, 64 Megs DDR SDRam
PCI/USB adapter from Rodolphe
Falcon MOBO to 20 mhz maybe 25mhz.:-)

1044. Re: SCSI CD drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-01-29 23:37:14 UTC
From: sf0218@aol.com
Message-ID: <20040129183714.13087.00001190@mb-m02.aol.com>
Source record: 20932

Thanks. The hard drive is internal scsi. How would I spin this up first?

Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

1045. scsi cd drive

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 00:06:57 UTC
From: sf0218@aol.com
Message-ID: <20040129190657.18928.00001046@mb-m28.aol.com>
Source record: 20933

Well folks, it happened again. This time it happened while I was copying files over from the Extendos disk. Folders on the drive started having strange characters in place of the letters. And yeah, the boot partition is pretty much toast. Luckily, I copied the entire boot partition into a folder on the other (D) partition. Hopefully, all I'll have to do is re-format the boot partition, then just copy everything back over to it and viola!
Man, whatever you can think of folks. I'm starting to pull my hair out again, and I don't have a whole lot of it left.
Thanks
Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

1046. scsi cd drive

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 00:45:08 UTC
From: sf0218@aol.com
Message-ID: <20040129194508.19898.00001009@mb-m17.aol.com>
Source record: 20934

Some additional info. When I've tried to boot the Falcon up with the cd drive already on, the Falcon hangs up, will not boot. Is that because the cd drive is not terminated properly or what?

Thanks

Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

1047. megafile 30

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 05:19:27 UTC
From: FCR <frosaire@olypen.com>
Message-ID: <101jqb2kgi8q6f8@corp.supernews.com>
Source record: 20935

Hi folks,
Is there a way to hook a Megafile 30 to a Mega STe for large .sng file transfers? When doing routine maintenence on my live show or sequencing for the studio I work on the megafile 30, then transfer all the files via floppy to the Mega STe, very time consuming. Any way to trick the Mega STe into thinking the Megafile 30 is the D, E or F drive? Or any suggestions for a quicker way to transfer files other than floppies?
Thanks,
fcr

Nighttrain Entertainment
http://forrestrosaire.com

1048. Re: megafile 30

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 05:58:33 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <domSb.34183$Wa.5967@news-server.bigpond.net.au>
Source record: 20936

FCR wrote:
> Hi folks,
> Is there a way to hook a Megafile 30 to a Mega STe for large .sng file
> transfers? When doing routine maintenence on my live show or sequencing for
> the studio I work on the megafile 30, then transfer all the files via floppy
> to the Mega STe, very time consuming. Any way to trick the Mega STe into
> thinking the Megafile 30 is the D, E or F drive? Or any suggestions for a
> quicker way to transfer files other than floppies?
> Thanks,
> fcr

Ah an easy one:-), what are using for your live shows, an ST? And what
Hard disk driver software are you using? If you have AHDI or ICD on the
MegaSTE it should just detect it. Plug it in to the MegaSTE dma port,
switch drive then computer on. Boot to desktop, click on options and
select 'Install Drives'. If you are using HDdriver it may be a bit more
convoluted.

Mark

1049. Re: megafile 30

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 06:38:43 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.01.30.06.38.43.595283@nossspamXXatari-source.com>
Source record: 20937

On Fri, 30 Jan 2004 05:58:33 +0000, Mark Bedingfield wrote:

> FCR wrote:
>> Hi folks,
>> Is there a way to hook a Megafile 30 to a Mega STe for large .sng file
>> transfers? When doing routine maintenence on my live show or sequencing for
>> the studio I work on the megafile 30, then transfer all the files via floppy
>> to the Mega STe, very time consuming. Any way to trick the Mega STe into
>> thinking the Megafile 30 is the D, E or F drive? Or any suggestions for a
>> quicker way to transfer files other than floppies?
>> Thanks,
>> fcr
>
> Ah an easy one:-), what are using for your live shows, an ST? And what
> Hard disk driver software are you using? If you have AHDI or ICD on the
> MegaSTE it should just detect it. Plug it in to the MegaSTE dma port,
> switch drive then computer on. Boot to desktop, click on options and
> select 'Install Drives'. If you are using HDdriver it may be a bit more
> convoluted.
>
> Mark

This could be wrong,

It sounds as though you have a mega ste with an internal hard drive. When
you use an internal scsi host adapter it removes the connections from the
pins on the internal DMA (ACSI port). I don't KNOW for sure, but I
suspect that this disconnects the external port. Unless it has a
pass-thru connection for each pin pair, then it does. For instance, if
you remove the internal host adapter, without putting jumpers over each of
the right pins, your external ACSI port will be completely disabled!
Maybe someone can say for sure one way or another.

So.. you may be screwed for using external and internal acsi device at the
same time :)

Thanks,
Mark

1050. Re: SCSI CD drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 07:29:37 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bvd157$qshih$2@ID-27442.news.uni-berlin.de>
Source record: 20938

Sasa Andrijasevic wrote:

> 1. put CD on ID 0 and Falcon on ID 7

The CD-ROM drive can have any SCSI-ID not yet used by another device.

> 4. make sure your C: partition is not bigger than 16 Mb

Why? C: can be as big as any other partition. There is no special size
restriction for the boot partition.

--

Dr. Uwe Seimet http://www.seimet.de

1051. Re: megafile 30

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 07:33:30 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bvd1ch$qshih$3@ID-27442.news.uni-berlin.de>
Source record: 20939

Mark Bedingfield wrote:

> Hard disk driver software are you using? If you have AHDI or ICD on the
> MegaSTE it should just detect it. Plug it in to the MegaSTE dma port,
> switch drive then computer on. Boot to desktop, click on options and
> select 'Install Drives'. If you are using HDdriver it may be a bit more
> convoluted.

With HDDRIVER it's the same, unless it has been configured not to check
the Megafile's device ID.
Note that AHDI will *not* detect the Megafile if there is a gap before
the Megafile's device ID: AHDI stops checking for devices as soon as it
finds an unused device ID.

--

Dr. Uwe Seimet http://www.seimet.de

1052. Re: SCSI CD drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 07:48:11 UTC
From: swamptaxes@atlantic.net
Message-ID: <%_nSb.471$VP1.442720@newshog.newsread.com>
Source record: 20940

On 29 Jan 2004 21:27:19 , SF0218 wrote:
>The only devices on the scsi chain are my Falcon, and the cd drive. So how do
>I make sure, whichever of the 2 needs it, is properly terminate it and how do
>you even do that. I'm not up to speed on scsi devices. Which id should the
>Falcon be on....I have the cd drive on 5.
>
>Thanks
>Sam F.
>Seattle Seahawks Nut
>and Atari Computer Nut
>C-Lab Falcon, 14mbram,540mb hdd.
>.

5 is ok for the CDROM and you must terminate it.
You need Extendos to set the drive letter to access the CDROM!
Get HDDriver instead of ICD.

John

1053. Re: TOS RAM limit ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 08:07:00 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <401a109e$0$24022$626a54ce@news.free.fr>
Source record: 20941

oops, you're right !
I just forgot this 1.6 !

"David Bolt" <blacklist-me@davjam.org> a ï¿½crit dans le message de news:
zcnC7tf2RZGAFw8q@my-ste.in-the.bog...
> On Thu, 29 Jan 2004, Rodolphe Czuba <rczuba@free.fr> wrote:-
>
> >TOS 1 are done for $FC0000 to $FEFFFF (192KB) location.
>
> <mode type="pedantic">
> TOS 1.00 to TOS 1.4 occupies $FC0000 to $FEFFFF address space.
> TOS 1.06 and TOS 1.62 shares the same $E00000 to $E3FFFF address space
> as TOS 2.00+
> </mode>
>
> >TOS 2, 3 are done for $E00000 to E3FFFF (256KB) location.
> >TOS 4 is done for $E00000 to E7FFFF (512KB) location (notice that the
> >address decoding is done on $E00000 to $EFFFFF (1MB)).
>
>
> Regards,
> David Bolt
>
> --
> Member of Team Acorn checking nodes at 63 Mnodes/s:
http://www.distributed.net/
> AMD 1800 1Gb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE
9.0
> AMD 2200 256Mb SuSE 9.0 | A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11
> Falcon 14Mb TOS 4.02 | STE 4Mb TOS 1.62

1054. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 09:01:57 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <401a1ceb$0$4268$c30e37c6@lon-reader.news.telstra.net>
Source record: 20942

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:9bGnO1Dk2YGAFwMr@btinternet.com...
> In article <40198bf0$0$4262$c30e37c6@lon-reader.news.telstra.net>,
> Clockmeister <no-one@nowhere.com> writes
> >Sales figures would suggest otherwise, and digital imaging and effects
were
> >pioneered on the Amiga both commercially and affordably for the home
user.
>
> I would suggest that digital imaging was primarily a Mac field.

Not back then it wasn't, the Mac was useless for that sort of stuff.

Video is
> another matter, though you needed a farm of expensively modified Amigas
> to do anything useful.
>

Digitizing images in 4096 colours was childsplay on my A500, and hardly
expensive. The Amiga was used extensively in professional and amateur
productions, surely you are not denying that?

1055. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 09:10:43 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <401a1ef9$0$4268$c30e37c6@lon-reader.news.telstra.net>
Source record: 20943

"JEDIDIAH" <jedi@nomad.mishnet> wrote in message
news:slrnc1j29d.iit.jedi@nomad.mishnet...
> On 2004-01-29, Clockmeister <no-one@nowhere.com> wrote:
> >
> > "Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in
message
> > news:bvaqsf$4fk$1@reader10.wxs.nl...
> >> Clockmeister wrote:
> >>
> >> > Oh, http://www.modarchive.com/ is hardly obscure, just off the top of
my
> >> > head. Aminet has a large Amiga created MOD section.
> >>
> >> I'm just comparing modfiles to normally published music.
> >>
> >> > Great, but it sounds so clinical.
> >>
> >> Oh, and modfiles don't? :)
> >>
> >> > Fatboy Slim doesn't blow my hair back either.
> >>
> >> Well, he sucks according to me, but he was the first name that came to
> >> mind. My point is, Ataris were (and sometimes still are) used by pro
> >> composers, modfiles (sometimes also made on Ataris btw) are used by
> >> sceners. I think you'll find more Atari compositions than modfiles in
> >> the average music lover's CD collection.
> >>
> >
> > Who cares about CD collections when it is music I want to create without
>
> CD's are what REAL MUSICIANs of any merit will eventually produce.
> These can be enjoyed by anyone, rather than being limited to
> pathetic old trolls.

You are getting producers and musicians mixed up. Musicians don't create
muzak for the masses...

1056. 060 REV 6 for 100 MHz !!

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 12:09:51 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <401a498c$0$24043$626a54ce@news.free.fr>
Source record: 20944

Seen on ebay :

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3456508825&ssPageName=ADM
E:B:SS:FR:1

A MVME systems for 9.90 $!!
Includes a 68060 that is surely a FULL REV 6 !!

It's a good opportunity for US guy owner of a CT60 !

I can't buy, I will pay so high shipping cost from US to Europe.

--
Rodolphe Czuba
4, Allï¿½e du Laurier
Auvillers
60290 Neuilly-sous-Clermont
France
www.czuba-tech.com

1057. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 12:11:39 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2004.01.30.12.11.36.104416@sophics.cz>
Source record: 20945

On Thu, 29 Jan 2004 16:40:29 -0500, lp wrote:

>> OK, this is a good idea. The FreeMiNT 1.16 is still evolving but the
>> source code is not likely to grow much so perhaps we could measure that
>> one. The 1.15.12 would be a safe bet but who would be recompiling such an
>> old version? :)
>
> I have not used that for ages. Don't even have a kernel suitable for
> speed testing on the Hades or TT. The newer kernel with the integrated
> socket stuff is way faster. I'm with you I don't see a point in
> using that older one.

I thought we were going to "time make" (i.e. measure the time needed for
a kernel recompile) and for that a standard source file archive would be
a good thing. You know, few years ago people liked to tell "I can compile
Linux kernel in less than two hours" and it was kind of a widely used
benchmark. But as the kernel grew in size over time it became impossible
to compare the results. Same thing could happen with the CVS
version of FreeMiNT 1.16alpha - that's what I was talking about. But it's
not likely to grow much in short time (well, unless the AES and VDI get
integrated suddenly ;-).

> I surfed the archive, and I see what you mean.

Yesterday I added a complete support for Project Builder that was
sent to me by Carlo (never heard of him before - he just appeared and
sent it - a nice surprise after months or even years of darwin
semi-support). Somebody must try it out if it really produces a working
binary or not.

>> I believe you can do much more than just sit and wait. I am talking
>> about one thing: if something does not work in a free project, try to
>> support the authors in any way so it starts working.

> All good points.

thanks.

> There are *some* others here that could benefit from that advise as well. ;-)

Frankly, in last couple mails when I was writing "you" I didn't mean you
personally but all the Atari/TOS_GEM_compatible/virtual_machine/emulator
users that wish to see new or improved applications.

Petr

1058. OT: A new CT? :)

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 13:23:10 UTC
From: Standa Opichal <opichals@seznam.cz>
Message-ID: <bvdls0$v33$1@server4.gts.cz>
Source record: 20846

Hi!

Also Intel would like to get the CT power as it seems :)))
http://news.com.com/2100-1006_3-5150336.html?tag=nefd_lede

have fun

STan

1059. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 13:56:12 UTC
From: JM <>
Message-ID: <b4ok10tf013b4ur8q39ar9pngh01nd8mf3@4ax.com>
Source record: 20847

>Sure, but I can point you to sites with literally thousands of tracker/MOD
>tunes but where do I find all these Atari created MIDI masterpieces?

Try your local CD store.

I had some guys come into my studio once for a recording session with
their Amoeba. "Yeah, we have created a song, can you record it for
us?"

This was a 24 track studio with all the bells and whistles, loads of
MIDI gear, effects, 36 channel mixer etc.

Of course all they had was a hissy stereo-out, and no way to sync to
anything external, so we ended up plugging the left and right outputs
into two channels of the desk, and then I hit 'record' and they hit
'play'...

It was a fantastic experience in my career as a musician/producer,
needless to say I chucked my Atari after I heard the professional
quality of MOD audio, and saw the amazing possibilities the Amiga
offered for creating and recording songs ;-)

JM
(No longer a producer but I have kept my Ataris)

1060. Re: SCSI CD drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 14:02:12 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC3FE89C.D5E9%derryck@nospam.cix.co.uk.invalid>
Source record: 20848

In article 20040129183714.13087.00001190@mb-m02.aol.com, SF0218 at sf0218@aol.com wrote on 29/1/04 23:37:

> Thanks. The hard drive is internal scsi. How would I spin this up first?

You can set up a boot delay with an NVRAM setting utility - this will cause the Falcon to pause whilst your SCSI drive gets up to speed.

If you get an IDE drive then you can reduce this delay to 0 seconds.

You will still have a problem with your SCSI bus, from the report you give this would seem to be a setting problem with your CDROM (temination, temination power) or an actual fault with it.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

1061. Re: USA Atari computer users

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 14:02:12 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC3FED9B.D5EB%derryck@nospam.cix.co.uk.invalid>
Source record: 20849

In article 20040129162327.17062.00001091@mb-m03.aol.com, SF0218 at
sf0218@aol.com wrote on 29/1/04 21:23:

> Those of you who use your Atari's (not counting the Atari clones, sorry) for
> web surfing. What modems are you using, and which isp's are you using? The
> reason I'm asking is because most of them seem to have some software that
> needs
> to be installed, but is not made for Atari systems.

Don't get fixated on that requirement - if you can get a few details re
server addresses and the actual phone-in number from the ISP's help page
then plug them into STiNG and give it a bash. As long as it uses PAP
authentication hopefully it should just work.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

1062. Re: Umax Astra 2200 Scanner and ScanX

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 14:02:12 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC3FECA0.D5EA%derryck@nospam.cix.co.uk.invalid>
Source record: 20851

In article 4018be4c1cdbc9c@comcast.net, Edward S. Baiz Jr. at edbaizjr@comcast.net wrote on 29/1/04 14:04:

>> And of course you've selected the right scanner in the config dialog?
>
> Yes, I have selected the Umax scanner in ScanXPro. Forgive my
> ignorance. What does CBHD stand for?

You can download this hard disk driver from <http://home.t-online.de/home/Steffen.Engel/>

And there are some translations on the MISC section of my web site.

I'm suggesting that as an experiment you run scsidrv.prg from the desktop with the scanner switched on to see if ScanX can then find it; then that should give you some idea of whether you have a problem with the version of HDDriver that you're running. I wouldn't suggest running both drivers together as a long-term fix.

It might also pay to try the "patch" that has already been suggested on a copy of ScanX.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

1063. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 14:02:34 UTC
From: JM <>
Message-ID: <dnok10dvdg5tfoqu7jgv3u70ep03649ne2@4ax.com>
Source record: 20850

On Thu, 29 Jan 2004 20:33:02 +0800, "Clockmeister"
<no-one@nowhere.com> wrote:

>Eighties pop music sucked big time, you will excuse me if you find Atari
>produced music sadly lacking from my CD collection... LOL

How about 90's techno/dance? Most of that has been made on Ataris.
True, a lot of ppl will have switched to Macs by now with Logic being
only available on that platform, but I can tell you for A FACT that
most techno music created in the nineties was done with ST's.

JM

1064. Re: Dumb TT Questions

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 15:34:38 UTC
From: Starlord <starlord@despammed.com>
Message-ID: <jNqdnUno2ODS5ofdRVn-ug@inreach.com>
Source record: 20852

My TT is stock, and I used ICD Software to formatt and set up my 2.1gb hard drive that I have inside the machine and I can use all of it. Got partitions set up under that software and it works great.

--
"In this universe the night was falling,the shadows were lengthening towards an east that would not know another dawn.
But elsewhere the stars were still young and the light of morning lingered: and along the path he once had followed, man would one day go again."

Arthur C. Clarke, The City & The Stars

SIAR
www.starlords.org
Freelance Writers Shop
http://www.freelancewrittersshop.netfirms.com
Telescope Buyers FAQ
http://home.inreach.com/starlord
Ad World
http://adworld.netfirms.com

"Mark Bedingfield" <atari030@nospampleaseoptusnet.com.au> wrote in message news:4018d59c$0$5862$afc38c87@news.optusnet.com.au...
> Thanks Guys, I have had success with a Zip100 SCSi drive and a Sony 4x
> cdrom. I have tried 2 Quantum 2.1 gigs and a IBM 2.1, with no success. The
> drives are not even detected by Hddriver 7.6. I noticed that the internal
> termination resistor packs had been removed from the TT Mainboard. A long
> shot, I know. Especially as both a Zip and Cdrom work fine.
> I suppose I could get a chicken, and spread it's blood around the yard,
> chanting..... ah SCSI:-)
>
> Mark
>
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.573 / Virus Database: 363 - Release Date: 1/28/04

1065. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 16:42:47 UTC
From: Marius & Hester Diepenhorst <grover25@zonnet.nl>
Message-ID: <bve1ne$3o2$1@reader10.wxs.nl>
Source record: 20853

Dennis,

When do i Get the package you promissed me?

Marius

1066. MPTi english translation

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 17:24:46 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040130182446.a42163@du3.maus.de>
Source record: 20857

Hello,

I recently released an MP3 Tag Editor for ATARIs.

Unfortunately it is only in German. Is there anybody out there who wants to
help translating the resource file?

If you like take a closer look at: http://mpti.factorynews.de

Regards,

Frank

1067. Re: TOS RAM limit ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 17:47:56 UTC
From: michaels@heisenberg.ccac.rwth-aachen.de
Message-ID: <bve5ccgsp1@nets3.rz.RWTH-Aachen.DE>
Source record: 20854

In article <401943bb$0$24027$626a54ce@news.free.fr>,
Rodolphe Czuba <rczuba.yenamarre@free.fr> wrote:
>
>ALTERNATIVE RAM is what you declare to the system (gemdos ? Start address &
>size) as expanded ram (this ram cannot be accessed by the video chip !).
>All machine from ST to Falcon can get alternative ram.

Provided you use TOS 2.06 up, *or* some replacement like Magic which
provides the Maddalt() OS call. TOS <2.06 does not handle alternate RAM.

>TT-RAM is a term for TT only !!

TT-RAM is alternate RAM starting at $01000000, which is defined by the
corresponding system variable (forgot the name). Since TOS assumes a fixed
start address of $01000000, this requires a >=68020 CPU.

A ST with PAK030 installed may have TT-RAM.

>This means that Falcon with card on the slot bus to add memory from 4 MB to
>8 or 12 MB cannot be TT-RAM !!
>Why ????
>eh eh because the falcon data bus is 16-bit !!

TOS does not care about the bus width. TOS assumes everything that starts at
$01000000 and works like the TT RAM in a TT as TT-RAM, no matter how it is
connected to the bus.

>Only TT & CT2 / CT60 have TT-RAM = 32-bit ram.
>Sure, this ram can be named Alternative ram too...

Yes. TT-RAM is a special sub-case of alternate RAM. Once it is installed
during system startup, TOS handles both of them the same way, using the same
free memory lists etc.. TT-RAM is always alternate RAM, but alternate RAM is
not automatically TT-RAM.

cu
Michael

1068. Re: TOS RAM limit ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 17:49:02 UTC
From: michaels@heisenberg.ccac.rwth-aachen.de
Message-ID: <bve5eegsp2@nets3.rz.RWTH-Aachen.DE>
Source record: 20855

In article <bvbdv7$u7b$1@ls219.htnet.hr>,
Sasa Andrijasevic <sasa.andrijasevic@zg.tel.hr> wrote:
>
>well, it should support up to 14 Mb...

Actually, 15.5MB if you use a 192K TOS.

Yes, this has been done - Martin Wevelsiep built such a ST-RAM expansion
board quite some time ago.

cu
Michael

1069. Re: USA Atari computer users

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 18:04:54 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bve6c5$1po$1@titan.btinternet.com>
Source record: 20858

Hi There

"SF0218" <sf0218@aol.com> wrote in message
news:20040129162327.17062.00001091@mb-m03.aol.com...
> Those of you who use your Atari's (not counting the Atari clones, sorry)
for
> web surfing. What modems are you using, and which isp's are you using?
The
> reason I'm asking is because most of them seem to have some software that
needs
> to be installed, but is not made for Atari systems.

I don't use my MegaSTE for web or mail anymore but when i did it was with a US Robotics 56K V90 external modem, the only software needed was HS-Modem for the serial issues and the client's eMailer, Fiffi and CAB, so all software was for the Atari platform.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

1070. Re: scsi cd drive

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 18:10:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200401301910.a38637@b.maus.de>
Source record: 20798

Hi Sam,

in your chain, both the internal drive and the cd drive should be
terminated. Have a look at the jumper settings of you cd drive. Is
trmpwr switched to 'on'?

S>When I've tried to boot the Falcon up with the cd drive already on, the
S>Falcon hangs up, will not boot.
That happens to me in case of ID collision.

Und TTschï¿½
ps

1071. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 19:23:20 UTC
From: JEDIDIAH <jedi@nomad.mishnet>
Message-ID: <slrnc1lbih.rl9.jedi@nomad.mishnet>
Source record: 20866

On 2004-01-30, Clockmeister <no-one@nowhere.com> wrote:
>
> "Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
> news:9bGnO1Dk2YGAFwMr@btinternet.com...
>> In article <40198bf0$0$4262$c30e37c6@lon-reader.news.telstra.net>,
>> Clockmeister <no-one@nowhere.com> writes
>> >Sales figures would suggest otherwise, and digital imaging and effects
> were
>> >pioneered on the Amiga both commercially and affordably for the home
> user.
>>
>> I would suggest that digital imaging was primarily a Mac field.
>
> Not back then it wasn't, the Mac was useless for that sort of stuff.
>
> Video is
>> another matter, though you needed a farm of expensively modified Amigas
>> to do anything useful.
>>
>
> Digitizing images in 4096 colours was childsplay on my A500, and hardly
> expensive. The Amiga was used extensively in professional and amateur
> productions, surely you are not denying that?

...after they recieved expensive aftermarket upgrades.

Stock amigas were as much toys as ST's were.

--
There's no reason not to contribute to the stone soup if those |||
contributions are not critical to your competitive edge. / | \

1072. Re: scsi cd drive

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 19:47:40 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0401301147.19d821c5@posting.google.com>
Source record: 20859

sf0218@aol.com (SF0218) wrote in message
news:<20040129194508.19898.00001009@mb-m17.aol.com>...
> Some additional info. When I've tried to boot the Falcon up with the cd drive
> already on, the Falcon hangs up, will not boot. Is that because the cd drive
> is not terminated properly or what?
>
Your corruption might well be due to cabling/termination issues. Have
you tried an external pass-through terminator yet? One curious thing
about SCSI is that what SHOULD happen is not always what DOES happen.
I once had a four item (+ computer) SCSI chain that refused to work
unless termination was on on the first, third, and fourth drives. I
have no idea why (though I suspect one or more drives had faulty
internal terminators), but I used it for several years that way.
Anyhow, the point is to experiment. I've had pretty good luck
ignoring internal termination and just applying a physical passive
pass-through terminator to both ends of the chain.

Galen (whose Falcon's chain currently is Falcon -- 270Mb HD -- Syquest
EZ 135 -- 4x CD-R -- Syquest EZFlyer 1.5 Gb -- Microtek E3 Scanner)

1073. Re: USA Atari computer users

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 20:35:21 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0401301235.b734387@posting.google.com>
Source record: 20860

sf0218@aol.com (SF0218) wrote in message
news:<20040129162327.17062.00001091@mb-m03.aol.com>...
> Those of you who use your Atari's (not counting the Atari clones, sorry) for
> web surfing. What modems are you using, and which isp's are you using?

I'm using a generic 56K modem (Compaq, actually) and Ultimate
Internet, a local ISP in Southern California. What you need is an ISP
that is able to deal with a text login and a technician that knows
what one is.

If you dial into an ISP with a telecom program (like Flash) you should
see something like "USERNAME:". Upon typing in your username, you
should see something like "PASSWD:". Upon typing in your password,
PPP should automatically connect. (Once you get this working, the
necessary items are put into a configuration file and you don't
routinely type them.) If this isn't the case, your ISP isn't using
PPP with PAP (CHAP isn't supported on Ataris as far as I know).

To summarize, make sure you are using a real modem and not a winmodem.
Then, tell your ISP you want to do a text login using PPP with PAP.
If they say sure, you are ready to go using STing (or possibly STIK2).
If they don't know what you are talking about or refuse to help you,
move on.

If you can't get anyone to help you, one thing you might try is to get
a SLIP account. Not many people use them, but some ISPs still have a
few SLIP customers. Finally, as a last resort, ask if your ISP has
shell accounts available. That doesn't provide graphics, but you can
do email and ftp well enough.

For the record, a quick online search shows ISP.COM in your area for
less than $10/month. Looking over their configuration files, I think
they might meet your requirements (I'm not sure about the PAP/CHAP
issue.) I'm quite confident you will find something, and if you need
help configuring STing, let us know!

Galen

1074. Re: Anybody using an ST for internet access?

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 21:51:04 UTC
From: exxos <chris@home.co.uk>
Message-ID: <401ad1bc$0$16731$cc9e4d1f@news.dial.pipex.com>
Source record: 20861

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:4018be4c1cdbc93@comcast.net...
> >Just curious, do people still use Atari ST computers to access the
internet?
> My STe is connected to the Internet through an ethernet card that
> plugs into the cartridge port. I use it now and then, but use my
> Hades060 mostly. I just wanted to have a backup just in case my
> Hades went under. My STe can pick up and send my email and also
> broswes the Internet using Cab.
> --
> Edward S. Baiz Jr.
> (Gamer)
>

thinking about it, could the catridgeport lan link work with internetsharing
under windows XP ? that would mean I could get broadband over to me ST ?!

chris

> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1075. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 21:56:01 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2004.01.30.21.56.01.327288@sophics.cz>
Source record: 20863

On Fri, 30 Jan 2004 15:26:06 -0500, lp wrote:

> What I meant was I can't produce compile times for the old kernel. I don't
> want to sync my local CVS dir with the old kernel sources

My point was that 1.15.12 is released as tar ball and so everybody could
have the exactly same set of source files :)

> I can produce compile times for the latest CVS kernel thought.

go ahead, I already posted my numbers for the 1.16a, but can't see them in
csast yet so I better repost: 125 seconds for full make 040 (106 user, 16
sys).

Petr

1076. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 21:57:35 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2004.01.30.19.53.26.964366@sophics.cz>
Source record: 20864

On Fri, 30 Jan 2004 13:11:39 +0100, Petr Stehlik wrote:

> I thought we were going to "time make" (i.e. measure the time needed for
> a kernel recompile)

So I did just that: CVS version of FreeMiNT 1.16alpha:

rm -rf .compile_040 && time make 040

The resulting real time is 2:05 (i.e. 125 seconds), user time 106 seconds,
system time 16 seconds. This is ARAnyM @ XP 2200+

My Afterburner is currently not plugged anywhere so I can't test the
compiling on it. Perhaps somebody with say CT60 could add their number
here.

Petr

1077. Re: scsi cd drive

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 22:43:12 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <46BSb.529$VP1.471697@newshog.newsread.com>
Source record: 20865

On 30 Jan 2004 00:06:57 , SF0218 wrote:
>Well folks, it happened again. This time it happened while I was copying files
>over from the Extendos disk. Folders on the drive started having strange
>characters in place of the letters. And yeah, the boot partition is pretty
>much toast. Luckily, I copied the entire boot partition into a folder on the
>other (D) partition. Hopefully, all I'll have to do is re-format the boot
>partition, then just copy everything back over to it and viola!
>Man, whatever you can think of folks. I'm starting to pull my hair out again,
>and I don't have a whole lot of it left.

I don't think you can format or re-partition one partition. Diamond Edge
has an "Install boot sector only" feature that might work if that's your
problem (at this point). If you format or repartion then you will loose all
data on the drive!
If the CDROM is terminated then I would suggest that you disconnect the
CDROM (might be bad) and cable until you get your boot problem fixed and
try booting that way.
If still no boot and you can get an auto folder with HDDriver (or ICD)
on a floppy disk then I suggest you boot from the floppy by holding the
Alternate key down as soon as you see the screen light up and hold until
you see or hear action in the floppy drive. If ICD didn't boot from that
procedure (and assuming you have a desktop with Drives A and B) then open
Drive A Auto folder and run ICD. If you can then access the hard drive then
you can transfer, add or eliminate files until you get the right combo
(assuming of course all is not still scrambled).

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

P.S.
To Reply by E-mail, please remove -NOT- from my address!

1078. Re: USA Atari computer users

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 22:57:14 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <qrASb.3439$%x4.372105@news.siol.net>
Source record: 20862

> news:<20040129162327.17062.00001091@mb-m03.aol.com>...
>> Those of you who use your Atari's (not counting the Atari clones, sorry)
>> for web surfing. What modems are you using, and which isp's are you
>>using?

I used modem and ppp acces with pap indetification I used MiNts pppd,
but there also are StiNG drivers for TOS?Magic or Magics own stack,
Iconnect. There are some other stacks as well. Lately i got me a Riebl VME
Ethernet card for TT (MSTE and MST versions exist too) using it on MiNT,
and Ethernec for Falcon/ST's. Ethernec has MiNT and Sting drivers.

Janez

1079. ST bus timings

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 23:18:10 UTC
From: exxos <chris@home.co.uk>
Message-ID: <401ae626$0$16730$cc9e4d1f@news.dial.pipex.com>
Source record: 20868

Hi all,

Any ideas if the 8mhz and 4mhz have to be in sync with the 16mhz going into the MMU ? I would imagine the 8mhz would since its the CPU clock, not sure about the 4mhz ? and further 2mhz from the GLUE for the sound ? AFAIK the 2mhz is for sound, do I dont think theres a problem there, not actually sure what the 4mhz is for ? and even less idea about one comming from the glue which is 200khz or there abouts, anyone any ideas on this ?

thanks!
chris

1080. Re: Dumb TT Questions

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 23:19:59 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <401ae5ae$0$28870$afc38c87@news.optusnet.com.au>
Source record: 20867

"Starlord" <starlord@despammed.com> wrote in message
news:jNqdnUno2ODS5ofdRVn-ug@inreach.com...
> My TT is stock, and I used ICD Software to formatt and set up my 2.1gb
hard
> drive that I have inside the machine and I can use all of it. Got
partitions set
> up under that software and it works great.

What brand/model of drive are you using?

Mark

>
>
> --
> "In this universe the night was falling,the shadows were lengthening
> towards an east that would not know another dawn.
> But elsewhere the stars were still young and the light of morning
> lingered: and along the path he once had followed, man would one day go
> again."
>
> Arthur C. Clarke, The City & The Stars
>
> SIAR
> www.starlords.org
> Freelance Writers Shop
> http://www.freelancewrittersshop.netfirms.com
> Telescope Buyers FAQ
> http://home.inreach.com/starlord
> Ad World
> http://adworld.netfirms.com
>
> "Mark Bedingfield" <atari030@nospampleaseoptusnet.com.au> wrote in message
> news:4018d59c$0$5862$afc38c87@news.optusnet.com.au...
> > Thanks Guys, I have had success with a Zip100 SCSi drive and a Sony 4x
> > cdrom. I have tried 2 Quantum 2.1 gigs and a IBM 2.1, with no success.
The
> > drives are not even detected by Hddriver 7.6. I noticed that the
internal
> > termination resistor packs had been removed from the TT Mainboard. A
long
> > shot, I know. Especially as both a Zip and Cdrom work fine.
> > I suppose I could get a chicken, and spread it's blood around the
yard,
> > chanting..... ah SCSI:-)

> >
> > Mark
> >
> >
> >
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.573 / Virus Database: 363 - Release Date: 1/28/04
>
>

1081. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 23:20:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1075522828-56691AEicMi@gmx.net>
Source record: 20878

From: sf0218@aol.com (SF0218)
Date: 28 Jan 2004 23:12:14 GMT

Hi Sam,

>I'll check for sources here, but I'm not betting on it.
>
>I'm running Magic5 now, and really do want to upgrade to the latest Atari
>version. And I can say that I would be perfectly happy with that.

All you need to do is to get in touch with Atari Workshop, the official
English distributor.
Note that they're the *only* ones who sell MagiC 6.2 revision 3, in fact
the official English version is more up to date then the original German
one. Atari Workshop is the official English distributor for all ASH soft-
ware. So obtaining Jinnee from them is no problem either...

If however, you're updating from a non Atari-Workshop or System Solutions
version, then price wise you'll be better off ordering MagiC and Jinnee
straight from ASH. ASH has good deals for updates and since you own more
then one ASH product you're entitled to the so called Power user prices as
well. The drawback is that ASH only sells the original German versions,
you can turn these into 100% English ones by using the English translation
and/or patch which is available from the DDP website (see sig).

Oh, if you order Jinnee, then may I advice you to opt for the bundle which
includes ASH GemScript... that combination will give you one of the most
powerfull desktops available (Mac, PC and Linux desktops are still playing
catch up).

http://www.atari-workshop.co.uk
http://www.application-systems.de

Cheers from Belgium
Dennis
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

1082. Re: Jinnee

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 23:20:52 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1075522832-57335AEicMi@gmx.net>
Source record: 20879

From: "Chuck" <dummy@address.com>
Date: Wed, 28 Jan 2004 00:02:31 -0000

>For translations try
> dennis.vermeire@gmx.net
>he can translate most languages into English swear words

Thanks for the free plug :-)
Whenever I happen to be in neighbourhood of Lancashire, I'll drop by to
thank you personally...

Cheers from Belgium
Dennis

1083. Re: TOS RAM limit ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 23:24:04 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <401ae6a3$0$28869$afc38c87@news.optusnet.com.au>
Source record: 20869

```
"exxos" <chris@home.co.uk> wrote in message
news:40193b4c$0$2437$cc9e4d1f@news.dial.pipex.com...
>
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:%J2Sb.33080$Wa.10975@news-server.bigpond.net.au...
> > exxos wrote:
> > > "Mark Bedingfield" <mark@computercom.com.au> wrote in message
> > > news:fEXRb.32622$Wa.10507@news-server.bigpond.net.au...
> > >
> > >>"exxos" <chris@home.co.uk> wrote in message
> > >>news:401837ce$0$16734$cc9e4d1f@news.dial.pipex.com...
> > >>
> > >>>Hi all,
> > >>>
> > >>>Does TOS1.4 support anything over 4meg of memory ? AFAIK TOS2.6 will
?
> > >>
> > >>I don't think so. I recall the Frontier xtraram+8 and the magnum cards
> all
> > >>needed 2.06. Actually I think these cards were designed to act as
> > >>Alternative ram and not ST ram. 4MB was the ST ram limit in all but
Tos
> 3
> > >>and 4. This was because of the MMU. The most you could address was 14
> meg
> > >
> > > as
> > >
> > >>the upper 2 meg was used by I/O. Of course I could be wrong;-)
> > >>
> > >>Mark
> > >>
> > >>
> > >
> > >
> > > How it looks on the ST memory map, the first 14meg is the ram area,
the
> next
> > > few K is ROM and the next is reserved, which gives 16meg before the
> catridge
> > > rom, since TOS 2.6 ( I think ) is bigger than the rom area it gets
moved
> > > higher up which leaves 16meg free, Thats how it looks to me
> anyways......
```

> >
> > Being that the 68000 can only address 16meg I guess it must be mapped
> > between 4 and 14 meg. Obviously TT ram is above 16Meg because the 68030
> > can address 4 gig of ram. All IO is at 14-16 meg AFAIK. This includes
> > cart Rom and OS Rom.
> > Not attempting to break the 4meg barrier are you?
> >
>
> erm..... yeah ?

What have you rearned Grasshopper:-) Any Ideas Rudolphe?

Mark

1084. Re: TOS RAM limit ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 23:31:04 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <401ae847$0$5224$afc38c87@news.optusnet.com.au>
Source record: 20870

"exxos" <chris@home.co.uk> wrote in message
news:40195dec$0$2438$cc9e4d1f@news.dial.pipex.com...
>
> "Benoit Morrissette" <benoitmorrissetteNOSPAM@hotmail.com> wrote in
message
> news:5aci10t78mf6pbaappgp2eitfb0lj6b4ko@4ax.com...
> > On Wed, 28 Jan 2004 23:32:27 GMT, "Mark Bedingfield"
> <mark@computercom.com.au>
> > wrote:
> >
> > >
> > >"exxos" <chris@home.co.uk> wrote in message
> > >news:401837ce$0$16734$cc9e4d1f@news.dial.pipex.com...
> > >> Hi all,
> > >>
> > >> Does TOS1.4 support anything over 4meg of memory ? AFAIK TOS2.6 will
?
> > >
> > >I don't think so. I recall the Frontier xtraram+8 and the magnum cards
> all
> > >needed 2.06. Actually I think these cards were designed to act as
> > >Alternative ram and not ST ram. 4MB was the ST ram limit in all but Tos
3
> > >and 4. This was because of the MMU. The most you could address was 14
meg
> as
> > >the upper 2 meg was used by I/O. Of course I could be wrong;-)
> > >
> > >Mark
> > >
> > You are mostly right! In the first line of STs (520ST, 1040ST,
1040STfm
> but i
> > am not sure for the STE) the 68000 processor is limited to 16 meg. To
> reduce
> > the complexity of memory adressing, you need a MMU and Atari choose a
> > compromise: the upper 2 meg is reserved for ROM, I/O and cartridge port.
> And as
> > stupid as it may seem, the cartridge port is read only!!
> >
> > The lower 4 meg is for system RAM. This is done by the MMU i.e. in
> hardware.
> > The remaining 10 megs is a blackhole: you can do nothing to access it

> UNLESS you
> > change the hardware!
> >
> > I bought one of the very first 520ST back in 1985, well, the second
> generation
> > in fact. (the firsts STs had only a 2k ROM installed, you had to boot
the
> > Operating System from a diskette!) My primary interest was picture
> processing
> > and 512k is not enough. my dealer (now my best friend) did upgrade
my
> ST to
> > 1 meg. I soon found out that it was not enough so i took "Atari ST
> Internals"
> > by Abacus, a soldering iron and all the courage i could find to upgrade
my
> ST to
> > 4 megs. Here is the messy but working result:
> > http://pages.infinit.net/benoitm/Atari.jpg
> >
> > Of course, 4 megs was still not enough so i began to investigate on the
> > possibility to get those last 10 megs and this where i discovered the
MMU
> black
> > hole. I actualy began to build a whole new MMU with TTL chips but i soon
> > realised that it was out of my league so i bought an Atari 286-12 with 4
> megs,
> > later upgraded to 16 megs and a 287 Math coprocessor.
> >
> > Needless to say, i now have a Duron-700 with 256 megs and i STILL need
> more
> > memory... but i am disgressing...
> >
> > If you put a new TOS in an old ST, you will NOT get 14megs: it is a
> hardware
> > limit, not a software one.
> >
> > May the Lord bless you
> > Good night!
> >
> > Beno&#65533;t Morrissette
>
>
> A little neater than my efforts
> http://www.cps-games.co.uk/PROJECTS/projects.htm
>
> though to go up one I built a 72pin simm adapter yesterday which plugs
> around the shifter, still some wires to the res's though getting better,
> with all this messing around with ram is what makes me want to try to hit

> the 14meg barrier! I will try and get a scan of my current ST soon.....

Have done a similar thing, pain in the &�� to wire, but works well enough. You could use a 16 meg 72 pin Simm I suppose and build a custom MMU, to map the extra 10MB. Did the Magnum and Frontier boards use a wrap around technique, i.e. they re-mapped the extra ram, above 16meg even though it was in the 4-14 meg space? My memory of this is kinda vague, alcohol abuse ya know;-)

Mark

1085. Re: MPTi english translation

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 23:54:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1075522848-60779AEicMi@gmx.net>
Source record: 20882

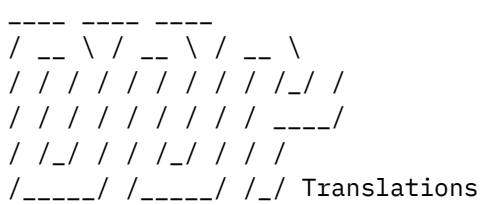
From: Frank_Szymanski@du3.ohse.de (Frank Szymanski)
Date: Fri, 30 Jan 2004 17:24:46 -0000

Hi Frank,

>I recently released an MP3 Tag Editor for ATARIs.
>
>Unfortunately it is only in German. Is there anybody out there who wants
>to help translating the resource file?

The English RSC is now in your mailbox, if you would like the ST-GUIDE
file translated as well then mail me the source text over.

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

1086. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 23:56:16 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1075522834-57835AEicMi@gmx.net>
Source record: 20880

From: Adam Klobukowski <atari@gabo.pl>
Date: Wed, 28 Jan 2004 19:56:49 +0000 (UTC)

Hi Adam,

>Writing a good and compilcated program is a huge task. Most of the Atari
>softwre comes from pre-internet era, when it was not so easy to cooperate
>between developers far from each other, so most of the made their
>software commercial.

I think that's putting it a bit mildly, AFAIK the programmers and even the translators kept in touch with each other by snail mail, a lot of info and contacts got also exchanged at various Atari shows which most of them in that "era" attended. The German programmers received also quite remarkable support from Atari Germany which supported them for a 100%. It's not like all software in those days was commercial either, I've got CD's full here packed with freeware and shareware apps dating from that period.
The commercial programmers were only a small minority really, but they set the standards... standards which until today have only in some very rare cases been met/improved.

>Also the spirit of free software was not so strong as it is today.

That's merely a point of view Adam, I for example don't feel anything from that spirit, TBH I don't really care much for it either. Free software has always been around BTW, it's not like this is something new. What is new however is that thanks to internet, programmers spread all over the world can work on one particular project and interact with each other now.

>They did. MiNT was written by Eric R. Smith who was part of a MiNT
>community for a long time. It was written from scratch without using any
>TOS sourcecode (even when Atari hired Eric to make MiNT beter).

Sure... except that Atari didn't hire him to make it better, they needed the kernel, like always Atari didn't notice what was going on, and when they realised that the new kid in town was called multi-tasking, they desperately needed something to show ... I've been disapointed a lot in Atari-branded software, but MultiTOS was the ultimate crap. Hell, I even had to buy it, it came free with a Falcon, but TT users had to fork out some 120 Euro for it.
At the same period I also updated KAOS (Kromke Andreas Operating System) to MagiX! 1.0, that wasn't much to shout about either, but at least it managed multitasking at a reasonable speed. While MagiX! was developed and improved continuously, nothing much happened with MultiTOS. MagiX! was renamed as MagiC and in that period was the only contender for the title really. I remember attending a computer trade only show in Hannover where

Atari Germany was present, all the TT's and Falcons on show were running
MagiC, if even the largest and most important branch of Atari didn't wanna
know about MultiTOS...
Today, nine years later, MultiTOS has evolved into a pretty impressive OS,
but let's face it, like always on this platform --- too little, too late.
Personally, and I've written this at least a hundred times before, I don't
really care what OS powers the computer, it's the apps running on it that
are important --- and sorry, but IMO Higwire, Teradesk, QED and some of
the other projects others are simply not enough.

Cheers from Belgium
Dennis
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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

1087. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 23:57:34 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1075522824-55987AEicMi@gmx.net>
Source record: 20877

From: "Misha" <misha.s@sezampro.yu>
Date: Wed, 28 Jan 2004 23:39:58 GMT

Hi Misha,

>Yeah !! But I have Falcon and STE (real) and I like it so much !!!
>On the other side I like Aranym because it works well !!!
>Everything is simple,use what you want and what you like !!!

I don't doubt for one minute that it works well, but this good news show
is rather biased... tell me, in what way that for example Calamus, Tempus,
Papyrus, Texel, Phoenix etc run better under Arynym then under MagiC-PC?

>Everything is simple,use what you want and what you like !!!

Well, that's a different tune then the one you've been playing here last
week...

>Some people are happy with ZX Spectrum !!! ;)

Yes sure, but then I know people who don't have a computer and they
manage somehow to be happy as well...

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

1088. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 23:58:56 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1075522838-58599AEicMi@gmx.net>
Source record: 20881

From: Mark D <mducksub@removenoaspam.atari-source.com>
Date: Wed, 28 Jan 2004 16:57:01 -0500

Hi Mark,

>Well problem is things break, and you need to replace them. Machines
>most often outlast their perhipherals. How are you going to print with
>no new drivers? How are you going to interact with ms word documents,
>etc

I honestly don't know. I try not to think about this issue all together
TBH. As far as interacting goes with MS crap, TempusWord Ng will come to
the rescue.

>What happens when usenet or smtp protocols change to counter spam?
>Another purpose gone. What about web browsing? Gone with the next
>update. Open stuff at least stems the work.

I'm quite optimistic about this actually, these protocols are a standard,
and standards are here to stay (that's why they're standards). There might
be new protocols introduced, but the original smtp and usenet protocols
IMO are here to stay, despite the spam.

>We can use libxml, freetype, etc. Even apps that are puregem depend
>heavily on free and open stuff, like porthos and freetype,

Some apps depend heavily on free and open stuff, but don't generalize
it, most of the commercial Atari apps don't depend on it at all.

>>Exactly, and that's how it should be in the first place. There's no
>>reason why a decent programmed app shouldn't run perfectly under both
>>OS's. But in my experience, most of the programmers I ever had contact
>>with put MagiC compatibility higher on their priority list.
>>
>
>Well perhaps. But most of the programmers I know care only about MiNT.
>You and I probably only know a small subset. Some of these coders are
>recluse and hide from everyone ;-) We don't know what their priorities
>are so there's really no way to gauge and that was my point.

You would be surprised how many programmers I know, but read it again, and
it's the main point of this discussion --- I said thay they rank MagiC
compatibility higher, I never said they only care about MagiC. They rank
it higher simply because there are more people using this OS, and they
know this from the feedback they receive.
And yes I agree, some of these programmers are weird and recluse chaps,
but eventually, if they wanna see their work translated in English, they

have to get in touch with me, Peter or Derryck...

>>Well that's in your world :-)
>>In my world however, Atari users don't give a damn about PC's, and they
>>certainly don't use it for nostalgic reasons either.
>>
>
>I'm glad we live in different worlds..It makes me feel better ;-

Let's get a bit deeper into this...
So you are using your Atari's purely for nostalgic reasons? And it's your
believe that almost everyone here who lives in your world admires PC's
and when they wanna relive their youth again, crawl behind their Atari ?
Oh boy!!

>> You realise I hope that there's nothing new under the sun? Back in 1989
>> one could already buy a 68040 upgrade for a MegaST, ethernet cards have
>> always been for sale, same thing for graphic cards, ram upgrades etc...
>> but at the time when they were developed, no one was interested in
>> these. Don't put your computers in a closet for 30 years - they'll be
>> worth shit - but put all those nice expansions, upgrades and goodies is
>> a safe for 30 years, these will be worth a lot...
>>
>
>You're right about this. And I never understood it, but I suppose a lot
>of people were under a silly belief that everythign should run on 4 megs
>and always will. Maybe they also though Atari wouldn't turn belly up, so
>it never really hit home that they have to show support for their
>platform. That's my guess. But now things are different. now the
>people left realize that THEY, as in each person who may read this, is
>required to make things happen. It's a different world than it was in
>1989. And back in 1989 I didn't give a shit if I could get true color
>graphics. I was happy with 320x240x16bit..

Well, back in 1989 I *WANTED* a true color card, but it took until 1993
before I could afford one. I remember paying almost $600 for the Nova card
back then, and although this sounds like daylight robbery now, it was a
very good deal -- a bare ATI Mach64 4Mb card in those days costed almost
$450, so for only $150 extra the VME interface and drivers were thrown in.
The VGA 14" multiscan monitor costed another $400, and it was a cheap
brand, similar models from Nec or Sony costed $200 more. You're right it
is a different world now, but let's not forget that these expansions were
created in *that* other world.
It's not like people back then were all ignorant, but the main problem was
the asking price. Atari carried the slogan "power for the price" for
years, but let's face it, except for the ST and STE, all the other stuff
costed a small fortune. The entire Atari community (millions at that time)
started drooling when Atari released the TT, but unfortunately only a very
small minority could afford one... in the late 80's for example upgrading
an ST to 4MB costed $400, and let's not forget what stuff like Megafiles,
laserprinters and some other bits and pieces costed...

>Maybe these upgrades came >too early, or maybe atari should have built
>it into the machine to begin with (that's my opinion).

I agree, Atari should have build them into their machines, or at least
make machines with an open architecture like the PC and more or less the
Mac, IMO it's the main reason why Atari but also Commodore didn't survive.
At a certain point in time, someone needing more then a ST, looking at
what was available back then had realisticly speaking no other choice then
to leave this platform. A full blown spec 486 based PC costed about $2000
in 1994-1995, to upgrade a TT or Falcon to the same specs would have cost
at least twice as much.

>>>150 people who bought the CT60 can't be completely insane.
>>
>>No of course not, but what percentage of Falcon users do these 150
>>people represent? 5%, 10% at most ?
>>
>
>Only god knows. Sometimes I really truely wonder how many people are
>left. I suspect not very many. Maybe 100 programmers MAX and falling.
>Probably 3 users on top of it. It's a scary thing to face, but I don't
>have any reason to suspect otherwise.

Well, according to some statistics there is 1 programmer for every 250
users, if this is more or less correct then there should be some 25.0000
Atari users hiding somewhere...
Here in Belgium (a country the size of a stamp) I know at least 30 active
Atari users, mind you... they're not exactly like us. They use their Atari
for specific tasks like play games, word processing, data base or whatever
really, the whole debate about MagiC-MiNT and the ever dwindling support
has passed them by, most of them still use software from the early '90's,
they don't look for updates -- there are no more dealers anyway, and they
don't even know what a newsgroup is. Now, if there are 30 like these in
Belgium, then there must be 300 like them in Holland & France, and 3000 of
them in Germany & Britain...
Add them all up (the world is quite large) and presto... we might reach
the 25.000 mark easy. The problem of course is that these people although
they still use their Atari's sometimes daily, are not really the future of
this platform. As long as their machine doesn't break down they'll keep on
using it, and when it finally gives up they'll migrate to a PC or Mac.

To estimate how many serious users there are left, the sales numbers of
commercial software IMO is a much better indication. The author of Jinnee
(Manfred Lippert) once told me that some 900 copy's of Jinnee have been
sold (German, English and French together). And let's be realistic, for
every official copy, there are probably 3 "unofficial" copies running.
Copying, sharing, cracking or whatever is a specialty on this platform...
For argument sake let's say that 3000 copies of Jinnee are in use. Not
every Atari user however uses Jinnee, some prefer Thing and others just
stick with the plain TOS desktop. Let's assume that 33% of the users use
Jinnee =====>>> which brings us to the 10.0000 users mark ;-)

I would love to know under what rock all those people are hiding, gee, if only those 900 official Jinnee owners would come forward, I would just like you feel much better about the future of this platform...

>>Do you honestly think that those 150 new 68060 owners will change
>>anything to the situation? 1500 Hades and Milan users weren't enough to
>>change anything to the catch22 situation.
>>
>I was never aware that so many of those machines sold. I thought 20 ;)

A rough estimate is 600 Hades and 900 Milans... for what it's worth there are some 500 MagiCMilan users out there also, meaning that more then 50 % didn't like the standard Milan multitasking OS. But if Milan wouldn't have been so stupid to kill the goose with the golden eggs, then perhaps there would have been 2000 or more Milan users. While the Milan 1 was still in short supply and many people contemplating bying one, they announced the Milan II, which alledgedly would have had more features, a 060 processor, a better software library and the "other" multitasking OS as standard all for the same price... every prospective customer of the Milan I waited of course for the Milan II arriving, well, we all know how that sad story ended :-(
IMO and experience the Milan II debacle was the final nail in the coffin, a lot of desillusioned developers left the platform for what it was, not to mention that some of them (softwarehouses) lost lots of money in the proces as well.

>>I've spoken my peace last summer... and six months later on, no one has
>>proven me wrong. Stop telling us how capable you all are and up to the
>>job, but PROOF it. Stop dreaming up dreams for other dreamers and face
>>the facts.
>
>It's a lot of damn work. But I am trudging away. I'm working on what I
>can, and learning to do what I currently can't. I will make it happen,
>but at my own pace. After all, there's no paycheck for me.

But that paycheck isn't important really, with or without one, you still have to learn what you currently can't. I see it this way: I can play the guitar pretty good (for an amateur), friends and relatives all admire it when I start my thing --- Am I good enough to perform before a public? No way, I know what I can, and I also know my limitations. I'll never be in the Eric Clapton or Jimi Hendrix leage, I'll never be world famous and stinking rich --- but that doesn't mean that I don't enjoy playing on that damn guitar. See the anology with programming... ?

>> A new comer even if it's free need to be
>> at least every bit as good, right now Thing and Jinnee are the ones to
>> match, and they've both were created by individuals in their spare time
>> as well. Oh.... and search as much as you like, but I never written one
>> negative comment about xaaes, MiNT deserves a better AES, it will be
>> welcomed by many but who on earth is waiting for teradesk?
>
>Okay I'll go ahead and grudgingly agree. As a programmer I agree that
>something better needs to be made, but as someone inexperienced with such

>things, I just have no idea how long it takes. How much motivation you
>need. Maybe those programmers were good enough that they felt they could
>charge money ;) But I agree.. Things should be at least better than
>they were many years ago.... for sure.

The problem here is that all those commercial programmers who left us are just a name, we don't know the story behind it... they didn't decide on a blue monday: "let's develop something fantastic, charge money for it and get rich quick". Let's take the so-called ASH programmers for example: except perhaps for the author of CAB , what has happened to Sven Kopacz, Manfred Lippert, Jurgen Koneckzny, Christian Witt, Stefan Becker, Dirk Sabiwalsky, Armin Diedering, Thomas Much etc... ? Except for one or two they've all stopped programming all together, it's a fairy tale that they are all developing apps now for the PC or Mac, check it out on Google! Most of these people were students working on their end-theses (I don't really know the correct English expression), Sven Kopacz for example approached a representative of ASH at an Atari show, showing him a very early incarnation of Iconnect... in those days there was only MinTNet which ran a on a not so good MiNT and STiK who only knew the SLIP protocol, and here was that young student with a winsock compatible stacl that could handle PAP, SLIP and even manage dialup connections from ISDN lines... ASH is a software distributor, and like every good distributor always on the lookout for young talent -- they wheeled him in!! And the same more or less applies for all the others as well, some developed impressive freeware that caught ASH's attention etc... but one thing to remember is that they never got rich from it, on the Atari platform software was never sold like on PC or Mac, it helped pay their studies -- remember the times when you were a student? ;-)
But people eventually graduade, find a job, start a family etc... just like programming for you is some kind of hobby, so was it for them, they can't justify the time and hard work involved anymore, and money has very little to do with this. Just like with Audio CD's, it's usally the distributor, the dealers and last but not least the tax office who smile all the way... I don't think that there's one programmer who got rich on this platform, it helped them to aquire new computer stuff at the most.

But hey... let's be optimistic!! Once that their children are a little older and their families are settled, who knows -- they might return back to their first love. One never forgets his first love and also don't forget that they happen to know it inside out.

>>But that's not enough.... and you know it. Writing code is not easy, if
>>it was all computer users would write their own code and OS. IMO
>>knowledge and talent plays a big role. And that's what you pay for...
>>most of those greedy developers that left the platform, had more talent
>>and knowledge in their little toe then some of the open source
>>maintainers in their whole body. An yep, I know you don't agree... but
>>then I''m not a dreamer but quite down to earth.
>>
>
>Maybe that's true, maybe it isn't. Since I am not one of those glorious

>programmers (no bullshit sarcasm here either), I can't judge if people
>like Frank Nauman or Ozk, or Henk Robbers are stupid or untalented. But
>currently, their skills blow mine away, so currently they are who I
>aspire to be.

I ment every word of it... but seeing that I already upset Janez with it,
I probably should have phrased it a little better. Let's say that I view
those "greedy" programmers as the Jimi Hendrix's and Eric Claptons of our
community, but let's face it, Jimi Hendrix is stone dead... one can try to
be as good as he was, and one can aspire to even be better, but without the
talent... no way. Frank, Ozk and Henk are neither stupid nor untalented,
they play in a different leage, that's all. And they have other priorities,
commercial programmers owe it to the softwarehouse/distributor who supports
them to deliver something that will appeal to the *whole* community, so they

will always try to develop software which has mass-appeal. People like Henk,

Frank, Ozk and you are needed also on this platform, but to be blind and not

acknowledge what commercial programmers are able to achieve when they set
their minds on it, well frankly that is stupid...

>> No... there's a difference between "taking a look at" and actually using
>> an app. No doubt people will look at teradesk from time to time, but I
>> doubt that many people will ditch Thing or Jinnee and actually *use*
>> teradesk. I'll phrase it differently: at the moment teradesk doesn't do
>
>Okay.. true.. I can't claim that I use anything other than Jinnee or
>Thing demo right now. One problem with atari is too much stuff to buy.
>NVDI for instance should be free with the system. Atari should have done
>it right to begin with, or else they should have left the OS to another
>company. All our extensions that cost money are bullshit, cdrom burner
>supoprt, etc. Bullshit bullshit.

I'm convinced that if Atari would still exist today stuff like NVDI, a
standard Atari stack, and all the necessary drivers would be part of the OS
(MultiTOS ?), but we all overlook that TOS 4.04 is almost 10 years old.
We've moved on in those 10 years, in 1993 cdrom burner support wasn't
implemented because there weren't any available yet, one of thelast things
they've added was SpeedoGDOS, that is hopelessly outdated now, so we all do
our thing with NVDI. If Atari would still be in business, I'm convinced that

SpeedoGDOS would have evolved in something quite remarkable.
As for that CD-R burner support: enjoy it while you can, about the only
manufacturer that still produces SCSI models is Plextor, and it costs a
small fortune, in about a year from now, there won't be any SCSI models at
all available anymore.

>Oooh.. this is a sticky one for me. I use highwire regularly, I can't
>stand cab anymore. What's the point of having forms support if 90% of
>them don't work anyway? Highwire is damn nice in my opinion.

Euh... I never had any issues with forms support with CAB, but then I use the original supplied CAB.OVL from Sven Kopacz written for iConnect. Dan developed a remarkable OVL for CAB under STiNG, but it never was as good as the original IConnect CAB.OVL. But then I'm fed up repeating this really, people just don't wanna know it...

As for Highwire, at the moment it doesn't support the IConnect stack, it knows nothing about OLGA, I need a browser that is minimum an OLGA client, printing is also a problem, it doesn't interact with my other clients, etc. Like I said, *at the moment* it's not good enough, but then who knows what it'll look like in 12 months from now...

>>And that's how I compare software, I don't give a toss if something is
>>free or commercial, what is important are the features, and IMO as long
>>as an app doesn't match these point by point then there's no point in
>>talking about it either.
>>
>
>Well then, that's probably why yuo are using MagiC and ASH applications,
>because when it comes down to it they have the asthetics, teh speed (some
>of them), and definitely hte features. And use them for now... most
>people probably will. But some day by your own admission, you may be
>hopping the open source bandwagon.. ;-)

Yes, when something appears that has the same (well more) features, as what I'm using at the moment, I will. But right now, we need not to discuss this,

there are no open source apps that come even close. Note that I said apps, not OS... and to be honest, I don't think it will ever happen...

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

1089. Re: TOS RAM limit ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-30 23:59:09 UTC
From: exxos <chris@home.co.uk>
Message-ID: <401aefc0$0$16738$cc9e4d1f@news.dial.pipex.com>
Source record: 20871

> >
> > A little neater than my efforts
> > http://www.cps-games.co.uk/PROJECTS/projects.htm
> >
> > though to go up one I built a 72pin simm adapter yesterday which plugs
> > around the shifter, still some wires to the res's though getting better,
> > with all this messing around with ram is what makes me want to try to
hit
> > the 14meg barrier! I will try and get a scan of my current ST
soon.....
>
> Have done a similar thing, pain in the &�� to wire, but works well enough.
> You could use a 16 meg 72 pin Simm I suppose and build a custom MMU, to
map
> the extra 10MB. Did the Magnum and Frontier boards use a wrap around
> technique, i.e. they re-mapped the extra ram, above 16meg even though it
was
> in the 4-14 meg space? My memory of this is kinda vague, alcohol abuse ya
> know;-)
>
> Mark
>
>

Yeah, I wired a simm under the psu on one of those image, took me like 2 days! Though the PCB version makes life easier, though still some wire, I plan to do a revison, and hey, why not add a few more megs into the ram while im at it, plus a tos upgrade, plus a cpu booster, plus a video adapter, ide adapter, to name bit a few ;-) I didnt fancy building a MMU, it would probably take me the next 10 years to work it out, there are some mods to cut and edit pins around the glue chip which make use of the first 14meg for STram by the looks of things, dunno if it will work or not, only way to find out I gueess :)

Chris

1090. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 00:13:36 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2004.01.31.00.13.36.829309@sophics.cz>
Source record: 20872

On Fri, 30 Jan 2004 18:03:56 -0500, lp wrote:

>> go ahead, I already posted my numbers for the 1.16a, but can't see them in
>> csast yet so I better repost: 125 seconds for full make 040 (106 user, 16
>> sys).
>
> Is there a unix tool to help time it? If so that would be more accurate
> perhaps than me using a stop watch.

it sure is, please see my other post with the exact command line I used.
Or I better repost it here again:

```
cd freemint/sys
rm -rf .compile_040 && time make 040
```

Petr

1091. Re: TOS RAM limit ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 00:29:10 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <401af5e6$0$4256$afc38c87@news.optusnet.com.au>
Source record: 20873

"exxos" <chris@home.co.uk> wrote in message
news:401aefc0$0$16738$cc9e4d1f@news.dial.pipex.com...
>
> > >
> > > A little neater than my efforts
> > > http://www.cps-games.co.uk/PROJECTS/projects.htm
> > >
> > > though to go up one I built a 72pin simm adapter yesterday which plugs
> > > around the shifter, still some wires to the res's though getting
better,
> > > with all this messing around with ram is what makes me want to try to
> hit
> > > the 14meg barrier! I will try and get a scan of my current ST
> soon.....
> >
> > Have done a similar thing, pain in the &�� to wire, but works well
enough.
> > You could use a 16 meg 72 pin Simm I suppose and build a custom MMU, to
> map
> > the extra 10MB. Did the Magnum and Frontier boards use a wrap around
> > technique, i.e. they re-mapped the extra ram, above 16meg even though it
> was
> > in the 4-14 meg space? My memory of this is kinda vague, alcohol abuse
ya
> > know;-)
> >
> > Mark
> >
> >
>
> Yeah, I wired a simm under the psu on one of those image, took me like 2
> days! Though the PCB version makes life easier, though still some wire, I
> plan to do a revison, and hey, why not add a few more megs into the ram
> while im at it, plus a tos upgrade, plus a cpu booster, plus a video
> adapter, ide adapter, to name bit a few ;-) I didnt fancy building a MMU,
it
> would probably take me the next 10 years to work it out, there are some
mods
> to cut and edit pins around the glue chip which make use of the first
14meg
> for STram by the looks of things, dunno if it will work or not, only way
to
> find out I gueess :)

I too started doing this, I got sick of soldering;-) Maybe time to try again.

Mark

1092. Re: 1040 STe diagnostics

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 02:18:38 UTC
From: Ryan Underwood <nemesis@icequake.net>
Message-ID: <pan.2004.01.31.02.18.38.628881@icequake.net>
Source record: 20874

On Sun, 11 Jan 2004 12:37:19 -0600, Ryan Underwood wrote:

> On Sun, 11 Jan 2004 11:22:02 -0600, Ryan Underwood wrote:
>
>> 3) I ran a cracktro from a diskette I got with the system. After 2-3
>> minutes of letting the graphics/music demo run, the ST stops with two bomb
>> icons right next to each other in the middle of the screen, and the music
>> halts to a solid tone. I guess this is the system crashing. (?) What are
>> usual causes of this? There is no addons in the ST that I can see that
>> would be stressing it. It definitely has not been used for awhile. Does
>> the 4-inch dropfix address random bombs? :)
>
> Hmm, to follow up here, I did the 4 inch drop and it didn't change a
> thing, so I opened up the STe and found an open cap and a few with ESR
> through the roof. I think my problem is located there....

Okay, I replaced all the electrolytics in the power supply. Quite a few
were not working properly. Now, the ST does no longer randomly crash it
seems. However, the above mentioned demo still doesnt work! :) It always
bombs at a particular point (2 bombs, address error) Is it possible that
some demos written for a ST won't work on a STe for some reason? I
thought STe was a proper superset of the ST, but perhaps not.

1093. Re: 1040 STe diagnostics

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 04:05:38 UTC
From: Cyril Lambin <lambin_rem0veth1s@cohprog.com>
Message-ID: <401b28d8$0$32556$626a54ce@news.free.fr>
Source record: 20875

Ryan Underwood wrote:
> Is it possible that
> some demos written for a ST won't work on a STe for some reason? I
> thought STe was a proper superset of the ST, but perhaps not.
>

Yes it is, but as demos often address some hardware functions that
changed (even slightly), some demos don't like STes. This is really
noticeable with demos using video tricks like 'syncscroll' or
'fullscreen' which, roughly, use design flaws of the ST video chipset.
Of course some demos also crashed really nicely on ST/STf...

Cyril.

1094. ST to VGA... Which one ? + SM124

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 04:22:40 UTC
From: Cyril Lambin <lambin_rem0veth1s@cohprog.com>
Message-ID: <401b2cc6$0$28696$626a54ce@news.free.fr>
Source record: 20876

I'd like to connect my old STe to a standard SVGA monitor. Of course I searched the net and found a lot of schematics, but I don't know which one to use. There's one with simple connections between the ST and VGA pins, one with 5 resistors (on R/G/B connections, I guess it's to compensate the difference of luminosity between the three color component) and one a little bit trickier including a transistor. Which one should work best ?

Now I also have a SM124 monitor that is non-working but might be easily repaired (the image is garbled but the CRT looks okay). I don't know how to fix it so if someone living in Paris wants it, contact me.

J'ai un moniteur SM124 qui ne fonctionne plus (problème d'affichage : le balayage n'est pas correct mais le tube a l'air bon). L'électronique a l'air basique mais je suis tout de même incapable de le réparer, alors si vous habitez à Paris (ou pas loin) et que vous le voulez, contactez-moi. (note : j'ai aussi les schémas des circuits récupérés sur le net)

Cyril.

1095. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 08:28:01 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2004.01.31.08.27.59.579023@sophics.cz>
Source record: 20885

On Fri, 30 Jan 2004 21:26:12 -0500, lp wrote:

>> cd freemint/sys
>> rm -rf .compile_040 && time make 040
>
> 571.85user 75.96system 10:54.00elapsed 99%CPU (0avgtext+0avgdata
> 0maxresident)k 0inputs+0outputs (0major+0minor)pagefaults 0swaps
> 16:21:40 Fri Jan 30 Hades060 root

First thing, your 'time' is newer than mine as it shows 2 lines more
of info :) (and I use latest EasyMiNT, IIRC).

Then, the Kronos 1.50 synthetic benchmarks were really not reflecting the
real speed difference, it seems. While Kronos showed 21xfaster CPU,
15xfaster memory and 70xfaster disk (aranym@1700+ to hades60), in real
application aranym@2200+ is just 5xfaster than hades60. So I am glad we
undertook this as it is another step to a demything (just made up a new
english word :) the aranym.

Thanks.

Petr

1096. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 08:36:28 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <wWISb.3453$%x4.378551@news.siol.net>
Source record: 20883

Dennis Vermeire wrote:

> Frank, Ozk and you are needed also on this platform, but to be blind and
> not acknowledge what commercial programmers are able to achieve when they
> set their minds on it, well frankly that is stupid...

Let me step in a little here: I I (we) ever make impression that i put demo or open souurce or hobby or in one word non comercial infront of commercial programers i should say that that is NOT true. There lies core of the problem. Talent end knowledge doesnt have anything with commercialism... I only want to be treated equaly. Of course, many more of us, hobby programers, are way under level of commercial dudes, or better saying our products are. On other hand, there is a lot of very capable coders arround, even in non commercial sphere, and i just want, that ppl arent blind in this direction as well. IF those apps are as benefitial as commercial ones for platform is totaly different question. U may recall im upset the most, when u star generalising on so big level as its comercial ro non comercial base.. If id have to choose best coder i know (VERY VERY useless thing anyway) it would be from non commercial sphere.. BUT mind u, that dont means those products are now usefull the most, or atari saviour and so on. Stuff like Cubase, Notator, Signum, DynaCadd, Magic and on end MiNT as well are things which did or will make us survive in great scale. The demo scene is vital as well, many routines and techniques developed there saw light in commercial apps, and i do love it, but it is only a part. Demo scenes usualy survives the longest (see vic20 scene, XL/XE scene etc), however thats not what i wish for our platform in general. I will stay with it, and enjoy, surely it is my most liked "corner" of Atari scene, but by fair i wont say its the ONLY branch of it.. I want Atari as platform live as long as possible/ And i think its time, we stop this really useless and at some points, insulting debate, embrace some new steps, even if not enhusiastic and see what happens.

> SpeedoGDOS would have evolved in something quite remarkable.
> As for that CD-R burner support: enjoy it while you can, about the only
> manufacturer that still produces SCSI models is Plextor, and it costs a
> small fortune, in about a year from now, there won't be any SCSI models at
> all available anymore.

On the contrary, there will be TONS of cheap 2nd hand models for us, well there already are :)

> As for Highwire, at the moment it doesn't support the IConnect stack, it
> knows nothing about OLGA, I need a browser that is minimum an OLGA client,
> printing is also a problem, it doesn't interact with my other clients,
> etc. Like I said, *at the moment* it's not good enough, but then who knows
> what it'll look like in 12 months from now...

Well thats perfectly okay. Let me clear something here: I am very happy with HighWire, however thats because of its FAST rendering engine, very nice and fast dithering, already some nice reliabilty on some odd pages. That doesnt mean, however, CAB is bad, or HW better as CAB. CAB is a mature product, ok turning grandpa already, and HW really still lacks proper GUI, forms and about a zillion of things. BUT its engine is very good, caching (CABs prob) great and its growing. After forms will be added, it will be kinda usefull And engine is hardest part... I love some CAB modules, no need i spit HW for lack of them here, i will and i did notify authors. As once already said, some suggestions i had were implemented. Last night on irc i nagged :) author and prob i had was resolved. Lukily it was small bug and did show up since i did a typo, he he.

> Yes, when something appears that has the same (well more) features, as
> what I'm using at the moment, I will. But right now, we need not to
> discuss this, there are no open source apps that come even close. Note
> that I said apps,not OS... and to be honest, I don't think it will ever
> happen.

Well again ill point its imho useless debate. Open source may or may not produce better apps as we have them. One day, hypoteticaly, Calamus author may release sources, coders may do changes and voila, better open source application. No need to remind me, its stupid example. Open/Close sources is not who makes things better, any side can do it, but open source allows easier transition to new hardware or patching or anything. No need that open source app is done from scratch. Biggest advantage as i see it is exactly for abandoned platforms. Take PPC clone, noone prolly dont want it, but without apps being translated to PPC flavor, they are useless. So big pallete of great apps we own, will be uselles. If machine is designed to emulate m68k, well then we have MagicMAC/Aranym/Steem already, so whats the fuzz? And we all remember GREAT speed of MAC apps on m68k emulation...

Ill just add that apps which impressed me most lately, with REALY great coding and extrating power from Falcon, are freeware apps. Coding gem's in any respect.. However, may not be usable for every one...

Janez

1097. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 08:56:09 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <YcJSb.3456$%x4.378512@news.siol.net>
Source record: 20884

Dennis Vermeire wrote:

> Frank, Ozk and you are needed also on this platform, but to be blind and
> not acknowledge what commercial programmers are able to achieve when they
> set their minds on it, well frankly that is stupid...

ï¿½ï¿½Letï¿½meï¿½stepï¿½inï¿½aï¿½littleï¿½here:ï¿½Ifï¿½Iï¿½(we)ï¿½everï¿½makeï¿½impressionï¿½thatï¿½iï¿½put
demo or open souurce or hobby or in one word non comercial infront of
commercial programers i should say that that is NOT true. There lies core
of the problem. Talent end knowledge doesnt have anything with
commercialism... I only want coders to be treated equaly. Of course, many
more of us, hobby programers, are way under level of commercial dudes, or
better saying our products are. On other hand, there is a lot of very
capable coders arround, even in non commercial sphere, and i just want,
that people recognize those coders too, and arent blind in this direction
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is totaly different question.ï¿½ï¿½Uï¿½mayï¿½recallï¿½im upset the most, when u start
generalising on so big level as its comercial or non comercial base.. If id
have to choose best coder i know (VERY VERY useless thing anyway) it would
be from non commercial sphere.. BUT mind u, that dont means those products
are now usefull the most, or atari saviour and so on. Stuff like Cubase,
Notator, Signum, DynaCadd, Magic.. and on end MiNT as well are things which
did or will make us survive in great scale. The demo scene is vital as
well, many routines and techniques developed there saw light in commercial
apps, and i do love it, but it is only a part. Demo scenes usualy survives
the longest (see vic20 scene, XL/XE scene etc), however thats not what i
wish for our platform in general. I will stay with it, and enjoy, surely it
is my most liked "corner" of Atari scene, but by fair i wont say its the
ONLY branchï¿½ï¿½ofï¿½it..ï¿½Iï¿½wantï¿½Atariï¿½as platform live as long as possible/ And
i think its time, we stop this really useless and at some points, insulting
debate, embrace some new steps, even if not enhusiastic about them, and see
what happens.

> SpeedoGDOS would have evolved in something quite remarkable.
> As for that CD-R burner support: enjoy it while you can, about the only
> manufacturer that still produces SCSI models is Plextor, and it costs a
> small fortune, in about a year from now, there won't be any SCSI models at
> all available anymore.

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there already are :)

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> knows nothing about OLGA, I need a browser that is minimum an OLGA client,
> printing is also a problem, it doesn't interact with my other clients,
> etc. Like I said, *at the moment* it's not good enough, but then who knows
> what it'll look like in 12 months from now...

ï¿½ï¿½Welliï¿½ï¿½thatsï¿½perfectlyï¿½okay.ï¿½Letiï¿½meï¿½clearï¿½somethingï¿½here:ï¿½Iï¿½amï¿½veryï¿½happy
with HighWire, howeverï¿½ï¿½thatsï¿½becauseï¿½ofï¿½itsï¿½FASTï¿½renderingï¿½engine,ï¿½very nice and fast dithering, already some nice reliabilty on some odd pages.
That doesnt mean, however, CAB is bad, or HW better as CAB. CAB is a mature product, ok turning grandpa already, and HW really still lacks proper GUI, forms and about a zillion of things. BUT its engine is very good, caching (CABs prob) great and its growing. After forms will be added, it will be kinda usefull And engine is hardest part... I love some CAB modules, no need i spit HW for lack of them here, i will and i did notify authors. As once already said, some suggestions i had were implemented. Last night on irc i nagged :) author and prob i had was resolved. Lukily it was small bug and did show up since i did a typo.

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> that I said apps,not OS... and to be honest, I don't think it will ever
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produce better apps as we have them. One day, hypoteticaly, Calamus author may release sources, coders may do changes and voila, better open source application. No need to remind me, its stupid example. Open/Close sources is not who makes things better, any side can do it, but open source allows easier transition to new hardware or patching or anything. No need that open source app is done from scratch. Biggest advantage as i see it is exactlyï¿½ï¿½forï¿½abandonedï¿½platforms.ï¿½Takeï¿½PPCï¿½clone,ï¿½nooneï¿½prollyï¿½dontï¿½ want
it, but without apps being translated to PPC flavor, they are useless. So big pallete of great apps we own, will be uselles. If machine is designed to emulate m68k, well then we have MagicMAC/Aranym/Steem already, so whats the fuzz? And we all remember GREAT speed of MAC apps under m68k emulation...

ï¿½ï¿½Illiï¿½justï¿½addï¿½thatï¿½appï¿½whichï¿½impressedï¿½meï¿½mostï¿½lately,ï¿½withï¿½REA LYï¿½great
coding and extrating power from Falcon, is freeware. Coding gem in any respect.. However, may not be usable for every one, which shouldnt make it less good. After all, even Paprurs is of not much usage to graphicist, etc. And it doesnt degrade any of existing great apps out there...

ï¿½ï¿½Janez

1098. Will discs from the UK play in the USA????

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 09:01:10 UTC
From: drsmith666@aol.com
Message-ID: <20040131040110.28446.00001120@mb-m15.aol.com>
Source record: 20886

I notice that a lot of british ebay users are offering ST software for sale.
Will this software work on US computers?

1099. Re: ST to VGA... Which one ? + SM124

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 10:30:14 UTC
From: J&#65533;r&#65533;me Ginestet <ginesj@free.fr>
Message-ID: <Xns94817556E5004ginesjfreefr@213.228.0.138>
Source record: 20887

Cyril Lambin <lambin_rem0veth1s@cohprog.com> wrote in
news:401b2cc6$0$28696$626a54ce@news.free.fr:

> I'd like to connect my old STe to a standard SVGA monitor. Of course I
> searched the net and found a lot of schematics, but I don't know which
> one to use. There's one with simple connections between the ST and VGA
> pins, one with 5 resistors (on R/G/B connections, I guess it's to
> compensate the difference of luminosity between the three color
> component) and one a little bit trickier including a transistor. Which
> one should work best ?

When connecting a ST on a standard SVGA, only the monochrome mode is
possible, so RGB signals aren't used (there is a different pin for
monochome signal). If you found schematics indicating resistors on RGB
pins, they are not describing a ST-VGA cable.
The one with direct connection is probably the good one.
This one works fine :
http://ginesj.free.fr/stvga/

> Now I also have a SM124 monitor that is non-working but might be
> easily repaired (the image is garbled but the CRT looks okay). I don't
> know how to fix it so if someone living in Paris wants it, contact me.

You should post this on fr.comp.sys.atari

--

J&#65533;r&#65533;me

1100. Re: USA Atari computer users

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 10:59:25 UTC
From: claytone@foxinternet.com
Message-ID: <hULSb.580$ss.21130@bcandid.telisphere.com>
Source record: 20889

Hi Sam F.-

On my Falcon, I'm using a Supra 28.8 modem which I "flashed" an upgrade into so it runs at 33.6 now. Currently I'm receiving at 31, and sending at 28, which is what it's alpha-numeric readout usually says. For newsgroups, email, and ftp, I use Newsie. I have Cab, but it's not too great for surfing :(so I use a Whine-Doze machine for that. My ISP is Foxinternet: www.foxinternet.com I think it's about $15/month if you pay a year in advance. Unlimited access. They cover most of USA, I think. If you want to go with them, I could send you my dial scripts to help get you set up. SOmetimes it can be helpful to use a terminal program to help get your dial scripts set up.

I'm in Seattle. Are you too? I see you're a Seahawks fan. I'm not much into football, and now that I'm a house owner, I have to pay extra taxes for that new @%#$$$ expensive football stadium. @#%!!! Sorry!

-Clayton Murray
Seattle, WA USA

On 29 Jan 2004 21:23:27 , SF0218 wrote:
>Those of you who use your Atari's (not counting the Atari clones, sorry) for
>web surfing. What modems are you using, and which isp's are you using? The
>reason I'm asking is because most of them seem to have some software that needs
>to be installed, but is not made for Atari systems.
>
>Thanks
>Sam F.
>Seattle Seahawks Nut
>and Atari Computer Nut
>C-Lab Falcon, 14mbram,540mb hdd.
>.

1101. Beta Testers for Tempus-Word NG (English release) wanted!

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 10:59:40 UTC
From: Norbert Simon <spamkiller@no-si.de>
Message-ID: <opr2mzhqy0mldby0@news.individual.de>
Source record: 20888

Tempus-Word NG will be available as an English version in a few days. The first release will be announced as BETA-version. The only reason for that is to check, if all translations, dialogs, etc. are translated correctly, designed well, aso.

The program itself is the same as the German release. Therefore it should be stable and save. With the BETA-Release English translations of the manuals will be available as well (Thanks to Dennis, Derryck and Peter from DDP-Translations for their fabulous support) The manuals will be "BETA", too, because the images are not adopted to the English screenshots yet.

To speed up the final release of TW NG (English), we are looking for BETA testers.

What`s the job?

After release of it, we want you to give us within 14 days a feedback to the BETA versions of the program and the manual. Your impressions, errors you may find, hints, wishes. Your statement shall be a huge ;) e-mail, giving us many informations, to bring TW as close as possible to your personal demands.

Your work will be rewarded by a discount of 30% on the products price (pricing like German version: 100 Euro for TOS, 120 Euro for Windows). Testing is free and without purchase obligation, of course. If this sounds interesting for you, send a mail to info(at)tempus-word.de to get detailed informations how to proceed.

For more details regarding Tempus-Word see:
http://www.tempus-word.de/html/en/index.htm

Norbert Simon
Tempus-Word Projekt

1102. Re: Umax Astra 2200 Scanner and ScanX

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 11:22:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200401311222.a38711@b.maus.de>
Source record: 20826

Hi Edward,

ESBJ>What does CBHD stand for?
Claus Brod's Harddisk Driver

Und TTschï¿½
ps

1103. Re: TOS RAM limit ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 12:05:12 UTC
From: michaels@heisenberg.ccac.rwth-aachen.de
Message-ID: <bvg5lo$6tv$1@nets3.rz.RWTH-Aachen.DE>
Source record: 20890

In article <401ae847$0$5224$afc38c87@news.optusnet.com.au>,
Mark Bedingfield <atari030@nospampleaseoptusnet.com.au> wrote:
>
>Have done a similar thing, pain in the &�� to wire, but works well enough.
>You could use a 16 meg 72 pin Simm I suppose and build a custom MMU, to map
>the extra 10MB. Did the Magnum and Frontier boards use a wrap around
>technique, i.e. they re-mapped the extra ram, above 16meg even though it was
>in the 4-14 meg space? My memory of this is kinda vague, alcohol abuse ya
>know;-)

A 68000 can't access memory "above 16MB", since it only has a 24-bit address
bus.

The MagnumST provides alternate RAM, starting at $00400000.

cu
Michael

1104. Re: Will discs from the UK play in the USA????

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 12:44:12 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <bvg7ut$s1eju$1@ID-40235.news.uni-berlin.de>
Source record: 20891

"Bass Guitar God" <drsmith666@aol.com> wrote in message
news:20040131040110.28446.00001120@mb-m15.aol.com...
> I notice that a lot of british ebay users are offering ST software for
sale.
> Will this software work on US computers?

Some will, some won't. I know for a fact as I remember a US service man in Germany having problems with US games on German TOS. so some games (and of course I can't remember which) check the TOS country code. I am also pretty sure that some don't.....

1105. Re: Anybody using an ST for internet access?

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 12:46:54 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <bvg83u$s50ji$1@ID-40235.news.uni-berlin.de>
Source record: 20892

"exxos" <chris@home.co.uk> wrote in message
news:401ad1bc$0$16731$cc9e4d1f@news.dial.pipex.com...
>
> "Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
> news:4018be4c1cdbc93@comcast.net...
> > >Just curious, do people still use Atari ST computers to access the
> internet?
> > My STe is connected to the Internet through an ethernet card that
> > plugs into the cartridge port. I use it now and then, but use my
> > Hades060 mostly. I just wanted to have a backup just in case my
> > Hades went under. My STe can pick up and send my email and also
> > broswes the Internet using Cab.
> > --
> > Edward S. Baiz Jr.
> > (Gamer)
> >
>
>
> thinking about it, could the catridgeport lan link work with
internetsharing
> under windows XP ? that would mean I could get broadband over to me ST ?!
>

Whilst I don't use it often, I can certainly access the Internet from my TT
using the EtherNEC. See
http://www.dwade.freeserve.co.uk/atari/main.html
for some information.

> chris
>
>
>
>
>
>
> > HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> > Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> > Photo 700 printer, PCI Networking Card, ICQ#91257633
> > PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> > Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> > Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
>
>

1106. Re: megafile 30

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 14:19:40 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bvgdhr$gc9$1@titan.btinternet.com>
Source record: 20893

Hi Mark

> >> Is there a way to hook a Megafile 30 to a Mega STe for large .sng file
> >> transfers? When doing routine maintenence on my live show or
sequencing for
> >> the studio I work on the megafile 30, then transfer all the files via
floppy
> >> to the Mega STe, very time consuming. Any way to trick the Mega STe
into
> >> thinking the Megafile 30 is the D, E or F drive? Or any suggestions
for a
> >> quicker way to transfer files other than floppies?

> It sounds as though you have a mega ste with an internal hard drive. When
> you use an internal SCSI host adapter it removes the connections from the
> pins on the internal DMA (ACSI port). I don't KNOW for sure, but I
> suspect that this disconnects the external port. Unless it has a
> pass-thru connection for each pin pair, then it does. For instance, if
> you remove the internal host adapter, without putting jumpers over each of
> the right pins, your external ACSI port will be completely disabled!
> Maybe someone can say for sure one way or another.

I have an internal Hard disk in my MegaSTE with the Link interface and i
have full use of the ACSI port as well as the SCSI through port.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

1107. Re: scsi cd drive

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 14:19:42 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bvgdht$gc9$2@titan.btinternet.com>
Source record: 20894

Hi Sam

> Well folks, it happened again. This time it happened while I was copying
files
> over from the Extendos disk. Folders on the drive started having strange
> characters in place of the letters. And yeah, the boot partition is
pretty
> much toast. Luckily, I copied the entire boot partition into a folder on
the
> other (D) partition. Hopefully, all I'll have to do is re-format the boot
> partition, then just copy everything back over to it and viola!

I'm not aware that you can format just one partition with current Atari
software, that would be a useful feature.

> Man, whatever you can think of folks. I'm starting to pull my hair out
again,
> and I don't have a whole lot of it left.

What OS is driving this, I'd be looking for SCSI cabling and termination
issues if i was having this trouble.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

1108. Re: SCSI CD drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 14:19:44 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bvgdhv$gc9$3@titan.btinternet.com>
Source record: 20895

Hi there "SF0218"

<sf0218@aol.com> wrote in message
news:20040129123002.19998.00000896@mb-m17.aol.com...
> Hello All,
>
> I've got a curious problem that even Wizztronic, after having my Falcon
for
> nearly a year, couldn't fix, or at least duplicate in order to fix.

A year!, I'd love to fill out that bill!!

> Then again, it could be the way I'm doing things i.e., incorrectly!!
>
> I have extendos pro installed. I have a 2x scsi cd drive. When I boot my
> Falcon, then powerup the cd drive, my data on C:\ gets all screwed up. I
don't
> know why.

You're supposed to power peripherals up before the host!! I'm not surprised
its exploding!

> The scsi id on the cd drive is set to 5. The scsi cable was replaced
after
> this happened the first time, so I don't think it's the cable.
>
> Is there a particular order that the Falcon and external devices need to
be
> powered up?

In any situation its Peripherals > Sub ordinates> Host

> Again, Wizztronics stated they hooked up a cd drive to it and had no
problems.
>
> Hopefully, one of you might know or be able to point to what the problem
is.
>
> See, this is why I want to re-case the Falcon, get a higher capacity psu,
and
> use ide drives.

The falcon PSU is more than capable of running the falcon and an IDE device,
I've been told of a Falc PSU being used to power a MegaSTE with PAK /FRAK
combo, something i want to try for myself when/if i get a birds PSU.

--

Regards from STeve & his nice warm cosy PAK'd MegaSTe.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
* Magic - NVDI - Jinnee - Scripter - Freedom - HDDriver - Extendos
*

1109. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 14:19:45 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bvgdi0$gc9$4@titan.btinternet.com>
Source record: 20796

Why its...

"Marius & Hester Diepenhorst" <grover25@zonnet.nl> wrote in message
news:bve1ne$3o2$1@reader10.wxs.nl...
> Dennis,
>
> When do i Get the package you promissed me?

Never if you approach him in this manner!, perhaps you could try "Hi Dennis,
I'm still waiting for that package, any problems?" in an eMail..

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

1110. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 14:39:50 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2004.01.31.14.39.50.62131@sophics.cz>
Source record: 20797

On Sat, 31 Jan 2004 05:08:07 -0500, lp wrote:

> This particular task is rather disk intensive. I have a brand new HD
> with a lot better access time currently not installed. I ran the test
> from a rather old slower drive.

We can redo the test anytime later. I were compiling on HostFS so I am interested in results on real disk (image). Some guys say the HostFS is actually slower than mint's ext2.

> If you really want a compile time with the older kernel I suppose I
> could depack it and time it, then remove it. The new kernel is in
> constant dev and the compile time will vary, which I think is what you
> were eluding to.

Yes, that's what I was talking about all the time but as long as we do the test with CVS updated the same week the results should be perfectly comparable. We don't want to compile something useless, do we? :-)

Petr

1111. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 15:19:06 UTC
From: Marius & Hester Diepenhorst <grover25@zonnet.nl>
Message-ID: <bvghdi$4gu$1@reader08.wxs.nl>
Source record: 20799

I have mailed him VERY MUCH times, always in a friendly way.

I'm still waiting and waiting, and I'm sick of it.

Marius

"Steve Sweet" <steve.sweet@btopen-2-viri-world.com> schreef in bericht
news:bvgdi0$gc9$4@titan.btinternet.com...
> Why its...
>
> "Marius & Hester Diepenhorst" <grover25@zonnet.nl> wrote in message
> news:bve1ne$3o2$1@reader10.wxs.nl...
> > Dennis,
> >
> > When do i Get the package you promissed me?
>
> Never if you approach him in this manner!, perhaps you could try "Hi
Dennis,
> I'm still waiting for that package, any problems?" in an eMail..
>
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>

1112. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 16:05:12 UTC
From: kees <crlaan@yahoo.com>
Message-ID: <401BD238.6040709@yahoo.com>
Source record: 20801

Marius & Hester Diepenhorst wrote:
> I have mailed him VERY MUCH times, always in a friendly way.
>
> I'm still waiting and waiting, and I'm sick of it.
>
> Marius

But not tired yet:-)

http://groups.yahoo.com/group/atari-nl/

A reason for not subscribing?

1113. Re: Will discs from the UK play in the USA????

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 16:26:46 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bvghad$f6v$1@news1.nivel5.cl>
Source record: 20800

i've a german TOS and us TOS, and all my software runs the same in both...
(using a monitor)
off course.. i dont have more than some games.. I haven't been able to make
my st's work with hd's :(

"David Wade" <g8mqw@yahoo.com> escribi&#65533; en el mensaje
news:bvg7ut$s1eju$1@ID-40235.news.uni-berlin.de...
> "Bass Guitar God" <drsmith666@aol.com> wrote in message
> news:20040131040110.28446.00001120@mb-m15.aol.com...
> > I notice that a lot of british ebay users are offering ST software for
> sale.
> > Will this software work on US computers?
>
> Some will, some won't. I know for a fact as I remember a US service man in
> Germany having problems with US games on German TOS. so some games (and of
> course I can't remember which) check the TOS country code. I am also
pretty
> sure that some don't.....
>
>

1114. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 17:36:43 UTC
From: Marius & Hester Diepenhorst <grover25@zonnet.nl>
Message-ID: <bvgpfj$lc6$1@reader08.wxs.nl>
Source record: 20802

"kees" <crlaan@yahoo.com> schreef in bericht
news:401BD238.6040709@yahoo.com...
>
>
> Marius & Hester Diepenhorst wrote:
> > I have mailed him VERY MUCH times, always in a friendly way.
> >
> > I'm still waiting and waiting, and I'm sick of it.
> >
> > Marius
>
>
> But not tired yet:-)
>
>
> http://groups.yahoo.com/group/atari-nl/
>
> A reason for not subscribing?

No reason kees. But I'm very busy working on my Atari 8bit BBS. My Atari 800xe is running a real telnet-bbs, but it is supporting atari 8bit only, so I guess that is not interesting for you...

If you are... just give it a try... I have to do much other things... and there is only place for 1 user at a time...

telnet://213.10.217.144:8888

Running on real atari 8bit equipment (atari 130xe/320kb)

Greetz,
Marius

1115. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 17:55:02 UTC
From: Misha <misha.s@sezampro.yu>
Message-ID: <bvgq8k$nu2$1@news.eunet.yu>
Source record: 20803

On 31-Jan-2004, Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> I don't doubt for one minute that it works well, but this good news show
> is rather biased... tell me, in what way that for example Calamus, Tempus,
> Papyrus, Texel, Phoenix etc run better under Arynym then under MagiC-PC?

I didn't speak about Magic PC ,but please Aranym is free and Magic not !!!
(You need Magic+NVDI+WIndows) you know.......;)

> Well, that's a different tune then the one you've been playing here last
> week...

I change only style,because some people are very sensitive
maybe they have family connection with Sam Tramiel etc.....:))

> Yes sure, but then I know people who don't have a computer and they
> manage somehow to be happy as well...

Yeah that's true !!!

Regards,Misha

1116. Re: Dumb TT Questions

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 20:42:10 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bvh3v2$49v$1@thorium.cix.co.uk>
Source record: 20804

In message <jclRb.29806$Wa.12398@news-server.bigpond.net.au>, mark@computercom.com.au said:

> I have been unable to get any of my 2.1 gig drives working. Internaly or
>externally. These are 2x Quantum Fireballs (TM and SE I think) and 1x IBM UW
>drive. I have set all to ID 0 and tried with or without termination.
>
> I did get a zip drive and a 4x CDRom working happily. But apart from the
>old 200 meg drive no luck.

ISTR that some Quantums, at least, needed parity (or was it initiator ID?) signals. Most hosts and drivers do not provide these.

Which driver are you using? If it's not HDDRIVER, download the demo version and try that. Although commercial, it's by far the best driver available for the Atari, and is still supported.

Regards, /Peter/

1117. Re: Jinnee

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 20:42:11 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bvh3v3$4a0$1@thorium.cix.co.uk>
Source record: 20805

In message <BC3BDC97.D2F7%derryck@nospam.cix.co.uk.invalid>,
derryck@nospam.cix.co.uk.invalid said:

>Just for the record, jinnee was translated by DDP Translations, AFAIK
>TransAction haven't been active for some time.

Though I hate to differ with my DDP colleague, the early version
that he talked about:
>> is really cool, cause I'm certainly impressed by the demo of v1.02 that I
>> have
was translated by Joe Connor for TransAction. From the HYP:

jinnee (logo)

Version 1.2e
April 1996 - August 1998
by
Manfred Lippert
English translation by Joe Connor/TransAction

>I think it beats all the other replacement desktops into a cocked hat,
>especially when run under the right OS.

Agreed!

Regards, /Peter/

1118. Re: megafile 30

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 21:28:58 UTC
From: FCR <frosaire@olypen.com>
Message-ID: <101o7gt8i0am18f@corp.supernews.com>
Source record: 20806

> Ah an easy one:-), what are using for your live shows, an ST? And what
> Hard disk driver software are you using? If you have AHDI or ICD on the
> MegaSTE it should just detect it. Plug it in to the MegaSTE dma port,
> switch drive then computer on. Boot to desktop, click on options and
> select 'Install Drives'. If you are using HDdriver it may be a bit more
> convoluted.
>
> Mark

Hi,
I use a Mega STe(internal HD) for live, and my megafile 30 for sequencing which is integrated into my home studio. It's much easier using this to do the grunt work and then transfer my files over to the Mega Ste. I tried plugging the megafile 30 into the Mega Ste and booting up but the Mega Ste showed only the A and B drive icons, and not C and D drives.

I'm an Atari junkie at heart and have been using them since the 80's for sequencing, just not too hip on the hardware side.
Thanks,
fcr

1119. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 22:03:35 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <401c259a$0$4259$c30e37c6@lon-reader.news.telstra.net>
Source record: 20807

"JEDIDIAH" <jedi@nomad.mishnet> wrote in message
news:slrnc1lbih.rl9.jedi@nomad.mishnet...
> On 2004-01-30, Clockmeister <no-one@nowhere.com> wrote:
> >
> > "Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
> > news:9bGnO1Dk2YGAFwMr@btinternet.com...
> >> In article <40198bf0$0$4262$c30e37c6@lon-reader.news.telstra.net>,
> >> Clockmeister <no-one@nowhere.com> writes
> >> >Sales figures would suggest otherwise, and digital imaging and effects
> > were
> >> >pioneered on the Amiga both commercially and affordably for the home
> > user.
> >>
> >> I would suggest that digital imaging was primarily a Mac field.
> >
> > Not back then it wasn't, the Mac was useless for that sort of stuff.
> >
> > Video is
> >> another matter, though you needed a farm of expensively modified Amigas
> >> to do anything useful.
> >>
> >
> > Digitizing images in 4096 colours was childsplay on my A500, and hardly
> > expensive. The Amiga was used extensively in professional and amateur
> > productions, surely you are not denying that?
>
> ...after they recieved expensive aftermarket upgrades.
>

What? A genlock? Big deal, hardly expensive considering what it allowed you
to do at home where previously it was not possible.

> Stock amigas were as much toys as ST's were.
>

Deluxe paint and Amiga, the program and machine that started a revolution.

Like it or lump it, the Amiga was capable of true multimedia compared to
anything else available for the home and at that price. You could do MIDI on
any computer, but you couldn't do what the Amiga was capable of as a single
solution package on any other home computer.

You don't get a say in that, it is in the history books as clear cut fact.

1120. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 22:12:18 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <401c27a5$0$4264$c30e37c6@lon-reader.news.telstra.net>
Source record: 20808

<JM> wrote in message news:b4ok10tf013b4ur8q39ar9pngh01nd8mf3@4ax.com...
> >Sure, but I can point you to sites with literally thousands of
tracker/MOD
> >tunes but where do I find all these Atari created MIDI masterpieces?
>
> Try your local CD store.
>
> I had some guys come into my studio once for a recording session with
> their Amoeba. "Yeah, we have created a song, can you record it for
> us?"
>
> This was a 24 track studio with all the bells and whistles, loads of
> MIDI gear, effects, 36 channel mixer etc.
>
> Of course all they had was a hissy stereo-out, and no way to sync to
> anything external,

And yet they created using nothing more then their Amiga and without 24
tracks, loads of MIDI gear, 36 channel mixers...

Besides the Amiga serial port has the signals for external sync.

so we ended up plugging the left and right outputs
> into two channels of the desk, and then I hit 'record' and they hit
> 'play'...

They asked to have their creation recorded, not produced.

> It was a fantastic experience in my career as a musician/producer,
> needless to say I chucked my Atari after I heard the professional
> quality of MOD audio, and saw the amazing possibilities the Amiga
> offered for creating and recording songs ;-)

Without all that other crap, yep.

It was a diffe

1121. Re: TOS RAM limit ?

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 23:50:54 UTC
From: vdjole@EUnet.yu
Message-ID: <bvhf0q$2ap$1@news.eunet.yu>
Source record: 20815

On 31 Jan 2004 11:29:10 , "Mark Bedingfield" wrote:

>> Yeah, I wired a simm under the psu on one of those image, took me like 2
>> days! Though the PCB version makes life easier, though still some wire, I
>> plan to do a revison, and hey, why not add a few more megs into the ram
>> while im at it, plus a tos upgrade, plus a cpu booster, plus a video
>> adapter, ide adapter, to name bit a few ;-) I didnt fancy building a MMU,
>it
>> would probably take me the next 10 years to work it out, there are some
>mods
>> to cut and edit pins around the glue chip which make use of the first
>14meg
>> for STram by the looks of things, dunno if it will work or not, only way
>to
>> find out I gueess :)
>
>I too started doing this, I got sick of soldering;-) Maybe time to try
>again.

There is a very simple - but rather expensive ;) way to add Alt-RAM
memory to a ST: use static RAM. Then you need only address-decode/chip-select
circuitry... ;) but the price of 8 to 12MB of static RAM would be quite
unpleasant.

On a more serious note, adding Alt-RAM is much simpler than adding ST-RAM;
a little more than a year ago I built an 8MB Alt-RAM + TOS 2.06 board for
the MegaST expansion slot, using eight 1MB SIMMs a pair of EPROMs and and
about 14 TTL chips. Worked nicely. In retrospective, though, the decision
to use 1MB SIMMs proved to be a bad idea, because they are uncomfortably
power-hungry. Later I built an improved version, with a reduced number of
chips and one 72-pin 8MB SIMM. It is still waiting until I find some time
to test it with an oscilloscope at work before installing. I hope to do it
in the next month or so.

Btw. if one limits oneself to 8MB of Alt-RAM instead of the maximum
possible amount, the circuit can became significantly simpler.

Bbtw. adding TOS 2.06 EPROMs and several megabytes of Alt-RAM immensely
increasesthe usability of a ST-series computer. Multitasking suddenly
becomes a practical option instead of a demonstration, large font caches
can be used, CAB doesn't choke anymore on large web pages, etc.

cu

1122. Re: ST to VGA... Which one ? + SM124

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 23:50:58 UTC
From: vdjole@EUnet.yu
Message-ID: <bvhf0v$2ap$2@news.eunet.yu>
Source record: 20816

On 31 Jan 2004 10:30:14 , "J�r�me Ginestet" wrote:
>Cyril Lambin <lambin_rem0veth1s@cohprog.com> wrote in
>news:401b2cc6$0$28696$626a54ce@news.free.fr:
>
>> I'd like to connect my old STe to a standard SVGA monitor. Of course I
>> searched the net and found a lot of schematics, but I don't know which
>> one to use. There's one with simple connections between the ST and VGA
>> pins, one with 5 resistors (on R/G/B connections, I guess it's to
>> compensate the difference of luminosity between the three color
>> component) and one a little bit trickier including a transistor. Which
>> one should work best ?
>

>When connecting a ST on a standard SVGA, only the monochrome mode is
>possible, so RGB signals aren't used (there is a different pin for
>monochome signal). If you found schematics indicating resistors on RGB
>pins, they are not describing a ST-VGA cable.

This is not correct. The monochrome signal from a ST should be supplied
in appropriate proportions to R/G/B inputs of the monitor. That is what
the resistors are for; if you do not use them, you will get a very
bluish-looking monochrome picture on a colour (S)VGA monitor.

Btw. possibly the best picture could be obtained by using a -monochrome-
(S)VGA monitor. In this way one would not see on the screen the moire
effects resulting from the interference of the monochrome patterns and the
CRT shadowmask/pixels.

cu

1123. Re: ST bus timings

Newsgroup: comp.sys.atari.st
Date: 2004-01-31 23:51:01 UTC
From: vdjole@EUnet.yu
Message-ID: <bvhf13$2ap$3@news.eunet.yu>
Source record: 20817

On 30 Jan 2004 23:18:10 , "exxos" wrote:
>Hi all,
>
>Any ideas if the 8mhz and 4mhz have to be in sync with the 16mhz going into
>the MMU ? I would imagine the 8mhz would since its the CPU clock, not sure
>about the 4mhz ? and further 2mhz from the GLUE for the sound ? AFAIK the
>2mhz is for sound, do I dont think theres a problem there, not actually sure
>what the 4mhz is for ? and even less idea about one comming from the glue
>which is 200khz or there abouts, anyone any ideas on this ?

As far as I know, 2MHz (for the sound chip) and 500kHz (not 200kHz; for the
ACIA chips) do not have to be in sync with the rest of the system.
32MHz, 16MHz, 8MHz and 4MHz have to be.

cu;

1124. Re: Dumb TT Questions

Newsgroup: comp.sys.atari.st
Date: 2004-02-01 00:04:30 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <401c41a3$0$18303$afc38c87@news.optusnet.com.au>
Source record: 20809

<xlator@cix.compulink.co.uk> wrote in message
news:bvh3v2$49v$1@thorium.cix.co.uk...
> In message <jclRb.29806$Wa.12398@news-server.bigpond.net.au>,
mark@computercom.com.au said:
>
> > I have been unable to get any of my 2.1 gig drives working. Internaly
or
> >externally. These are 2x Quantum Fireballs (TM and SE I think) and 1x IBM
UW
> >drive. I have set all to ID 0 and tried with or without termination.
> >
> > I did get a zip drive and a 4x CDRom working happily. But apart from
the
> >old 200 meg drive no luck.
>
> ISTR that some Quantums, at least, needed parity (or was it
> initiator ID?) signals. Most hosts and drivers do not provide these.

AFAIK the TT's scsi controller dosen't need these. Might try and source a
Seagate.

>
> Which driver are you using? If it's not HDDRIVER, download the
> demo version and try that. Although commercial, it's by far the
> best driver available for the Atari, and is still supported.

I'm using Hddriver 7.6, great product:-) Probably should upgrade one of
these days.

Mark

1125. Re: USA Atari computer users

Newsgroup: comp.sys.atari.st
Date: 2004-02-01 00:05:58 UTC
From: Julian Wolfe <joo@janta.com>
Message-ID: <3101200418055751 74%joo@janta.com>
Source record: 20810

I used Earthlink with a Zoom 56k modem hooked up to my Mega/STE running
first plain TOS, then MagiC 5.03.

I now use that same computer via an EtherNEC on the cartridge port, a
D-Link Wireless Bridge, and a Linksys wireless broadband router.

In article <20040129162327.17062.00001091@mb-m03.aol.com>, SF0218
<sf0218@aol.com> wrote:

> Those of you who use your Atari's (not counting the Atari clones, sorry) for
> web surfing. What modems are you using, and which isp's are you using? The
> reason I'm asking is because most of them seem to have some software that
> needs
> to be installed, but is not made for Atari systems.
>
> Thanks
> Sam F.
> Seattle Seahawks Nut
> and Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.

1126. Re: TOS RAM limit ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-01 00:12:03 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <401c4368$0$18303$afc38c87@news.optusnet.com.au>
Source record: 20811

"Michael Schwingen" <michaels@heisenberg.ccac.rwth-aachen.de> wrote in message news:bvg5lo$6tv$1@nets3.rz.RWTH-Aachen.DE...
> In article <401ae847$0$5224$afc38c87@news.optusnet.com.au>,
> Mark Bedingfield <atari030@nospampleaseoptusnet.com.au> wrote:
> >
> >Have done a similar thing, pain in the &�� to wire, but works well enough.
> >You could use a 16 meg 72 pin Simm I suppose and build a custom MMU, to map
> >the extra 10MB. Did the Magnum and Frontier boards use a wrap around
> >technique, i.e. they re-mapped the extra ram, above 16meg even though it was
> >in the 4-14 meg space? My memory of this is kinda vague, alcohol abuse ya
> >know;-)
>
> A 68000 can't access memory "above 16MB", since it only has a 24-bit address
> bus.

I know, I thought it was a Trick, by the logic on the ram cards.

> The MagnumST provides alternate RAM, starting at $00400000.

So that would be right on the 4mb mark.

Mark

1127. Re: megafile 30

Newsgroup: comp.sys.atari.st
Date: 2004-02-01 00:12:45 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <401c438d$0$18303$afc38c87@news.optusnet.com.au>
Source record: 20812

"Steve Sweet" <steve.sweet@btopen-2-viri-world.com> wrote in message
news:bvgdhr$gc9$1@titan.btinternet.com...
> Hi Mark
>
> > >> Is there a way to hook a Megafile 30 to a Mega STe for large .sng
file
> > >> transfers? When doing routine maintenence on my live show or
> sequencing for
> > >> the studio I work on the megafile 30, then transfer all the files via
> floppy
> > >> to the Mega STe, very time consuming. Any way to trick the Mega STe
> into
> > >> thinking the Megafile 30 is the D, E or F drive? Or any suggestions
> for a
> > >> quicker way to transfer files other than floppies?
> >
> >
> > It sounds as though you have a mega ste with an internal hard drive.
When
> > you use an internal SCSI host adapter it removes the connections from
the
> > pins on the internal DMA (ACSI port). I don't KNOW for sure, but I
> > suspect that this disconnects the external port. Unless it has a
> > pass-thru connection for each pin pair, then it does. For instance, if
> > you remove the internal host adapter, without putting jumpers over each
of
> > the right pins, your external ACSI port will be completely disabled!
> > Maybe someone can say for sure one way or another.
>
> I have an internal Hard disk in my MegaSTE with the Link interface and i
> have full use of the ACSI port as well as the SCSI through port.

Just as I suspected:-)

Mark

1128. Falcon HD

Newsgroup: comp.sys.atari.st
Date: 2004-02-01 00:12:56 UTC
From: sf0218@aol.com
Message-ID: <20040131191256.12638.00001377@mb-m29.aol.com>
Source record: 20814

Hi Folks,

Do I need to reformat the hard drive before I re-partition it? I'm still using ICD scsi pro utilities v6.5.5. I hope to get HDDriver, latest version, next month.

Thanks,
Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

1129. Re: megafile 30

Newsgroup: comp.sys.atari.st
Date: 2004-02-01 00:15:42 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <401c4446$0$15135$afc38c87@news.optusnet.com.au>
Source record: 20813

"FCR" <frosaire@olypen.com> wrote in message
news:101o7gt8i0am18f@corp.supernews.com...
> > Ah an easy one:-), what are using for your live shows, an ST? And what
> > Hard disk driver software are you using? If you have AHDI or ICD on the
> > MegaSTE it should just detect it. Plug it in to the MegaSTE dma port,
> > switch drive then computer on. Boot to desktop, click on options and
> > select 'Install Drives'. If you are using HDdriver it may be a bit more
> > convoluted.
> >
> > Mark
>
> Hi,
> I use a Mega STe(internal HD) for live, and my megafile 30 for sequencing
> which is integrated into my home studio. It's much easier using this to
do
> the grunt work and then transfer my files over to the Mega Ste. I tried
> plugging the megafile 30 into the Mega Ste and booting up but the Mega Ste
> showed only the A and B drive icons, and not C and D drives.

What does the Megafile physically plug into normally? A sequencer? Could be
the disk format is incompatible.

> I'm an Atari junkie at heart and have been using them since the 80's for
> sequencing, just not too hip on the hardware side.

Once you catch the bug....

Mark

1130. Re: Falcon HD

Newsgroup: comp.sys.atari.st
Date: 2004-02-01 00:27:23 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <CIXSb.5761$7I3.646@bignews4.bellsouth.net>
Source record: 20818

NO....
Unless you have physically bad sectors.

If it's an IDE drive, avoid formating it!
Some of them have firmware stored on the platter in a way that generic formatting utilities can destroy, thus reqiring factory service to bring it back to life.

Brian

"SF0218" <sf0218@aol.com> wrote in message news:20040131191256.12638.00001377@mb-m29.aol.com...
> Hi Folks,
>
> Do I need to reformat the hard drive before I re-partition it? I'm still using
> ICD scsi pro utilities v6.5.5. I hope to get HDDriver, latest version, next
> month.
>
> Thanks,
> Sam F.
> Seattle Seahawks Nut
> and Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.

1131. Re: Jinnee

Newsgroup: comp.sys.atari.st
Date: 2004-02-01 00:39:57 UTC
From: Chuck <dummy@address.com>
Message-ID: <401c7525@news.greennet.net>
Source record: 20819

I look forward to your visit

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:1075522832-57335AEicMi@gmx.net...
> From: "Chuck" <dummy@address.com>
> Date: Wed, 28 Jan 2004 00:02:31 -0000
>
> >For translations try
> > dennis.vermeire@gmx.net
> >he can translate most languages into English swear words
>
> Thanks for the free plug :-)
> Whenever I happen to be in neighbourhood of Lancashire, I'll drop by to
> thank you personally...
>
> Cheers from Belgium
> Dennis
>

1132. Re: CT60 a fine piece of hardware

Newsgroup: comp.sys.atari.st
Date: 2004-02-01 01:37:08 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040201023708.a43871@du3.maus.de>
Source record: 20840

>>>1.) When scrolling under N.AES (XAAES runs fine) my computer sometimes
>>>freezes
> Did u try increasing qsbchars, cqsbchars, sstacksize and mpipesize
>buffers in N.AES config file? Esp if u use expanded resolutions, thats
>necessary. Try factor 2 or 4.

Yes, I did. These are my current settings. Still freezes:

qsbchars = 1k
cqsbchars = 720
mpipesize = 1k
sstacksize = 4k

>>>2.) Floppy disc accesses do not work
> Update SDR and ABE as well as TOS version.... should help.

I have ABE 5L, SDR 5E and TOS 4.04 0.99g.

Regards,

Frank

1133. NVDI, EPSON 880 Printer and CAB

Newsgroup: comp.sys.atari.st
Date: 2004-02-01 01:58:50 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1075575540-055326AEicMi@adelphia.net>
Source record: 20820

Anyone,
I have been experimenting with different drivers in NVDI for printing under CAB. I have a EPSON Stylus color 880 PRINTER. Is anyone out there using this printer and if so what driver are you using and the settings inside of NVDI. I finally found an Epson Stylus Color 1500 is working quite well and printing under CAB in COLOR is reasonably fast at 720 dpi with the CT60. Just wondering if anyone else is using a different driver that might work just as well and possibly faster yet. Or does the driver not make that much difference anyway???

Thanks for the information,
--
Carey C.|||
|||
|||
/ | \
/ | \ High Flying Falcon 060!!!
Falcon 030 @ 16 mhz.14 megs STRam
CT60 68060RC60 @ 72 mhz with FPU & PMMU
Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB & 40 GB IDE Maxtor Hard Drives
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CDBurner &24x Cyberdrive CD-Rom
EtherNec,Linksys Router & Cable Modem
Epson 880 Printer & 19" Samsung VGA Monitor
Subwoofer Satelite speaker system
COMING: CT60 Graphics Card, 64 Megs DDR SDRam
PCI/USB adapter from Rodolphe
Falcon MOBO to 20 mhz maybe 25mhz.:-)

1134. Re: ST to VGA... Which one ? + SM124

Newsgroup: comp.sys.atari.st
Date: 2004-02-01 06:48:42 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <Or0Tb.3689$%x4.388334@news.siol.net>
Source record: 20821

Djordje Vukovic wrote:

> On 31 Jan 2004 10:30:14 , "Jï¿½rï¿½me Ginestet" wrote:
>>Cyril Lambin <lambin_rem0veth1s@cohprog.com> wrote in
>>news:401b2cc6$0$28696$626a54ce@news.free.fr:
>>
>>> I'd like to connect my old STe to a standard SVGA monitor. Of course I
>>> searched the net and found a lot of schematics, but I don't know which
>>> one to use. There's one with simple connections between the ST and VGA
>>> pins, one with 5 resistors (on R/G/B connections, I guess it's to
>>> compensate the difference of luminosity between the three color
>>> component) and one a little bit trickier including a transistor. Which
>>> one should work best ?
>>
>
>>When connecting a ST on a standard SVGA, only the monochrome mode is
>>possible, so RGB signals aren't used (there is a different pin for
>>monochome signal). If you found schematics indicating resistors on RGB
>>pins, they are not describing a ST-VGA cable.

Another posibility is to get TV tuner (external) prteferably. U need to take care that tuner have RGB inputs and not only composite, if u dont have STE or STxM. Machines without modulators, also dont have composite wired to connector, so has to be RGB in that case, which is better anyway... Serves me nice, and i also can connect many 8bit machines, altough i did frag composite from them...

Janez

1135. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-02-01 07:04:04 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <cG0Tb.3690$%x4.388274@news.siol.net>
Source record: 20822

Clockmeister wrote:

> Like it or lump it, the Amiga was capable of true multimedia compared to
> anything else available for the home and at that price. You could do MIDI
> on any computer, but you couldn't do what the Amiga was capable of as a
> single solution package on any other home computer.

U really are experienced MIDI user i see. Any machine can do MIDI, but also any machine except ST had sync problems with MIDI. Even to this date ppl go back to STs for pure MIDI things... Altough last few years that does get better. Spare us Amiga ultra capapbility, i know what is it realy capable whren u dont use useless modes like HAM etc.. For Your information in mode similar to HAM ST displays 4096 colors and STE 32K colors, program is called Photochrome. As i said, Amiga had own part of cake (speaking bout Amiga 500 and 1024ST here, 1986 machines...) like GFX. PCM sound, nice hardware for demos/games, ST on other hand had the mono mode. And aps like Calamus, Signum, CAD stuff etc which were eons infront of Amiga apps, and on high res on ultra stable display, i agree it is monochrome tho.. And in MIDI ST are up til today in usage in serious studios, while unmodified Amigas are not in use at all. I will repeat, Amiga is machine with most accelerator boards, A1200 gets accelerators virtualy same days as it came out. There MUST be reason for that, and ultra useability and coolnes and so on, certainly is NOT that reason. And i do own Amigas as well, im not one of those (most of those who start those blames do not OWN and know other machines) who has ever seen other machine. I admit many good facts Amiga had(has) but cant really stand all that bollocks bout ST and other machines. If u really think Amiga was so damn superrios, check Acorn Archimedes, u may be realy surprised...

Janez

1136. [ANN] Bugfix for TQR

Newsgroup: comp.sys.atari.st
Date: 2004-02-01 11:03:04 UTC
From: ptonthatNO@SPAMclub-internet.fr
Message-ID: <401cdce7$0$6968$7a628cd7@news.club-internet.fr>
Source record: 20824

Bonjour a tous :)

You can find a bugfixed version 2.0F of TQR on my webpage
or directly in the folder http://membres.lycos.fr/nef/files
-> tqr_20f.zip 450 Kb (sources updated in the tqr_dev.zip).

Fixes:
- save function
- palette problem under old TOS or STeem
- the lady was cheating (calling with your money ;))

Thanks to Daroou, Rix & RayXamber

"Amusez-vous bien" :)

Rajah Lone / Renaissance
http://rajah.atari.org

1137. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-02-01 11:06:12 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <ed4Tb.3712$%x4.388750@news.siol.net>
Source record: 20823

> Like it or lump it, the Amiga was capable of true multimedia compared to
> anything else available for the home and at that price. You could do MIDI
> on any computer, but you couldn't do what the Amiga was capable of as a
> single solution package on any other home computer.

ï¿½ï¿½Uï¿½reallyï¿½areï¿½experiencedï¿½MIDIï¿½userï¿½iï¿½see.ï¿½Anyï¿½machineï¿½canï¿½doï¿½MIDI,ï¿½but
also any machine except ST had sync problems with MIDI. Even to this date
ppl go back to
STsï¿½ï¿½forï¿½pureï¿½MIDIï¿½things...ï¿½Altoughï¿½lastï¿½fewï¿½yearsï¿½that
does get better. Spare us Amiga ultra capapbility, i know what is it realy
capable whren in useless modes like HAM etc.. For Your information,
in mode similar to HAM, ST displays 4096 colors and STE 32K colors, program
is called Photochrome. Face it, number of colors dont mean that res is
really usable for some real work...

As i said, Amiga had own part of cake (speaking bout Amiga 500 and 1040ST
here, 1986 machines...) like GFX. PCM sound,ï¿½ï¿½nice
hardware for demos/games, ST on other hand had the mono mode. Not colorfull,
but very stable display, decent res and easy on eyes. Not everyone actualy
painted u know. Apart from games and painters there was and is computer
world as well. Apps like Calamus, Signum, CAD stuff etc which were eons
infront of Amiga apps in that segment, and TOS, apart it has been
monotasking, was small and compact so those apps ran fast and had lotsa
free RAM. And in MIDI ST are up till today in usage in serious studios,
while unmodified Amigas are not in use at all. And STs in studios werent
used for MOD music, but for real stuff....

ï¿½ï¿½Iï¿½willï¿½repeat,ï¿½Amigaï¿½isï¿½machineï¿½withï¿½most accelerator boards, A1200
gets
accelerators virtualy same days as it came out. There MUST be reason for
that, and ultra useability and coolnes and so on, certainly is NOT that
reason.ï¿½Andï¿½iï¿½doï¿½ownï¿½Amigasï¿½asï¿½well,ï¿½imï¿½notï¿½one of those (most of
those who
start those blames do not OWN and know other machines) who has never seen
other machine. I admit many good facts Amiga had (has), but really
cant ï¿½allï¿½thatï¿½bollocksï¿½boutï¿½STï¿½andï¿½other machines u amiga fans produce.

If u really think Amiga was so damn superior, check Acorn Archimedes, u
may be realy surprised...

ï¿½ï¿½Janez

1138. need pictures of SM144 monitor

Newsgroup: comp.sys.atari.st
Date: 2004-02-01 13:20:21 UTC
From: BMaedicke@t-online.de
Message-ID: <1g8heaa.kbqjog1ihk150N%BMaedicke@t-online.de>
Source record: 20825

Hi again,

I need pictures of the Atari SM144 monitor.
The pictures should have a good quality and 640x480 or larger.
Anybody can help me?

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

1139. Re: NVDI, EPSON 880 Printer and CAB

Newsgroup: comp.sys.atari.st
Date: 2004-02-01 18:12:18 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <401d416a2064cf0@tripnet.se>
Source record: 20827

In comp.sys.atari.st <1075575540-055326AEicMi@adelphia.net>
Carey Christenson wrote on Sat 31-01-2004 19:58 (-0600):

> I have been experimenting with different drivers in
>NVDI for printing under CAB. I have a EPSON Stylus
>color 880 PRINTER. Is anyone out there using this
>printer and if so what driver are you using and the
>settings inside of NVDI. I finally found an Epson
>Stylus Color 1500 is working quite well and printing
>under CAB in COLOR is reasonably fast at 720 dpi with

You are actually lucky. I have a HP 960c andcan only print at 300 dpi in
colour. B&W goes to 600 dpi with NVDI.

>the CT60. Just wondering if anyone else is using a
>different driver that might work just as well and
>possibly faster yet. Or does the driver not make that
>much difference anyway???

Magic and NVDI 5 make it possible to print in background. If you add
IPRN2D.PRG to the AUTO folder it will get as fast as it can. My TT does
print just as fast as my pc as soon as it has rendered the print data to
the temp file.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1140. Re: Do you HAVE to use an Atari monitor????

Newsgroup: comp.sys.atari.st
Date: 2004-02-01 18:29:03 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bvjghfdti1@thorium.cix.co.uk>
Source record: 20828

In message <20040128183128.24702.00001008@mb-m16.aol.com>, drsmith666@aol.com said:

>If I bought an Atari 520 ST would I have to have an Atari monitor to run it on?
>I see a LOT of monitors available in thrift stores, will any of those work on
>the ST? Thanks.

Depends what you want to use the ST for. If it's programs that require high resolution (640*400) such as many music programs, word processors or DTP programs etc, then yes, you are best served the special monochrome Atari monitors (though some of those programs are usable in 4-colour medium resolution as well). I believe there are also adaptors available allowing the use of a VGA/SVGA monitor on an ST, though I have only tried this with a Falcon (where a very old IBM PS/2 monitor worked fine at 640*400).

For games that run usually in 320*200 16-colour low resolution and many other programs (say for painting etc) then some other RGB monitors will do, provided you can source a suitable lead or adapter from the Atari's 13-pin DIN socket.

If the ST is an STM or STFM, it has a modulator in it which would allow you to connect to the antenna socket of a TV tuned to VHF Channel 3 (I think) in the US (or UHF Channel 36 in Europe) but the results would be less sharp than RGB connections.

Regards, /Peter/

1141. Re: Anybody using an ST for internet access?

Newsgroup: comp.sys.atari.st
Date: 2004-02-01 18:29:03 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bvjghfdtj1@thorium.cix.co.uk>
Source record: 20829

In message <20040128183311.24702.00001009@mb-m16.aol.com>, drsmith666@aol.com said:

>Just curious, do people still use Atari ST computers to access the internet?

Yes, I like many do, though admittedly the only really usable program, CAB, is slow with pages that have many graphics. Also, on the ST range you are limited to monochrome in effect (the colour resolutions are too small for comfortable display of most pages) so a Falcon is better. You really need a hard drive for sensible use although in theory it can be run from floppy. Also more memory than the 520 KB of a standard ST is a definite advantage.

Regards, /Peter/

1142. Re: Low/Mid Resolution Display problem with Atari MEGA 1

Newsgroup: comp.sys.atari.st
Date: 2004-02-01 18:29:03 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bvjghfdtk1@thorium.cix.co.uk>
Source record: 20830

In message 191@cix, acs@webaxs.net said:

>I recently acquired a MEGA 1 which runs in Hi Res but will not display in
>Low/Mid Res. I have auto booted games and the sound works fine but I get a
>blank display. I have only tried this with composite out not RGB which I
>will try when I make up a suitable lead. May be there is a problem with the
>composite out?

You don't say what monitor you are trying to use. Hi rez monitors
cannot work down to the TV scan frequencies used for medium and
low rez, except for some (rare and elderly) multisyncs. Have you
tried feeding composite to a TV?

>I'm assuming the Hi Res circuits are separate from the low/mid res circuits
>(I'm sure I read that somewhere in the past) and if so could I be lucky
>enough to be able to replace a socketed chip to fix the problem?

I don't think so - the Videl chip does it all and can be switched
between various resolutions. In each case the total number of
pixels is 32,000 - that's why you only get 4 colours with 640*320 medium
rez, where there are 16 with 320*200 low rez and 2 with 640*400 hi rez.

Regards, /Peter/

1143. Re: SCSI CD drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-01 18:29:03 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bvjghfdtl1@thorium.cix.co.uk>
Source record: 20832

In message <20040129123002.19998.00000896@mb-m17.aol.com>, sf0218@aol.com said:

>I have extendos pro installed. I have a 2x scsi cd drive. When I boot my
>Falcon, then powerup the cd drive, my data on C:\ gets all screwed up. I don't
>know why.

The CD drive should be switched on *before* you boot the Falcon, as
otherwise the CD driver can't recognize it. Possibly trying to detect
the CD as it's running up causes the corruption?

What CD driver are you using? (You *do* realize that you need one,
normally separate from the hard disk driver?) And is the SCSI chain
properly terminated at physically the *last* device on the chain,
which in your case is the CD? (Even so, I would have expected that
could cause only transmission errors from the CD rather than corrupt
your C:\).

And which hard disk driver? Some, such as AHDI, won't allow a gap in
the ID numbering, so try setting the CD drive to ID 0. The Falcon is
always ID 7 and can't be changed - normally this ID is not used except
for some special purposes, so it doesn't matter (as long as no other
device is set to 7).

Regards, /Peter/

1144. Re: scsi cd drive

Newsgroup: comp.sys.atari.st
Date: 2004-02-01 18:29:04 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bvjghgdtm1@thorium.cix.co.uk>
Source record: 20831

In message <20040129190657.18928.00001046@mb-m28.aol.com>, sf0218@aol.com said:

>Well folks, it happened again. This time it happened while I was copying files
>over from the Extendos disk. Folders on the drive started having strange
>characters in place of the letters. And yeah, the boot partition is pretty
>much toast.

That sounds like a termination problem...

>Luckily, I copied the entire boot partition into a folder on the
>other (D) partition. Hopefully, all I'll have to do is re-format the boot
>partition, then just copy everything back over to it and viola!

Don't try and reformat it - just zero it. (I don't think you *can*
reformat just one parition anyway!) Incidentally, that's why it's
a good idea to only have a small C: containing the minimum amount
of files that are needed for booting (mine is 50 MB of a 6.4GB
drive - the remaining partitions are ~840 MB).

Regards, /Peter/

1145. 14 bombs

Newsgroup: comp.sys.atari.st
Date: 2004-02-01 18:49:28 UTC
From: sf0218@aol.com
Message-ID: <20040201134928.13622.00000803@mb-m24.aol.com>
Source record: 20833

Hi all,

What does 14 bombs mean? Also, I can't get the Falcon to boot to floppy. Yes, I hold down both 'alt' keyes from the beginning, and I have an Atari Language disk in the drive. Everything was fine until I tried to switch (in Magic) the video to high color. The system seemed to be locked up so, I rebooted the Falcon and...14 bombs. 'Fatal Error In Gemdos: System Halted'. This happens just after Magx booter is loaded. But since I can't seem to boot to floppy, I can't do anything.
Help

Thanks,
Sam F.
Seattle Seahawks Nut
and Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

1146. [ANN] Cresus beta 6 (English translation)

Newsgroup: comp.sys.atari.st
Date: 2004-02-01 19:21:25 UTC
From: ptonthatNO@SPAMclub-internet.fr
Message-ID: <401d51b3$0$6972$7a628cd7@news.club-internet.fr>
Source record: 20834

Bonsoir :)

Cresus (banks accounts manager) is available in a newer
and translated version. download on my website or directly
in the folder http://membres.lycos.fr/nef/files/
-> cresusb6_uk.zip (150 Kb)

News:
- bugfixes:
- crash after transactions general saving
- crash (random) when transaction editor window is opened in add mode
- display error in date fields if it's full
- bad filename of the backup file (date problem)
- jobs were not correctly saved in the backup
- display problem of the category in the jobs for transactions
+ quicker vertical scrolling
+ help bubbles (BubbleGEM protocol)
+ keyboard shortcuts
+ ST-Guide documentation
+ if a transaction job is already selected, adding a new transaction
in the jobs will create one 'as the selected'
+ the last transactions are displayed at the account opening

The archive may be updated for minor translation fixes, done
by Derryck CROCKER.

Regards

Rajah Lone / Renaissance
http://rajah.atari.org

1147. Re: USA Atari computer users

Newsgroup: comp.sys.atari.st
Date: 2004-02-01 19:36:24 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <DxcTb.8222$7I3.598@bignews4.bellsouth.net>
Source record: 20835

A Speed Touch USB ADSL modem which connects to a Draytek Vigor 2200usb Ethernet switcher.

The ST or STacy connects to this using an EtherNEC and STing.

The Falcon connects using a Dynalink Port - SCSI LINK with STing, or if running MiNTNet, I'll pull the EtherNEC from the ST and go that route. I'd love to have MiNTNet drivers for the SCSI Link!

Before that....I used whatever Hayes Compatable modem was handy. The ST can only go as high as 19200 baud without hacks. The Falcon can make use of the 56k modems....some Stock Falcons don't like the highest baud settings when using high-color extended modes, go for the 50k range if you have trouble with the highest port setting.

Brian

1148. Re: Hatari Emulator Question

Newsgroup: comp.sys.atari.st
Date: 2004-02-01 20:22:57 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <401d6021.0@entanet>
Source record: 20836

On 29 Jan 2004 17:33:56 , Mark D wrote:
>On Thu, 29 Jan 2004 21:16:50 +0000, Peter Slegg wrote:
>
>> I was reading some info about Norman Feske's work on the
>> Coldfire motherboard. If I understood correctly the Hatari
>> emulator is running on the board.
>>
>> Would Hatari be a suitable candidate for a Milan ST emulator ?
>> Does anyone (with a Milan) feel the urge to try compiling it ?
>> Apparently it needs SDL and I suspect that the cpu emulator code
>> could be dumped at some point.
>>
>> Regards,
>>
>> Peter
>
>Based on what I have seen, I think the 68060 may not be fast enough to
>properly emulate a 68k processor, of course some sort of "JIT" could be
>made specific for the 060 that might help out. Emulation isn't so tough
>when it's almost a native chip ;-)

That's what I thought. There can't be that many instructions that
have to be emulated. It's surely mostly a matter of emulating the ST
hardware and the 68060 should be fast enough to do this even if a
68040 Milan isn't.

>And aside from speed issues, I have no
>doubt hatari could be modified to run on a ct60 or milan. Now how much
>work it would be, that's for someone else to say.

There might be emulators that are easier to port to the Milan, I don't
know much about them. Are there any Milan or CT60 developers who
fancy having a play with the source code ?

It would be fantastic to play ST games on the Milan.

Peter

1149. Best degrader util for TT/Falcon?

Newsgroup: comp.sys.atari.st
Date: 2004-02-01 20:39:09 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <101qovdhus3hpcb@corp.supernews.com>
Source record: 20837

Whats the best degrader util for running older software?

Tim

1150. Re: Do you HAVE to use an Atari monitor????

Newsgroup: comp.sys.atari.st
Date: 2004-02-01 21:12:11 UTC
From: exxos <chris@home.co.uk>
Message-ID: <401d6bab$0$2436$cc9e4d1f@news.dial.pipex.com>
Source record: 20838

<xlator@cix.compulink.co.uk> wrote in message
news:bvjghfdti1@thorium.cix.co.uk...
> In message <20040128183128.24702.00001008@mb-m16.aol.com>,
drsmith666@aol.com said:
>
> >If I bought an Atari 520 ST would I have to have an Atari monitor to run
it on?
> >I see a LOT of monitors available in thrift stores, will any of those
work on
> >the ST? Thanks.
>
> Depends what you want to use the ST for. If it's programs that require
> high resolution (640*400) such as many music programs, word processors
> or DTP programs etc, then yes, you are best served the special
> monochrome Atari monitors (though some of those programs are usable in
> 4-colour medium resolution as well). I believe there are also adaptors
> available allowing the use of a VGA/SVGA monitor on an ST, though I
> have only tried this with a Falcon (where a very old IBM PS/2 monitor
> worked fine at 640*400).
>
> For games that run usually in 320*200 16-colour low resolution and
> many other programs (say for painting etc) then some other RGB
> monitors will do, provided you can source a suitable lead or adapter
> from the Atari's 13-pin DIN socket.
>
> If the ST is an STM or STFM, it has a modulator in it which would
> allow you to connect to the antenna socket of a TV tuned to VHF
> Channel 3 (I think) in the US (or UHF Channel 36 in Europe) but
> the results would be less sharp than RGB connections.
>
> Regards, /Peter/
>

What are the video timings for each resolution ? 640x480 must be a high
enough refresh for a monitor to work with so must be like 60hz ? I imagine
ST low is something like 25hz ?! anyone got any info on this kinda thing ?

cheers,
Chris

>

1151. Scripter not running?

Newsgroup: comp.sys.atari.st
Date: 2004-02-01 21:18:01 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <bvjqe9$oq6$1@news6.svr.pol.co.uk>
Source record: 20839

Help!

I've been trying to get Scripter to work on my computer ever since I bought the program almost a year ago!

I recently got another copy of the program files from Atari Workshop because I thought that my files were corrupted on the original disk. But since I've installed it several times now with no joy I think it is not being installed properly!

I have a Falcon CT2B with Magic 6.20 & jinnee 2.5.

Under Magic 6.20 I installed the program and ALL the files to C:\SCRIPTER\ using the SETUP program. It proceeded to copy all the files, pausing only twice to "check" SCRIPTER.APP (ie for the SCRIPTER.APP in \SCRIPTER and the Magic START folder. Then right at the end of the installation the I got a Magic error - Speicherblock etc repair y/n.

I assume that the SETUP program doesn't complete properly because I tried it again in TOS 7.04 and I got the CT2b red text error at the top of the screen. And also in ordinary Falcon mode (ie switched CT2b OFF) I got 6 bombs after SETUP had supposedly finished.

All the programs and files have been copied to the relevant places BUT when I double click on the VERSION.SIC script in the DEMO folder nothing happens at all other than the script is shown on the screen - ie not executed.

Next I try dragging VERSION.SIC to SICSTART.APP, this tells me the program is running already do I want to Start, Pass or Cancel. Either Start or Pass result in the same action - NOTHING!!

What am I doing wrong? Is there something in jinnee that needs setting up? Or is it SETUP.PRG in which case how do I get another version?

Regards

Neil :-(

1152. Re: ST to VGA... Which one ? + SM124

Newsgroup: comp.sys.atari.st
Date: 2004-02-01 22:54:32 UTC
From: J&#65533;r&#65533;me Ginestet <ginesj@free.fr>
Message-ID: <Xns9482F38861BA2ginesjfreefr@213.228.0.133>
Source record: 20841

vdjole@EUnet.yu (Djordje Vukovic) wrote in
news:bvhf0v$2ap$2@news.eunet.yu:

>>When connecting a ST on a standard SVGA, only the monochrome mode is
>>possible, so RGB signals aren't used (there is a different pin for
>>monochome signal). If you found schematics indicating resistors on RGB
>>pins, they are not describing a ST-VGA cable.
> This is not correct. The monochrome signal from a ST should be
> supplied in appropriate proportions to R/G/B inputs of the monitor.
> That is what the resistors are for; if you do not use them, you will
> get a very bluish-looking monochrome picture on a colour (S)VGA
> monitor.

Not at all. And I have proof in front of me. :-)

In fact it's the other way round : if you want to use a monochrome
display with a RGB source, you will need the different resitors, because
luminance is a*R+b*G+c*B, not R+G+B.
But with a RGB display, white (or pure gray) is obtained by sending
exactly the same voltage level on R, G and B.
This can be easily seen by looking at RGB signals on the outputs of a ST
or Falcon displaying a white or gray screen with an oscilloscope.

The only worry with direct connection seems to be (I have not checked
that) that the voltage level on the monochrome output is slightly higher
than the standrard max of the RGB input. However, that doesn't seem to
cause any trouble.

--

J&#65533;r&#65533;me

1153. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-02-01 23:16:25 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <401d8829$0$4264$c30e37c6@lon-reader.news.telstra.net>
Source record: 20842

"Janez Valant" <swe@atari.org> wrote in message
news:ed4Tb.3712$%x4.388750@news.siol.net...
>
> > Like it or lump it, the Amiga was capable of true multimedia compared to
> > anything else available for the home and at that price. You could do
MIDI
> > on any computer, but you couldn't do what the Amiga was capable of as a
> > single solution package on any other home computer.
>
> U really are experienced MIDI user i see. Any machine can do MIDI, but
> also any machine except ST had sync problems with MIDI. Even to this date
> ppl go back to STs for pure MIDI things... Altough last few years that
> does get better. Spare us Amiga ultra capapbility, i know what is it realy
> capable whren in useless modes like HAM etc.. For Your information,
> in mode similar to HAM, ST displays 4096 colors and STE 32K colors,
program
> is called Photochrome. Face it, number of colors dont mean that res is
> really usable for some real work...
>
> As i said, Amiga had own part of cake (speaking bout Amiga 500 and 1040ST
> here, 1986 machines...) like GFX. PCM sound, nice
> hardware for demos/games, ST on other hand had the mono mode. Not
colorfull,
> but very stable display, decent res and easy on eyes. Not everyone actualy
> painted u know. Apart from games and painters there was and is computer
> world as well. Apps like Calamus, Signum, CAD stuff etc which were eons
> infront of Amiga apps in that segment, and TOS, apart it has been
> monotasking, was small and compact so those apps ran fast and had lotsa
> free RAM. And in MIDI ST are up till today in usage in serious studios,
> while unmodified Amigas are not in use at all. And STs in studios werent
> used for MOD music, but for real stuff....
>
> I will repeat, Amiga is machine with most accelerator boards, A1200 gets
> accelerators virtualy same days as it came out. There MUST be reason for
> that, and ultra useability and coolnes and so on, certainly is NOT that
> reason. And i do own Amigas as well, im not one of those (most of those
who
> start those blames do not OWN and know other machines) who has never seen
> other machine.

Accelerators came out because the Amiga was damn popular and supported,
something that can't be claimed for it's Atari competition at that time.
THAT is saying something.

I admit many good facts Amiga had (has), but really
> cant all that bollocks bout ST and other machines u amiga fans produce.
>
> If u really think Amiga was so damn superior, check Acorn Archimedes, u
> may be realy surprised...

Both machines catered for different niches equally. People are still using Amigas for video production work, mostly amateur these days, like MIDI on the Atari.

I'd be really surprised to find any software for the Archimedes, or anyone else who uses one in this country. I played around with an A3000 for a while but nothing much of interest there. Nice co-operatively 16 bit OS, but nothing special beneath the pretty exterior. Good educational tool though.

1154. Re: 14 bombs

Newsgroup: comp.sys.atari.st
Date: 2004-02-02 01:11:19 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0402011711.19a92e7e@posting.google.com>
Source record: 20843

sf0218@aol.com (SF0218) wrote in message
news:<20040201134928.13622.00000803@mb-m24.aol.com>...
> Hi all,
>
> What does 14 bombs mean? Also, I can't get the Falcon to boot to floppy. Yes,
> I hold down both 'alt' keyes from the beginning, and I have an Atari Language
> disk in the drive. Everything was fine until I tried to switch (in Magic) the
> video to high color. The system seemed to be locked up so, I rebooted the
> Falcon and...14 bombs. 'Fatal Error In Gemdos: System Halted'. This happens
> just after Magx booter is loaded. But since I can't seem to boot to floppy, I
> can't do anything.
> Help

Have you tried cold-booting while holding down Control? This doesn't
boot from floppy, but it will load the Hard Disk Driver and skip all
AUTO programs and ACC's (including MAGXBOOT). This won't solve your
floppy problems, but at least you can get to a usable system.

As for the Fatal Error In Gemdos, I've run into this from time to
time. Usually, if I leave the computer turned off for a minute, it
goes away, although one time I didn't get rid of it until I
re-installed Magic. This is using version 6.01. Haven't had any
trouble recently, though. It's quite rare on my Falcon.

Hope this helps!

Mike Freeman
[my first name] [at] freeman-studio [dot] com

1155. Re: Best degrader util for TT/Falcon?

Newsgroup: comp.sys.atari.st
Date: 2004-02-02 01:56:24 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <E2iTb.12835$tl5.858@bignews1.bellsouth.net>
Source record: 20844

"Tim" <TjLaZer@NOSPAM.Mail.com> wrote in message
news:101qovdhus3hpcb@corp.supernews.com...
> Whats the best degrader util for running older software?
>
> Tim

Good question....
I haven't found anything that does much in this area.

I finally just got an ST to have around.

Brian

1156. Re: Best degrader util for TT/Falcon?

Newsgroup: comp.sys.atari.st
Date: 2004-02-02 06:26:33 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <t4mTb.927$h86.710727@monger.newsread.com>
Source record: 20845

On 1 Feb 2004 12:39:09 -, "Tim" wrote:
>Whats the best degrader util for running older software?
>
>Tim
>

I have a Falcon and Backward III helps with some games.

John

P.S.
To Reply by E-mail, please remove -NOT- from my address!

1157. Re: scsi cd drive

Newsgroup: comp.sys.atari.st
Date: 2004-02-02 07:23:18 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bvktto$rmsie$1@ID-27442.news.uni-berlin.de>
Source record: 20746

John Garone wrote:

> I don't think you can format or re-partition one partition. Diamond Edge

You can do so with HDDRUTIL, where you can initialize a particular
partition.
But in any case Sam will have to fix his termination (or whatever)
problem, otherwise it is just a matter of time till his partitions are
damaged again.

--

Dr. Uwe Seimet http://www.seimet.de

1158. Re: scsi cd drive

Newsgroup: comp.sys.atari.st
Date: 2004-02-02 07:28:11 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bvku6q$tcuu3$1@ID-27442.news.uni-berlin.de>
Source record: 20747

Steve Sweet wrote:

> I'm not aware that you can format just one partition with current Atari
> software, that would be a useful feature.

We have to be careful here with what we mean with "formatting". Low level formatting a partition is impossible on any platform since the low level formatting operation cannot be limited to a range of sectors. SCSI drives, for instance, will always work on the whole drive when formatting them. IDE drives support low level formatting of single tracks, but one track may comprise more than one partition (i.e. the end of one and the beginning of another), so again it is impossible to limit low level formatting.
As far as initializing a partition is concerned, just re-partitioning a single partition, some tools for the Atari can do this, e.g. HDDRUTIL.

--

Dr. Uwe Seimet http://www.seimet.de

1159. Re: SCSI CD drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-02 07:32:02 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <bvkue1$rogs1$1@ID-27442.news.uni-berlin.de>
Source record: 20748

xlator@cix.compulink.co.uk wrote:

> And which hard disk driver? Some, such as AHDI, won't allow a gap in
> the ID numbering, so try setting the CD drive to ID 0. The Falcon is
> always ID 7 and can't be changed - normally this ID is not used except

Normally the Falcon has no ID at all. Only with CD-ROM or hard disk drivers supporting initiator identification the Falcon (and the TT as well) have a SCSI ID of their own. In this case the ID is stored in the Falcon's NVRAM. If there is no ID information in the NVRAM HDDRIVER uses 7 as the default ID, but this is not a feature of TOS or of the Falcon but simply a feature of HDDRIVER.

--

Dr. Uwe Seimet http://www.seimet.de

1160. Re: Hatari Emulator Question

Newsgroup: comp.sys.atari.st
Date: 2004-02-02 08:43:46 UTC
From: Matthias Alles <alles@rhrk.uni-kl.de>
Message-ID: <bvl2hfsov1@news.uni-kl.de>
Source record: 20749

Hi!

> That's what I thought. There can't be that many instructions that
> have to be emulated. It's surely mostly a matter of emulating the ST
> hardware and the 68060 should be fast enough to do this even if a
> 68040 Milan isn't.

Thomas Huth an me compiled a version of Hatari for TOS and we tested it
under Aranym. It worked, but when I remember right, it was quite slow,
even with Aranym-JIT enabled (on a 1.4GHz Athlon it might have been have
the speed of a ST. You can see a screenshot here(at the bottom of the page):
http://hatari.sourceforge.net/scrshots.html

> There might be emulators that are easier to port to the Milan, I don't
> know much about them. Are there any Milan or CT60 developers who
> fancy having a play with the source code ?
>
> It would be fantastic to play ST games on the Milan.

It won`t be possible unless you drop the whole CPU-emulation, as you
mentioned already.

Regards,
Matthias

1161. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-02-02 08:58:33 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <56D2W8A2AZHAFwWw@btinternet.com>
Source record: 20750

In article <401d8829$0$4264$c30e37c6@lon-reader.news.telstra.net>,
Clockmeister <no-one@nowhere.com> writes
>I'd be really surprised to find any software for the Archimedes, or anyone
>else who uses one in this country. I played around with an A3000 for a while
>but nothing much of interest there. Nice co-operatively 16 bit OS, but
>nothing special beneath the pretty exterior. Good educational tool though.

Once again, you show a complete lack of research.

The Archimedes had one of the finest score writing (and MIDI)
applications available, Sibelius, which was only ported to Mac and PC
with the demise of Acorn. It also had many applications in video.

BTW - the OS, and the computer/CPU, were both greater than 16-bit. ARM
has always been 32-bit, and the applications use 26-bit whatevertheyares
(registers? God knows. RISC OS is now 32-bit and a few apps are broken
as a result).

The A3000 is contemporary to the 1040ST and Amiga 500. It is
considerably faster than both.

Richard, who needs to update his webpage to reflect new acquisitions -
PET 2001-32N (for sale), Atari 800 and more Acorns ;)
--
Acorn 8-bits, 32-bits, some in bits... Amiga 600, |\ _,,,---,,_
Compact Macs, PB G4, G4, G5, Dell P410, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.dmc12.demon.co.uk/music/ '----''(_/--' `-'_)Morticia

1162. Re: Beta Testers for Tempus-Word NG (English release) wanted!

Newsgroup: comp.sys.atari.st
Date: 2004-02-02 09:02:15 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC41DBD7.D740%derryck@nospam.cix.co.uk.invalid>
Source record: 20751

In article opr2mzhqy0mldby0@news.individual.de, Norbert Simon at spamkiller@no-si.de wrote on 31/1/04 10:59:

> To speed up the final release of TW NG (English), we are looking for BETA
> testers.

I urge anyone who wants to see a decent WP on the Atari platform to consider this offer.

Unlike Papyrus, you can expect to see upgraded versions of Tempus-Word released according to verifiable bug reports and suggestions from its users.

This is an awesome product.

--

Cheers

Derryck


```
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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

1163. Re: Jinnee

Newsgroup: comp.sys.atari.st
Date: 2004-02-02 09:02:15 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC41DC4E.D741%derryck@nospam.cix.co.uk.invalid>
Source record: 20752

In article 1075522832-57335AEicMi@gmx.net, Dennis Vermeire at
dennis.vermeire@gmx.net wrote on 30/1/04 23:20:

> From: "Chuck" <dummy@address.com>
> Date: Wed, 28 Jan 2004 00:02:31 -0000
>
>> For translations try
>> dennis.vermeire@gmx.net
>> he can translate most languages into English swear words
>
> Thanks for the free plug :-)
> Whenever I happen to be in neighbourhood of Lancashire, I'll drop by to
> thank you personally...

I'll be glad to help you out Dennis, this geezer is a plonker of the first
order.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

1164. Re: scsi cd drive

Newsgroup: comp.sys.atari.st
Date: 2004-02-02 09:02:15 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC41DF67.D743%derryck@nospam.cix.co.uk.invalid>
Source record: 20753

In article bvgdht$gc9$2@titan.btinternet.com, Steve Sweet at
steve.sweet@btopen-2-viri-world.com wrote on 31/1/04 14:19:

>> other (D) partition. Hopefully, all I'll have to do is re-format the boot
>> partition, then just copy everything back over to it and viola!
>
> I'm not aware that you can format just one partition with current Atari
> software, that would be a useful feature.

You can clear a specific partition with HDDriver, not quite the same thing
but similar.

> What OS is driving this, I'd be looking for SCSI cabling and termination
> issues if i was having this trouble.

And doubly-assigned IDs as already mentioned!

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

1165. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-02-02 09:02:15 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC43C24A.D79B%derryck@nospam.cix.co.uk.invalid>
Source record: 20754

In article 1075522828-56691AEicMi@gmx.net, Dennis Vermeire at
dennis.vermeire@gmx.net wrote on 30/1/04 23:20:

> Oh, if you order Jinnee, then may I advice you to opt for the bundle which
> includes ASH GemScript... that combination will give you one of the most

AKA Scripter of course ;-)

> powerfull desktops available (Mac, PC and Linux desktops are still playing
> catch up).

Quite agreed, jinnee, MagiC and Scripter combined is a very powerful
combination :-)

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

1166. Re: Jinnee

Newsgroup: comp.sys.atari.st
Date: 2004-02-02 11:29:31 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bvlcaqkq2@titan.btinternet.com>
Source record: 20755

Yo!, Old geezers

> >> For translations try
> >> dennis.vermeire@gmx.net
> >> he can translate most languages into English swear words
> >
> > Thanks for the free plug :-)
> > Whenever I happen to be in neighbourhood of Lancashire, I'll drop by to
> > thank you personally...
>
> I'll be glad to help you out Dennis, this geezer is a plonker of the first
> order.

Don't you guys have a party without me!!

--

Regards from STeve & his nice warm cosy PAK'd MegaSTe.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
* Magic - NVDI - Jinnee - Scripter - Freedom - HDDriver - Extendos
*

1167. Re: Anybody using an ST for internet access?

Newsgroup: comp.sys.atari.st
Date: 2004-02-02 11:44:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <401de3821153454@comcast.net>
Source record: 20756

```
>
>"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
>news:4018be4c1cdbc93@comcast.net...
>> >Just curious, do people still use Atari ST computers to access the
>internet?
>> My STe is connected to the Internet through an ethernet card that
>> plugs into the cartridge port. I use it now and then, but use my
>> Hades060 mostly. I just wanted to have a backup just in case my
>> Hades went under. My STe can pick up and send my email and also
>> broswes the Internet using Cab.
>> --
>> Edward S. Baiz Jr.
>> (Gamer)
>>
>
>
>thinking about it, could the catridgeport lan link work with internetsharing
>under windows XP ? that would mean I could get broadband over to me ST ?!
>
>chris

I would think it would work. I have my STe, Hades, wife's PC and
my son's PC laptop hooked up to my router which is then hooked up
to a cable modem. I have a Comcast broadband connection.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
```

1168. Re: Papyrus X is great.....

Newsgroup: comp.sys.atari.st
Date: 2004-02-02 11:44:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <401de3821153455@comcast.net>
Source record: 20757

>I briefly tried the demo but it crashed quite soon after starting
>it. I assume the proper release is a better.
>
>I also had few problems with some of the file/folder names which
>had "illegal" characters in them. This may be because it is the
>German version.
>
>I have the full Papyrus Office version 8 so I will no doubt
>uprgrade. I happen to be one of those who really like Papyrus.
>There are a few things it doesn't do or maybe I've just never
>worked out how to do them. Nothings perfect.
>
>Regards,
>
>Peter

Yes, the full version works much better than the demo and version
8. It loads much faster and is more stable. It also prints with no
errors. I hated that with version 8.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1169. Re: ST to VGA... Which one ? + SM124

Newsgroup: comp.sys.atari.st
Date: 2004-02-02 11:44:45 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <401de3821153456@comcast.net>
Source record: 20758

>
>I'd like to connect my old STe to a standard SVGA monitor. Of course I
>searched the net and found a lot of schematics, but I don't know which
>one to use. There's one with simple connections between the ST and VGA
>pins, one with 5 resistors (on R/G/B connections, I guess it's to
>compensate the difference of luminosity between the three color
>component) and one a little bit trickier including a transistor. Which
>one should work best ?

I can hook my STe to my Campaq 17 inch SVGA monitor indirectly
using an old piece of Atari hardware called "Video Key" and a
video converter. It is a little blurry, but readable never the
less. Cannot get monochrome. but color modes work fine.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1170. Re: Umax Astra 2200 Scanner and ScanX

Newsgroup: comp.sys.atari.st
Date: 2004-02-02 11:44:45 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <401de3821153457@comcast.net>
Source record: 20759

>in article 4018be4c1cdbc9b@comcast.net, Edward S. Baiz Jr. at
>edbaizjr@comcast.net wrote on 1/29/04 9:04 AM:
>
>> Galen which version of ScanX Pro do you have? I have 1.13 R3. I
>> did a lising of the binary using Qed and the Astra 1200S is
>> listed, but not the 2200S that I have. The 2400S is listed though.
>> I just wish Nima would email me back. I know he needs to upgrade
>> the program.
>
>Normally I would not recommend this, but try replacing all occurrences of
>"2400" with "2200" in the binary. It might work. Worst case scenario is
>it still won't or crash, but then you are not out anything. ;-)

I tried that and it did not work. I finally heard from Nima and he
suggested something. In the Scanx box there are two buttons, one
on each side of the scanner name. Clicking on both of these by
passes that screen. Doing this, I was able to a little further and
get to the main scannng screen. Almost worked, but still nothing.
It looks like he is going to help me get it working. He is going
to send me a program that will tell him just what the problem is.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1171. Re: Umax Astra 2200 Scanner and ScanX

Newsgroup: comp.sys.atari.st
Date: 2004-02-02 11:44:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <401de3821153458@comcast.net>
Source record: 20760

>Hi Edward,
>
>ESBJ>What does CBHD stand for?
>Claus Brod's Harddisk Driver
>
>Und TTschoe
>ps

Thanks. I downloaded it. I will see how it goes....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1172. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-02-02 12:38:07 UTC
From: JM <>
Message-ID: <0vgs10916jhbmioo2qqnpfgr4p5jq88uvp@4ax.com>
Source record: 20761

On Sun, 1 Feb 2004 06:12:18 +0800, "Clockmeister" <no-one@nowhere.com>
>> Of course all they had was a hissy stereo-out, and no way to sync
>
>And yet they created using nothing more then their Amiga and without 24
>tracks, loads of MIDI gear, 36 channel mixers...

I forgot to mention it sounded like shit.

>They asked to have their creation recorded, not produced.

Not so, actually, the poor guys were suckered into a deal where I
would produce their track, and then the record company was gonna give
me half their royalties... Which I turned down as an immoral ripoff.
Also because I couldn't 'produce' anything, what's to produce on a
stereo signal...

JM

1173. Re: Beta Testers for Tempus-Word NG (English release) wanted!

Newsgroup: comp.sys.atari.st
Date: 2004-02-02 14:55:28 UTC
From: LS <me@email.net>
Message-ID: <AxtTb.209117$xy6.1072518@attbi_s02>
Source record: 20762

Count me in.
LS
"Norbert Simon" <spamkiller@no-si.de> wrote in message
news:opr2mzhqy0mldby0@news.individual.de...
>
> Tempus-Word NG will be available as an English version in a few days. The
> first release will be announced as BETA-version. The only reason for that
> is to check, if all translations, dialogs, etc. are translated correctly,
> designed well, aso.
>
> The program itself is the same as the German release. Therefore it should
> be stable and save. With the BETA-Release English translations of the
> manuals will be available as well (Thanks to Dennis, Derryck and Peter
> from DDP-Translations for their fabulous support) The manuals will be
> "BETA", too, because the images are not adopted to the English screenshots
> yet.
>
> To speed up the final release of TW NG (English), we are looking for BETA
> testers.
>
> What`s the job?
>
> After release of it, we want you to give us within 14 days a feedback to
> the BETA versions of the program and the manual. Your impressions, errors
> you may find, hints, wishes. Your statement shall be a huge ;) e-mail,
> giving us many informations, to bring TW as close as possible to your
> personal demands.
>
> Your work will be rewarded by a discount of 30% on the products price
> (pricing like German version: 100 Euro for TOS, 120 Euro for Windows).
> Testing is free and without purchase obligation, of course. If this sounds
> interesting for you, send a mail to info(at)tempus-word.de to get detailed
> informations how to proceed.
>
> For more details regarding Tempus-Word see:
> http://www.tempus-word.de/html/en/index.htm
>
> ----
> Norbert Simon
> Tempus-Word Projekt

1174. Re: 14 bombs

Newsgroup: comp.sys.atari.st
Date: 2004-02-02 15:30:30 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC43CC53.D864%derryck@nospam.cix.co.uk.invalid>
Source record: 20763

In article 20040201134928.13622.00000803@mb-m24.aol.com, SF0218 at
sf0218@aol.com wrote on 1/2/04 18:49:

> What does 14 bombs mean? Also, I can't get the Falcon to boot to floppy.

Could be any number of errors, with their corresponding bomb icons lined up
one set after the other.

> video to high color. The system seemed to be locked up so, I rebooted the
> Falcon and...14 bombs. 'Fatal Error In Gemdos: System Halted'. This happens
> just after Magx booter is loaded. But since I can't seem to boot to floppy, I

You should install some kind of boot manager so that you can interrupt the
Auto folder loading easily - it should be the FIRST thing to run, ie before
magxboot.prg.

As it stands you can press both SHIFT keys together as mentioned in the
manual to prevent MagiC from loading and then sort your problems out later.

Instant diagnosis is a missing driver for the res you had selected -
reinstall MagiC and/or NVDI.

--

Cheers

Derryck


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

1175. Re: Scripter not running?

Newsgroup: comp.sys.atari.st
Date: 2004-02-02 15:30:30 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC43CF88.D865%derryck@nospam.cix.co.uk.invalid>
Source record: 20764

In article bvjqe9$oq6$1@news6.svr.pol.co.uk, Neil Chester at
neil@adel6.freeserve.co.uk wrote on 1/2/04 21:18:

> Under Magic 6.20 I installed the program and ALL the files to C:\SCRIPTER\
> using the SETUP program. It proceeded to copy all the files, pausing only
> twice to "check" SCRIPTER.APP (ie for the SCRIPTER.APP in \SCRIPTER and

That sounds normal, from what I remember from installing other ASH apps with
their install program. I guess it's personalizing files with your reg.
details.

> the Magic START folder. Then right at the end of the installation the I
> got a Magic error - Speicherblock etc repair y/n.

That doesn't sound good :-(

> All the programs and files have been copied to the relevant places BUT
> when I double click on the VERSION.SIC script in the DEMO folder nothing

Instead, try running the Scripter app and then pointing the resulting file
selector to one of your demo scripts. This will prove or disprove the
successful installation of a major part of the package! You can also drag
and drop a script onto scripter.app.

> What am I doing wrong? Is there something in jinnee that needs setting
> up? Or is it SETUP.PRG in which case how do I get another version?

You need to specify scripter.app as an application to open *.sic files.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

1176. Atari Online News, Etc. #06-05

Newsgroup: comp.sys.atari.st
Date: 2004-02-02 15:36:49 UTC
From: danap8@aol.comno-spam
Message-ID: <20040202103649.21792.00001375@mb-m06.aol.com>
Source record: 20765

A-ONE #0605 01/30/04

~ Cyber Attack Warning! ~ People Are Talking! ~ Spam Turned Into Art!
~ Dutch Police Bust 52! ~ iBook Repair Program! ~ Google Gets Sued!
~ End of Spam By 2006?! ~ 'CtrlAltDelete' Author ~ GameDay Picks Cats!
~ Violent Games Battle! ~ Telemarketers Setback! ~ Halo 2 In the Fall!

-* Labels For Pornographic Spam *-
-* Gates to Spammers: Pay Us To Read! *-
-* MyDoom Virus Attacking SCO Site, and More! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

1177. Re: Jinnee

Newsgroup: comp.sys.atari.st
Date: 2004-02-02 18:51:25 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bvm67blsm1@titan.btinternet.com>
Source record: 20767

Hi Pete

> >Just for the record, jinnee was translated by DDP Translations, AFAIK
> >TransAction haven't been active for some time.
>
> Though I hate to differ with my DDP colleague, the early version
> that he talked about:

> *was* translated by Joe Connor for TransAction. From the HYP:
>
> jinnee (logo)
>
> Version 1.2e
> April 1996 - August 1998
> by
> Manfred Lippert
> English translation by Joe Connor/TransAction
>
> >I think it beats all the other replacement desktops into a cocked hat,
> >especially when run under the right OS.

And i tidied up all the dodgy buttons and spacings and keyshorts and misc
other missed bits for that versions release and never got any acknowledgment
for it or for my efforts on the recent versions!!

I will die unrecognised, I think I'm gonna cry!! 8~)

--

Regards from STeve & his nice warm cosy PAK'd MegaSTe.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
* Magic - NVDI - Jinnee - Scripter - Freedom - HDDriver - Extendos
*

1178. Re: Beta Testers for Tempus-Word NG (English release) wanted!

Newsgroup: comp.sys.atari.st
Date: 2004-02-02 19:00:00 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bvm31h$504$1@news1.nivel5.cl>
Source record: 20766

```
Count me in too...
Reach me at Bruce at Ivn.cl
```

"Norbert Simon" <spamkiller@no-si.de> escribi&#65533; en el mensaje
news:opr2mzhqy0mldby0@news.individual.de...
>
> Tempus-Word NG will be available as an English version in a few days. The
> first release will be announced as BETA-version. The only reason for that
> is to check, if all translations, dialogs, etc. are translated correctly,
> designed well, aso.
>
> The program itself is the same as the German release. Therefore it should
> be stable and save. With the BETA-Release English translations of the
> manuals will be available as well (Thanks to Dennis, Derryck and Peter
> from DDP-Translations for their fabulous support) The manuals will be
> "BETA", too, because the images are not adopted to the English screenshots
> yet.
>
> To speed up the final release of TW NG (English), we are looking for BETA
> testers.
>
> What`s the job?
>
> After release of it, we want you to give us within 14 days a feedback to
> the BETA versions of the program and the manual. Your impressions, errors
> you may find, hints, wishes. Your statement shall be a huge ;) e-mail,
> giving us many informations, to bring TW as close as possible to your
> personal demands.
>
> Your work will be rewarded by a discount of 30% on the products price
> (pricing like German version: 100 Euro for TOS, 120 Euro for Windows).
> Testing is free and without purchase obligation, of course. If this sounds
> interesting for you, send a mail to info(at)tempus-word.de to get detailed
> informations how to proceed.
>
> For more details regarding Tempus-Word see:
> http://www.tempus-word.de/html/en/index.htm
>
> ----
> Norbert Simon
> Tempus-Word Projekt

1179. Re: megafile 30

Newsgroup: comp.sys.atari.st
Date: 2004-02-02 22:04:16 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bvmhh0$3ac$1@thorium.cix.co.uk>
Source record: 20768

In message <101o7gt8i0am18f@corp.supernews.com>, frosaire@olypen.com said:

>I use a Mega STe(internal HD) for live, and my megafile 30 for sequencing
>which is integrated into my home studio. It's much easier using this to do
>the grunt work and then transfer my files over to the Mega Ste. I tried
>plugging the megafile 30 into the Mega Ste and booting up but the Mega Ste
>showed only the A and B drive icons, and not C and D drives.

Hi!

Have you tried to use 'Options/Install devices' - or whatever it's
called under the Mega STe desktop? The icons won't appear
automatically otherwise.

Once you've got them on the desktop, don't forget to Save desktop so
that they appear the next time!

Regards, /Peter/

1180. ST Magazine published in English

Newsgroup: comp.sys.atari.st
Date: 2004-02-03 00:39:55 UTC
From: Paul CAILLET <noname@noos.fr>
Message-ID: <2ert109mra43a8c3uc3df8v3u4ku2gpbdk@4ax.com>
Source record: 20769

Hello,

At long last ! it is at last eventually available! ST Magazine issue
132 is the first ST Magazine published in English. You will find here
all the articles published in its French counterpart: CT060, Aranym,
GFA punch, demos, shareware, etc. The colour front and the back covers
leave a huge part to screen captures. The rest is black and white. The
reprography is almost professional quality. You want to order it ? You
just have to send 5 EUR, carriage paid.
more information on http://stmagazine.org

Thanks :-)
Paul CAILLET

1181. Magic & Modula 2

Newsgroup: comp.sys.atari.st
Date: 2004-02-03 00:41:49 UTC
From: leaver@alphalink.com.au
Message-ID: <401eee4d@news.alphalink.com.au>
Source record: 20770

This is a tale which probably is of interest to no-one but me, but I'll tell it anyway.

The first compiler that I purchased for my ST, back in December 1987, was the TDI (in USA) / Modula 2 Ltd (in UK) version of Wirth's own compiler for Modula 2. I have always had a fondness for it, but it didn't become obsessive until I bought an MSTe in 1992 and afterwards installed a 68882 in it.

I purchased FTL M2 from HiSoft because it was supposed to support the FPU, but that turned out to be misleading advertising. It uses the FPU for the MathLib0 functions, but not for ordinary code. I decided to modify the TDI version to use it. That was not very difficult because the floating point support is isolated in the GEMX runtime support module.

However my version to TDI M2 was an early one which had support for 32-bit REALs but not 64 bit. The compiler recognised the LONGREAL type but would not produce code for it. Then John Logan very kindly gave me his later version which did support LONGREALs - up to a point - there was no support for LONGREAL constants, not even in expressions. You had to initialise variables as in

LongReal variable := Real constant;

before using the variable in place of the constant.

My next steps in Atari world were to acquire a Matrix Coco card for the MSTe, and Magic and NVDI to support it. Then I obtained a pre-loved TT and added a Matrix TC card to it.

Alas, my Modula 2 system was not very multi-tasking or video card friendly. Most importantly, to provide error-trapping under TOS, the run-time system grabs every exception vector in sight, plus TRAP #5, #6, and #7. Second, there is a bug in the communication between the OPTION accessory and the other programs which prevents their working together. (I subsequently discovered that our German friends had published a patch for this.) Third, there is a bug in the mechanism for redrawing the screen after the file selector closes which crashes the compiler, linker and editor as soon any window with more than 24 lines is scrolled.

So I set out to see if I could get a system that would run properly on my Ataris under Magic. I started up TT-digger (wonderful program) and made a few discoveries. For example, the compiler was obviously work in progress and contained several undocumented features, such some support for 68020+ and the ability to turn off case-sensitivity and

turn on acceptance of underlines in identifiers. There are some things in the code of the compiler that I still don't understand. I don't know if a later version was ever released.

I now have Modula 2 code for a system that is no longer single-TOS friendly, although It can still produce code for TOS. At present it includes:

A modified and extended version of the TDI OPTION accessory which runs as a program (normally iconified).

The controlling desktop.

The editor, with scrolling problem fixed. The editor is the weakest part of the original system, as it only permits one window. But it handles errors nicely.

The compiler, likewise with scrolling fixed. I've taken out all the vector-grabbing, turned on the 68020 addressing support, added in-line 68020 support for LONGINT/LONGCARD mutiplies and divides, LONGREAL constants and inline 68882 code for the TT, as well as support for a memory-mapped 68882 (note - not a memory-mapped 68881, but that could be fixed - it's just that I don't have one).

The linker - ditto scrolling.

The GEM and standard libraries, including at least those of the modern GEMDOS, AES and VDI extensions that I have used so far.

Enhanced versions of the .SYM and .LNK file decoders. The supplied versions had not kept pace with the supplied compiler, let alone any 68020/FPU stuff.

I'm currently looking at the post-mortem debugger.

The compiler is not the smartest around but it is solid. It happily compiles itself on my 1040 even though you would not want to be in a hurry. No doubt I have introduced more bugs with my fiddling and, as I said, there are still things in the TDI compiler the purpose of which eludes me, but the system seems to work.

I've no idea what the legal status of all this is. The code, apart from the original .DEF files, is all my own but it is produced with much staring at TT-digger disassemblies.

If anyone has an interest in this, feel free to e-mail me directly if not replying on the news-group.

David
Susan and David Leaver 10 Goodparla St,
e-mail leaver@alphalink.com.au Hawker, ACT 2614
austarmetro.com.au Australia

1182. Re: Will discs from the UK play in the USA????

Newsgroup: comp.sys.atari.st
Date: 2004-02-03 01:47:21 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0402021747.541fcae8@posting.google.com>
Source record: 20771

drsmith666@aol.com (Bass Guitar God) wrote in message
news:<20040131040110.28446.00001120@mb-m15.aol.com>...
> I notice that a lot of british ebay users are offering ST software for sale.
> Will this software work on US computers?

In general, yes. I've purchased a lot of software from Britain and I
haven't had any trouble.

It is possible to create a program that won't sync correctly (50/60
Hz), but syncing software should fix that. In any event, it's not a
common occurance.

Galen

1183. Re: Do you HAVE to use an Atari monitor????

Newsgroup: comp.sys.atari.st
Date: 2004-02-03 02:06:36 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0402021806.2ff63be9@posting.google.com>
Source record: 20772

"exxos" <chris@home.co.uk> wrote in message
news:<401d6bab$0$2436$cc9e4d1f@news.dial.pipex.com>...

>
> What are the video timings for each resolution ? 640x480 must be a high
> enough refresh for a monitor to work with so must be like 60hz ? I imagine
> ST low is something like 25hz ?! anyone got any info on this kinda thing ?
>
The St uses TTL level Output of 1 V (P-P) with Sync/Scan of 15.75 kHz
@ 60 Hz for ST Low & Medium and 35.7 kHz @ 71.2Hz for ST High.

Galen

1184. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-02-03 12:06:20 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnc1v2aq.2d4.atari@core.preferuje.luzik.pl>
Source record: 20773

On Sat, 31 Jan 2004 00:56:16 +0100, Dennis Vermeire <dennis.vermeire@gmx.net> had a noticeable pleasure while writting:
> From: Adam Klobukowski <atari@gabo.pl>
> Date: Wed, 28 Jan 2004 19:56:49 +0000 (UTC)
>
> Hi Adam,
>
>>Writing a good and compilcated program is a huge task. Most of the Atari
>>softwre comes from pre-internet era, when it was not so easy to cooperate
>>between developers far from each other, so most of the made their
>>software commercial.
>
> I think that's putting it a bit mildly, AFAIK the programmers and even the
> translators kept in touch with each other by snail mail, a lot of info and
> contacts got also exchanged at various Atari shows which most of them in
> that "era" attended. The German programmers received also quite remarkable
> support from Atari Germany which supported them for a 100%. It's not like
> all software in those days was commercial either, I've got CD's full here
> packed with freeware and shareware apps dating from that period.
> The commercial programmers were only a small minority really, but they set
> the standards... standards which until today have only in some very rare
> cases been met/improved.

But most of this apps on your CD's are only small utility programs. Bigger programs almost always was commercial ones.

>>Also the spirit of free software was not so strong as it is today.
>
> That's merely a point of view Adam, I for example don't feel anything from
> that spirit, TBH I don't really care much for it either. Free software has
> always been around BTW, it's not like this is something new. What is new
> however is that thanks to internet, programmers spread all over the world
> can work on one particular project and interact with each other now.

The difference is that now free software is finally hitting comercial software ass. Have you seen free software like OpenOffice back in the 90' (and earlier)?

>>They did. MiNT was written by Eric R. Smith who was part of a MiNT
>>community for a long time. It was written from scratch without using any
>>TOS sourcecode (even when Atari hired Eric to make MiNT beter).
>
> Sure... except that Atari didn't hire him to make it better, they needed
> the kernel,
<cut>

I did a big cut becoude you've changed the subject. The subject was: "MiNT was/wasn't written byMiNT comunity".

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

1185. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-02-03 12:44:22 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1075837598-146867AEicMi@gmx.net>
Source record: 20778

From: lp <gfabasic@mint.net>
Date: Sat, 31 Jan 2004 03:22:30 -0500

>The commercial aspect is not all that great either. It has it's downside
>like anything. Look at all the Cyber series stuff that is now defunct
>and if you are lucky you might make it run on a Falcon or clone with some
>hack. More than likely won't work at all.

What for a crazy argument is this?
Of course it doesn't run on a Falcon or clone, the Cyber soft series were developed somewhere between 1985-1988, there wasn't a Falcon, TT or clone in sight yet... it's only defunct because you choose to upgrade to a non-compatible computer.

>I sunk loads of money in that stuff over the years.

All you need to do, is to pick up a free ST from somewhere and you'll be able to enjoy your "defunct" software for many years to come. Also reflect back to why you purchased that software in the first place... was there anything that came even close for free available? And is there anything similar available at this very moment (commercial, free or open source)?

>Cyber Paint however is now open source, so what's the rule of thumb here?
>Was commercial, now it's not, so it's no good? Now at least someone can
>fix it right if they so wish to.

NO!! The rule of thumb is that it has a different status now, and that's about it, like many apps that are open source now, it's just lying there idle... nobody cares about it. Instead of at least trying to upgrade some of these great titles of the past, all you guys seem to do, is dream up crazy dreams like porting Open office...

>Also all the money I sank in GFA, got a small fortune in that to with
>many updates and add on packages, and 0 support. They left us with a
>wonderful language, but a somewhat buggy editor.

Well, look at the bright side, at least you are able to use it on a clone and Falcon in contrast to the Cyber series :-)
And remember, no one forced you to buy GFA, every Atari came with ST-Basic (GFA in Germany and the Benelux countries), Omikron Basic or Hisoft basic. I presume you didn't like what was offered *free* to you, and *choose* for something far more better. For almost any application there have always been *free* alternatives available, these alternatives however usally lack features which are present in commercial software, if you want them, then you have to pay for them... if you can do without them, it's free. In a manner of speaking one pays for added value... Buying commercial software was your personal choice, it's plane obvious to everyone that all software

(be it commercial, free or open source) has a limited life span. Do you think MiNT will still be further developed in 20 years from now? Take the anology over to the Cyber series as example (almost 20 years old).

>As for Frank and Ozk these guys make my Hades tick, they provide stuff no >commercial dealer does, along with some other guys of course. ;-)

Good for you... but then I know at least one Hades that ticks away happily without anything on it from them, like you said, it's all perspective...

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

1186. Re: Jinnee

Newsgroup: comp.sys.atari.st
Date: 2004-02-03 12:44:38 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1075837584-144047AEicMi@gmx.net>
Source record: 20776

From: xlator@cix.compulink.co.uk
Date: Sat, 31 Jan 2004 20:42:11 +0000 (UTC)

Hi Peter,

>Though I hate to differ with my DDP colleague, the early version
>that he talked about:
>
>>>is really cool, cause I'm certainly impressed by the demo of v1.02 that
>>>I have
>
>*was* translated by Joe Connor for TransAction. From the HYP:
>
> jinnee (logo)
>
> Version 1.2e
> April 1996 - August 1998
> by
> Manfred Lippert
> English translation by Joe Connor/TransAction

No, that's not right either... Joe Connor translated the Hyp file and
English manual, the program itself however was translated by Helen Ross,
an anonymous name for most of us. Between 1989 - 1998 however Helen took
care of well over 150 English translations, everything ever published in
English by GFA for example was translated by her, and that's only a minor
example of the great work she done for this platform.
In 1998, she was fed up and switched over to the Mac platform, and ever
since we (DDP) try to fill the gap.

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

1187. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-02-03 12:45:22 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1075837616-150487AEicMi@gmx.net>
Source record: 20780

From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Date: Thu, 29 Jan 2004 16:01:39 +0000 (UTC)

>Gee, my heart bleeds :-)
>
>Actually, if some of the prices were better, I'd be using some PayPal
>funds to buy something. I quite fancy a Jag CD unit, or possibly an
>XF-551 for my XE VGS, but I'll just wait for flea-market specials. He's
>not listing anything for the Falcon, either.

He doesn't list a lot for the TT, Falcon and clones all together, and
that's another reason why I am one of the people objecting to his weekly
"newsletter" here. I don't doubt for a minute that 8bit users can obtain
stuff from him that they've been desperately looking for, but in general
for us the 16bit users he hasn't really got much on offer. He follows
this newsgroup, so he *must* be aware of the difficulties that people
living in the States have to obtain software & hardware for the latest
computers Atari developed. Instead of coming moaning in here how bad
business is, IMO he should start selling stuff that potential customers
want or at least can use.
Not a week passes by here without someone based in the US asking how and
where he can obtain certain software or hardware expansions, it doesn't
take a genius to realise that there is a potential market over there for
a "smart" enterprising person.

Cheers from Belgium
Dennis

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

1188. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-02-03 13:05:44 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1075837604-148167AEicMi@gmx.net>
Source record: 20779

From: Janez Valant <swe@atari.org>
Date: Sat, 31 Jan 2004 09:56:09 +0100

Hi Janez,

>I only want coders to be treated equaly. Of course, many more of us,
>hobby programers, are way under level of commercial dudes, or
>better saying our products are. On other hand, there is a lot of very
>capable coders arround, even in non commercial sphere, and i just want,
>that people recognize those coders too, and arent blind in this
>direction as__well.

Look around you, commercialism is everywhere. There are people making
movies, writing books and producing music all around that never ever will
even get mentioned. Is what they produce crap? Of course not, but they've
choosen a different direction and make stuff which isn't popular or
perhaps better put *appreciated* by the larger majority...

>_IF_those_apps_are_as_benefitial_as commercial ones for platform
>is totaly different question.__U_may_recall_im upset the most, when u
>start generalising on so big level as its comercial or non comercial
>base.. If id have to choose best coder i know (VERY VERY useless thing
>anyway) it would be from non commercial sphere..

But this is not about who might or not possibly be the best and possibly
the worst one. It's about surviving... if someone for example develops a
newsreader for this platform, it would be applauded by quite a few people,
if someone develops a new demo, it will be applauded by his colleages from
the scene... to develop that demo might be much more difficult and can
only be made by someone who knows the Atari OS inside out, but it'll only
be appreciated by "insiders". Ten years ago programming something complete
useless is not the same anymore today. Let's assume that there are some
100 programmers left on this platform, well IMO it's a waste of talent.
Not a month passes by without a couple of users jumping the ship, they
jump from the ship because software they find necessary isn't available
for this platform, a platform with no software is no platform, and this is
what's happening here.... the existing software is OK, but getting a bit
long in the tooth.... we need new apps, not demo's... which by the way
most of us can't run anymore, because we haven't got the suitable hardware
anymore :-(

>BUT mind u, that dont means those products are now usefull the most, or
>atari saviour and so on. Stuff like Cubase, Notator, Signum, DynaCadd,
>Magic.. and on end MiNT as well are things which did or will make us
>survive in great scale.

Stop dreaming...
Everything except for MagiC and MiNT which you took as example are reasons why people jump the ship... someone who is really serious about music won't be fiddling around anymore with the Atari versions of Cubase and Notator, Cubase SX and Apple Logic are the new kids in town. Signum no matter how good it is, produces documents which are incompatible with other platforms, not to mention that bitmapped fonts are out... as for DynaCad, if I was an engineer I probably would have loved is some odd 12 years ago, but now there is far more better & advanced available. I fail to see how any of those (once great) products will make us survive.

Be realistic...
I only see Calamus and TempusWord, these are about the only apps that have withstood the test of time, and will keep existing users on this platform for the forseeable future. And coincidence or not, but both these apps carry the commercial status.

>The demo scene is vital as well, many routines and techniques developed
>there saw light in commercial apps, and i do love it, but it is only a
>part.

Yes, that's what happened in the past. Today however it's not happening anymore. You also forgot to mention that these routines and techniques were used by coders who were offered a job by a software house. They've used their talent and the aquired techniques to produce software that was usefull for the overall majority of the users.

>Demo scenes usualy survives the longest (see vic20 scene, XL/XE scene
>etc), however thats not what i wish for our platform in general. I will
>stay with it, and enjoy, surely it is my most liked "corner" of Atari
>scene, but by fair i wont say its the ONLY branch__of_it.

I agree, I don't wanna see that happening either. If something like this would happen then we can't talk about a "platform" anymore either.

>I_want_Atari_as platform live as long as possible/ And i think its time,
>we stop this really useless and at some points, insulting debate, embrace
>some new steps, even if not enhusiastic about them, and see what happens.

I really tried not to insult/upset anyone, but then that's not really possible, there will always be at least some people who feel targetted. The debate however is necessary, because the "new steps" are clearly not working out, they're not really all that new anymore either, all this open source stuff has been discussed here over and over again for at least the last 5 years. And what exactly has come from it? Just name me one title that the overall majority of users use and find necessary... IMO the open source community (scene?) has mostly been developing/porting stuff which benefited themselves. In principal that's OK, but if we really wanna see this platform survive, then thing *must* change. Apps, utilities, drivers etc must be developed/ported which are usefull to the greater part of the users, and if that doesn't happen (soon), then there won't be much left, and the Atari platform may become the Atari scene... about the only program I can think of straight away, that benefited from open source is Aniplayer, just like the

Anodyne CD-Writer suite some parts of it are open source, IMO that's the best

way, porting over open source apps in general doesn't work because the native

Atari hardware lacks the necessary power to run them at a decent speed, but
adopting some routines seems a much more viable option.

>>As for that CD-R burner support: enjoy it while you can, about the only
>>manufacturer that still produces SCSI models is Plextor, and it costs a
>>small fortune, in about a year from now, there won't be any SCSI models
>>at all available anymore.
>
>__On_the_contrary,_there_will_be_TONS_of_cheap_2nd_hand_models_for_us,_wel
>l there already are :)

Ho ho... I haven't got anything against second hand stuff, in fact I use
some myself, but the very last thing I would spend money on is a second
hand CD-writer. CD-writers have a limited life, certainly the older
models, after a certain number of hours being used, the laser weakens too
much, and you'll start producing problematic CD-R's...
I'm not too sure about those "TONS" either, SCSI gear was mainly made for
Apple users, since they aborted SCSI, not a lot is produced anymore. Also
we are limited by the driver restrictions, only certain brands and models
are suitable. last argument: not everyone want to buy & use 2nd hand stuff.

>>Like I said, *at the moment* it's not good enough, but then who knows
>>what it'll look like in 12 months from now...
>
>Well__thats_perfectly_okay._Let_me_clear_something_here:_I_am_very_happy
>with HighWire, however__thats_because_of_its_FAST_rendering_engine,_very
>nice and fast dithering, already some nice reliabilty on some odd pages.
>That doesnt mean, however, CAB is bad, or HW better as CAB. CAB is a
>mature product, ok turning grandpa already, and HW really still lacks
>proper GUI, forms and about a zillion of things. BUT its engine is very
>good, caching (CABs prob) great and its growing. After forms will be
>added, it will be kinda usefull

Let's not discuss it just now, it's not fair either, it's still beta, so
can't or shouldn't be compared. In a nutshell: I said that I would compare
it once it reaches a true release number and lost its beta status. Needless
to say of course, that I expect it to come with all the (usefull) bells and
whistles that CAB has.
About that engine: The best one (speed and dithering) I've seen so far was
the one used in Wensuite, does anyone know about the status of that app? IIRC
there was a rumour sometime ago that the author would release the sources.

>And engine is hardest part... I love some CAB modules, no need i spit HW
>for lack of them here, i will and i did notify authors. As once already
>said, some suggestions i had were implemented. Last night on irc i nagged
>:) author and prob i had was resolved. Lukily it was small bug and did
>show up since i did a typo.

Printing from and saving to are important as well IMO, two features which CAB isn't very good at either BTW. And yes, I also like some of the supplied modules, I presume that it could be possible to get some of them working with Highwire as well?

>>Yes, when something appears that has the same (well more) features, as
>>what I'm using at the moment, I will. But right now, we need not to
>>discuss this, there are no open source apps that come even close. Note
>>that I said apps,not OS... and to be honest, I don't think it will ever
>>happen.
>
>Well_again_ill_point_its_imho_useless_debate._Open_source_may_or_may_not
>produce better apps as we have them. One day, hypoteticaly, Calamus
>author may release sources, coders may do changes and voila, better open
>source application. No need to remind me, its stupid example. Open/Close
>sources is not who makes things better, any side can do it, but open
>source allows easier transition to new hardware or patching or anything.
>No need that open source app is done from scratch. Biggest advantage as i
>see it is exactly__for_abandoned_platforms

But then all you do is serving us some warmed up food from a week old.
Let's assume for example that someone manages to make the cyber series that LP mentioned in a different post run on Falcons, TT's and clones.
Would this then mean that all of a sudden we would see a rise in users?
The cyber series were great at the time, but now they're outdated. What's the use to the larger part of Atari users to make a 20 year old program available again, if no new (important) features are added to it? Cypress is open source also now, it was a great word processor for simple work in its time, if someone would now maintain it, but only make it compatible to run on all Atari's, clones and emulators... well frankly, why and what the hell for?
In 1987 for example I bought the Timeworks DTP package, suppose that this package would now be open source and actively maintained, well, I wouldn't expect it to have the same features as Calamus, but at the very least I would expect it to be able to know colour and use TTF Fonts. That's a stupid example also, I know, but I hope you get to see my drift? Patching that old stuff is nice but you won't keep one single user tied to this platform with it. These apps need a lot of new features added, features which problably will have to be done from scratch.

>Take_PPC_clone,_noone_prolly_dont_want it, but without apps being
>translated to PPC flavor, they are useless. So big pallete of great apps
>we own, will be uselles. If machine is designed to emulate m68k, well
>then we have MagicMAC/Aranym/Steem already, so whats the fuzz?

Well the fuzz is that although the users would be able to use them on that imaginary Atari-PPC clone, the apps would only run faster -- which brings us to why the clones failed on this platform. Certain apps will benefit of course from a bigger speed, but most of them will only benefit a little, I'm tired of repeating it really, we need apps that take advantage of that new hardware, and that means new apps or existing apps with new features. MagiCMac/Aranym/Steem/Gemulator or whatever users have the same dilemma

really, MagiCMac here is roughly 20X faster then a Hades060, so what? If I type a letter in TempusWord under MagiCMac, what are the benefits compared to doing it on a TT? When I print the document it'll be printed a little faster and saving and loading will also be marginally faster, but that's it really. When however I wanna pack/unpack a very large file then I'll notice the difference in power immediately. Both the Hades and Milan their power, graphic card, PCI slots etc are so to speak idle. Because of the small numbers sold, commercial developers don't (can't) support these computers, but why are the freeware and open souce developers turning a blind eye also?

>And we all remember GREAT speed of MAC apps under m68k emulation...

Yes we do, but in the mean time they've moved on, their apps are running natively now. Commercial, shareware, freeware and open-source developers recognised the need for this. And it was necessary, because otherwise there probably wouldn't be an Apple inc. around anymore either. Atari and Commodore are the shiny examples, no matter how good and advanced the hardware is, without software taking advantage of it, there's only way way to go: DOWN !!!

>Ill_just_add_that_app_which_impressed_me_most_lately,_with_REALY_great
>coding and extrating power from Falcon, is freeware. Coding gem in
>any respect. However, may not be usable for every one, which shouldnt
>make it less good.

Yep, since it's for a Falcon only, it's indeed not usable for everyone :-) But then let's not fall over details. I'm convinced that if this platform would be in a different state, then the developer of that app surely would have received a very tempting offer from a software house. And unless that developer has strong principles, he would accept it. Commercial means some advantages also for a developer, he can focus on the development, while others take care of manuals, distribution, support etc...

>After all, even Paprurs is of not much usage to graphicist, etc. And it
>doesnt degrade any of existing great apps out there...

That's true, but Papyrus still is developed further on this platform, on the other hand, I can't recall a graphic app really which is still further developed on this platform. Meaning that the graphicist at some point will be forced to jump ship, the writer however for the time being has no reason to jump ship... It's not really important if an app is of use for a certain group of people, it's important for the survival of the platform that apps from no matter what category see further development, and believe me Janez, I don't really care who undertakes the development, be it commercial, free or open-source, the main thing is that we shouldn't be stuck to what we've got.

Cheers from Belgium
Dennis
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1189. Re: Dumb TT Questions

Newsgroup: comp.sys.atari.st
Date: 2004-02-03 13:11:48 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1075837594-146087AEicMi@gmx.net>
Source record: 20777

From: xlator@cix.compulink.co.uk
Date: Sat, 31 Jan 2004 20:42:10 +0000 (UTC)

Hi Peter,

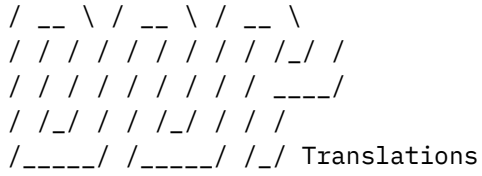
>ISTR that some Quantums, at least, needed parity (or was it
>initiator ID?) signals. Most hosts and drivers do not provide these.

Yes, every "Fireball" model fits in that category, but the hard disk
however is recognised under HD Driver and can be partitioned, booting from
it however is not possible, so anyone who obtains such a drive can only
use it as secondary hard disk. If being able to boot from it is not a
priority, then don't dismiss the "Fireball" models, they are build to
last, very very silent, and not power hungry at all.

>Which driver are you using? If it's not HDDRIVER, download the
>demo version and try that. Although commercial, it's by far the
>best driver available for the Atari, and is still supported.

I agree, also if HD Driver can't recognise the drive, then it's probably
defect. Like I said, HD Driver has no problems with the Fireballs models
from Quantum (I have two here somewhere).

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

1190. Re: scsi cd drive

Newsgroup: comp.sys.atari.st
Date: 2004-02-03 17:05:58 UTC
From: sf0218@aol.com
Message-ID: <20040203120558.24647.00001317@mb-m13.aol.com>
Source record: 20774

In the past few days, I've been able to getthe Falcon to see and acces the nec cddrive however, if I re-boot the Falcon, the boot partition gets corrupted again. This cddrive only has 1 cable slot to connect the scsi cable to. And it's got jumbers on the underside of the drive to set the id, which I've set to 5. I also have an apple 600e which extendos pro absolutely does not like as far as I can tell. Shame really as I believe it is the better drive.
There you have it. I'm just about ready to give up on the cddrive issue.

Sam F.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1191. Re: SCSI CD drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-03 18:34:45 UTC
From: sf0218@aol.com
Message-ID: <20040203133445.24647.00001327@mb-m13.aol.com>
Source record: 20775

Hi folks,

In the past few days, I've been able to getthe Falcon to see and acces the nec cddrive however, if I re-boot the Falcon, the boot partition gets corrupted again. This cddrive only has 1 cable slot to connect the scsi cable to. And it's got jumbers on the underside of the drive to set the id, which I've set to 5. I also have an apple 600e scsi external cddrive which extendos pro absolutely does not like as
far as I can tell. Shame really as I believe it is the better drive.
There you have it. I'm just about ready to give up on the cddrive issue.

Sam F.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1192. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-02-03 20:51:52 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <402009d6305c3a0@tripnet.se>
Source record: 20781

In comp.sys.atari.st <1075837616-150487AEicMi@gmx.net>
Dennis Vermeire wrote on Tue 03-02-2004 13:45 (+0100):

>From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
>Date: Thu, 29 Jan 2004 16:01:39 +0000 (UTC)
>
>>Gee, my heart bleeds :-)
>>
>>Actually, if some of the prices were better, I'd be using some PayPal
>>funds to buy something. I quite fancy a Jag CD unit, or possibly an
>>XF-551 for my XE VGS, but I'll just wait for flea-market specials. He's
>>not listing anything for the Falcon, either.
>
>He doesn't list a lot for the TT, Falcon and clones all together, and
>that's another reason why I am one of the people objecting to his weekly
>"newsletter" here. I don't doubt for a minute that 8bit users can obtain

After all this is actually comp.sys.atari.st and not .tt or .falcon. or
whatever! Ben has a lot of ST stuff like games and ST hardware on sale
but very little for "power users" who already have all the old stuff they
want. I'd love to buy from him but have very little interest in games.

>stuff from him that they've been desperately looking for, but in general
>for us the 16bit users he hasn't really got much on offer. He follows

That is not true! I read through his 16 bit catalogue the other night and
there are _lots_ of stuff. Took a couple of hours or so as the list is
not categorised.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1193. Re: Scripter not running?

Newsgroup: comp.sys.atari.st
Date: 2004-02-03 22:04:52 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <bvp5u4hmv1@news8.svr.pol.co.uk>
Source record: 20783

Hi All!

On 2 Feb 2004 15:30:30 +, Derryck Croker wrote:
>In article bvjqe9$oq6$1@news6.svr.pol.co.uk, Neil Chester at
>neil@adel6.freeserve.co.uk wrote on 1/2/04 21:18:
>
>> Under Magic 6.20 I installed the program and ALL the files to C:\SCRIPTER\
>> using the SETUP program. It proceeded to copy all the files, pausing only
>> twice to "check" SCRIPTER.APP (ie for the SCRIPTER.APP in \SCRIPTER and
>
>That sounds normal, from what I remember from installing other ASH apps with
>their install program. I guess it's personalizing files with your reg.
>details.
>
>> the Magic START folder. Then right at the end of the installation the I
>> got a Magic error - Speicherblock etc repair y/n.
>
>That doesn't sound good :-(
Nor does the 6 bombs in ordinary Falcon mode!
>
>> All the programs and files have been copied to the relevant places BUT
>> when I double click on the VERSION.SIC script in the DEMO folder nothing
>
>Instead, try running the Scripter app and then pointing the resulting file
>selector to one of your demo scripts. This will prove or disprove the
>successful installation of a major part of the package! You can also drag
>and drop a script onto scripter.app.

I just tried double clicking on SCRIPTER.APP nothing happens no File
selector or anything appears! Click and drag say VERSION.SIC to
SCRIPTER.APP produces the same result!

I have set up SCRIPTER.APP in the jinnee Applications dialog to open
*.sic.

The program mustn't be able to execute itself for some reason, ?corrupted
installation that SETUP doesn't flag instead it just throws a wobbly at
the end of copying the files....:-(

I wonder if I used SETUP.PRG from another ASH program would that work?

Thanks

Neil :-)

1194. Re: Do you HAVE to use an Atari monitor????

Newsgroup: comp.sys.atari.st
Date: 2004-02-03 22:11:59 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <bvp6bfcrh1@thorium.cix.co.uk>
Source record: 20784

In message <401d6bab$0$2436$cc9e4d1f@news.dial.pipex.com>, chris@home.co.uk said:

>What are the video timings for each resolution ? 640x480 must be a high
>enough refresh for a monitor to work with so must be like 60hz ? I imagine
>ST low is something like 25hz ?! anyone got any info on this kinda thing ?

Hi rez runs at 71.2 Hz vertical rate, the other two at 50 or 60 Hz
interlaced (50 is used for TV in Europe, 60 in US and Japan etc) since
the Atari was made so that it could be used with TVs as well as
monitors. The computer can be switched between 50 and 60 by software -
some games do it automatically, but there is also a CPX (or ACC?) to
do this.

Regards, /Peter/

1195. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-02-03 22:34:37 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <40201e0a40270e1@tripnet.se>
Source record: 20785

In comp.sys.atari.st <WFUTb.4018$%x4.423221@news.siol.net>
Janez Valant wrote on Tue 03-02-2004 23:46 (+0100):

>Dennis Vermeire wrote:
>
>
>> Stop dreaming...

> Ok Dennis that is it... I honestly thought reasoning with u is possible.

Just want to tell you both that I find these endless discussions
extremely boring and mostly mark them as read without bothering to read
at all. I suppose lots of others do the same... Why not take it to mail
and then post a resumï¿½ in c.s.a.advocasy who won the discussion :-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1196. Re: Dumb TT Questions

Newsgroup: comp.sys.atari.st
Date: 2004-02-03 22:36:37 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <VnVTb.41318$Wa.3552@news-server.bigpond.net.au>
Source record: 20786

Dennis Vermeire wrote:
> From: xlator@cix.compulink.co.uk
> Date: Sat, 31 Jan 2004 20:42:10 +0000 (UTC)
>
> Hi Peter,
>
>
>>ISTR that some Quantums, at least, needed parity (or was it
>>initiator ID?) signals. Most hosts and drivers do not provide these.
>
>
> Yes, every "Fireball" model fits in that category, but the hard disk
> however is recognised under HD Driver and can be partitioned, booting from
> it however is not possible, so anyone who obtains such a drive can only
> use it as secondary hard disk. If being able to boot from it is not a
> priority, then don't dismiss the "Fireball" models, they are build to
> last, very very silent, and not power hungry at all.

I had hoped you wouldn't say that:-), oh well off to Seagate.
>
>
>>Which driver are you using? If it's not HDDRIVER, download the
>>demo version and try that. Although commercial, it's by far the
>>best driver available for the Atari, and is still supported.
>
>
> I agree, also if HD Driver can't recognise the drive, then it's probably
> defect. Like I said, HD Driver has no problems with the Fireballs models
> from Quantum (I have two here somewhere).

HDDriver 7.6 detects the Fireballs fine on both my Falcon's just no luck
on the TT, might try the demo version 8 and see if is any better.

Regards from OZ

Mark Bedingfield

1197. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-02-03 22:46:30 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <WFUTb.4018$%x4.423221@news.siol.net>
Source record: 20782

Dennis Vermeire wrote:

> Stop dreaming...
> Everything except for MagiC and MiNT which you took as example are reasons
> why people jump the ship... someone who is really serious about music
> won't be fiddling around anymore with the Atari versions of Cubase and
> Notator, Cubase SX and Apple Logic are the new kids in town. Signum no
> matter how good it is, produces documents which are incompatible with
> other platforms, not to mention that bitmapped fonts are out... as for
> DynaCad, if I was an engineer I probably would have loved is some odd 12
> years ago, but now there is far more better & advanced available. I fail
> to see how any of those (once great) products will make us survive.
>
> Be realistic...
> I only see Calamus and TempusWord, these are about the only apps that have
> withstood the test of time, and will keep existing users on this platform
> for the forseeable future. And coincidence or not, but both these apps
> carry the commercial status.

Ok Dennis that is it... I honestly thought reasoning with u is possible. But it is not since u are picking smallest possible things, and turn them to call someone a dreamer or whatever. I said APPS LIKE Calamus and similar since they were flagships of Atari in the past, not THE Calamus and similar, meaning, we need new serious, proper apps. New, or existing ones updated. And TW is one of them. And i did said that in context described only one sentence before this dreaming line, sayin that even if i like demos and scene, the REAL (real as usable apps, apps LIKE Calamus..) apps are prospect for our future as platform. What is "dreamy" here? I explicitely say no demos, ports etc will help us, if we dont get new apps LIKE Calamus, Papyrus whatever, aka serious apps. Of course here also fit developin the existing ones, like TW... But u manage to turn something which is supporting u, to something i did not say! U found smallest possible error in text and twist it.. I realy cant and WONT debate anything, if ill have to write explicitly what apps, till last one possible, su u wont find app i forgot (since i talk general, aka: apps LIKE Calamus etc, which are serius apps. So that u wont pick on Calamus, TW is in there, Papyrus, CAB and so on) and call me dreamer and be realistic. If u explain what is wrong with me saying that we NEED usable and serious apps (LIKE Calamus, papyrus, tw2, cab etc) for future, and that those are what this platform need most, ill be all ear. As i see things, only wrong part with this, happens to be that I said that, and im in MiNT/OS camp, so lets blame me.. on something i did NOT say.. So ill stop dreaming u are person capable of discusing... I may agree with you, or i may not, u will find the way to let me know where my position is.. as u divide the positions...

> Yes, that's what happened in the past. Today however it's not happening
> anymore. You also forgot to mention that these routines and techniques
> were used by coders who were offered a job by a software house. They've
> used their talent and the aquired techniques to produce software that was
> usefull for the overall majority of the users.

ACE, year of release 2003. Ah yes, its tracker, so its shit, sorry it dont count. And for gods sake, why u have to be so picky, i only explained my view, aka that i like also the demo scene, and that democoders ARE great coders.. and u already picked that i forgot to mention they have got jobs. Of course many got them, thank god for that, but what im saying in my message was that ALL branches of coders, commercial, demo, games etc have GREAT and not so great coders.. why it has to turn in this... Again, u just cant stand a BIT of diffrent view on things u have...

Im really off from this debate, no use AT all. I mean from all debates in which u participate... If i happen to say what i know u have same view, and u still manage to blame, then its prolly me u cant stand...

Janez

1198. SF314

Newsgroup: comp.sys.atari.st
Date: 2004-02-04 00:15:31 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <DQWTb.41382$Wa.12569@news-server.bigpond.net.au>
Source record: 20787

Hi again all, just playing with putting a 1.44 mech in a SF314. I seem to recall that you had to make some mods to get it to work as a DSDD and not a SSDD drive? Any ideas? Can anybody remember that far back?

Mark Bedingfield

1199. Re: SF314

Newsgroup: comp.sys.atari.st
Date: 2004-02-04 00:38:24 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <4aXTb.41398$Wa.34926@news-server.bigpond.net.au>
Source record: 20788

Mark Bedingfield wrote:

> Hi again all, just playing with putting a 1.44 mech in a SF314. I seem
> to recall that you had to make some mods to get it to work as a DSDD and
> not a SSDD drive? Any ideas? Can anybody remember that far back?
>

Well don't worry guy's, got my models wrong. Should check more closely
next time. The SF315 was DSDD and the SF354 was SSDD.

Thanks anyway

Mark

1200. Re: Beta Testers for Tempus-Word NG (English release) wanted!

Newsgroup: comp.sys.atari.st
Date: 2004-02-04 12:36:36 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC4694B7.D9AF%derryck@nospam.cix.co.uk.invalid>
Source record: 20789

In article AxtTb.209117$xy6.1072518@attbi_s02, LS at me@email.net wrote on 2/2/04 14:55:

> Count me in.
> LS

Could you visit the web site <http://www.tempus-word.de/html/en/index.htm> and register your willingness at the email address found there; please use your correct email address in your application.

--

Cheers

Derryck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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

1201. Re: Beta Testers for Tempus-Word NG (English release) wanted!

Newsgroup: comp.sys.atari.st
Date: 2004-02-04 12:36:36 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC469514.D9B0%derryck@nospam.cix.co.uk.invalid>
Source record: 20790

In article bvm31h$504$1@news1.nivel5.cl, Bruce at No-Spam@Ivn.cl wrote on 2/2/04 19:00:

> Count me in too...
> Reach me at Bruce at Ivn.cl

Just in case Norbert doesn't see your message can you also register your interest at the email address quoted on

<http://www.tempus-word.de/html/en/index.htm>

Many thanks.

--

Cheers

Derryck


```
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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

1202. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-02-04 20:33:43 UTC
From: Chris Wilkinson <misterblobby@NOSPAMsnap.net.nz>
Message-ID: <1075926738.675763@kyle.snap.net.nz>
Source record: 20791

Hi there,

Misha wrote:
> Hi Dennis !!!
>
> On 28-Jan-2004, Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
>
>>But let's put it this way; you are able to run a pretty nice bunch of apps
>>
>>under your emulator, if these are all you care about, then you are indeed
>>a
>>happy emulator user. If on the other hand you wanna run things which don't
>>fit in that "nice bunch" category you've got a problem, a problem which
>>can
>>only be solved by original hardware. But then I presume like most emulator
>>users you disregard this "little" issue...
>
>
> Yeah !! But I have Falcon and STE (real) and I like it so much !!!
> On the other side I like Aranym because it works well !!!
> Everything is simple,use what you want and what you like !!!
> Some people are happy with ZX Spectrum !!! ;)

I can use Aranym on my Linux system, and its about 110 times faster for GEM apps (with AthlonXP 2500+) than the original Falcon is, according to GEMbench. But I still use my Falcon because MIDI and other stuff work. I have trouble with MIDI on linux, so I use the Falcon to play MIDI and let my Linux system take care of recording multitrack music (24 track 24-bit 96kHz). That way I get the best of both platforms, rather than struggling to get MIDI working in linux (which is awkward to say the least!)...

Oh, and I play Spectrum games on my linux emulator (Alien 8, Sabre Wulf, Jet Set Willy, Underwurlde, and all the old faves!). Those games to me are more enjoyable than Unreal Tournament 2003, and Return To Castle Wolfenstein, which I play the linux versions of...

--
Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
Remove spamblocker to send replies direct to my email...

1203. Re: ST (amiga) bus timings

Newsgroup: comp.sys.atari.st
Date: 2004-02-04 22:58:09 UTC
From: MikeJ <support@{nospam}fpgaarcade.com>
Message-ID: <1075935288.80661.0@iris.uk.clara.net>
Source record: 20792
Cross-posted to: comp.sys.atari.st,comp.sys.cbm

Hi all,

I currently have my resurrected ST hooked up to a logic analyser and have captured quite a lot of traces of the machine running, mainly around the video / glue customs. I am halfway through re-creating the custom ic's in VHDL (a hardware description language), with the aim of recreating the entire machine (not cpu for now) in an fpga. why ? it means the hardware will be preserved and be customisable. I used to write full overscan, sync scroll demos which I want my clone to run perfectly, so the hardware will have to be cycle accurate.

Just to be fair, I also have a A500 strapped to the analyser and it's next ..

I have completed a vic-20 already as a rehersal.www.fpgaarcade.com. I'll but the timing pics up on the web site next week sometime.

/MikeJ

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message news:bvhf13$2ap$3@news.eunet.yu...
> On 30 Jan 2004 23:18:10 , "exxos" wrote:
> >Hi all,
> >
> >Any ideas if the 8mhz and 4mhz have to be in sync with the 16mhz going into
> >the MMU ? I would imagine the 8mhz would since its the CPU clock, not sure
> >about the 4mhz ? and further 2mhz from the GLUE for the sound ? AFAIK the
> >2mhz is for sound, do I dont think theres a problem there, not actually sure
> >what the 4mhz is for ? and even less idea about one comming from the glue
> >which is 200khz or there abouts, anyone any ideas on this ?
>
> As far as I know, 2MHz (for the sound chip) and 500kHz (not 200kHz; for the
> ACIA chips) do not have to be in sync with the rest of the system.
> 32MHz, 16MHz, 8MHz and 4MHz have to be.
>
> cu;

1204. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-02-04 23:15:45 UTC
From: plastered_walrus@hotmail.com
Message-ID: <c272d292.0402041515.2668fdb7@posting.google.com>
Source record: 20793

Richard Kilpatrick <richard@dmc12.demon.co.uk> wrote in message
news:<56D2W8A2AZHAFwWw@btinternet.com>...
> In article <401d8829$0$4264$c30e37c6@lon-reader.news.telstra.net>,
> Clockmeister <no-one@nowhere.com> writes
> >I'd be really surprised to find any software for the Archimedes, or anyone
> >else who uses one in this country. I played around with an A3000 for a while
> >but nothing much of interest there. Nice co-operatively 16 bit OS, but
> >nothing special beneath the pretty exterior. Good educational tool though.
>
> Once again, you show a complete lack of research.
>
> The Archimedes had one of the finest score writing (and MIDI)
> applications available, Sibelius, which was only ported to Mac and PC
> with the demise of Acorn. It also had many applications in video.

A few in the UK, but outside of the UK it's nowhere to be found.

> BTW - the OS, and the computer/CPU, were both greater than 16-bit. ARM
> has always been 32-bit, and the applications use 26-bit whatevertheyares
> (registers? God knows. RISC OS is now 32-bit and a few apps are broken
> as a result).

Read "kludge"

> The A3000 is contemporary to the 1040ST and Amiga 500. It is
> considerably faster than both.

Without software to take advantage, and no proper multitasking.

> Richard, who needs to update his webpage to reflect new acquisitions -
> PET 2001-32N (for sale), Atari 800 and more Acorns ;)

Hurry up, let's have a look.

1205. new version of Audiotracker

Newsgroup: comp.sys.atari.st
Date: 2004-02-04 23:50:13 UTC
From: fried.man@sympatico.ca
Message-ID: <2b61dc2b.0402041550.be225cb@posting.google.com>
Source record: 20794

Hello, a while ago I got an email from Tim Conrardy via Thomas
Raukamp, about a new developer for AudioTracker. The new developer is
Gerhard Knapenski, in Laatzen Germany. The email said that if you
wrote to him and sent some postage he would send a copy of the new
version of AudioTracker. Has anyone actually got a copy from him?
I sent him some money for shipping a while ago but I haven't heard
anything as yet.
I am curious about this new (and free?!!) version of a very cool
program.
Mark

1206. Re: new version of Audiotracker

Newsgroup: comp.sys.atari.st
Date: 2004-02-05 06:33:53 UTC
From: thomas.raukamp@t-online.de
Message-ID: <b9eb3dd8.0402042233.ad00c84@posting.google.com>
Source record: 20795

Hi.

fried.man@sympatico.ca (Mark) wrote in message news:

> I am curious about this new (and free?!!) version of a very cool

Well, actually you need an installed version of AudioTracker to use
the update.
The new program replaces the old one in your AudioTracker-folder,
AudioTracker itself is copyright ny Soundpool.

> program.
> Mark

1207. Re: ST (amiga) bus timings

Newsgroup: comp.sys.atari.st
Date: 2004-02-05 07:01:08 UTC
From: exxos <chris@home.co.uk>
Message-ID: <4021ea2b$0$6841$cc9e4d1f@news.dial.pipex.com>
Source record: 20646
Cross-posted to: comp.sys.atari.st,comp.sys.cbm

"MikeJ" <support@{nospam}fpgaarcade.com> wrote in message
news:1075935288.80661.0@iris.uk.clara.net...
> Hi all,
>
> I currently have my resurrected ST hooked up to a logic analyser and have
> captured quite a lot of traces of the machine running, mainly around the
> video / glue customs. I am halfway through re-creating the custom ic's in
> VHDL (a hardware description language), with the aim of recreating the
> entire machine (not cpu for now) in an fpga. why ? it means the hardware
> will be preserved and be customisable. I used to write full overscan, sync
> scroll demos which I want my clone to run perfectly, so the hardware will
> have to be cycle accurate.
>
> Just to be fair, I also have a A500 strapped to the analyser and it's next
> ..
>
> I have completed a vic-20 already as a rehersal.www.fpgaarcade.com. I'll
but
> the timing pics up on the web site next week sometime.
>
> /MikeJ
>

This will be great to see!

Chris

> "Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
> news:bvhf13$2ap$3@news.eunet.yu...
> > On 30 Jan 2004 23:18:10 , "exxos" wrote:
> > >Hi all,
> > >
> > >Any ideas if the 8mhz and 4mhz have to be in sync with the 16mhz going
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> > >the MMU ? I would imagine the 8mhz would since its the CPU clock, not
> sure
> > >about the 4mhz ? and further 2mhz from the GLUE for the sound ? AFAIK
the
> > >2mhz is for sound, do I dont think theres a problem there, not actually
> sure
> > >what the 4mhz is for ? and even less idea about one comming from the
glue
> > >which is 200khz or there abouts, anyone any ideas on this ?
> >

> > As far as I know, 2MHz (for the sound chip) and 500kHz (not 200kHz; for
> the
> > ACIA chips) do not have to be in sync with the rest of the system.
> > 32MHz, 16MHz, 8MHz and 4MHz have to be.
> >
> > cu;
>
>

1208. Re: Beta Testers for Tempus-Word NG (English release) wanted!

Newsgroup: comp.sys.atari.st
Date: 2004-02-05 13:16:31 UTC
From: Norbert Simon <spamkiller@no-si.de>
Message-ID: <opr2we5thnmldby0@news.individual.de>
Source record: 20647

Hi!

To ease the process of joining the beta program, some more details:

To get part of it, we need some personal information, to compile your personal beta licence:

- First Name, Last Name, Adress (Street, Town, Country).
- Information about your hardware, you will use for testing.

===> Send your data to: info (at-sign) tempus-word . de <===

(Only mails with complete information an working e-mail adress will be processed.)

With this data we compile your license file for unlimited testing (no restrictions of printout) and - if you want to buy it, it is much easier for us to remember your discount 30% off.

Files will be available (planned) on Sunday, the 8th of February, 2004, 8:00 pm (GMT +1, MEZ). The prepared English pages have moved to http://www.tempus-word.de/en/index.htm (for information and testing purposes).

If you send us your data, we return to you your licence file, including all required links for downloading the program and document files, as soon as you can download them from our web pages.

Note: We respect privacy and grant for using your private data for nothing but this test.

Norbert Simon
Tempus-Word Projekt

1209. Re: Scripter not running?

Newsgroup: comp.sys.atari.st
Date: 2004-02-05 14:17:16 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC4800EC.DA80%derryck@nospam.cix.co.uk.invalid>
Source record: 20648

In article bvp5u4hmv1@news8.svr.pol.co.uk, Neil Chester at
neil@adel6.freeserve.co.uk wrote on 3/2/04 22:04:

> I just tried double clicking on SCRIPTER.APP nothing happens no File
> selector or anything appears! Click and drag say VERSION.SIC to
> SCRIPTER.APP produces the same result!

Doesn't sound hopeful!

> The program mustn't be able to execute itself for some reason, ?corrupted
> installation that SETUP doesn't flag instead it just throws a wobbly at
> the end of copying the files....:-(

I was guessing that it was barfing over opening the readme, if that's what's
supposed to do. Did it report that it had unpacked the app succesfully?

> I wonder if I used SETUP.PRG from another ASH program would that work?

Only one way to find out, somewhere there will be a specific list of what to
install, external to the prog if you're lucky.

--

Cheers

Derryck

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

1210. Re: scsi cd drive

Newsgroup: comp.sys.atari.st
Date: 2004-02-05 17:40:52 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC48019B.DA81%derryck@nospam.cix.co.uk.invalid>
Source record: 20649

In article 20040203120558.24647.00001317@mb-m13.aol.com, SF0218 at
sf0218@aol.com wrote on 3/2/04 17:05:

> In the past few days, I've been able to getthe Falcon to see and acces the nec
> cddrive however, if I re-boot the Falcon, the boot partition gets corrupted
> again. This cddrive only has 1 cable slot to connect the scsi cable to. And

Just to double-check that you've jumpered this drive to use its own
termination?

> 5. I also have an apple 600e which extendos pro absolutely does not like as
> far as I can tell. Shame really as I believe it is the better drive.

A fellow club member is using an Apple CDROM with Extendos.

> C-Lab Falcon, 14mbram,540mb hdd.,

Wasn't there something about C-Lab's implementation of the SCSI
port/whatever?

--

Cheers

Derryck

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

1211. Re: ST (amiga) bus timings

Newsgroup: comp.sys.atari.st
Date: 2004-02-05 17:56:05 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <opr2wr3rvzmj6qhx@news.ntua.gr>
Source record: 20650
Cross-posted to: comp.sys.atari.st,comp.sys.cbm

On Thu, 5 Feb 2004 07:01:08 -0000, exxos <chris@home.co.uk> wrote:

>> I used to write full overscan, sync
>> scroll demos which I want my clone to run perfectly, so the hardware
>> will
>> have to be cycle accurate.
>>

>
>
> This will be great to see!
>
> Chris
>

Also, can we see/download your demos somewhere? (or are they part of demos we've seen?)

--

George Nakos AKA GGN/KUA software productions - Atari or buST!

Real programmers disdain structured programming. oΩ½Structured programming is for compulsive neurotics who were prematurely toilet- trained. oΩ½They wear neckties and carefully line up pencils on otherwise clear desks.

To send mail, remove the ROCKS from the address shown.
That's g g n a t a t a r i d o t o r g

1212. Re: Magic

Newsgroup: comp.sys.atari.st
Date: 2004-02-05 18:17:50 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bvu1cc$nd5$1@sparta.btinternet.com>
Source record: 20651

Hi LP,

You forgot summat asshole

"lp" <gfabasic@mint.net> wrote in message
news:BC459B8E.4DC3%gfabasic@mint.net...
> in article WFUTb.4018$%x4.423221@news.siol.net, Janez Valant at
> swe@atari.org wrote on 2/3/04 5:46 PM:
>
> > Im really off from this debate, no use AT all. I mean from all debates
in
> > which u participate... If i happen to say what i know u have same view,
and
> > u still manage to blame, then its prolly me u cant stand...
>
> ' this is how it goes
> DO
> @change_subject(RANDOM(12731783812732))
> LOOP

DO
@change_subject(RANDOM(12731783812732))

IF MAGIC_VALID CRASH
LOOP

CRASH JMP CRASH

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

1213. ebay items for sale

Newsgroup: comp.sys.atari.st
Date: 2004-02-05 18:37:03 UTC
From: John Smith <john.smith@microsoft.com>
Message-ID: <bvu2hg$30d$1@ls219.htnet.hr>
Source record: 20652

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2785715147&ssPageName=ADME:B:LC:US:1

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2785714692&ssPageName=ADME:B:LC:US:1

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2785713887&ssPageName=ADME:B:LC:US:1

1214. Another overclockable 060 rev!?

Newsgroup: comp.sys.atari.st
Date: 2004-02-05 19:41:28 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.02.05.19.41.28.259754@nossspamXXatari-source.com>
Source record: 20653

Hey guys,

Just thought you would like to know that the XC68EC060RC66's being sold on eBay for $15 a piece are revision 4 chips with no MMU and FPU. If the lack of these units doesn't bother you, it's worth noting that my falcon is running overclocked at 92.5MHz with a chip temperature of 42C. I'm going to try for 100MHz later.. I suspect I will be able to maintain reasonable stability. My bus is also overclocked to 25Mhz now and I have one FAST falcon! I suspect the limitations on these chips is temp like the E41J mask and it could be overclocked to 105MHz on a water cooled setup.

Mark
http://portal.atari-source.com

1215. Re: Scripter not running?

Newsgroup: comp.sys.atari.st
Date: 2004-02-05 19:53:04 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <4022c74e89b9340@europe-shareware.org>
Source record: 20655

Hello,

in article <bvjqe9$oq6$1@news6.svr.pol.co.uk> (comp.sys.atari.st),
Neil Chester wrote on Sun 01-02-2004 21:18 (GMT):

> Under Magic 6.20 I installed the program and ALL the files to C:\SCRIPTER\
> using the SETUP program. It proceeded to copy all the files, pausing only
> twice to "check" SCRIPTER.APP (ie for the SCRIPTER.APP in \SCRIPTER and
> the Magic START folder. Then right at the end of the installation the I
> got a Magic error - Speicherblock etc repair y/n.

Maybe you could try to make the install in plain TOS.

I also remember a problem : if the translated files (config, readme,
etc.) do not have CR/LF ends of line, the setup program may crash (seen
that on a MagiC installation). Check if the ends of line are not either
of the LF ("UNIX") or CR (Mac) type. You can change them easily with
some text editor, for example Qed.

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
ST Magazine : http://stmagazine.org (French Atari fanzine)
Ric's HomePage : http://paricard.free.fr

1216. Used scsi

Newsgroup: comp.sys.atari.st
Date: 2004-02-05 20:27:09 UTC
From: sf0218@aol.com
Message-ID: <20040205152709.24788.00001380@mb-m16.aol.com>
Source record: 20654

Hello All,

I'm in the U.S.A. in Virginia. Anyone know of where to find used external scsi
cd drives?

My web searches aren't pulling up much.

Thanks
Sam F.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1217. sc1224 monitor question

Newsgroup: comp.sys.atari.st
Date: 2004-02-05 23:26:19 UTC
From: drsmith666@aol.com
Message-ID: <20040205182619.27248.00001477@mb-m11.aol.com>
Source record: 20656

How do you turn the sound up or down on this? is there an off or on switch?
thanks.

1218. Re: Used scsi

Newsgroup: comp.sys.atari.st
Date: 2004-02-06 00:05:11 UTC
From: Thomas Brown <twbrown1@peoplepc.com>
Message-ID: <9dm520563r082a2psk5fs2j1fp1t5pmmhe@4ax.com>
Source record: 20657

On 05 Feb 2004 20:27:09 GMT, sf0218@aol.com (SF0218) wrote:

>Hello All,
>
>I'm in the U.S.A. in Virginia. Anyone know of where to find used external scsi
>cd drives?
>
>My web searches aren't pulling up much.
>
>Thanks
>Sam F.
>Seattle Seahawks Nut
>Atari Computer Nut
>C-Lab Falcon, 14mbram,540mb hdd.,
>& Historical Miniatures Wargaming Nut

Well i got a apple cd-300 from Digital Dinos and it seems to work ok
(lol well cbhd see's it but still unable to access it from desktop)
external model was just $15.00 plus shipping

1219. Re: sc1224 monitor question

Newsgroup: comp.sys.atari.st
Date: 2004-02-06 01:02:28 UTC
From: oes <oes@deja.com>
Message-ID: <EIBUb.5114$4X.321383@twister.tampabay.rr.com>
Source record: 20658

"Bass Guitar God" <drsmith666@aol.com> wrote in message
news:20040205182619.27248.00001477@mb-m11.aol.com...
> How do you turn the sound up or down on this? is there an off or on
switch?
> thanks.
>

There's three different versions of the Atari 1224 monitor, JVC, Samsung,
and Goldstar all made 1224's. I know on mine the volume is on the same dial
as the on/off but the other two models probably have slightly different
controls.

Just something else for you to think about.

1220. Re: Used scsi

Newsgroup: comp.sys.atari.st
Date: 2004-02-06 05:57:52 UTC
From: Claude Bourgoin <claude@pivot.net>
Message-ID: <40230286$1_2@corp.newsgroups.com>
Source record: 20659

I bought a 2.1 gb SCSI drive from ebay for $5.25 yesterday. Just search on ebay.

"SF0218" <sf0218@aol.com> wrote in message news:20040205152709.24788.00001380@mb-m16.aol.com...
> Hello All,
>
> I'm in the U.S.A. in Virginia. Anyone know of where to find used external scsi
> cd drives?
>
> My web searches aren't pulling up much.
>
> Thanks
> Sam F.
> Seattle Seahawks Nut
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,
> & Historical Miniatures Wargaming Nut

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 100,000 Newsgroups - 19 Different Servers! =-----

1221. Daynaport SCSI link network

Newsgroup: comp.sys.atari.st
Date: 2004-02-06 06:01:49 UTC
From: Claude Bourgoin <claude@pivot.net>
Message-ID: <40230370_2@corp.newsgroups.com>
Source record: 20660

Has anyone been able to get the Daynaport SCSI link to work on an ATari and
PC network?

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 100,000 Newsgroups - 19 Different Servers! =-----

1222. Re: Daynaport SCSI link network

Newsgroup: comp.sys.atari.st
Date: 2004-02-06 07:51:40 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <zFHUb.13895$qK3.4575@bignews3.bellsouth.net>
Source record: 20661

"Claude Bourgoin" <claude@pivot.net> wrote in message
news:40230370_2@corp.newsgroups.com...
> Has anyone been able to get the Daynaport SCSI link to work on an ATari and
> PC network?

Yes, I have one on my CT2B Falcon using STing.

It works great with clients (CAB, FTP, MyMail, ICQ, etc), however, I've not been able to get the servers (http, ftp) to work very well. I haven't spent much time with servers so it's quite possible someone else has had better luck than I running them.

AFAIK there are only drivers for STing. Dan also did some versions for STik he might share if you email about it. None for MiNTnet or MagiCNet that I know of :/

Brian

1223. Re: scsi cd drive

Newsgroup: comp.sys.atari.st
Date: 2004-02-06 08:39:15 UTC
From: claytone@foxinternet.com
Message-ID: <ToIUb.626$ss.21837@bcandid.telisphere.com>
Source record: 20662

Hi Sam F.-

I haven't been following this thread, but noticed this posting, and decided to follow up. My Falcon (w/ Nemesis upgrade and 14 megs ram) uses a Yamaha 8x4x24 CR-RW. #CRW8424SX I have Anodyne's CD-Writer Suite. It reads fine, but I'm really embarassed to admit I've never written with it. I have used that unit on my laptop pc to burn CDs with. The SCSI ID switch says "3", altho I think I've had it at other numbers too.

Did you ever get your Falcon on-line? I posted some info about that a few days ago.

Good luck,

-Clayton Murray
Seattle, WA USA

On 3 Feb 2004 17:05:58 G, SF0218 wrote:
>In the past few days, I've been able to getthe Falcon to see and acces the nec
>cddrive however, if I re-boot the Falcon, the boot partition gets corrupted
>again. This cddrive only has 1 cable slot to connect the scsi cable to. And
>it's got jumbers on the underside of the drive to set the id, which I've set to
>5. I also have an apple 600e which extendos pro absolutely does not like as
>far as I can tell. Shame really as I believe it is the better drive.
>There you have it. I'm just about ready to give up on the cddrive issue.
>
>
>Sam F.
>Seattle Seahawks Nut
>Atari Computer Nut
>C-Lab Falcon, 14mbram,540mb hdd.,
>& Historical Miniatures Wargaming Nut
>.

1224. Retro Game and Computer Party, June 19th Holland

Newsgroup: comp.sys.atari.st
Date: 2004-02-06 09:17:06 UTC
From: CommodoreAmiga@adres.nl
Message-ID: <f881be19.0402060117.d434f9f@posting.google.com>
Source record: 20663

We organize a retro game and computerparty at june 19 at the Trefpunt, Kerkweg 21, Maarssen, Holland. We have already invited the computermuseum, classicgaming.nl, retrogames.nl, SNES web, De CVML, The Bonami computer museum, de Spellenmarkt, HCC Games, HCC MSX, HCC Sinclair, HCC Basic, HCC P2000, HCC 6500 etc. We will try to get all fans and active groups together. Greetings Ron van Schaik, http://commodore-gg.hobby.nl/

1225. Re: sc1224 monitor question

Newsgroup: comp.sys.atari.st
Date: 2004-02-06 09:28:26 UTC
From: "Dave T." <417ci-ohc-v8@Perth.com.au>
Message-ID: <40235e37$0$1731$5a62ac22@freenews.iinet.net.au>
Source record: 20664

unless is audio amplifier has failed, or the speaker, or the voliume dial,
or the cable or the monitor socket . . . or it could even be the ST...

"oes" <oes@deja.com> wrote in message
news:EIBUb.5114$4X.321383@twister.tampabay.rr.com...
>
> "Bass Guitar God" <drsmith666@aol.com> wrote in message
> news:20040205182619.27248.00001477@mb-m11.aol.com...
> > How do you turn the sound up or down on this? is there an off or on
> switch?
> > thanks.
> >
>
>
> There's three different versions of the Atari 1224 monitor, JVC, Samsung,
> and Goldstar all made 1224's. I know on mine the volume is on the same
dial
> as the on/off but the other two models probably have slightly different
> controls.
>
> Just something else for you to think about.
>
>

1226. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-02-06 10:02:32 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <Gk4ZhKGlS2IAFwZc@btinternet.com>
Source record: 20665

In article <c272d292.0402041515.2668fdb7@posting.google.com>,
Clockmeister <plastered_walrus@hotmail.com> writes

>A few in the UK, but outside of the UK it's nowhere to be found.

You might find Australia is out of the UK :)

>Read "kludge"

The kludge came later. 26-bit is a restriction of the initial ARM chip,
retained as a compatibility mode. Macs had much the same restriction.
The fix isn't even a kludge, a new OS, recompiled applications to make
them 32-bit clean (some existing apps already were), and you have a
stable ROM-based OS. The Iyonix is still an actively marketed and
developed computer :)

>Without software to take advantage, and no proper multitasking.

Ehwhat?! No proper multitasking? Do you know anything about RISC OS at
all? Even the slightest bit? As for the lack of software to take
advantage of the A3000s power, it had vector and rendering apps that
did, and were faster than the Amiga and ST.

>Hurry up, let's have a look.

http://www.dmc12.demon.co.uk/retrotech/ - it's still being updated at
present, so check back. I'm photographing the ABCs. Now, those are a
kludge ;)

Richard
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

1227. Re: scsi cd drive

Newsgroup: comp.sys.atari.st
Date: 2004-02-06 14:23:59 UTC
From: sf0218@aol.com
Message-ID: <20040206092359.22737.00000852@mb-m19.aol.com>
Source record: 20666

Hey Clayton,

Is your Falcon a C-Lab Falcon? Mine is, and it may or may not have a scsi port problem. Wizztronics had for some time awhile back and replaced some parts, and offhand I don't remember which parts they were, but Wizztronics assured me that the scsi port was fine cause they connected a scsi cd drive to it with no problems. Then again, it could be both of my cd drives, The NEC I purchased new bot old, the Apple 600 is used, so I got it for free. Does get power, but Extendos can't find it at all. Ticks me off actually. Oh well.

Sam F.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1228. Re: Used scsi

Newsgroup: comp.sys.atari.st
Date: 2004-02-06 14:26:22 UTC
From: sf0218@aol.com
Message-ID: <20040206092622.22737.00000853@mb-m19.aol.com>
Source record: 20667

I've got an Apple 600, but Extendos just can't see it. I think by NEC is toast. When I do get Extendos to see the NEC and reboot the Falcon, the boot partition gets corrupted. Weird.

Sam F.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1229. Re: Used scsi

Newsgroup: comp.sys.atari.st
Date: 2004-02-06 14:26:56 UTC
From: sf0218@aol.com
Message-ID: <20040206092656.22737.00000854@mb-m19.aol.com>
Source record: 20668

Sorry, I'm referring to scsi cd drives, not hdd.
Sam F.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1230. ADV: Atarian 30% off Discount & Gift!

Newsgroup: comp.sys.atari.st
Date: 2004-02-06 15:37:44 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0402060735080.10832-100000@onyx.spiritone.com>
Source record: 20669
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently offering my Atarian Discounts & Gift! 2 Discounts. A 20% off Discount on All Games/SoftWare & Books/References for Classic Atari 8 Bit & Atari ST Computer Lines! Or a 30% off Discount for my more regular Atari Customers covering All Games/SoftWare, Books/References and Most HardWare/ Accessories for Classic Atari 8 Bit & Atari ST Computer Lines. Plus Orders of at least $100.00 will also get a gift. Read specials.htm Link below for Details. Buyers outside the US can take advantage of favorable exchange Rates over the Dollar! Shipping and selling to anywhere the Law allows! Got Questions? E-Mail Ben Today at Atari@aracnet.com Get Catalogs below at

http://BensCatalogs.Atari.org and Call Ben AnyTime at (503)256-9974!!!
http://www.aracnet.com/~atari/specials.htm Atari Special Details!!
http://www.aracnet.com/~atari/maillist.htm Add to my E-Mailing list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1231. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2004-02-06 15:41:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0402060738020.10832-100000@onyx.spiritone.com>
Source record: 20670
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auctions Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Goto http://BensCatalogs.Atari.org or Call (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1232. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-02-06 15:44:22 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0402060741170.10832-100000@onyx.spiritone.com>
Source record: 20671
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1233. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2004-02-06 20:48:05 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c00ui4$t67$1@titan.btinternet.com>
Source record: 20672
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

HI There

It must be...

....Today!!.

Bennie boy, the retard of the Atari retail world is back with today's $20
offer off of used sex aids.

> Hi, I'm Ben Smith, Retail Retard, proprietor of Bull Shit Computers!

--

Regards Steve

Rope me a sheep and I'll make it smile.

1234. Re: Another overclockable 060 rev!?

Newsgroup: comp.sys.atari.st
Date: 2004-02-06 21:11:10 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <402402e8$0$28122$636a15ce@news.free.fr>
Source record: 20673

The limitation is from the Revision fab. !!
The thinest it is the better overclock you can use !

For 10$ it is may be a good 060 for those who don't need FPU & PMMU !
But be carefull, the EC has a big bug on the bus interface that makes the
cartridge port of the falcon not running !
No Cubase audio key with EC by exemple !

I don't know if I will get time to solve that because only 3 people use EC,
so....

"Mark D" <mducksub@nossspamXXatari-source.com> a ï¿½crit dans le message de
news: pan.2004.02.05.19.41.28.259754@nossspamXXatari-source.com...
> Hey guys,
>
> Just thought you would like to know that the XC68EC060RC66's being sold on
> eBay for $15 a piece are revision 4 chips with no MMU and FPU. If the
> lack of these units doesn't bother you, it's worth noting that my falcon
> is running overclocked at 92.5MHz with a chip temperature of 42C. I'm
> going to try for 100MHz later.. I suspect I will be able to maintain
> reasonable stability. My bus is also overclocked to 25Mhz now and I have
> one FAST falcon! I suspect the limitations on these chips is temp like
> the E41J mask and it could be overclocked to 105MHz on a water cooled
> setup.
>
> Mark
> http://portal.atari-source.com
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.576 / Virus Database: 365 - Release Date: 30/01/2004

1235. 68060 temperature

Newsgroup: comp.sys.atari.st
Date: 2004-02-06 22:00:41 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <40240e89.0@entanet>
Source record: 20675

I would like to know what temperature the 68060 in
my Milan is running at.

Could the CT60 program be modified to work on the
Milan ? I did try it once, some time ago, but it
wouldn't run.

regards,

Peter

1236. Re: Umax Astra 2200 Scanner and ScanX

Newsgroup: comp.sys.atari.st
Date: 2004-02-06 22:01:53 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4023ba2eb78993@comcast.net>
Source record: 20674

>in article 401de3821153457@comcast.net, Edward S. Baiz Jr. at
>edbaizjr@comcast.net wrote on 2/2/04 6:44 AM:
>
>> I tried that and it did not work. I finally heard from Nima and he
>> suggested something. In the Scanx box there are two buttons, one
>> on each side of the scanner name. Clicking on both of these by
>> passes that screen. Doing this, I was able to a little further and
>> get to the main scannng screen. Almost worked, but still nothing.
>> It looks like he is going to help me get it working. He is going
>> to send me a program that will tell him just what the problem is.
>
>Excellent, glad to hear he got hold of you.
>He sorted out the 2400 when I bought it.
>Great support!

Yes he does offer great support. I sent him an email 3 days ago,
but have not heard from him. Hopefully he will answer me this
weekend because I Have something I need to scan.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1237. Re: Daynaport SCSI link network

Newsgroup: comp.sys.atari.st
Date: 2004-02-06 22:13:09 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0402061413.5a1324f3@posting.google.com>
Source record: 20676

"Brian Roland" <BJRoland@bellsouth.net> wrote in message
news:<zFHUb.13895$qK3.4575@bignews3.bellsouth.net>...
> "Claude Bourgoin" <claude@pivot.net> wrote in message
> news:40230370_2@corp.newsgroups.com...
> > Has anyone been able to get the Daynaport SCSI link to work on an ATari and
> > PC network?
>
> Yes, I have one on my CT2B Falcon using STing.
>
> It works great with clients (CAB, FTP, MyMail, ICQ, etc), however, I've not been
> able to get the servers (http, ftp) to work very well. I haven't spent much
> time with servers so it's quite possible someone else has had better luck than I
> running them.
>
> AFAIK there are only drivers for STing.

Are the drivers you refer to from Anodyne Software? I have a
Daynaport, but haven't yet installed it.

Galen

1238. Re: Used scsi

Newsgroup: comp.sys.atari.st
Date: 2004-02-06 22:19:23 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0402061419.139b2e4a@posting.google.com>
Source record: 20677

sf0218@aol.com (SF0218) wrote in message
news:<20040205152709.24788.00001380@mb-m16.aol.com>...
> Hello All,
>
> I'm in the U.S.A. in Virginia. Anyone know of where to find used external scsi
> cd drives?
>
> My web searches aren't pulling up much.
>
Yeah, I did a search too a little while ago. Dennis Vermiere posted
almost exactly a year ago that we should jump on CD-RWs if we wanted
one, because they were drying up fast and boy was he right!

I'm afraid that you'll have to go to the used market. While a Yamaha
8x was actually being sold 15 months ago, there's very few CD-RWs
available for SCSI even on EBay. One good place to try is the low end
Macintoshes. Take a Quadra and steal its drive!

Galen (who thankfully has 2 SCSI CD-R and a SCSI CD, but no SCSI
CD-RWs)

1239. Re: 68060 temperature

Newsgroup: comp.sys.atari.st
Date: 2004-02-06 23:04:54 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <c016im$36g$1@tyfon.itea.ntnu.no>
Source record: 20679

Peter Slegg <peterslegg@===anti-spam===scubadivers.co.uk> wrote:
> I would like to know what temperature the 68060 in
> my Milan is running at.

> Could the CT60 program be modified to work on the
> Milan ? I did try it once, some time ago, but it

I don't think so. I don't think the temperature sensor pins are connected
to anything on the Milan.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1240. Re: Used scsi

Newsgroup: comp.sys.atari.st
Date: 2004-02-06 23:32:43 UTC
From: sf0218@aol.com
Message-ID: <20040206183243.14339.00000487@mb-m01.aol.com>
Source record: 20680

Thanks Galen. It's not like I don't have the cd drives. I have an NEC 25 that ExtenDos Pro will recognize, but when I reboot the Falcon, the boot partition gets way corrupted.

I also have an Apple CD600e, but ExtenDos Pro doen't even find it. It starting to look like I've got 2 dud cd drives.

Sam F.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1241. Re: Daynaport SCSI link network

Newsgroup: comp.sys.atari.st
Date: 2004-02-07 01:22:07 UTC
From: Claude Bourgoin <claude@pivot.net>
Message-ID: <40241361$1_2@corp.newsgroups.com>
Source record: 20678

I have a Falcon 030 14 meg, Magic 5.??. When I load sting I see that scsilink.stx loads but when use sting port setup cpx it doesn't show Ethernet0 as one of the selections. I think the truoble is with my route.tab file.

"Brian Roland" <BJRoland@bellsouth.net> wrote in message news:zFHUb.13895$qK3.4575@bignews3.bellsouth.net...
>
> "Claude Bourgoin" <claude@pivot.net> wrote in message
> news:40230370_2@corp.newsgroups.com...
> > Has anyone been able to get the Daynaport SCSI link to work on an ATari and
> > PC network?
>
> Yes, I have one on my CT2B Falcon using STing.
>
> It works great with clients (CAB, FTP, MyMail, ICQ, etc), however, I've not been
> able to get the servers (http, ftp) to work very well. I haven't spent much
> time with servers so it's quite possible someone else has had better luck than I
> running them.
>
> AFAIK there are only drivers for STing. Dan also did some versions for STik he
> might share if you email about it. None for MiNTnet or MagiCNet that I know of
> :/
>
> Brian
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 100,000 Newsgroups - 19 Different Servers! =-----

1242. Atari Online News, Etc. #06-06

Newsgroup: comp.sys.atari.st
Date: 2004-02-07 01:56:35 UTC
From: danap8@aol.comno-spam
Message-ID: <20040206205635.27200.00001757@mb-m11.aol.com>
Source record: 20681

```
A-ONE #0606 02/06/04

~ File-Sharing Appeal! ~ People Are Talking! ~ Police Raid Kazaa!
~ MyDoom: Just A Taste! ~ AOL Seeks SB Refund! ~ MS Escapes Attack!
~ .zip Files Dangerous! ~ What's Next for Linux? ~ New Xbox in 2005?
~ Law Doesn't Can Spam! ~ Kid Takes On Microsoft ~ Apple Safari Update!

-* MyDoom Brings Down SCO Site! *-
-* Pentagon Cancels Web Voting System! *-
-* Congress Eyes Internet Fraud Crackdown! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

1243. Re: Used scsi

Newsgroup: comp.sys.atari.st
Date: 2004-02-07 08:21:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200402070921.a46859@wun.maus.de>
Source record: 20688

Hi Sam!

S>Anyone know of where to find used external scsi cd drives?

No, but there's an alternative: You could buy some new ATAPI drive and an ACARD (http://www.acard.com) SCSI-2-IDE-adapter (model AEC-7720U). Not really cheap, but I've got two of these adaptors running with hard drives, and it should work with CD-ROMs and burners as well.

You could also connect an ATAPI drive internally to the IDE port of your Falcon, but this won't fit in the standard case (tower only, stronger PSU required).

With best regards
Ekkehard

1244. Re: scsi cd drive

Newsgroup: comp.sys.atari.st
Date: 2004-02-07 08:29:00 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <gl1Vb.1296$h86.991746@monger.newsread.com>
Source record: 20682

On 6 Feb 2004 14:23:59 G, SF0218 wrote:
>Hey Clayton,
>
>Is your Falcon a C-Lab Falcon? Mine is, and it may or may not have a scsi port
>problem. Wizztronics had for some time awhile back and replaced some parts,
>and offhand I don't remember which parts they were, but Wizztronics assured me
>that the scsi port was fine cause they connected a scsi cd drive to it with no
>problems. Then again, it could be both of my cd drives, The NEC I purchased
>new bot old, the Apple 600 is used, so I got it for free. Does get power, but
>Extendos can't find it at all. Ticks me off actually. Oh well.
>
>Sam F.

Hi Sam,
C-LAB Falcon here with SCSI External Yamaha CD-RW, Toshiba read only
and 2 SCSI hard drives.
After swapping out an old SCSI hard drive with a new one then I had file
copy problems + only one CDROM was recognized. By setting the system id to
7 in Extendos Install app it seems to have cleared up both problems (this
was done after cables were swapped out and terminations were checked) .

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

1245. File copy problem fixed :)

Newsgroup: comp.sys.atari.st
Date: 2004-02-07 08:36:33 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <ls1Vb.1297$h86.991789@monger.newsread.com>
Source record: 20683

Hi All,
First of all thanks to all who gave a shot at trying to help my file copy problem. It seems to be fixed (so far :) I set the system ID in Extendos Install app to 7 (I believe it states it should be automatic if left unset). Hence, I coppied a 150 meg file with no problem. Also, HDDriver FAT/Data cache is now at almost minimum (10/20). With the problem I had to increase it to use over 4 meg RAM (now at around 500k).

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

1246. Re: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-02-07 14:41:00 UTC
From: Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <c02teh$ev9$3@news-reader4.wanadoo.fr>
Source record: 20685

"Frank Szymanski" <Frank_Szymanski@du3.ohse.de> a crit dans le message de
news: 20040125183006.a38169@du3.maus.de...
> >nicely. The only thing i use PC for and not Atari are newsgroups infact.
> >No realy good reader for news, and i dont like pine for newsgroups. Knews
is
> >nice, but have issues with sending posts...
>
> You should try CAT (freeware) as your newsreader. To be honest CAT was the
> main reason why I stayed with my ATARI during the hard years.
> So today I am using my ATARIs again for mainly every task not only
> newsreading. :-)
>
Hello Frank,

I discovered that I sent the following directly to you instead of the
group - sorry.
I repost here, correctly adressed to the group :

I downloaded CAT, In2Cat and CATputz, installede and configured the
whole, but couldn't get it to retrieve anything so far.
The group list remains desperately empty, though I filled all the fields
correctly.
My Falcon is connects ADSL via EherNec, and I use MyMail with no
problem.
Did I miss something ?
Could you please help me ? or someone else in this group ?

Thanks in advance,

J.-Luc

Who'd like to use his FalCT60 again for the NGs, instead of this boring OE
;-)

--
From est une adresses anti-spam. Pour me r pondre, lire mon
adresse en zigzagant dans la bo te ci-dessous (fonte fixe, svp).
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below (non-prop font, please).

```
+---------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+---------------------------+
```

1247. Re: 68060 temperature

Newsgroup: comp.sys.atari.st
Date: 2004-02-07 15:11:53 UTC
From: michaels@heisenberg.ccac.rwth-aachen.de
Message-ID: <c02v7p$cj4$1@nets3.rz.RWTH-Aachen.DE>
Source record: 20686

In article <c016im$36g$1@tyfon.itea.ntnu.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>
>I don't think so. I don't think the temperature sensor pins are connected
>to anything on the Milan.

Correct, they are not connected.

cu
Michael

1248. HELP W/Sting problem

Newsgroup: comp.sys.atari.st
Date: 2004-02-07 16:54:37 UTC
From: Claude Bourgoin <claude@pivot.net>
Message-ID: <4024edee_2@corp.newsgroups.com>
Source record: 20684

I have a falcon 030, 14 meg of ram. My auto folder contains, sting.prg and sting.inf. I also run xcontrol as an ACC and have sting.cpx, stngport.cpx, and stngprot.cpx active.I have three scsi devices, Hard drive scsi ID 1.0, Daynaport scsi link scsi ID 1.3 and the falcon itself with a scsi ID of 1.7. I am running the latest version of HDDriver 8.1.

The problem I have is when I open up xcontrol and select sting port setup I get 2 bombs and the falcon locks up. Any suggestions would be helpful.

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 100,000 Newsgroups - 19 Different Servers! =-----

1249. Re: Another overclockable 060 rev!?

Newsgroup: comp.sys.atari.st
Date: 2004-02-07 18:07:32 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.02.07.18.07.32.275352@nossspamXXatari-source.com>
Source record: 20687

On Fri, 06 Feb 2004 22:11:10 +0100, Rodolphe Czuba wrote:

> The limitation is from the Revision fab. !!
> The thinest it is the better overclock you can use !
>
> For 10$ it is may be a good 060 for those who don't need FPU & PMMU !
> But be carefull, the EC has a big bug on the bus interface that makes the
> cartridge port of the falcon not running !
> No Cubase audio key with EC by exemple !
>

So THAT's why my ethernet isn't working! Thanks Rodolphe :) You know
everything.

> I don't know if I will get time to solve that because only 3 people use EC,
> so....

Gah, and I'm working on getting a replacement full with an fpu anyway ;-)

Thanks,
Mark
http://portal.atari-source.com

1250. Re: Cat+In2Cat, was: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-02-07 20:54:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200402072154.a46863@wun.maus.de>
Source record: 20696

Hallo Jean-Luc!

JL>I downloaded CAT, In2Cat and CATputz, installede and configured the
JL>whole, but couldn't get it to retrieve anything so far. The group list
JL>remains desperately empty, though I filled all the fields correctly.

Are you sure? Did you read and follow my brief english install manual from
Dimitri Junker's site?
(http://www.dimitri-junker.de/software/cat/Cat_Engl/cat_engl.html)

JL>My Falcon is connects ADSL via EherNec, and I use MyMail with no
JL>problem.

Which Stack? STinG, MagiCNet or MiNT-Net? In any case, the internal buffer of
STinG or GlueSTiK has to be set to at least 120kB (ALLOCMEM-line in
default.cfg).

JL>Did I miss something ?

I guess so, as fo me it's working :-)

JL>Could you please help me ? or someone else in this group ?

I'll try my best :-)

The first thing is: Did you call In2Cat by selecting the menu entry
"swap/execute terminal progr." (Tausch/zum Terminalprogramm) in Cat? In2Cat
should open it's window then, and state some "connecting to host" and
associated "receiving data" messages. If it does, and fails somewhere, there
should be evidence in the in2cat.log file as of where the problem is.

The second thing is: Is request of info files (like the grouplist) enabled?
Check the "swap" (Tausch) menu entry "configure infile..." (Infile
konfigurieren), and make sure the first entry "request info-files" (Infodateien
anfordern) is active. If it is, try disabling it, quit this dialogue with okay,
re-enter, enable it, and save settings. Try getting the grouplist again.

If this fails, post the in2cat.log and the infile.txt for further analysis.

With best regards
Ekkehard

1251. Re: HELP W/Sting problem

Newsgroup: comp.sys.atari.st
Date: 2004-02-07 21:09:23 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <9qcVb.14196$Rl4.9941@bignews5.bellsouth.net>
Source record: 20689

"Claude Bourgoin" <claude@pivot.net> wrote in message
news:4024edee_2@corp.newsgroups.com...
> I have a falcon 030, 14 meg of ram. My auto folder contains, sting.prg and
> sting.inf. I also run xcontrol as an ACC and have sting.cpx, stngport.cpx,
> and stngprot.cpx active.I have three scsi devices, Hard drive scsi ID 1.0,
> Daynaport scsi link scsi ID 1.3 and the falcon itself with a scsi ID of 1.7.
> I am running the latest version of HDDriver 8.1.
>
> The problem I have is when I open up xcontrol and select sting port setup I
> get 2 bombs and the falcon locks up. Any suggestions would be helpful.

Greetings Claude,
What all is in your auto folder?
What order is it in?
Do you use MultiTOS, MagiC, Geneva?

Some things to check...
Make sure the SCSI/Link is terminated since it's last in the chain.
Make sure the SCSI Drivers are enabled in HDDriver.
Experiment with AUTO apps and their order.

In your STing folder...
Disable any STX drivers you don't need to start with.
You'll need the TCP/IP and other 'protocol' modules, and the SCSI/Link driver of course.

One thing to keep in mind about the SCSI/Link STX.
Avoid any access to the Floppy drive when using your Ethernet. Floppy access while STing is enabled with these drivers can sometimes lead to bombs. Once it's working for you...remember to disable STing in the CPX when you need to access the Floppy.

Another thing you might look into is the sting config file in your STing folder. Make sure there aren't any really wild default settings that might lead to crashes, such as not-enough or WAY too much memory being asked for by STing on init.

Disable all CPX but the STing ones at first....
If still no go....
Try having XControl load the general Falcon CPX FIRST...with caches and blitter disabled...then
enabled, etc....

Finally, try reinstalling your STing package and SCSI/Link drivers...in case there's a bad file or something.

Once you get the Falcon booting STing without bombs...selecting the Ethernet CPX should show its proper MAC Address. If you have problems at this stage, come back here and maybe we can offer more info about properly setting the TCP/IP stack and such.

Brian

1252. Re: Used scsi

Newsgroup: comp.sys.atari.st
Date: 2004-02-07 21:30:15 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <402541047d6422@tripnet.se>
Source record: 20690

In comp.sys.atari.st <200402070921.a46859@wun.maus.de>
Ekkehard Flessa wrote on Sat 07-02-2004 09:21 (+0100):

>S>Anyone know of where to find used external scsi cd drives?
>
>No, but there's an alternative: You could buy some new ATAPI drive and an ACARD
> (http://www.acard.com) SCSI-2-IDE-adapter (model AEC-7720U). Not really cheap,
>but I've got two of these adaptors running with hard drives, and it should work
>with CD-ROMs and burners as well.

Very interesting!

They (acard.com) claim that the adaptor also works with CD-RW but only
with certain CD burner programs (Easy CD Creator). Makes me wonder if it
would work with Anodyne's CD Writer Suite?

Normally you can connect two units to an IDE cable but it looks like this
adaptor only support one, right?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1253. SpritWare

Newsgroup: comp.sys.atari.st
Date: 2004-02-08 00:08:49 UTC
From: sf0218@aol.com
Message-ID: <20040207190849.21957.00001018@mb-m22.aol.com>
Source record: 20691

Hi All,

Where can I find the Spiritware Concordance KJV bible software for Atari?
I have it, but I think my disk 4 is toast,

Thanks
Sam F.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1254. Re: 68060 temperature

Newsgroup: comp.sys.atari.st
Date: 2004-02-08 00:16:17 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <40257fc8$0$28139$626a14ce@news.free.fr>
Source record: 20692

If they are not connected to ground, really unconnected, it may be easy to
add the small part of the CT60 schematics and include the two I2C registers
in a very small CPLD on the Milan address bus.

If somebody want to do that, the CT60 schematics are on-line and the I2C
addresses are in the CHG document online too :
www.czuba-tech.com
And for software routs, I think Didier may be ok to furnish them if it is
not already done in the sources of the CT60 software pack !

Regards

"Michael Schwingen" <michaels@heisenberg.ccac.rwth-aachen.de> a ï¿½crit dans
le message de news: c02v7p$cj4$1@nets3.rz.RWTH-Aachen.DE...
> In article <c016im$36g$1@tyfon.itea.ntnu.no>,
> Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> >
> >I don't think so. I don't think the temperature sensor pins are connected
> >to anything on the Milan.
>
> Correct, they are not connected.
>
> cu
> Michael

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.576 / Virus Database: 365 - Release Date: 31/01/2004

1255. Re: SpiritWare

Newsgroup: comp.sys.atari.st
Date: 2004-02-08 00:48:31 UTC
From: sf0218@aol.com
Message-ID: <20040207194831.21957.00001020@mb-m22.aol.com>
Source record: 20693

To All,

Forget the original message, I got the problem fixed.

Sorry and Thanks

Sam F.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1256. Falcon RAM Expansion Problem

Newsgroup: comp.sys.atari.st
Date: 2004-02-08 01:38:21 UTC
From: Derek Mark Edding <dreq@earthlink.net>
Message-ID: <hqgVb.16912$GO6.15293@newsread3.news.atl.earthlink.net>
Source record: 20694

Hi Folks,

I dug out my Falcon after a few years hiatus in order to play with CAF, and found that its RAM expansion appears to have died. It's a Personal Computer Systems AB board that takes four 4MB SIMMs. I had to cut a square out of the metal shield for it to fit. It makes the top of the Facon's case bulge slightly.

With the expansion RAM card, the Falcon reboots after about 5 minutes. When I put the old 4MB RAM board back inside, it worked fine. I swapped the two cards a second time just to make certain.

I'm in the market for a new RAM upgrade, unless anyone has an idea of what to try with this one. I did remove all of the SIMMs and put them back in a different order, but this had no affect.

I saw that B&C ComputerVisions sells them, but they did not respond to my email.

Anyone know who still sells them? Is it still possible to get the SIMMs?

Thanks!

-dreq

1257. Re: Falcon RAM Expansion Problem

Newsgroup: comp.sys.atari.st
Date: 2004-02-08 01:53:59 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.02.08.01.53.59.367814@removenoaspam.atari-source.com>
Source record: 20695

On Sun, 08 Feb 2004 01:38:21 +0000, Derek Mark Edding wrote:

> Hi Folks,
>
> I dug out my Falcon after a few years hiatus in order to play with CAF,
> and found that its RAM expansion appears to have died. It's a Personal
> Computer Systems AB board that takes four 4MB SIMMs. I had to cut a
> square out of the metal shield for it to fit. It makes the top of the
> Facon's case bulge slightly.
>
> With the expansion RAM card, the Falcon reboots after about 5 minutes.
> When I put the old 4MB RAM board back inside, it worked fine. I swapped
> the two cards a second time just to make certain.
>
> I'm in the market for a new RAM upgrade, unless anyone has an idea of
> what to try with this one. I did remove all of the SIMMs and put them
> back in a different order, but this had no affect.
>
> I saw that B&C ComputerVisions sells them, but they did not respond to
> my email.
>
> Anyone know who still sells them? Is it still possible to get the SIMMs?
>
> Thanks!
>
> -dreq

Since you don't have a CT60, You could probably use my upgrade without
troubles, though I have yet to thoroughly test it with my ct60 now that
it's stable. I'll get back to you if I decide to sell it.

Thanks,
Mark
http://portal.atari-source.com

1258. Re: Used scsi

Newsgroup: comp.sys.atari.st
Date: 2004-02-08 06:15:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200402080715.a46868@wun.maus.de>
Source record: 20709

Hallo Kenneth!

KM>They (acard.com) claim that the adaptor also works with CD-RW but only
KM>with certain CD burner programs (Easy CD Creator). Makes me wonder if
KM>it would work with Anodyne's CD Writer Suite?

I'll have to test it some day, perhaps next weekend. It normally should, as access to the ATAPI-CD-writer is via the SCSIDRV interface anyway, even on the IDE bus, so the hardware interface shouldn't matter.

KM>Normally you can connect two units to an IDE cable but it looks like
KM>this adaptor only support one, right?

The manual says so also (or at least doesn't mention the ability to use two units). The program in the micro controller would have to support it and map the second device to SCSI-ID x, unit 1 or SCSI-ID x+1, unit 0, where the latter would eat up two SCSI-IDs.

There's one unit mentioned that supports connection of two drives, model ARS2120, but it's for UW-SCSI, and there's no indication of the mapping scheme. Any volunteer to test that one (with an narrow-to-wide adaptor) on an atari?

With best regards
Ekkehard

1259. Re: Falcon RAM Expansion Problem

Newsgroup: comp.sys.atari.st
Date: 2004-02-08 06:31:20 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <MHkVb.23967$uS3.873@bignews4.bellsouth.net>
Source record: 20697

"Derek Mark Edding" <dreq@earthlink.net> wrote in message
news:hqgVb.16912$GO6.15293@newsread3.news.atl.earthlink.net...
> Hi Folks,
> I'm in the market for a new RAM upgrade, unless anyone has an idea of
> what to try with this one. I did remove all of the SIMMs and put them
> back in a different order, but this had no affect.

Try http://www.wizztronics.com
They have a 14meg board that takes a single inline 32pin 16meg SIMM. They
likely got a SIMM for it as well.

Brian

1260. Re: 68060 temperature

Newsgroup: comp.sys.atari.st
Date: 2004-02-08 12:16:14 UTC
From: michaels@heisenberg.ccac.rwth-aachen.de
Message-ID: <c059ae$a51$1@nets3.rz.RWTH-Aachen.DE>
Source record: 20698

In article <40257fc8$0$28139$626a14ce@news.free.fr>,
Rodolphe Czuba <rczuba.yenamarre@free.fr> wrote:
>If they are not connected to ground, really unconnected, it may be easy to
>add the small part of the CT60 schematics and include the two I2C registers
>in a very small CPLD on the Milan address bus.

They should be left open.

For a one-time measurement, it might be easier to just attach a simple
multimeter and do the conversion by hand.

cu
Michael

1261. User's Guide To The Internet For The Atari

Newsgroup: comp.sys.atari.st
Date: 2004-02-08 13:29:26 UTC
From: Andy <montyburns56@btarecrapinternet.com>
Message-ID: <402639b6$0$10337$cc9e4d1f@news-text.dial.pipex.com>
Source record: 20699

I've got an unused copy of User's Guide To The Internet For The Atari by R.E.Golding (1997) which anyone in the UK can have for the price of the postage (�2) . Email me if you are interested at montyburns57 at yahoo.co. uk. otherwise it's going in the bin!

Andy

1262. Tempus-Word NG (English) Beta available!

Newsgroup: comp.sys.atari.st
Date: 2004-02-08 20:23:50 UTC
From: Norbert Simon <spamkiller@no-si.de>
Message-ID: <opr22ix0xpmldby0@news.individual.de>
Source record: 20700

The Beta Release of Tempus-Word NG in English is available:

http://www.tempus-word.de/en/download/index.htm

Best Regards,

Norbert Simon
Tempus-Word Project

1263. Re: Falcon RAM Expansion Problem

Newsgroup: comp.sys.atari.st
Date: 2004-02-08 22:54:07 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c06emdnoc1@titan.btinternet.com>
Source record: 20701

Hi Derek

> I dug out my Falcon after a few years hiatus in order to play with CAF,
> and found that its RAM expansion appears to have died. It's a Personal
> Computer Systems AB board that takes four 4MB SIMMs. I had to cut a
> square out of the metal shield for it to fit. It makes the top of the
> Facon's case bulge slightly.

If its been stood for any length of time the Electrolytics have probably thrown a hissy fit, power it up and leave it running for as long as you can and then repeat the test, if that don't work try and borrow a PSU for testing purposes.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

1264. Re: Falcon RAM Expansion Problem

Newsgroup: comp.sys.atari.st
Date: 2004-02-09 02:34:05 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0402081834.6867b57@posting.google.com>
Source record: 20702

"Brian Roland" <BJRoland@bellsouth.net> wrote in message
news:<MHkVb.23967$uS3.873@bignews4.bellsouth.net>...
> "Derek Mark Edding" <dreq@earthlink.net> wrote in message
> news:hqgVb.16912$GO6.15293@newsread3.news.atl.earthlink.net...
> > Hi Folks,
> > I'm in the market for a new RAM upgrade, unless anyone has an idea of
> > what to try with this one. I did remove all of the SIMMs and put them
> > back in a different order, but this had no affect.
>
> Try http://www.wizztronics.com
> They have a 14meg board that takes a single inline 32pin 16meg SIMM. They
> likely got a SIMM for it as well.
>
> Brian

The Wizztronics board is a good one, has worked well here with a
Nemesis,CT2B, and CT60.
Wayne

1265. Re: HELP W/Sting problem

Newsgroup: comp.sys.atari.st
Date: 2004-02-09 11:59:54 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <_CKVb.1326$VP1.893409@newshog.newsread.com>
Source record: 20703

On 7 Feb 2004 08:54:37 -, "Claude Bourgoin" wrote:
>I have a falcon 030, 14 meg of ram. My auto folder contains, sting.prg and
>sting.inf. I also run xcontrol as an ACC and have sting.cpx, stngport.cpx,
>and stngprot.cpx active.I have three scsi devices, Hard drive scsi ID 1.0,
>Daynaport scsi link scsi ID 1.3 and the falcon itself with a scsi ID of 1.7.
>I am running the latest version of HDDriver 8.1.
>
>The problem I have is when I open up xcontrol and select sting port setup I
>get 2 bombs and the falcon locks up. Any suggestions would be helpful.
>

It's been a while since I used Sting but I believe you don't need the 3
CPXs installed. It might be the port cpx since Dial.scr should have the
port set to Modem2.
Most important is that you have the correct package of files since thee
were many upgrades and the files don't mix!
Have you tried Stik2?

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

1266. Second RAM I/F in Falcon?

Newsgroup: comp.sys.atari.st
Date: 2004-02-09 15:38:53 UTC
From: Derek Mark Edding <dreq@earthlink.net>
Message-ID: <hQNVb.17588$jH6.9158@newsread1.news.atl.earthlink.net>
Source record: 20704

Hi Folks,

While I had my Falcon open and was testing its memory expansion, I noticed that there was a second set of identical rows of pins for a memory module a few inches (or several cm) to the left of the populated one.

The two rows of pins occur in the same arrangement as the ones for the populated RAM module. There are a couple of jumpers on the pins in the lower row.

It seems odd that Atari would have designed the falcon to have two separate RAM cards. I don't have a schematic for the beast. Does anyone know what the other set of pins were intended for, if anything?

Thanks.

-dreq

1267. Source for CT-60 in USA?

Newsgroup: comp.sys.atari.st
Date: 2004-02-09 15:41:14 UTC
From: Derek Mark Edding <dreq@earthlink.net>
Message-ID: <uSNVb.17610$jH6.498@newsread1.news.atl.earthlink.net>
Source record: 20705

Hi Folks,

I've seen the CT-60 discussed here and I was wondering if anyone sells
it within the USA.

Thanks!

-dreq

1268. Re: ST (amiga) bus timings

Newsgroup: comp.sys.atari.st
Date: 2004-02-09 16:41:43 UTC
From: MikeJ <support@{nospam}fpgaarcade.com>
Message-ID: <1076344690.19035.0@iris.uk.clara.net>
Source record: 20706
Cross-posted to: comp.sys.atari.st,comp.sys.cbm

Part of this current project was to archive off my old source before the
floppies die forever.

I might stick the source up to the intros/demos I wrote on the website at
some point. I would have to tidy them up first though ...

I found a site the other day that has all the old classics :

http://wwwbrauer.informatik.tu-muenchen.de/~brandtf/ataridemos.html
>
> >> I used to write full overscan, sync
> >> scroll demos which I want my clone to run perfectly, so the hardware
> >> will
> >> have to be cycle accurate.
> >>
>
> >
> >
> > This will be great to see!
> >
> > Chris
> >
>
> Also, can we see/download your demos somewhere? (or are they part of demos
> we've seen?)
>
> --
>
> George Nakos AKA GGN/KUA software productions - Atari or buST!
>

1269. Re: Second RAM I/F in Falcon?

Newsgroup: comp.sys.atari.st
Date: 2004-02-09 17:47:02 UTC
From: rsmac@t-online.de
Message-ID: <1g8wjvv.1wd0371o1cc1eN%rsmac@t-online.de>
Source record: 20707

Derek Mark Edding <dreq@earthlink.net> wrote:

> anyone know what the other set of pins were intended for, if anything?

Internal expansions port J19 / J20 (CPU Bus)

J19 (J16)

```
o o o o o o o o o o o o o o o o o o o o o o o o o o o o o o o o o o 50
1 o o o o o o o o o o o o o o o o o o o o o o o o o o o o o o o o o o
```

```
---------
----- ----- |
| | | | |
----- ----- | CPU
U49 U59 |
```

J20 Jumper

```
###
o o o o o o o o o o o o o o o 30
1 o o o o o o o o o o o o o o o
```

Accelerators like CT2, CT060, Afterburner

Regards, Robert

```
--
-= Home of DOIT-Archive =-
_____________________________________
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>
```

1270. Re: HELP W/Sting problem

Newsgroup: comp.sys.atari.st
Date: 2004-02-09 17:49:53 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <4027c838c92c80@tripnet.se>
Source record: 20708

In comp.sys.atari.st <_CKVb.1326$VP1.893409@newshog.newsread.com>
John Garone wrote on Mon 09-02-2004 11:59 (GMT):

>On 7 Feb 2004 08:54:37 -, "Claude Bourgoin" wrote:
>>I have a falcon 030, 14 meg of ram. My auto folder contains, sting.prg and
>>sting.inf. I also run xcontrol as an ACC and have sting.cpx, stngport.cpx,
>>and stngprot.cpx active.I have three scsi devices, Hard drive scsi ID 1.0,
>>Daynaport scsi link scsi ID 1.3 and the falcon itself with a scsi ID of 1.7.
>>I am running the latest version of HDDriver 8.1.
>>
>>The problem I have is when I open up xcontrol and select sting port setup I
>>get 2 bombs and the falcon locks up. Any suggestions would be helpful.
>>
>
> It's been a while since I used Sting but I believe you don't need the 3
>CPXs installed. It might be the port cpx since Dial.scr should have the
>port set to Modem2.

Note that he is talking about a SCSI Ethernet adaptor where these should
not be needed, but...

A good idea would be to first setup a working serial port connection
anyway. Inactivate the SCSI driver by setting file extension to .STY and
ensure that you only have:

RESOLVE.STX
SERIAL.STX
TCP.STX
UDP.STX

If you still get bombs check that all STinG related files including the
cpx'es are from the latest dist.

You might get the SCSI .STX module working if you change the running
order of the modules.

> Most important is that you have the correct package of files since thee
>were many upgrades and the files don't mix!

Very true.

> Have you tried Stik2?

STiK2 is afaik stricty for modem dialup and not usable.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/

<<Produced with 100% pure Atari equipment>>

1271. Stik or Sting

Newsgroup: comp.sys.atari.st
Date: 2004-02-09 18:58:35 UTC
From: sf0218@aol.com
Message-ID: <20040209135835.22937.00001922@mb-m04.aol.com>
Source record: 20710

Which one is better?

Thanks!
Sam F.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1272. Magic6.x

Newsgroup: comp.sys.atari.st
Date: 2004-02-09 19:10:07 UTC
From: sf0218@aol.com
Message-ID: <20040209141007.13001.00002060@mb-m02.aol.com>
Source record: 20711

Hi All,

My birthday is coming up this month and guess what I'm going to get? Finally, after a very long time, I'm going to upgrade from Magic5, which is what I currently have. So, what is the latest version of Magic, and what are the major improvments/changes from Magic5?

Thanks
Sam F.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1273. Re: Stik or Sting

Newsgroup: comp.sys.atari.st
Date: 2004-02-09 21:50:05 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.02.09.21.50.05.12961@nossspamXXatari-source.com>
Source record: 20712

On Mon, 09 Feb 2004 18:58:35 +0000, SF0218 wrote:

> Which one is better?
>

I use MiNTnet/MagiCnet exclusively and gain STiK support through gluestik now exclusively. Although interesting to configure, it is rock solid reliable and as fast as it gets. That said, I preferred Sting due to the feature set but TBH STiK2 is probably less loaded with bugs and a bit more reliable. Sting just has issues where it doesn't work in many situations for me. For instance, I always had trouble getting sting to link up with pppd on my pc over a serial null modem. Stik2 however had no troubles whatsoever. It's really a matter of choice, but try all of them. You might find that once you pass the initial weirdness of magicnet, the actual setup of the networking parameters involves changing only 3 lines of a config file :)

Thanks,
Mark
http://portal.atari-source.com

1274. Re: Cat+In2Cat, was: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-02-09 22:07:27 UTC
From: Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <c090jo$n4h$1@news-reader1.wanadoo.fr>
Source record: 20713

"Ekkehard Flessa" <Ekkehard_Flessa@wun.maus.de> a crit dans le message de news: 200402072154.a46863@wun.maus.de...
> Hallo Jean-Luc!

Hello Ekkehard,
>
> > [...]
>
> Are you sure? Did you read and follow my brief english install manual from
> Dimitri Junker's site?

I didn't, you're right.
Now that I did, I could retrieve the groups list, I selected the ones I wanted to read, but the groups list (Options / Groups) remains empty except an entry named Private.
If I understood correctly, the selected groups must become checked, but they remain crossed instead. How do I get the groups actived ?
>
>
> Which Stack? STinG, MagiCNet or MiNT-Net? In any case, the internal buffer of
> STinG or GlueSTiK has to be set to at least 120kB (ALLOCMEM-line in
> default.cfg).

I use STinG, and the Allocmem is set to 128k - I think it would be enough, wouldn't it ?
>
>
> JL>Did I miss something ?
>
> I guess so, as fo me it's working :-)
>
>
> JL>Could you please help me ? or someone else in this group ?
>
> I'll try my best :-)
>
> In2Cat should open it's window then, and state some "connecting to host" and
> associated "receiving data" messages.

Done - correct.
>
> The second thing is: Is request of info files (like the grouplist) enabled?

It is - and I could retrieve the groups list. What's next ?

J.-Luc
--

�From� est une adresses anti-spam. Pour me r�pondre, lire mon
adresse en zigzagant dans la bo�te ci-dessous (fonte fixe, svp).
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below (non-prop font, please).

+---------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+---------------------------+

1275. Re: Second RAM I/F in Falcon?

Newsgroup: comp.sys.atari.st
Date: 2004-02-09 22:39:07 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <f_TVb.49546$Wa.47264@news-server.bigpond.net.au>
Source record: 20714

Derek Mark Edding wrote:
> Hi Folks,
>
> While I had my Falcon open and was testing its memory expansion, I
> noticed that there was a second set of identical rows of pins for a
> memory module a few inches (or several cm) to the left of the populated
> one.
>
> The two rows of pins occur in the same arrangement as the ones for the
> populated RAM module. There are a couple of jumpers on the pins in the
> lower row.
>
> It seems odd that Atari would have designed the falcon to have two
> separate RAM cards. I don't have a schematic for the beast. Does
> anyone know what the other set of pins were intended for, if anything?

This is called a Proccesor direct expansion, it is literally what its
name is. It allows direct connection to the 68030 CPU. Cards like the
Eaglesonic accelerator, CT2, and CT60 use these connectors. You COULD
wire in further ram, but I don't think you could do it without extra logic.

Mark

1276. VERNAL ELM

Newsgroup: comp.sys.atari.st
Date: 2004-02-09 22:57:42 UTC
From: fried.man@sympatico.ca
Message-ID: <2b61dc2b.0402091457.56573a38@posting.google.com>
Source record: 20715

It seems that vernal elm is back in business, does that mean that
people have actually recieved their 060 CPUs?
Just wondering, Mark

1277. Re: VERNAL ELM

Newsgroup: comp.sys.atari.st
Date: 2004-02-09 23:03:50 UTC
From: John Smith <john.smith@microsoft.com>
Message-ID: <c093lj$j1n$1@bagan.srce.hr>
Source record: 20716

Ask Mr. Czuba if he got his money back :)

"Mark" <fried.man@sympatico.ca> wrote in message
news:2b61dc2b.0402091457.56573a38@posting.google.com...
> It seems that vernal elm is back in business, does that mean that
> people have actually recieved their 060 CPUs?
> Just wondering, Mark

1278. Re: Stik or Sting

Newsgroup: comp.sys.atari.st
Date: 2004-02-09 23:05:17 UTC
From: John Smith <john.smith@microsoft.com>
Message-ID: <c093oa$9kq$1@bagan.srce.hr>
Source record: 20717

STiNG is more usable since it woks with new providers...I never managed to
get STIK 2 going...
Iconnect is also usable...

"SF0218" <sf0218@aol.com> wrote in message
news:20040209135835.22937.00001922@mb-m04.aol.com...
> Which one is better?
>
> Thanks!
> Sam F.
> Seattle Seahawks Nut
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,
> & Historical Miniatures Wargaming Nut

1279. Re: Source for CT-60 in USA?

Newsgroup: comp.sys.atari.st
Date: 2004-02-09 23:05:53 UTC
From: John Smith <john.smith@microsoft.com>
Message-ID: <c093pe$79a$1@bagan.srce.hr>
Source record: 20718

the question is whether anybody anywhere sells them :)

"Derek Mark Edding" <dreq@earthlink.net> wrote in message
news:uSNVb.17610$jH6.498@newsread1.news.atl.earthlink.net...
> Hi Folks,
>
> I've seen the CT-60 discussed here and I was wondering if anyone sells
> it within the USA.
>
> Thanks!
>
> -dreq
>

1280. Re: Second RAM I/F in Falcon?

Newsgroup: comp.sys.atari.st
Date: 2004-02-09 23:07:20 UTC
From: John Smith <john.smith@microsoft.com>
Message-ID: <c093s5bud1@bagan.srce.hr>
Source record: 20719

that's expansion port! don't touch it, especially jumpers :)

"Derek Mark Edding" <dreq@earthlink.net> wrote in message
news:hQNVb.17588$jH6.9158@newsread1.news.atl.earthlink.net...
> Hi Folks,
>
> While I had my Falcon open and was testing its memory expansion, I
> noticed that there was a second set of identical rows of pins for a
> memory module a few inches (or several cm) to the left of the populated
one.
>
> The two rows of pins occur in the same arrangement as the ones for the
> populated RAM module. There are a couple of jumpers on the pins in the
> lower row.
>
> It seems odd that Atari would have designed the falcon to have two
> separate RAM cards. I don't have a schematic for the beast. Does
> anyone know what the other set of pins were intended for, if anything?
>
> Thanks.
>
> -dreq
>

1281. Video Key or 1377 chip wanted

Newsgroup: comp.sys.atari.st
Date: 2004-02-10 02:04:02 UTC
From: d_mango1@yahoo.com
Message-ID: <6d40f6fd.0402091804.7a6cd5f@posting.google.com>
Source record: 20721

I'm trying to hook up my Stacy to a large screen TV, to no avail.
It seems that the only options are either building the ST to NTSC
circuit using the 1377 chip, or acquiring a Video Key ST to NTSC
box. Does anyone have either lying around, or know where I could
locate them? Thanks.

1282. Re: Video Key or 1377 chip wanted

Newsgroup: comp.sys.atari.st
Date: 2004-02-10 03:10:45 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <VYXVb.49779$Wa.7182@news-server.bigpond.net.au>
Source record: 20722

D.C. wrote:

> I'm trying to hook up my Stacy to a large screen TV, to no avail.
> It seems that the only options are either building the ST to NTSC
> circuit using the 1377 chip, or acquiring a Video Key ST to NTSC
> box. Does anyone have either lying around, or know where I could
> locate them? Thanks.

How about using an Amiga A520 external modulator? Should work in theory.

Mark

1283. Re: HELP W/Sting problem

Newsgroup: comp.sys.atari.st
Date: 2004-02-10 03:42:25 UTC
From: Claude Bourgoin <claude@pivot.net>
Message-ID: <402828c0_2@corp.newsgroups.com>
Source record: 20720

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:4027c838c92c80@tripnet.se...
> In comp.sys.atari.st <_CKVb.1326$VP1.893409@newshog.newsread.com>
> John Garone wrote on Mon 09-02-2004 11:59 (GMT):
>
> >On 7 Feb 2004 08:54:37 -, "Claude Bourgoin" wrote:
> >>I have a falcon 030, 14 meg of ram. My auto folder contains, sting.prg
and
> >>sting.inf. I also run xcontrol as an ACC and have sting.cpx,
stngport.cpx,
> >>and stngprot.cpx active.I have three scsi devices, Hard drive scsi ID
1.0,
> >>Daynaport scsi link scsi ID 1.3 and the falcon itself with a scsi ID of
1.7.
> >>I am running the latest version of HDDriver 8.1.
> >>
> >>The problem I have is when I open up xcontrol and select sting port
setup I
> >>get 2 bombs and the falcon locks up. Any suggestions would be helpful.
> >>
> >
> > It's been a while since I used Sting but I believe you don't need the
3
> >CPXs installed. It might be the port cpx since Dial.scr should have the
> >port set to Modem2.
>
> Note that he is talking about a SCSI Ethernet adaptor where these should
> not be needed, but...
>
> A good idea would be to first setup a working serial port connection
> anyway. Inactivate the SCSI driver by setting file extension to .STY and
> ensure that you only have:
>
> RESOLVE.STX
> SERIAL.STX
> TCP.STX
> UDP.STX
>
> If you still get bombs check that all STinG related files including the
> cpx'es are from the latest dist.

I downloaded the latest version of Sting from the Sting website. And now I
have Sting working without any bombs.
But I am still unable to get the SCSIlink.STX to work properly. Beecause I

cannot see the Ethernet0 port in the stngport.cpx.

>You might get the SCSI .STX module working if you change the running
> order of the modules.
Thanks for the idea I will try changing the order.
>
>
> > Most important is that you have the correct package of files since
thee
> >were many upgrades and the files don't mix!
>
> Very true.
>
> > Have you tried Stik2?
>
> STiK2 is afaik stricty for modem dialup and not usable.
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 100,000 Newsgroups - 19 Different Servers! =-----

1284. Re: Stik or Sting

Newsgroup: comp.sys.atari.st
Date: 2004-02-10 05:16:51 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <7PZVb.1375$VP1.931291@newshog.newsread.com>
Source record: 20723

On 9 Feb 2004 18:58:35 G, SF0218 wrote:
>Which one is better?
>

I suggest you try both and decide for yourself which connects best (if
at all).

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

1285. Re: Stik or Sting

Newsgroup: comp.sys.atari.st
Date: 2004-02-10 05:24:52 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0402092124.49d7a2fc@posting.google.com>
Source record: 20724

sf0218@aol.com (SF0218) wrote in message
news:<20040209135835.22937.00001922@mb-m04.aol.com>...
> Which one is better?

I guess it depends on your needs, and who you talk to. For a simple dial-up only connection, STiK2 (for me, anyway) is much faster. There did seem to be some problems with unexplained crashes with it on my system that no one else could seem to reproduce.

However, if you want to do any kind of networking, STiK2 won't touch it, as far as I can tell. STiNG is your only bet, of the two.

That said, I don't use either. I use MagicNet, because it can work with *all* clients that can run under Magic (whether STiK/STiNG, some MintNet, Draconis, or I-Connect clients). STiK2 was much faster than MagicNet on my system for some reason, but could only run STiK clients. For example, I could listen to an Internet Radio "station" with FalcAmp on STiK, and never once would it loose its connection. Listen to the same thing under MagicNet, and I kept having to wait through buffer refills. STiNG was even worse in that respect, though, for me.

So, if you just want basic dial-up, and only like STiK clients, go for STiK2. Otherwise, I would suggest trying your hand at MagicNet or MintNet, depending on your OS, or STiNG if you are a TOS-only person.

Mike Freeman
mike [at] freeman-studio [dot] com

1286. Re: Second RAM I/F in Falcon?

Newsgroup: comp.sys.atari.st
Date: 2004-02-10 06:06:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200402100706.a46883@wun.maus.de>
Source record: 20730

Hallo Robert!

RS>Accelerators like CT2, CT060, Afterburner

And also the Magnum Falcon alternate-RAM card, and the Nova Falcon graphics card.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

1287. Re: Cat+In2Cat, was: Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-02-10 06:30:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200402100730.a46884@wun.maus.de>
Source record: 20729

Hallo Jean-Luc!

JL>Now that I did, I could retrieve the groups list, I selected the ones
JL>I wanted to read, but the groups list (Options / Groups) remains empty
JL>except an entry named Private.

This list will be filled only once messages have arrived. The group named
Private is for mail and always there.

JL>If I understood correctly, the selected groups must become checked,
JL>but they remain crossed instead. How do I get the groups actived ?

That's okay, the plus sign indicates that the selection process is under way.

JL>I use STinG, and the Allocmem is set to 128k - I think it would be
JL>enough, wouldn't it ?

Yes, this should be sufficient.

JL>It is - and I could retrieve the groups list. What's next ?

There might be some issue with in2cat's internal group list. File
$\database\in2grup.inf. For me, it failed to init this file properly on the
first run. It should look like this:

#YGB
+de.comp.sys.atari 3493
+fido.ger.atari 411
+ger.atari 1021
+z-netz.rechner.atari.allgemein 1131
+z-netz.rechner.atari.hardware 966
+de.comm.software.mozilla.browser 15908
+de.comm.software.mozilla.misc 10617
+netscape.public.mozilla.unix 9985
+netscape.public.mozilla.calendar 6037

These are the groups in2cat will receive messages from, with the message number
it received last. Quit Cat, edit this file to contain the group names you
selected, add some really high number (65500 or so), and perform a swap. Then,
check the in2cat.log file, where in2cat will indicate the actual latest message
number for each newsgroup. Take that number (minus 50 to retrieve the latest 50
messages, if you like), and insert it at the appropriate line in the above
file. After that, everything should be okay, and in2cat should work perfectly
now.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

1288. Re: VERNAL ELM

Newsgroup: comp.sys.atari.st
Date: 2004-02-10 11:05:00 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <4028bacd$0$28147$636a15ce@news.free.fr>
Source record: 20725

??????

So, they have to get back my money !!!!

PLEASE, STOP ACTIVITIES of those guys !!!!
Don't buy to them !!!!
And spread this to all web sites and forums !!!

They pay me or they loose they business !!!
No other way to accept !!

"Mark" <fried.man@sympatico.ca> a ï¿½crit dans le message de news:
2b61dc2b.0402091457.56573a38@posting.google.com...
> It seems that vernal elm is back in business, does that mean that
> people have actually recieved their 060 CPUs?
> Just wondering, Mark

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.580 / Virus Database: 367 - Release Date: 07/02/2004

1289. Re: Source for CT-60 in USA?

Newsgroup: comp.sys.atari.st
Date: 2004-02-10 11:06:16 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <4028bb18$0$28138$636a15ce@news.free.fr>
Source record: 20726

You can buy to me directly !
Sorry, but I don't see the necessity of a distributor for a so small
activity and with internet all is good.

"Derek Mark Edding" <dreq@earthlink.net> a ï¿½crit dans le message de news:
uSNVb.17610$jH6.498@newsread1.news.atl.earthlink.net...
> Hi Folks,
>
> I've seen the CT-60 discussed here and I was wondering if anyone sells
> it within the USA.
>
> Thanks!
>
> -dreq
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.580 / Virus Database: 367 - Release Date: 07/02/2004

1290. Re: Magic6.x

Newsgroup: comp.sys.atari.st
Date: 2004-02-10 13:00:16 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC4E8660.DDB1%derryck@nospam.cix.co.uk.invalid>
Source record: 20727

In article 20040209141007.13001.00002060@mb-m02.aol.com, SF0218 at
sf0218@aol.com wrote on 9/2/04 19:10:

> My birthday is coming up this month and guess what I'm going to get? Finally,
> after a very long time, I'm going to upgrade from Magic5, which is what I
> currently have. So, what is the latest version of Magic, and what are the
> major improvments/changes from Magic5?

The current version is MagiC 6.20, available in English from Atari Workshop
here in the UK - I don't know if they have a distributor in the States, but
that shouldn't stop you. Specify how you would like to recieve the program,
CD or floppy disks.

I also recommend the desktop jinnee, from the same place.

--

Cheers

Derryck

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

1291. Networking A C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-10 17:03:52 UTC
From: sf0218@aol.com
Message-ID: <20040210120352.27149.00001724@mb-m11.aol.com>
Source record: 20728

Falcon/Magic and an athlon/winxp system. I access the web with the pc. I'm thinking of networking my Falcon to the pc, open a web connection with the pc, and then I should (all things considered) be able to launch Highwire and browse my favorite websites.

Now, what I'd like to know is: how can I do this. Keep in mind that this is a C-Lab Falcon, and C-Lab may have messed around with the external scsi port and yacked it up. I say this because I've been having the darnedest time trying to get either of my cd drives recognized and not crashing my boot partition.

I've got Sting and Magicnet. I've got a Farallon unit with a localtalk connector on one end and on the other end a bnc connector and an rj45 connector.

There you have it. I'm ready to listen to all ideas.

Thanks
Sam F.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1292. Re: scsi cd drive

Newsgroup: comp.sys.atari.st
Date: 2004-02-10 18:13:36 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1076439954-183943AEicMi@gmx.net>
Source record: 20731

From: sf0218@aol.com (SF0218)
Date: 03 Feb 2004 17:05:58 GMT

Hi Sam,

>In the past few days, I've been able to getthe Falcon to see and acces the
>nec cddrive however, if I re-boot the Falcon, the boot partition gets
>corrupted again. This cddrive only has 1 cable slot to connect the scsi
>cable to. And it's got jumbers on the underside of the drive to set the
>id, which I've set to 5. I also have an apple 600e which extendos pro
>absolutely does not like as far as I can tell.

You've got two issues to solve here...
First of all the termination problem must be fixed, since you can't put an external SCSI terminator on the drive, you'll have to open the case and set a dip switch, look for one which has the abbreviation TERM. That should take care of the termination problem, changing ID's doesn't help because the drive is physically the last one in the chain, and since you can't attach anything else to it...
If you don't want/know how to fiddle with the dip switches, then as last resort open up the Nec case and the Apple case and simply switch the drives around... but remember as long as the termination problem isn't solved, you'll get messed up partitions.

For the time being forget about Extendos pro, I know that there are some people here which are great fans of the program, personally I think it sucks, but try out good old Atari MetaDOS, it should be in your mailbox now. If this recognises your cd-r's then we'll move on and install SPIN! later. SPIN! is every bit as good as Extendos pro, and it's free...

Anyway, the MetaDOS archive contains the following:

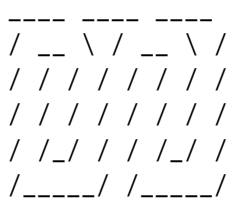
-Metados.prg
-Config.sys
-iso9960f.dos
-scsi_cd.bos

Put both the whole lot *including* the config.sys file in your Auto folder and make sure that all the crap which Extendos put on your hard disk is trashed... I've already configured the config.sys file for you, it assumes a CD-R at SCSI ID 5, and will assign itself to the desktop as drive P:

But for god sake, resolve that termination issue first... and then report back, with the good news ;-)

Cheers from Belgium
Dennis

--



Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

1293. Re: scsi cd drive

Newsgroup: comp.sys.atari.st
Date: 2004-02-10 18:15:54 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1076440008-194495AEicMi@gmx.net>
Source record: 20734

From: sf0218@aol.com (SF0218)
Date: 03 Feb 2004 17:05:58 GMT

Hi Sam,

>In the past few days, I've been able to getthe Falcon to see and acces the
>nec cddrive however, if I re-boot the Falcon, the boot partition gets
>corrupted again.

You can set the ID number to whatever number that you like, it won't fix the termination problem, you make a common mistake a lot of people make: it's not the hardware with the highest ID number that needs to be terminated, but the drive which is physically the *last* one on the chain. In your case there's only one drive attached, so it *must* be terminated... and whatever you do, as long as it isn't terminated, your boot partition and possibly some others as well will get corrupted.

>This cddrive only has 1 cable slot to connect the scsi cable to. And it's
>got jumbers on the underside of the drive to set the id, which I've set to
>5.

Take a screwdriver and open up the case, pull out the drive and close the TERM switch.... that's all there is to it really.

Cheers from Belgium
Dennis
--

____ ____ ____
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

1294. Re: Magic & Modula 2

Newsgroup: comp.sys.atari.st
Date: 2004-02-10 18:16:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1076439970-187023AEicMi@gmx.net>
Source record: 20732

From: leaver@alphalink.com.au (David Leaver)
Date: 3 Feb 2004 11:41:49 +1100

Hi David,

>This is a tale which probably is of interest to no-one but me, but
>I'll tell it anyway.

Well, It was quite technical and went far above my head, however...

>I purchased FTL M2 from HiSoft because it was supposed to support the
>FPU, but that turned out to be misleading advertising. It uses the FPU
>for the MathLib0 functions, but not for ordinary code. I decided to
>modify the TDI version to use it. That was not very difficult because
>the floating point support is isolated in the GEMX runtime support
>module.

Back in 1997 ASH put ASH MM2 (TDI Modula 2) into the public domain,
that particular version was written by Thomas Tempelhof and Manuel
Chakravarty, it carries the copyright tag ASH, 1987-1996. It works with
MagiC and even MagiCMac, it comes with all the necesarry libs, compiler,
editor etc... somehow I can't help feeling that you've done a lot of
work for nothing, reinventing the wheel so to speak. If I understood it
correctly early versions of MagiC and MagiCMac were created with it. It
also supports the Falcon, the new resolutions of the Falcon and the
DSP. In MagiCMac it supports all the enhanced screen resolutions and
some features of the Mac, CPX modules can also be created with it and it
supports the FPU 68881 & 68882 fully, but like I said it's all very
technical and far above my head ;-)

I've just had a look at it, the compiler is version 4.3e and the editor
is version 2.34, the last amendments were made in may 1996, there's only
one problem: it's completely in German, I always intended to translate
this monster, but somehow never got around to actually doing it. The
archive is almost 12.5 Mb, so even packed expect a very large mail...

It used to be available for download on the ASH BBS, but when it went
down the archive for some reason never made it onto their website. I
have no idea where it could be downloaded from, so.... anyone who wants
it, just mail me... but like I said be prepared to receive a very large
mail ==> 8.5 Mb.

Here's a (quick and dirty translated) overview of what to expect:

ASH, Munich feb 8 1997.
Information about MM2 - a Modula-2 development system for ATARI ST
computers.

The package consists of two parts
(Archive files):

1) The complete code (including all sourcecode)

2) The documentation as SDO files. These are the original documentation
files that came printed on paper with the commercial distribution. To
read and print them, you need the application Signum!2.

Copyright
The MM2 package was developed from 1984 to 1996 by Jï¿½rgen Mï¿½ller, Manuel
Chakravarty and Thomas Tempelmann. Thomas Tempelmann is the holder of
the copyright of the whole package.

The MM2 package is now released as FREEWARE.
This means in particular: The source may be modified and re-compiled.
Any part of this package may be given away at no cost, but I do not
allow anyone to take money for re-distributing any part of this package
without my agreement.
The source code and the documentation is not property of the public
domain. Of course, the included code modules may be used in commercial
products like it was allowed before in the retail version.
<snipped away a whole lot legal blablabla>

All the sources are located in the "S"-folder including the GME, GEP_ED
and various compilers. The sources reflect the last updates/bugfixes as
of june 1996 which were developed for the ATARI ST and all compatible
computers.
Newer versions from i.e GEP_ED and various compilers are located in the
"MAC_PRGS.M2" folder. These versions however were specially written to
be used under MagiCMac and will therefore not run under TOS & MiNT, but
they should work flawlessly under MagiC.
Etc... (some 2400 pages)

Cheers from Belgium
Dennis
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

1295. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-02-10 18:18:26 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1076439994-191735AEicMi@gmx.net>
Source record: 20733

From: "Kenneth Medin" <kennethm@tripnet.se>
Date: Tue, 03 Feb 2004 20:51:52 GMT

Hi Kenneth,

>>He doesn't list a lot for the TT, Falcon and clones all together, and
>>that's another reason why I am one of the people objecting to his weekly
>>"newsletter" here. I don't doubt for a minute that 8bit users can obtain
>
>After all this is actually comp.sys.atari.st and not .tt or .falcon. or
>whatever!

Well, excuse me for being that ignorant....
Shall I and all other non-ST users/owners leave here?

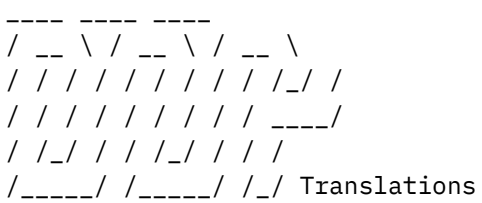
>Ben has a lot of ST stuff like games and ST hardware on sale but very
>little for "power users" who already have all the old stuff they want. I'd
>love to buy from him but have very little interest in games.

Yes, and that's what I was trying to say. Undoubtedly there will be people
who will be over the moon with the stuff on sale, but the average user in
this group has very little to choose from...
Take a look at what people based in the US in general ask for here, and then
take a very good look at Ben's enormous list... surely you must notice that
he's some sort of retro-dealer? There's nothing wrong with this, but then I
don't wanna read his complaints about him not selling one single item, a
good computer dealer should first of all look at what his potential
customers want/need and try to play the ball. I.e : I doubt that there will
be a queu with people wanting 1stWord Plus, but if he would offer recent
versions of Papyrus...
You've hit the nail when you said that "power users" already have all the
old stuff, he should try to stock some "new" stuff.

>>stuff from him that they've been desperately looking for, but in general
>>for us the 16bit users he hasn't really got much on offer. He follows
>
>That is not true! I read through his 16 bit catalogue the other night and
>there are _lots_ of stuff. Took a couple of hours or so as the list is
>not categorised.

Fine Kenneth, so then I'm lying!
Well, Anyone based in the US wanting i.e Calamus 2003, Link 97, Ethernet
interface, processor upgrades, ram upgrades, graphic cards, the ASH software
catalogue and a whole lot more of recent stuff, stop bothering us from now
on, and order it directly from Ben, it may not be obvious, but it's all
hidden somewhere in his catalogue.

Cheers from Belgium
Dennis
--



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dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

1296. Re: Used scsi

Newsgroup: comp.sys.atari.st
Date: 2004-02-10 18:18:38 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1076440038-200759AEicMi@gmx.net>
Source record: 20736

From: "Kenneth Medin" <kennethm@tripnet.se>
Date: Sat, 07 Feb 2004 21:30:15 GMT

Hi Kenneth,

>They (acard.com) claim that the adaptor also works with CD-RW but only
>with certain CD burner programs (Easy CD Creator).

PC and Mac CD burner programs which look specificly for a device on the
SCSI or IDE ports won't work, but it's no issue on Atari at all.

>Makes me wonder if it would work with Anodyne's CD Writer Suite?

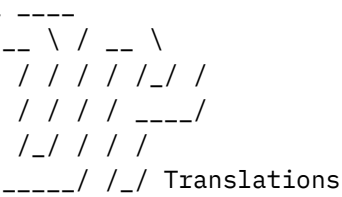
I've no idea, but SoundPool's CD Recorder Pro and CD-Lab both have no
problems with it, I've had a Yamaha IDE writer connected to it for a
short time, the only thing that doesn't function is the Safeburn
option, but I presume that this is a software issue...

>Normally you can connect two units to an IDE cable but it looks like
>this adaptor only support one, right?

With a suitable cable you can connect a master and a slave to it, it's
ideal to connect a large (cheap) IDE drive as master and a writer as
slave, since the transfer speed is slow on Atari's (2Mb/sec), it
doesn't make any difference at all, using the writer as slave...
HD Driver has no problems at all recognising Maxtor IDE hard disks, the
app sees it as just another scsi drive... but *never ever* attempt to
format it of course, it remains an IDE device after all...
The Acard AEC7720U costs 62 Euro at the moment, not really cheap, but
then think what a *large* SCSI hard disk will cost you and a writer,
this gizmo pays itself back...

Some two years ago, I've plugged this device here, but no one seemed
even remotely interested in it... the times are changing ;-)

Cheers from Belgium
Dennis
--



Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

http://ddp.atari.org

1297. Re: Used scsi

Newsgroup: comp.sys.atari.st
Date: 2004-02-10 18:18:46 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1076440018-196739AEicMi@gmx.net>
Source record: 20735

From: ekaljuma@mtsac.edu (Galen)
Date: 6 Feb 2004 14:19:23 -0800

Hi Galen,

>> My web searches aren't pulling up much.
>>
>Yeah, I did a search too a little while ago. Dennis Vermiere posted
>almost exactly a year ago that we should jump on CD-RWs if we wanted
>one, because they were drying up fast and boy was he right!

I'm really sorry that I was right :-(, but here's a (golden) tip, if you don't mind bying stuff in Europe.

One of the largest Mac dealers in France still has some external Yamaha F1SX SCSI 44/24/44 models in stock (22 to be precisely), this is the last model Yamaha produced, they come in a (very) pretty Yamaha case and are 100% compatible with SoundPool, Anodyne and CD-Lab software. The price is 125 Euro which considering that this is an external drive with cables is rather a bargain... IIRC the F1S is especially geared towards burning music, another unique feature of the drive is that you can burn an image, logo, picture onto the CD, but this however is only possible with PC-or Mac drivers....

The same dealer has an even better deal, but I have absolutely no idea if this writer will work (be recognised) by our software: It's an external Sanyo 24/10/40 writer in a nice case for only 99 Euro.
http://www.macway.com (they accept credit cards and ship worldwide).

Hope this helps a little....

>I'm afraid that you'll have to go to the used market. While a Yamaha
>8x was actually being sold 15 months ago, there's very few CD-RWs
>available for SCSI even on EBay. One good place to try is the low end
>Macintoshes. Take a Quadra and steal its drive!

IMO It's not really advisable to go hunting for cd-writers on the used market, especially the "older" models have a limited life span. After burning a certain number of CD's their laser weakens too much and they'll start producing blank CD's, I presume that's when the previous owner(s) decide it's time to replace it....
Also, a lot of the older writers aren't compatible with the SCSI-3/MMC protocol, Soundpools CD Recorder Pro and Anodyne CD Writer suite both recognise writers using this standard. Another thing to consider is that older writers sometimes have issues extracting for example audio tracks correctly, can't manage multi-session CD's, can't burn in RAW mode etc..

Cheers from Belgium
Dennis
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

1298. Re: Second RAM I/F in Falcon?

Newsgroup: comp.sys.atari.st
Date: 2004-02-10 19:12:27 UTC
From: J&#65533;r&#65533;me Ginestet <ginesj@free.fr>
Message-ID: <Xns948BCDEF9B3CCginesjfreefr@212.27.42.67>
Source record: 20737

Ekkehard_Flessa@wun.maus.de (Ekkehard Flessa) wrote in
news:200402100706.a46883@wun.maus.de:

> Hallo Robert!
>
>
> RS>Accelerators like CT2, CT060, Afterburner
>
> And also the Magnum Falcon alternate-RAM card, and the Nova Falcon
> graphics card.

And the Screen Eye Plus or Titan Design Expose video grabbers.
And the Falcon Speed PC emulator.

--

J&#65533;r&#65533;me

1299. Re: Source for CT-60 in USA?

Newsgroup: comp.sys.atari.st
Date: 2004-02-10 19:34:54 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.02.10.19.34.54.822509@nossspamXXatari-source.com>
Source record: 20738

On Tue, 10 Feb 2004 12:06:16 +0100, Rodolphe Czuba wrote:

> You can buy to me directly !
> Sorry, but I don't see the necessity of a distributor for a so small
> activity and with internet all is good.
>
>

Especially considering how crazy and varied the Falcon can be, it's
probably best to deal with you directly.

Thanks,
Mark
http://portal.atari-source.com

1300. Re: Networking A C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-10 19:55:11 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <402936fe73e0bb0@tripnet.se>
Source record: 20739

In comp.sys.atari.st <20040210120352.27149.00001724@mb-m11.aol.com>
Sf0218 wrote on Tue 10-02-2004 17:03 (GMT):

>Falcon/Magic and an athlon/winxp system. I access the web with the pc. I'm
>thinking of networking my Falcon to the pc, open a web connection with the pc,
>and then I should (all things considered) be able to launch Highwire and browse
>my favorite websites.
>
>Now, what I'd like to know is: how can I do this. Keep in mind that this is a
>C-Lab Falcon, and C-Lab may have messed around with the external scsi port and
>yacked it up. I say this because I've been having the darnedest time trying to
>get either of my cd drives recognized and not crashing my boot partition.
>
>I've got Sting and Magicnet. I've got a Farallon unit with a localtalk
>connector on one end and on the other end a bnc connector and an rj45
>connector.

I would forget the Farallon unit and go for a nullmodem connection Falcon
to pc.

There are no such things as "web connections" on the Internet. Mail,
news, web, etc, etc all use the same IP (Internet Protocol).

You could setup the pc to share the connection by using ICS (Internet
Connection Sharing) that should be availble on WinXP too?

Check out http://obooklage.free.fr/Atari/index.htm with a dialup server
for the Falcon and further instructions.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1301. Cubase/Falcon RAM?

Newsgroup: comp.sys.atari.st
Date: 2004-02-10 20:24:26 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <_5bWb.1559$h86.1171915@monger.newsread.com>
Source record: 20740

Hi All,
Question for Cubase users:
How much RAM should Cubase 2.06 use with no song loaded and only the file selector module loaded? It eats up 8+ meg on my Falcon!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

1302. Re: VERNAL ELM

Newsgroup: comp.sys.atari.st
Date: 2004-02-10 20:27:37 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <Z8bWb.1560$h86.1172118@monger.newsread.com>
Source record: 20741

Since you started top posting here I'll continue :)

Does Elm have a voice phone # ? I've done some searching around and only
came up with their Fax # !

John

On 10 Feb 2004 12:05:00 , "Rodolphe Czuba" wrote:
>??????
>
>So, they have to get back my money !!!!
>
>PLEASE, STOP ACTIVITIES of those guys !!!!
>Don't buy to them !!!!
>And spread this to all web sites and forums !!!
>
>They pay me or they loose they business !!!
>No other way to accept !!
>
>
>
>
>
>
>"Mark" <fried.man@sympatico.ca> a crit dans le message de news:
>2b61dc2b.0402091457.56573a38@posting.google.com...
>> It seems that vernal elm is back in business, does that mean that
>> people have actually recieved their 060 CPUs?
>> Just wondering, Mark
>
>
>---
>Outgoing mail is certified Virus Free.
>Checked by AVG anti-virus system (http://www.grisoft.com).
>Version: 6.0.580 / Virus Database: 367 - Release Date: 07/02/2004
>
>.

P.S.
To Reply by E-mail, please remove -NOT- from my address!

1303. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-02-10 21:40:21 UTC
From: Steve Marshall <sdm@atmosBlockA.plus.com>
Message-ID: <XIcWb.2212$Y%6.365831@wards.force9.net>
Source record: 20742

"Clockmeister" <no-one@nowhere.com> wrote
>
> Shall we compare sales figures?
>

I don't see that that matters - but I'd be really interested if you have
them. Are they for a certain country or world-wide ?

Steve M

1304. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 00:06:29 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <402971d0a1d8c00@tripnet.se>
Source record: 20743
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In comp.sys.atari.st <1076439994-191735AEicMi@gmx.net>
Dennis Vermeire wrote on Tue 10-02-2004 19:18 (+0100):

>From: "Kenneth Medin" <kennethm@tripnet.se>
>Date: Tue, 03 Feb 2004 20:51:52 GMT

>>>He doesn't list a lot for the TT, Falcon and clones all together, and
>>>that's another reason why I am one of the people objecting to his weekly
>>>"newsletter" here. I don't doubt for a minute that 8bit users can obtain
>>
>>After all this is actually comp.sys.atari.st and not .tt or .falcon. or
>>whatever!
>
>Well, excuse me for being that ignorant....
>Shall I and all other non-ST users/owners leave here?

You should post to the group that fits the subject best. In Ben's case
I've _showed_ (*) that c.s.a.st is apropriate.

Quite a few of your posts are imho actually most on-topic in
comp.sys.atari.advocacy and should therefore be posted or FUT'ed there.

>>Ben has a lot of ST stuff like games and ST hardware on sale but very
>>little for "power users" who already have all the old stuff they want. I'd

>Yes, and that's what I was trying to say. Undoubtedly there will be people
>who will be over the moon with the stuff on sale, but the average user in
>this group has very little to choose from...

But the average 16-bit retrogamer in this group will!

>You've hit the nail when you said that "power users" already have all the
>old stuff, he should try to stock some "new" stuff.

It's up to Ben alone if he likes to sell old or new stuff. It's up to his
customers do decide if the want to buy from him.

>>>stuff from him that they've been desperately looking for, but in general
>>>for us the 16bit users he hasn't really got much on offer. He follows
>>
>>That is not true! I read through his 16 bit catalogue the other night and
>>there are _lots_ of stuff. Took a couple of hours or so as the list is
>>not categorised.
>
>Fine Kenneth, so then I'm lying!

Unfortunately you are. Proven by the fact that: If someone wants do buy a
16-bit 520ST and some 16-bit ST games Ben has it all in stock.

>Well, Anyone based in the US wanting i.e Calamus 2003, Link 97, Ethernet
>interface, processor upgrades, ram upgrades, graphic cards, the ASH software
>catalogue and a whole lot more of recent stuff, stop bothering us from now
>on, and order it directly from Ben, it may not be obvious, but it's all
>hidden somewhere in his catalogue.

Yet another false statement!

(*)
1. What should or should not be posted to a particular newsgroup is
regulated in the group charter.

2. If a newsgroup lacks charter (as c.s.a.st does) general usenet
netiquette apply.

3. RFC1855 does only "forbid" ads that are:
a. otherwice off-topic (Ex. Amiga ads => off-topic; AtariST ads =>
on-topic).

b. spammed or sent to often.

c. against the majority of the "group member's" wishes.

[FUT: comp.sys.atari.advocacy]

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1305. Re: Used scsi

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 00:06:30 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <402971d0a1d8c01@tripnet.se>
Source record: 20744

In comp.sys.atari.st <200402080715.a46868@wun.maus.de>
Ekkehard Flessa wrote on Sun 08-02-2004 07:15 (+0100):

>KM>They (acard.com) claim that the adaptor also works with CD-RW but only
>KM>with certain CD burner programs (Easy CD Creator). Makes me wonder if
>KM>it would work with Anodyne's CD Writer Suite?
>
>I'll have to test it some day, perhaps next weekend. It normally should, as
>access to the ATAPI-CD-writer is via the SCSIDRV interface anyway, even on the
>IDE bus, so the hardware interface shouldn't matter.

As Extendos can be manually configurated it will probably work.

>KM>Normally you can connect two units to an IDE cable but it looks like
>KM>this adaptor only support one, right?
>
>The manual says so also (or at least doesn't mention the ability to use two
>units). The program in the micro controller would have to support it and map
>the second device to SCSI-ID x, unit 1 or SCSI-ID x+1, unit 0, where the latter
>would eat up two SCSI-IDs.

Which sounds a bit far-fetched. On the other hand there might be the same
microcontroller in both versions...

>There's one unit mentioned that supports connection of two drives, model
>ARS2120, but it's for UW-SCSI, and there's no indication of the mapping scheme.
>Any volunteer to test that one (with an narrow-to-wide adaptor) on an atari?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1306. Re: Used scsi

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 00:06:31 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <402971d0a1d8c02@tripnet.se>
Source record: 20745

In comp.sys.atari.st <1076440038-200759AEicMi@gmx.net>
Dennis Vermeire wrote on Tue 10-02-2004 19:18 (+0100):

>From: "Kenneth Medin" <kennethm@tripnet.se>
>Date: Sat, 07 Feb 2004 21:30:15 GMT

>>Normally you can connect two units to an IDE cable but it looks like
>>this adaptor only support one, right?
>
>With a suitable cable you can connect a master and a slave to it, it's
>ideal to connect a large (cheap) IDE drive as master and a writer as
>slave, since the transfer speed is slow on Atari's (2Mb/sec), it
>doesn't make any difference at all, using the writer as slave...
>HD Driver has no problems at all recognising Maxtor IDE hard disks, the
>app sees it as just another scsi drive... but *never ever* attempt to
>format it of course, it remains an IDE device after all...

What concerns me is how HDDriver could access both at the same time. Like
Mr Flessa stated by issuing ID x _and_ ID x+1 or how?

>The Acard AEC7720U costs 62 Euro at the moment, not really cheap, but
>then think what a *large* SCSI hard disk will cost you and a writer,
>this gizmo pays itself back...

Agreed!

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1307. Re: Used scsi

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 00:06:32 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <402971d0a1d8c03@tripnet.se>
Source record: 20596

In comp.sys.atari.st <1076440018-196739AEicMi@gmx.net>
Dennis Vermeire wrote on Tue 10-02-2004 19:18 (+0100):

>From: ekaljuma@mtsac.edu (Galen)
>Date: 6 Feb 2004 14:19:23 -0800

>One of the largest Mac dealers in France still has some external Yamaha
>F1SX SCSI 44/24/44 models in stock (22 to be precisely), this is the last
>model Yamaha produced, they come in a (very) pretty Yamaha case and are
>100% compatible with SoundPool, Anodyne and CD-Lab software. The price is
>125 Euro which considering that this is an external drive with cables is
>rather a bargain... IIRC the F1S is especially geared towards burning

Afaik the Yamaha drives are actually IDE units with internal SCSI
adaptors. Who knows, it might be possible to attach an IDE HD as well :-)

>http://www.macway.com (they accept credit cards and ship worldwide).

Strange, they are supposed to be sold out everywhere... Maybe the French
language keep foreign buyers out...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1308. Re: Source for CT-60 in USA?

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 00:51:29 UTC
From: Thomas Brown <twbrown1@peoplepc.com>
Message-ID: <3sui20540s2udsdm1o917b3jt6rb0unm6r@4ax.com>
Source record: 20597

On Tue, 10 Feb 2004 00:05:53 +0100, "John Smith"
<john.smith@microsoft.com> wrote:

>
>the question is whether anybody anywhere sells them :)
>
>"Derek Mark Edding" <dreq@earthlink.net> wrote in message
>news:uSNVb.17610$jH6.498@newsread1.news.atl.earthlink.net...
>> Hi Folks,
>>
>> I've seen the CT-60 discussed here and I was wondering if anyone sells
>> it within the USA.
>>
>> Thanks!
>>
>> -dreq
>>
>
Hehehe well I e-mailed Rodolphe and got on the CT 60 order list (per
Rodolphe I'm # 24,just need 16 more for next run) check out his web
page at http://www.czuba-tech.com/ alot of neat info there :)

1309. Re: VERNAL ELM

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 00:55:37 UTC
From: Thomas Brown <twbrown1@peoplepc.com>
Message-ID: <86vi20110bi6g80j4kvhcaj94kl0p3s8a3@4ax.com>
Source record: 20598

On Tue, 10 Feb 2004 00:03:50 +0100, "John Smith"
<john.smith@microsoft.com> wrote:

>Ask Mr. Czuba if he got his money back :)
>
>"Mark" <fried.man@sympatico.ca> wrote in message
>news:2b61dc2b.0402091457.56573a38@posting.google.com...
>> It seems that vernal elm is back in business, does that mean that
>> people have actually recieved their 060 CPUs?
>> Just wondering, Mark
>
Well i did a serch for 060 CPU's and guess who poped up :)
there is NO WAY i would order from him after reading some post
relateing to CPU's he sold or peoples problems with receaving goods
in a timely manner..also has a long complaint list at BBB from what
i've read

1310. Re: The ATARI ST is a mutated C64

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 03:43:40 UTC
From: atari <atari@blah.com>
Message-ID: <MxhWb.20257$jH6.1630@newsread1.news.atl.earthlink.net>
Source record: 20599

guess I missed the main conversation, but the topic is a riot.

how gay

<JM> wrote in message news:dnok10dvdg5tfoqu7jgv3u70ep03649ne2@4ax.com...
> On Thu, 29 Jan 2004 20:33:02 +0800, "Clockmeister"
> <no-one@nowhere.com> wrote:
>
> >Eighties pop music sucked big time, you will excuse me if you find Atari
> >produced music sadly lacking from my CD collection... LOL
>
> How about 90's techno/dance? Most of that has been made on Ataris.
> True, a lot of ppl will have switched to Macs by now with Logic being
> only available on that platform, but I can tell you for A FACT that
> most techno music created in the nineties was done with ST's.
>
> JM
>

1311. Re: Networking A C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 04:25:18 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <O8iWb.1590$h86.1195197@monger.newsread.com>
Source record: 20600

On 10 Feb 2004 17:03:52 , SF0218 wrote:
>Falcon/Magic and an athlon/winxp system. I access the web with the pc. I'm
>thinking of networking my Falcon to the pc, open a web connection with the pc,
>and then I should (all things considered) be able to launch Highwire and browse
>my favorite websites.
>
>Now, what I'd like to know is: how can I do this. Keep in mind that this is a
>C-Lab Falcon, and C-Lab may have messed around with the external scsi port and
>yacked it up. I say this because I've been having the darnedest time trying to
>get either of my cd drives recognized and not crashing my boot partition.
>

You want to connect a crashing Falcon to a peecee???

C-LAB "messed around"? My C-LAB recognizes 4 SCSI devices
in the chain (2 hard drives, a CDROM R/W and a CDROM Read only). Have you
tried all the suggestions that were given to you?

>I've got Sting and Magicnet. I've got a Farallon unit with a localtalk
>connector on one end and on the other end a bnc connector and an rj45
>connector.
>
>There you have it. I'm ready to listen to all ideas.

My idea for you is to forget about it until you fix the Falcon crash
problem! Check that the last device in the physical chain is
terminated, cables are good, ID settings are correct and Extendos is
configured correctly!!!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

1312. Re: Magic & Modula 2

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 05:07:32 UTC
From: leaver@alphalink.com.au
Message-ID: <4029b894@news.alphalink.com.au>
Source record: 20601

On 10 Feb 2004 19:16:00 , Dennis Vermeire wrote:
>From: leaver@alphalink.com.au (David Leaver)
>Date: 3 Feb 2004 11:41:49 +1100
>
>Hi David,
>
>>This is a tale which probably is of interest to no-one but me, but
>>I'll tell it anyway.
>
>Well, It was quite technical and went far above my head, however...
>
>Back in 1997 ASH put ASH MM2 (TDI Modula 2) into the public domain,
>that particular version was written by Thomas Tempelhof and Manuel
>Chakravarty, it carries the copyright tag ASH, 1987-1996. It works with

<snip.

>Cheers from Belgium
>Dennis

Dennis,

Thanks for your response. I may have done a lot of work which is of no particular value other than education for me, but I did check what was around before I jumped in. I have Megamax Modula 2 and the version numbers seem to correspond to those that you quote. I had a go at using it and while it seemed impressive, my lack of German made it very difficult to employ.

But what is its relationship to TDI Modula? If it is a descendant, there has been some heavy plastic surgery. The desktop is completely different. That doesn't prove much, but it does seem odd that anyone upgrading a system would bother to change the file extenders on source code. MM2 uses .D for Definition Modules, .I for Implememtation Modules and .M for stand-alone Modules whereas TDI used .DEF, .MOD and .MOD - the TDI compiler is "smart" enough to distinguish between the latter two.

Further, the copyright dates that you quote suggest that MM2 and TDI are separate entities.

But you have inspired me to have another look at MM2.

David

Susan and David Leaver 10 Goodparla St,
e-mail leaver@alphalink.com.au Hawker, ACT 2614

austarmetro.com.au Australia

1313. Cubase 2.0 dongle

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 07:17:18 UTC
From: Don S <atarionly@sbcglobal.net>
Message-ID: <Xns948BEC9C16014atari1040stsbcglobal@64.164.98.50>
Source record: 20602

Does anyone know if the Cubase 2.0 dongle works with Cubase 3 ?

Thanks, Don

1314. Re: Used scsi

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 07:57:00 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <c0cn8c$157j6o$1@ID-27442.news.uni-berlin.de>
Source record: 20603

Kenneth Medin wrote:

> What concerns me is how HDDriver could access both at the same time. Like
> Mr Flessa stated by issuing ID x _and_ ID x+1 or how?

I did not follow the whole thread, and that's why I'd like to ask: What
do you mean with "accessing both at the same time"? Note that when two
SCSI drives have identical IDs or one drive has the same ID as the
computer's initiator ID (which is not allowed) strange effects can be
the result, e.g. the same devices responding to any ID etc.
Always ensure that your setup is SCSI-compliant!

--

Dr. Uwe Seimet http://www.seimet.de

1315. Spare Falcon Motherboard??

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 08:41:11 UTC
From: jdplace@adelphia.net
Message-ID: <e692d71c.0402110041.500a6135@posting.google.com>
Source record: 20604

I have killed my Falcon motherboard, and need to find a working replacement. Anyone have a spare that they can sell? Please reply to my e-mail address.

Thanks,
Joseph Place

1316. Re: Cubase 2.0 dongle

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 10:15:22 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <4029f8aaa09e81@tripnet.se>
Source record: 20605

In comp.sys.atari.st <Xns948BEC9C16014atari1040stsbcglobal@64.164.98.50>
Don S wrote on Wed 11-02-2004 07:17 (GMT):

>Does anyone know if the Cubase 2.0 dongle works with Cubase 3 ?

Yes and no. You have to be careful as the version numbers are confusing.
Cubase Score 2 is in fact the same as Cubase 3 but with less scoring
functions.

The _older_ Cubase 2 (no Audio or Score) dongle vill not work with Cubase
3.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1317. Re: Used scsi

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 10:15:22 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <4029f8aaa09e82@tripnet.se>
Source record: 20606

In comp.sys.atari.st <c0cn8c$157j6o$1@ID-27442.news.uni-berlin.de>
Uwe Seimet wrote on Wed 11-02-2004 08:57 (+0100):

>Kenneth Medin wrote:
>
>> What concerns me is how HDDriver could access both at the same time. Like
>> Mr Flessa stated by issuing ID x _and_ ID x+1 or how?
>
>I did not follow the whole thread, and that's why I'd like to ask: What
>do you mean with "accessing both at the same time"? Note that when two

We are talking about an IDE to SCSI converter. I was wondering what would
happen with two IDE units on the IDE bus.

My guess is that the converter must respond to two separate ID's on the
SCSI side for this to be possible?

(Asuming the converter supports two IDE units)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1318. Re: VERNAL ELM

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 11:30:01 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <402a1238$0$28939$626a14ce@news.free.fr>
Source record: 20607

I can furnish some 060 now if you want.

"Thomas Brown" <twbrown1@peoplepc.com> a ï¿½crit dans le message de news:
86vi20110bi6g80j4kvhcaj94kl0p3s8a3@4ax.com...
> On Tue, 10 Feb 2004 00:03:50 +0100, "John Smith"
> <john.smith@microsoft.com> wrote:
>
> >Ask Mr. Czuba if he got his money back :)
> >
> >"Mark" <fried.man@sympatico.ca> wrote in message
> >news:2b61dc2b.0402091457.56573a38@posting.google.com...
> >> It seems that vernal elm is back in business, does that mean that
> >> people have actually recieved their 060 CPUs?
> >> Just wondering, Mark
> >
> Well i did a serch for 060 CPU's and guess who poped up :)
> there is NO WAY i would order from him after reading some post
> relateing to CPU's he sold or peoples problems with receaving goods
> in a timely manner..also has a long complaint list at BBB from what
> i've read
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.580 / Virus Database: 367 - Release Date: 06/02/2004

1319. Printer....

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 12:38:20 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1076510342-945160AEicMi@xs4all.nl>
Source record: 20612

Does somebody know which current printer can be
used on a Atari TT with NVDI?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

1320. need pictures of Atari hard disks

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 12:59:44 UTC
From: BMaedicke@t-online.de
Message-ID: <1g8zw4q.101ms501g4mr70N%BMaedicke@t-online.de>
Source record: 20608

Hi again,

I need pictures of the Atari hard disks:
Megafile 30, Megafile 44, Megafile 60 and SH205 / Megafile 20.

Anybody can help me, please?

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

1321. Re: Networking A C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 13:02:16 UTC
From: sf0218@aol.com
Message-ID: <20040211080216.21736.00001505@mb-m25.aol.com>
Source record: 20609

Hello,

Yes, yes, and yes. I've tried all the cdr suggestions that have come my way.
And as of last night, I've come to the determination that both cdr's are
defective.
There, no more crashes. Now, may I please have your suggestions. :)

Thanks
Sam F.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1322. Re: Cubase 2.0 dongle

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 13:58:00 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <6wqWb.3568$cb7.26348@newsfep4-glfd.server.ntli.net>
Source record: 20610

Hello.

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:4029f8aaa09e81@tripnet.se...
> In comp.sys.atari.st <Xns948BEC9C16014atari1040stsbcglobal@64.164.98.50>
> Don S wrote on Wed 11-02-2004 07:17 (GMT):
>
> >Does anyone know if the Cubase 2.0 dongle works with Cubase 3 ?
>
> Yes and no.

No.

V2 dongle only works with V2.

V3 dongle only works with V3 and Score 2.

Score 2 is the later improved V3 with a better score module.

I use it.

In stock.

> The _older_ Cubase 2 (no Audio or Score) dongle vill not work with Cubase
> 3.

....but ve haf vays of making .....

www.keychange.co.uk

1323. Re: Used scsi

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 14:33:19 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <c0deff$15snfp$1@ID-27442.news.uni-berlin.de>
Source record: 20611

Kenneth Medin wrote:

> My guess is that the converter must respond to two separate ID's on the
> SCSI side for this to be possible?

The converter must ensure that each unit visible on the SCSI bus has its unique ID, either by using different device IDs or by emulating a single device with two LUNs (Logical Units). Or by managing the two IDE drives in a way that a single SCSI drive with the total capacity of the two IDE drives is available.

--

Dr. Uwe Seimet http://www.seimet.de

1324. Re: Printer....

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 14:54:30 UTC
From: sf0218@aol.com
Message-ID: <20040211095430.21785.00001898@mb-m14.aol.com>
Source record: 20613

Should be able to use up to an HPLaserjet5, but I don't know the latest Deskjet
you could use. I use a Deskjet 550C and a Laserjet 5.

Sam F.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1325. Re: Printer....

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 17:12:20 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <402a62605c9e800@tripnet.se>
Source record: 20614

In comp.sys.atari.st <20040211095430.21785.00001898@mb-m14.aol.com>
Sf0218 wrote on Wed 11-02-2004 14:54 (GMT):

>Should be able to use up to an HPLaserjet5, but I don't know the latest Deskjet
>you could use. I use a Deskjet 550C and a Laserjet 5.

I did try a HP Laserjet 1200 with my Stacy and nothing printed. The
computer acted as if data got sent to the printer but the printer itself
remained silent.

Switched to HP Laserjet 5 and all was fine.
Gemulator (on pc) prints fine on the 1200 printer!

All with NVDI 5

With NVDI 4 under Gemulator some printouts managed to crash the printer
with paper jams! Switched to NVDI 5 and it worked, weird...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1326. Re: Second RAM I/F in Falcon?

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 17:30:02 UTC
From: rsmac@t-online.de
Message-ID: <1g903cz.1lwn4lppdx6iaN%rsmac@t-online.de>
Source record: 20615

Ekkehard Flessa <Ekkehard_Flessa@wun.maus.de> wrote:

> And also the Magnum Falcon alternate-RAM card, and the Nova Falcon graphics
> card.

Yes, my list was not real complete. I was blindet by the CT060 and the
high amount of fast ram on board :)

Regards, Robert

--
-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

1327. Re: Second RAM I/F in Falcon?

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 17:30:07 UTC
From: rsmac@t-online.de
Message-ID: <1g903ik.1sbl69p1uu02tcN%rsmac@t-online.de>
Source record: 20616

Jï¿½rï¿½me Ginestet <ginesj@free.fr> wrote:

> And the Screen Eye Plus or Titan Design Expose video grabbers.
> And the Falcon Speed PC emulator.

Right, both are great!
On my first falcon i used a screeneye. Great development!

Regards, Robert

--
-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

1328. Re: need pictures of Atari hard disks

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 18:28:02 UTC
From: BMaedicke@t-online.de
Message-ID: <1g90arq.8z07wgjoi7lwN%BMaedicke@t-online.de>
Source record: 20617

lp <gfabasic@mint.net> wrote:

> Go to google hit the button for image search then enter: "atari megafile 30"
> or whatever else strikes your fancy. It seems to find such images, check
> it out. ;-)

Yes, I know Google, too.
But I will *larger* pictures in *good* quality and this is very rare.

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

1329. Re: Cubase 2.0 dongle

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 18:37:48 UTC
From: johnblighe@notonyournelly.com
Message-ID: <0EuWb.8075875$Id.1336458@news.easynews.com>
Source record: 20618

Your web site is down Barrie (or so it seems)

1330. OFF TOPIC (found elsewhere)

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 20:40:12 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <402a932b$0$8567$4c56ba96@master.news.zetnet.net>
Source record: 20620

Hi all,

Nothing to do with Atari computers, but I thought you might enjoy this.

If you know your Gilbert and Sullivan Operas, you'll enjoy it even more
(because then you'll know the tune and be able to sing it !)

..and no - I didn't write it :-)

I am the very model of a Newsgroup Personality
I intersperse obscenity with tedious banality.
Addresses I have plenty of, both genuine and ghosted to,
On all the countless newsgroups that my drivel is cross-posted to.

Your bandwidth I will fritter with my whining and my snivelling,
And you're the one who pays the bill downloading all my drivelling.
My enemies are numerous, and no one would be blaming you
For cracking my head open after I've been rudely flaming you.

I hate to lose an argument (by now I should be used to it).
I wouldn't know a valid point if I was introduced to it.
My learning is extensive but consists of mindless trivia,
Designed to fan my ego, which is larger than Bolivia.

The comments that I vomit forth, disguised as jest and drollery,
Are really just an exercise in unremitting trollery.
I say I'm frank and forthright, but that's merely lies and vanity,
The gibberings of one who's at the limit of his sanity.

If only I could get a life, as many people tell me to;
If only mum could find a circus freak-show she could sell me to;
If I go off to Zanzibar to paint the local scenery;
If I lose all my fingers in a mishap with machinery;

If I survive to forty, which is somewhat problematical;
If what I post was more mature, or slightly more grammatical;
If I could learn to spell a bit, and maybe even punctuate;
Would I still be the loathsome and objectionable punk you hate?

But while I have this tiresome urge to prance around and show my face,
It simply isn't safe for normal people here in cyberspace.
To stick me in Old Sparky and turn on the electricity
Would be a fitting punishment for my egocentricity.

I always have the last word; so, with utmost finality,
That's all from me, the model of a Newsgroup Personality.

1331. STNICCC 1990 DVD

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 20:41:09 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <fh4l20pmddi2m4bpkhrcpvh6agg3hiaet3@4ax.com>
Source record: 20619

Hi guys,

Those of you who were part of the Atari demo scene in or around 1990 will probably like to know that the "ST NEWS International Christmas Coding Convention" 1990 VHS video has been transferred and properly edited for transfer to DVD. A release date is set for Easter and it will probably have its premiere at the Outline 2004 Party in Lievelde, Netherlands.
With the use of current-day digital technology, the DVD finally looks like the way we wanted the VHS version to look. It is truly "The Director's Cut".
Check out www.stniccc.com and follow the link to the DVD news item for more information and a 6.8 Mb 1'16" downloadable promo clip.

1332. Re: SpiritWare

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 20:45:34 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0402111245.7250ae2a@posting.google.com>
Source record: 20621

On a separate line of thinking, does anyone know if they actually had other bible versions for Spiritware's concordance program besides KJV and GNT? If so, does anyone know how to get them? Thanks!

Mike Freeman
mike [at] freeman-studio [dot] com

1333. Re: Magic6.x

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 20:49:30 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0402111249.48ae89c7@posting.google.com>
Source record: 20622

Derryck Croker <derryck@nospam.cix.co.uk.invalid> wrote in message
news:<BC4E8660.DDB1%derryck@nospam.cix.co.uk.invalid>...
> In article 20040209141007.13001.00002060@mb-m02.aol.com, SF0218 at
> sf0218@aol.com wrote on 9/2/04 19:10:
>
> > My birthday is coming up this month and guess what I'm going to get? Finally,
> > after a very long time, I'm going to upgrade from Magic5, which is what I
> > currently have. So, what is the latest version of Magic, and what are the
> > major improvments/changes from Magic5?
>
> The current version is MagiC 6.20, available in English from Atari Workshop
> here in the UK - I don't know if they have a distributor in the States, but
> that shouldn't stop you. Specify how you would like to recieve the program,
> CD or floppy disks.
>
> I also recommend the desktop jinnee, from the same place.

In the U.S. and Canada, you could try Europe Shareware North America
for both programs, and a lot of others. The URL is:
http://www.europe-shareware.org/index.us.html

Mike Freeman
mike [at] freeman-studio [dot] com

1334. Re: Video Key or 1377 chip wanted

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 21:29:35 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.11.21.29.35.263706@here.com>
Source record: 20623

Hi Mark,

Well, I was searching for a replacement hard drive for my ST,
and stumbled across your quest for a video key. I have one,
if you are still looking for one. I'm not sure what they are
worth, but as I got layed off, I guess I could part with it.
I could not find one on ebay, and a quick visit to google turned
up a 1997 post where someone was selling one for $30.

>> I'm trying to hook up my Stacy to a large screen TV, to no avail.
>> It seems that the only options are either building the ST to NTSC
>> circuit using the 1377 chip, or acquiring a Video Key ST to NTSC
>> box. Does anyone have either lying around, or know where I could
>> locate them? Thanks.

1335. Re: Video Key or 1377 chip wanted

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 21:44:11 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.11.21.44.10.871375@here.com>
Source record: 20624

Wow, found a video key for sale for $75 at:

http://www.aracnet.com/~atari/st_hard.htm

I'll test mine in the next day or two...

John

1336. DeskTopper Case

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 21:50:44 UTC
From: sf0218@aol.com
Message-ID: <20040211165044.00830.00000201@mb-m22.aol.com>
Source record: 20625

Hi All,

Where can I find one?

Thanks
Sam F.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1337. Re: Printer....

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 22:00:13 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0402111400.7df2a9d@posting.google.com>
Source record: 20626

Raoul Teulings <rt@xs4all.nl> wrote in message news:<1076510342-945160AEicMi@xs4all.nl>...
> Does somebody know which current printer can be
> used on a Atari TT with NVDI?
>

Interesting that you asked...

The last printer I know of under $300US that can be used on an Atari is the Brother HL1440 laser, which happens to be under $150. It is destined to be closed out soon.

If your pockets are deeper, any printer that can emulate Epson FX, PCL3, PCL4, PCL5, or PCL5e can be used with NVDI. Several such printers exist. However, they are "business" models that retain the backwards compatibility in order to allow for a business's "critical applications" to continue to function. Most such printers are over $500.

Galen

1338. Re: Cubase/Falcon RAM?

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 23:26:02 UTC
From: John Smith <john.smith@microsoft.com>
Message-ID: <c0edn9$o8f$1@ls219.htnet.hr>
Source record: 20627

that sounds pretty much to me...
I have to check, though, but I think I have around 8 Mb left freeafter
loading CAF 2.06...(i.e. system and CAF take up to 6 Mb...)

"John Garone" <swamptaxes-NOT-@atlantic.net> wrote in message
news:_5bWb.1559$h86.1171915@monger.newsread.com...
> Hi All,
> Question for Cubase users:
> How much RAM should Cubase 2.06 use with no song loaded and only the file
> selector module loaded? It eats up 8+ meg on my Falcon!
>
> John
> P.S.
> To Reply by E-mail, please remove -NOT- from my address!

1339. Re: VERNAL ELM

Newsgroup: comp.sys.atari.st
Date: 2004-02-11 23:57:03 UTC
From: Thomas Brown <twbrown1@peoplepc.com>
Message-ID: <j4gl2091betj7bmk6jougf6jbd9mru2tru@4ax.com>
Source record: 20628

On Wed, 11 Feb 2004 12:30:01 +0100, "Rodolphe Czuba" <rczuba@free.fr>
wrote:

>I can furnish some 060 now if you want.
>
>
>"Thomas Brown" <twbrown1@peoplepc.com> a ï¿½crit dans le message de news:
>86vi20110bi6g80j4kvhcaj94kl0p3s8a3@4ax.com...
>> On Tue, 10 Feb 2004 00:03:50 +0100, "John Smith"
>> <john.smith@microsoft.com> wrote:
>>
>> >Ask Mr. Czuba if he got his money back :)
>> >
>> >"Mark" <fried.man@sympatico.ca> wrote in message
>> >news:2b61dc2b.0402091457.56573a38@posting.google.com...
>> >> It seems that vernal elm is back in business, does that mean that
>> >> people have actually recieved their 060 CPUs?
>> >> Just wondering, Mark
>> >
>> Well i did a serch for 060 CPU's and guess who poped up :)
>> there is NO WAY i would order from him after reading some post
>> relateing to CPU's he sold or peoples problems with receaving goods
>> in a timely manner..also has a long complaint list at BBB from what
>> i've read
>>
>
>
>---
>Outgoing mail is certified Virus Free.
>Checked by AVG anti-virus system (http://www.grisoft.com).
>Version: 6.0.580 / Virus Database: 367 - Release Date: 06/02/2004
Hehehe no worries now about those =) I was looking incase you didn't
have any and was going to order the CT 60 board without the 060..but
since i'm on the list will get the complete one instead

Thomas

1340. Re: Printer....

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 00:10:52 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0402111610.1b04e0d3@posting.google.com>
Source record: 20629

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:<402a62605c9e800@tripnet.se>...
> In comp.sys.atari.st <20040211095430.21785.00001898@mb-m14.aol.com>
> Sf0218 wrote on Wed 11-02-2004 14:54 (GMT):
>
> >Should be able to use up to an HPLaserjet5, but I don't know the latest Deskjet
> >you could use. I use a Deskjet 550C and a Laserjet 5.
>
> I did try a HP Laserjet 1200 with my Stacy and nothing printed. The
> computer acted as if data got sent to the printer but the printer itself
> remained silent.
>
Hmmm, interesting. Is the printer listed as being a PCL5e printer?
he HP Laserjet 1300 is listed as being DOS compatible and able to
emulate PCL5e, so I'd suspect the 1300 could be used with NVDI. I
haven't verified this, however.

Galen

1341. Re: OFF TOPIC (found elsewhere)

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 02:24:27 UTC
From: johnblighe@notonyournelly.com
Message-ID: <vtBWb.8102334$Id.1341238@news.easynews.com>
Source record: 20631

On 11-Feb-2004, paul.williamson@zetnet.co.uk (Paul Williamson) wrote:

> If you know your Gilbert and Sullivan Operas, you'll enjoy it even more
> (because then you'll know the tune and be able to sing it !)
>
> ..and no - I didn't write it :-)
>
> I am the very model of a Newsgroup Personality
> I intersperse obscenity with tedious banality.
> Addresses I have plenty of, both genuine and ghosted to,
> On all the countless newsgroups that my drivel is cross-posted to.

Off topic? Depends on your point of view! Very well put together whoever did it! LOL

1342. Re: VERNAL ELM

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 04:34:31 UTC
From: webmaster@atari-users.net
Message-ID: <b8d63ca5.0402112034.42f1858c@posting.google.com>
Source record: 20632

>
> Does Elm have a voice phone # ? I've done some searching around and only
> came up with their Fax # !
>
> John

Here is the info I have on them(him). I sent an e-mail to the CT
Attorney General on Czuba's behalf, but I have not heard from the AG's
office concerning the issue.

http://www.vernalelm.com/
Benjamin Berkowitz
239 Front St Unit b
New Haven, CT 06513-3203
(203)752-0814

Rob
webmaster
http://www.atari-users.net

1343. Re: Daynaport SCSI link network

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 05:08:43 UTC
From: Claude Bourgoin <claude@pivot.net>
Message-ID: <402adffb_2@corp.newsgroups.com>
Source record: 20630

Yes, I downloaded from the Anodyne site.
"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0402061413.5a1324f3@posting.google.com...
> "Brian Roland" <BJRoland@bellsouth.net> wrote in message
news:<zFHUb.13895$qK3.4575@bignews3.bellsouth.net>...
> > "Claude Bourgoin" <claude@pivot.net> wrote in message
> > news:40230370_2@corp.newsgroups.com...
> > > Has anyone been able to get the Daynaport SCSI link to work on an
ATari and
> > > PC network?
> >
> > Yes, I have one on my CT2B Falcon using STing.
> >
> > It works great with clients (CAB, FTP, MyMail, ICQ, etc), however, I've
not been
> > able to get the servers (http, ftp) to work very well. I haven't spent
much
> > time with servers so it's quite possible someone else has had better
luck than I
> > running them.
> >
> > AFAIK there are only drivers for STing.
>
> Are the drivers you refer to from Anodyne Software? I have a
> Daynaport, but haven't yet installed it.
>
> Galen

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 100,000 Newsgroups - 19 Different Servers! =-----

1344. Re: Spare Falcon Motherboard??

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 06:14:19 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.02.12.06.14.19.240709@nossspamXXatari-source.com>
Source record: 20633

On Wed, 11 Feb 2004 00:41:11 -0800, Joseph Place wrote:

> I have killed my Falcon motherboard, and need to find a working
> replacement. Anyone have a spare that they can sell? Please reply to
> my e-mail address.
>
> Thanks,
> Joseph Place

Unfortunately what you are asking is rather tough to fulfill. You have my sympathy and I wish you luck. Any details on what happened so we don't repeat the mistake?

Thanks,
Mark
http://portal.atari-source.com

1345. Re: Video Key or 1377 chip wanted

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 06:16:40 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.02.12.06.16.40.583987@nossspamXXatari-source.com>
Source record: 20634

On Wed, 11 Feb 2004 16:44:11 -0500, John Miskinis wrote:

> Wow, found a video key for sale for $75 at:
>
> http://www.aracnet.com/~atari/st_hard.htm
>
> I'll test mine in the next day or two...
>
> John

That's dealer price. You'll only get that much from someone desperate.
As this is a semi-rare item, perhaps that is the case ;-)

Mark
http://portal.atari-source.com

1346. Re: need pictures of Atari hard disks

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 06:52:33 UTC
From: BMaedicke@t-online.de
Message-ID: <1g91973.1c1pwvpu3m61uN%BMaedicke@t-online.de>
Source record: 20635

lp <gfabasic@mint.net> wrote:

> Are you building an Atari hardware site or something
> similar?

Yes. I rebuild <http://www.maedicke.de/atari/hardware.htm> at the
moment.
I have not the complete atari hardware here and so I'm to depend on help
of other atari users.

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

1347. FA: Atari Items

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 07:21:50 UTC
From: Don <atarionly@sbcglobal.net>
Message-ID: <402B291D.6080205@sbcglobal.net>
Source record: 20636

I have a a few Atari ST items listed on Ebay you can check them out at:

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=atari_only&include=0&since=-1&sort=3&rows=50

Thanks,Don

1348. Re: Printer....

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 09:40:23 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <402b49fef7dcd0@tripnet.se>
Source record: 20637

In comp.sys.atari.st <926a9946.0402111610.1b04e0d3@posting.google.com>
Galen wrote on Wed 11-02-2004 16:10 (-0800):

>"Kenneth Medin" <kennethm@tripnet.se> wrote in message
>news:<402a62605c9e800@tripnet.se>...
>> In comp.sys.atari.st <20040211095430.21785.00001898@mb-m14.aol.com>
>> Sf0218 wrote on Wed 11-02-2004 14:54 (GMT):
>>
>> >Should be able to use up to an HPLaserjet5, but I don't know the latest
>Deskjet
>> >you could use. I use a Deskjet 550C and a Laserjet 5.
>>
>> I did try a HP Laserjet 1200 with my Stacy and nothing printed. The
>> computer acted as if data got sent to the printer but the printer itself
>> remained silent.
>>
>Hmmm, interesting. Is the printer listed as being a PCL5e printer?

Yes!

>he HP Laserjet 1300 is listed as being DOS compatible and able to
>emulate PCL5e, so I'd suspect the 1300 could be used with NVDI. I
>haven't verified this, however.

I suspect it can't unless under emulation. My guess is the printer
depends on a pc bidirectional printerport to function. But note that I
used the Win2000 Laserjet 6 printer driver!

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1349. Re: Video Key or 1377 chip wanted

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 10:29:15 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.12.10.29.15.242731@here.com>
Source record: 20638

yes, I agree re: the price, but it does seem somewhat rare

1350. Re: OFF TOPIC (found elsewhere)

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 10:32:28 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.12.10.32.28.543456@here.com>
Source record: 20639

I'm almost tempted to "hit the studio" and put that to music.

1351. wow - Stacy on ebay!

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 10:37:05 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.12.10.37.05.273979@here.com>
Source record: 20640

This is not mine, but would be, if I had not got layed off!
I still have a brochure though!

enjoy...

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2786248012

1352. Re: wow - Stacy on ebay!

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 10:41:46 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <iMIWb.4129$vo1.2385@newsfep4-winn.server.ntli.net>
Source record: 20641

"John Miskinis" <nospam@here.com> wrote in message
news:pan.2004.02.12.10.37.05.273979@here.com...
> This is not mine, but would be, if I had not got layed off!
> I still have a brochure though!

Any one else drooling for a Stacy, I have one with an iffy screen and hard drive for sale.

Serious offers only.

www.keychange.co.uk

1353. Re: Cubase 2.0 dongle

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 10:45:06 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <qPIWb.4131$vo1.2666@newsfep4-winn.server.ntli.net>
Source record: 20642

Hello.

<johnblighe@notonyournelly.com> wrote in message
news:0EuWb.8075875$Id.1336458@news.easynews.com...
> Your web site is down Barrie (or so it seems)

Back up now, thanks, just tested it.

www.keychange.co.uk

1354. Re: Cable to connect a 50pin SCSI HD

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 10:49:35 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.12.10.49.34.843010@here.com>
Source record: 20643

Hi Nick,

I'm not exactly sure what you are in need of.

I've got, like 3 nonworking (1 works but flaky) Atari ST
hard drive systems. If I recall correctly, there are 2
different "converters" needed, to goto SCSI. I believe
one is called a "host adapter", and the other one converts
from something like "non standard SCSI" to regular SCSI.

I hope someone will post corretions, where applicable...

On Tue, 27 Jan 2004 10:00:44 -0400, Bruce wrote:

> Hi...
> Someone have any cable that could do this ?
> I want to have a HD for my ST. But i dont have the cable (Link, and other,
> are $60+ new... too expensive).
>
> If anyone have one or two, willing to sold, please let me know.
> My email is my nick at Ivn.cl
>
> Ah.. i'm from outside US.. so i need to pay with Money Orders, Paypal , or
> something like that
>
> Thanks in advance

1355. Will trade ST or 8-bit items for an ST hard drive system

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 10:59:21 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.12.10.59.20.994968@here.com>
Source record: 20644

Hi Folks,

If anyone has an ST-compatible hard drive system they
are not using, and have a desire for some other ST stuff,
or 8-bit stuff, please reply with what you are in search of.

I'm in the USA.

Thanks

1356. ADV: Atarian 30% off Discount & Gift!

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 10:59:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0402120256090.10311-100000@onyx.spiritone.com>
Source record: 20548
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently offering my Atarian Discounts & Gift! 2 Discounts. A 20% off Discount on All Games/SoftWare & Books/References for Classic Atari 8 Bit & Atari ST Computer Lines! Or a 30% off Discount for my more regular Atari Customers covering All Games/SoftWare, Books/References and Most HardWare/ Accessories for Classic Atari 8 Bit & Atari ST Computer Lines. Plus Orders of at least $100.00 will also get a gift. Read specials.htm Link below for Details. Buyers outside the US can take advantage of favorable exchange Rates over the Dollar! Shipping and selling to anywhere the Law allows! Got Questions? E-Mail Ben Today at Atari@aracnet.com Get Catalogs below at

http://BensCatalogs.Atari.org and Call Ben AnyTime at (503)256-9974!!!
http://www.aracnet.com/~atari/specials.htm Atari Special Details!!
http://www.aracnet.com/~atari/maillist.htm Add to my E-Mailing list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1357. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 11:02:25 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0402120300000.10311-100000@onyx.spiritone.com>
Source record: 20549
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auctions Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Goto http://BensCatalogs.Atari.org or Call (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1358. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 11:06:01 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0402120303050.10311-100000@onyx.spiritone.com>
Source record: 20550
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1359. ADV: Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 11:08:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0402120306100.10311-100000@onyx.spiritone.com>
Source record: 20551
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1360. Re: atari in the garage

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 11:18:55 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.12.11.18.55.62775@here.com>
Source record: 20645

Well, the ST, by design can only produce 5-bit digital audio.
You could convert the files into a suitable format however, and
get sound similiar to that of an AM radio with a slight amount
of "static" (distortion).

I don't think you'd be happy with the results, but not sure.

1361. Re: Atari MIDI Computer (cont.)

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 11:20:35 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.12.11.20.35.32751@here.com>
Source record: 20546

What exactly are you trying to achieve? The ST was
one of the first MIDI computers, if not the first.

1362. Re: Mint (Easymint etc)

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 11:24:42 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.12.11.24.42.472832@here.com>
Source record: 20547

I'd appreciate any URLs to good (mint!) MINT websites. I never had
an ST with more than 1MB of RAM, but always wanted to check out
MINT. I used to used the "Mark Williams C" environment, before
the advent (and release) of LINUX.

1363. Re: Will trade ST or 8-bit items for an ST hard drive system

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 11:45:50 UTC
From: "Dave T." <417ci-ohc-v8@Perth.com.au>
Message-ID: <402b676e$0$1757$5a62ac22@freenews.iinet.net.au>
Source record: 20553

I have a megafile 30

only problem is, its 240v 50hz and in Australia.

"John Miskinis" <nospam@here.com> wrote in message
news:pan.2004.02.12.10.59.20.994968@here.com...
> Hi Folks,
>
> If anyone has an ST-compatible hard drive system they
> are not using, and have a desire for some other ST stuff,
> or 8-bit stuff, please reply with what you are in search of.
>
> I'm in the USA.
>
> Thanks

1364. ST to VGA

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 11:46:09 UTC
From: exxos <chris@home.co.uk>
Message-ID: <402b6778$0$6849$cc9e4d1f@news.dial.pipex.com>
Source record: 20552

Hi all,

I'm working on a pal to vga converter for another project and I realised that with little work it would convert the ST video into VGA to use on a normal PC monitor. This type of thing is a scan doubler since it will in effect put a X2 type zoom on the video to fit onto a VGA screen, I'm waiting for my test board to arrive though im sure it would work great for the Atari to VGA. It should take RGB or composite PAL/NTSC and will be updatable via flash eeprom. Would there be any interest in the Atari scene for this board ? It wouldn't take much work to adapt my current design to do this so if there is enough call for it then I will bring out a ST to VGA converter. It is a beast of a project though my test board should be here soon, from then I could adapt for the ST. Note that this will be for the colour resolutions not just mono like other adapters!

Cheers,
Chris

1365. Re: Will trade ST or 8-bit items for an ST hard drive system

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 12:26:24 UTC
From: "Dave T." <417ci-ohc-v8@Perth.com.au>
Message-ID: <402b70f0$0$1730$5a62ac22@freenews.iinet.net.au>
Source record: 20555

where are you? they aren't light, postage is the killer.

"Bruce" <No-Spam@Ivn.cl> wrote in message
news:c0fra2$3ov$1@news1.nivel5.cl...
> uh... how much ?
> That input works for me
>
> "Dave T." <417ci-ohc-v8@Perth.com.au> escribis en el mensaje
> news:402b676e$0$1757$5a62ac22@freenews.iinet.net.au...
> > I have a megafile 30
> >
> > only problem is, its 240v 50hz and in Australia.
> >
> > "John Miskinis" <nospam@here.com> wrote in message
> > news:pan.2004.02.12.10.59.20.994968@here.com...
> > > Hi Folks,
> > >
> > > If anyone has an ST-compatible hard drive system they
> > > are not using, and have a desire for some other ST stuff,
> > > or 8-bit stuff, please reply with what you are in search of.
> > >
> > > I'm in the USA.
> > >
> > > Thanks
> > >
> > >
>
>

1366. atari cases

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 12:32:56 UTC
From: exxos <chris@home.co.uk>
Message-ID: <402b726e$0$6841$cc9e4d1f@news.dial.pipex.com>
Source record: 20556

Hi all,

Does anyone know where I can buy spare atari st cases ? I'm in the UK....

cheers,
Chris

1367. Re: ST to VGA

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 12:34:41 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <fqKWb.4165$vo1.90@newsfep4-winn.server.ntli.net>
Source record: 20557

Hello.

"exxos" <chris@home.co.uk> wrote in message
news:402b6778$0$6849$cc9e4d1f@news.dial.pipex.com...

> I'm working on a pal to vga converter for another project and I realised
> that with little work it would convert the ST video into VGA to use on a
> normal PC monitor.

If you're just talking hi res mono, been there, got that.

If you're talking low and medium colour on a PC SVGA then there may be a
demand, I certainly get regular enquiries for colour monitors.

Any one else?

www.keychange.co.uk

1368. Re: atari cases

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 12:37:47 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <1tKWb.4167$vo1.2245@newsfep4-winn.server.ntli.net>
Source record: 20558

Hello.

"exxos" <chris@home.co.uk> wrote in message
news:402b726e$0$6841$cc9e4d1f@news.dial.pipex.com...
> Hi all,
>
> Does anyone know where I can buy spare atari st cases ? I'm in the UK....

www.keychange.co.uk

1369. Re: Will trade ST or 8-bit items for an ST hard drive system

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 13:25:02 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <c0fra2$3ov$1@news1.nivel5.cl>
Source record: 20554

uh... how much ?
That input works for me

"Dave T." <417ci-ohc-v8@Perth.com.au> escribi&#65533; en el mensaje
news:402b676e$0$1757$5a62ac22@freenews.iinet.net.au...
> I have a megafile 30
>
> only problem is, its 240v 50hz and in Australia.
>
> "John Miskinis" <nospam@here.com> wrote in message
> news:pan.2004.02.12.10.59.20.994968@here.com...
> > Hi Folks,
> >
> > If anyone has an ST-compatible hard drive system they
> > are not using, and have a desire for some other ST stuff,
> > or 8-bit stuff, please reply with what you are in search of.
> >
> > I'm in the USA.
> >
> > Thanks
>
>

1370. Re: ST to VGA

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 13:35:33 UTC
From: exxos <chris@home.co.uk>
Message-ID: <402b811b$0$6849$cc9e4d1f@news.dial.pipex.com>
Source record: 20559

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:fqKWb.4165$vo1.90@newsfep4-winn.server.ntli.net...
> Hello.
>
> "exxos" <chris@home.co.uk> wrote in message
> news:402b6778$0$6849$cc9e4d1f@news.dial.pipex.com...
>
> > I'm working on a pal to vga converter for another project and I realised
> > that with little work it would convert the ST video into VGA to use on a
> > normal PC monitor.
>
> If you're just talking hi res mono, been there, got that.
>
> If you're talking low and medium colour on a PC SVGA then there may be a
> demand, I certainly get regular enquiries for colour monitors.
>

Theres a few adapters floating around for mono, but im talking low and med
res, I have a mono and colour ST monitor in the loft not being used, though
I simply dont have room for them on my desk, which is half why I thought of
a converter board adaption for the ST. It depends on demand, building 10
units of something is a expensive route, some of the manufactures of the
devices I use only sells in qty's of 2000, needless to say you get a good
price on parts but I doubt there would be 2000 willing Atari users, in fact
the board is intended for any low res to high res converter so it would also
work with games consoles I'd imagine such as the playstation etc.

Chris

> Any one else?
>
>
> www.keychange.co.uk
>
>
>
>
>
>
>

1371. Re: Will trade ST or 8-bit items for an ST hard drive system

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 14:08:24 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.12.14.08.23.924507@here.com>
Source record: 20562

> only problem is, its 240v 50hz and in Australia.

Darn, that sounds like 2 problems to me. Of course,
unless, you have a *real* long power and data cable!

1372. Re: Video Key or 1377 chip wanted

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 14:33:17 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0402120628420.12614-100000@onyx.spiritone.com>
Source record: 20563

Hi John, thats my URL for ST hardware. I do have the Video Key, but I'm missing the Power Supply. Please E-Mail me if interested. ===Ben===

On Wed, 11 Feb 2004, John Miskinis wrote:

> Wow, found a video key for sale for $75 at:
>
> http://www.aracnet.com/~atari/st_hard.htm
>
> I'll test mine in the next day or two...
>
> John

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1373. Re: Will trade ST or 8-bit items for an ST hard drive system

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 14:40:36 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <c0fvno$4m9$1@news1.nivel5.cl>
Source record: 20560

```
Chile....
I think postage won't be awfully high..... maybe just high xD
```

"Dave T." <417ci-ohc-v8@Perth.com.au> escribi&#65533; en el mensaje
news:402b70f0$0$1730$5a62ac22@freenews.iinet.net.au...
> where are you? they aren't light, postage is the killer.
>
> "Bruce" <No-Spam@Ivn.cl> wrote in message
> news:c0fra2$3ov$1@news1.nivel5.cl...
> > uh... how much ?
> > That input works for me
> >
> > "Dave T." <417ci-ohc-v8@Perth.com.au> escribis en el mensaje
> > news:402b676e$0$1757$5a62ac22@freenews.iinet.net.au...
> > > I have a megafile 30
> > >
> > > only problem is, its 240v 50hz and in Australia.
> > >
> > > "John Miskinis" <nospam@here.com> wrote in message
> > > news:pan.2004.02.12.10.59.20.994968@here.com...
> > > > Hi Folks,
> > > >
> > > > If anyone has an ST-compatible hard drive system they
> > > > are not using, and have a desire for some other ST stuff,
> > > > or 8-bit stuff, please reply with what you are in search of.
> > > >
> > > > I'm in the USA.
> > > >
> > > > Thanks
> > >
> > >
> >
> >
> >
>

1374. Re: Will trade ST or 8-bit items for an ST hard drive system

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 14:40:46 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <c0fvo1$4mb$1@news1.nivel5.cl>
Source record: 20561

Sorry, Santiago/Chile

"Dave T." <417ci-ohc-v8@Perth.com.au> escribi&#65533; en el mensaje
news:402b70f0$0$1730$5a62ac22@freenews.iinet.net.au...
> where are you? they aren't light, postage is the killer.
>
> "Bruce" <No-Spam@Ivn.cl> wrote in message
> news:c0fra2$3ov$1@news1.nivel5.cl...
> > uh... how much ?
> > That input works for me
> >
> > "Dave T." <417ci-ohc-v8@Perth.com.au> escribis en el mensaje
> > news:402b676e$0$1757$5a62ac22@freenews.iinet.net.au...
> > > I have a megafile 30
> > >
> > > only problem is, its 240v 50hz and in Australia.
> > >
> > > "John Miskinis" <nospam@here.com> wrote in message
> > > news:pan.2004.02.12.10.59.20.994968@here.com...
> > > > Hi Folks,
> > > >
> > > > If anyone has an ST-compatible hard drive system they
> > > > are not using, and have a desire for some other ST stuff,
> > > > or 8-bit stuff, please reply with what you are in search of.
> > > >
> > > > I'm in the USA.
> > > >
> > > > Thanks
> > >
> > >
> >
> >
>
>

1375. Re: Daynaport SCSI link network

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 15:40:39 UTC
From: webmaster@atari-users.net
Message-ID: <b8d63ca5.0402120740.69e5b00d@posting.google.com>
Source record: 20564

Claude,

You mention Sting loads the module.. but does HD Driver see the
DaynaPort on boot?

When I first installed the DaynaPort that was my main problem, getting
HD Driver working with the Daynaport.

After I had the HD Driver issues resolved, it was getting the
Route.Tab setup to see the gateway. I tried for weeks playing with the
file with no luck. I ended up installing a proxy server on my linux
box so my TT could get on the web.

On the other hand, I was also lucky enough to beta test the Stik 2
version of the Daynaport drivers. It worked much better IMHO when it
came to setting up the network and seemed a bit faster. The problem,
it's unstable and would crash on me in the middle of data transfer,
freezing CrAB and the TT. I don't have the latest version, but I know
that the developer's version was working much better when I last
talked to him about it.

Rob
webmaster (at) atari-users.net
http://www.Atari-Users.Net

"Claude Bourgoin" <claude@pivot.net> wrote in message
news:<40241361$1_2@corp.newsgroups.com>...
> I have a Falcon 030 14 meg, Magic 5.??. When I load sting I see that
> scsilink.stx loads but when use sting port setup cpx it doesn't show
> Ethernet0 as one of the selections. I think the truoble is with my route.tab
> file.

1376. Typical Mint Setup

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 16:07:33 UTC
From: sf0218@aol.com
Message-ID: <20040212110733.28324.00001898@mb-m15.aol.com>
Source record: 20565

Hello All,

Can't really make up my mind. Now considering installing Mint. What are the advantages (if any) of a Mint setup over a Magic 6.x setup? And what does a typically basic Mint setup consist of? And would I still be able to run the software I'm currently under Magic, I.E. Atariworks, Pagestream, Aniplayer, etc.?

Thanks
Sam F.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1377. Desktop Pics

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 17:05:24 UTC
From: sf0218@aol.com
Message-ID: <20040212120524.19949.00001708@mb-m17.aol.com>
Source record: 20566

If any of you all would not mind sending me pics of your: Magic & Jinee
desktops for those running Magic on their Ataris, and Mint & whatever desktops
for those running Mint on their Ataris.

I'm trying to decide for sure between Magic 6.x and Mint.

Thanks to all of you!! :)
Sam F.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1378. Re: Typical Mint Setup

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 17:40:30 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <pan.2004.02.12.17.40.30.374605@yahoo.fr>
Source record: 20567

Le Thu, 12 Feb 2004 16:07:33 +0000, SF0218 a ï¿œcritï¿œ:

Hi,

> Can't really make up my mind. Now considering installing Mint. What are the
> advantages (if any) of a Mint setup over a Magic 6.x setup?

You can't compare MiNT and MagiC because MagiC is a complete OS and MiNT
not (it's only a kernel).

If you want to know what's the main advantage to use MiNT (with the
'add-on'), I will respond you: THE STABILITY.

On Falcon, MiNT is solid like a rock; MagiC is more buggy.. specialy with
DSP app.

Nevertheless, Magic has a big advantage.. his AES!

This one is very good again NAES (I don't speak about XAAES).

> And what does a
> typically basic Mint setup consist of?

With MiNT, you need NAES, NVDI/fVDI and a good desktop like Jinnee to make
it usable.

If you want to use MiNT with XAAES/teradesk, I can only say one thing:
Remain on MagiC !

XAAES is too slow and teradesk limited for use it confortably.

> And would I still be able to run the
> software I'm currently under Magic, I.E. Atariworks, Pagestream, Aniplayer,
> etc.?

almost.

Some little app doesn't work on MiNT. This one are generally
ASH's application like iConnect and OS extention like menu3D, steward, etc
etc.

Personaly, I use the both OS but I prefer MiNT without any hesitation.

a+
Zorro

1379. Re: Desktop Pics

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 17:55:42 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <pan.2004.02.12.17.55.42.592909@yahoo.fr>
Source record: 20568

Le Thu, 12 Feb 2004 17:05:24 +0000, SF0218 a ï¿œcritï¿œ:

Hi,

> If any of you all would not mind sending me pics of your: Magic & Jinee
> desktops for those running Magic on their Ataris, and Mint & whatever desktops
> for those running Mint on their Ataris.

In most case, MagiC and MiNT have "the same" look and feel with common
application, specialy if you use the same desktop.

The main difference are the windows's widget and some AES object.

but if you want to see yourself:

http://zorro.arcadia-crew.com/gfx/Capture1.png

It's a screenshot of MiNT+NAES+JINNEE on my CT60 (I own a Eclipse). The
application on the front is the futur USB CAM -> CT60 manager.

> I'm trying to decide for sure between Magic 6.x and Mint.

You will take your decision with a screenshot?

A+
Zorro

1380. Re: Typical Mint Setup

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 17:57:50 UTC
From: sf0218@aol.com
Message-ID: <20040212125750.21805.00001455@mb-m25.aol.com>
Source record: 20569

Hey Zorro,

Now I know a little bit more!! I know that I can use my NVDI software, and
that I'll be able to use Jinee when I get it!!

Thanks dude!
Sam F.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1381. Re: Desktop Pics

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 18:00:36 UTC
From: sf0218@aol.com
Message-ID: <20040212130036.21805.00001456@mb-m25.aol.com>
Source record: 20570

So I can't do anything unless I have NAes with Mint & Jinee?
I'm a little fuzzy here.

Sam F.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1382. Re: Magic6.x

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 18:07:21 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <pan.2004.02.12.18.07.21.76355@yahoo.fr>
Source record: 20572

Le Mon, 09 Feb 2004 19:10:07 +0000, SF0218 a ï¿œcritï¿œ:

Hi,

> So, what is the latest version of Magic, and what are the
> major improvments/changes from Magic5?

The last MagiC version is 6,20 and the major improvments again 5,x are
shared libraries, pipe, and more posix support.

Some app like aniplayer take advantage from it.

A+
Zorro

1383. Re: Will trade ST or 8-bit items for an ST hard drive system

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 18:10:56 UTC
From: bobthenob <bwiltshiregone@blueyonder.co.uk>
Message-ID: <g6gn20d87pdpuet68j85a73ne8ubo9g4ce@4ax.com>
Source record: 20571

On Thu, 12 Feb 2004 05:59:21 -0500, "John Miskinis" <nospam@here.com>
wrote:

>Hi Folks,
>
>If anyone has an ST-compatible hard drive system they
>are not using, and have a desire for some other ST stuff,
>or 8-bit stuff, please reply with what you are in search of.
>
>I'm in the USA.
>
>Thanks
Where in the US please? I am coming there in a few weeks. San
Francisco Yosemite Barstow Las Vegas Lake Havasu Palm springs Los
Angeles. Near you? I have a 540 mb drive going spare in the UK.

1384. Re: Desktop Pics

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 18:10:59 UTC
From: BMaedicke@t-online.de
Message-ID: <1g92523.xkvdz916kornmN%BMaedicke@t-online.de>
Source record: 20573

Zorro <zorro270@yahoo.fr> wrote:

> http://zorro.arcadia-crew.com/gfx/Capture1.png

btw: What is it for a program on the screenshot?
I mean this 'zView'.

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

1385. Re: atari cases

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 19:21:14 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <102nkhbbgbqqb4@corp.supernews.com>
Source record: 20574

I have a 1040STf AND 1040STe case in good condition.

I am in the USA.

Tim

"exxos" <chris@home.co.uk> wrote in message
news:402b726e$0$6841$cc9e4d1f@news.dial.pipex.com...
> Hi all,
>
> Does anyone know where I can buy spare atari st cases ? I'm in the UK....
>
> cheers,
> Chris
>
>

1386. Re: Will trade ST or 8-bit items for an ST hard drive system

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 19:36:33 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.12.19.36.32.773037@here.com>
Source record: 20575

> Where in the US please? I am coming there in a few weeks. San
> Francisco Yosemite Barstow Las Vegas Lake Havasu Palm springs Los
> Angeles. Near you? I have a 540 mb drive going spare in the UK.

Darn, no. I'm 20 miles west of Boston

1387. Re: Cubase/Falcon RAM?

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 21:03:34 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0402121303.34534556@posting.google.com>
Source record: 20577

"John Smith" <john.smith@microsoft.com> wrote in message
news:<c0edn9$o8f$1@ls219.htnet.hr>...
> that sounds pretty much to me...
> I have to check, though, but I think I have around 8 Mb left freeafter
> loading CAF 2.06...(i.e. system and CAF take up to 6 Mb...)
>
> "John Garone" <swamptaxes-NOT-@atlantic.net> wrote in message
> news:_5bWb.1559$h86.1171915@monger.newsread.com...
> > Hi All,
> > Question for Cubase users:
> > How much RAM should Cubase 2.06 use with no song loaded and only the file
> > selector module loaded? It eats up 8+ meg on my Falcon!
> >
> > John
> > P.S.
> > To Reply by E-mail, please remove -NOT- from my address!

I used to run Cubase Audio 2.04 on a 4Mb Falcon on a completely clean
system (just TOS, no AUTO or ACC programs). I ran out of memory doing
a huge scoring project, and quickly upgraded to 14Mb, and later to
version 2.06. But since it worked in less than 4 megabytes (barely),
it shouldn't be taking up 8Mb, unless you have other things running,
or have all of the modules set to "Active" and "Preload" (I think that
keeps them all resident in memory at all times). Even at that, though,
you shouldn't be eating up 8Mb, I wouldn't think.

Mike Freeman
mike [at] freeman-studio [dot] com

1388. Re: Desktop Pics

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 21:46:13 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <jFRWb.4646$%x4.517935@news.siol.net>
Source record: 20576

SF0218 wrote:

> If any of you all would not mind sending me pics of your: Magic & Jinee
> desktops for those running Magic on their Ataris, and Mint & whatever
> desktops for those running Mint on their Ataris.
>
> I'm trying to decide for sure between Magic 6.x and Mint.

Well desktop look is not exactly good point for deciding fo OS. Both,
Magic or MiNT can run Jinnee or Thing desktops, and main difference are
just in widgets... Also usability or feeling is same and same applications
run on both... Differences are in other areas..

Well mine desktop (MiNT+N.AES+Thing desktop) look like this:

http://yescrew.atari.org/swe/swedesk.jpg

Nothing fancy, just my work desktop, didnt want to make special snapshot
wich looks cute. XClock however is Xwindows application, which run on
remote PC/Linux machine, with display redirected on Falcon.

Janez

1389. Re: Desktop Pics

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 21:48:39 UTC
From: sf0218@aol.com
Message-ID: <20040212164839.13560.00001350@mb-m24.aol.com>
Source record: 20579

That's a sharp looking desktop Janez!! Which of the appline type utilities are you using? Appline, XTask, or other?

So which do you prefer? Magic or Mint? I've been told that Mint is actually more stable that Magic.

Sam F.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1390. Re: Desktop Pics

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 21:51:11 UTC
From: sf0218@aol.com
Message-ID: <20040212165111.13560.00001351@mb-m24.aol.com>
Source record: 20580

So, from your sigs, am I correct in assuming you use Mint? If so, why?

Sam F.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1391. Re: Typical Mint Setup

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 21:54:02 UTC
From: sf0218@aol.com
Message-ID: <20040212165402.13560.00001352@mb-m24.aol.com>
Source record: 20581

Would you say that Thing is better than Jinee? I'm asking because I simply don't know and can't afford to buy and try. That is to say, as opposed to buy and use/keep.

Thanks
Sam F.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1392. Re: Typical Mint Setup

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 21:57:05 UTC
From: sf0218@aol.com
Message-ID: <20040212165705.13560.00001353@mb-m24.aol.com>
Source record: 20582

Thanks Janez, that was a very good summary of the 2 os' and makes it way easier
to think about which way to go!

Thanks
Sam F.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1393. Re: OFF TOPIC (found elsewhere)

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 21:58:28 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <402bf703$0$8564$4c56ba96@master.news.zetnet.net>
Source record: 20583

Hi John,

On 12 Feb 2004 05:32:28 , "John Miskinis" wrote:
>I'm almost tempted to "hit the studio" and put that to music.

Do a Google search for "I am the very model of a modern Major General" by Gilbert and Sullivan. That should find you a MIDI file of the original tune.

Cheers

Paul

1394. Re: Typical Mint Setup

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 22:05:50 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <HXRWb.4649$%x4.518363@news.siol.net>
Source record: 20578

SF0218 wrote:

> Hello All,
>
> Can't really make up my mind. Now considering installing Mint. What are
> the
> advantages (if any) of a Mint setup over a Magic 6.x setup? And what does
> a
> typically basic Mint setup consist of? And would I still be able to run
> the
> software I'm currently under Magic, I.E. Atariworks, Pagestream,
> Aniplayer, etc.?

Both have pros and contras. Main difference as i see it, is that Magic
is complete OS replacement, and introduce own AES as well. MiNT is
technicaly just an TOS extension. But its very flexible and thus allow
diferent AESes to be used, diferent filesystems, Unix shells, unix
networking stacks and so on. In short: Magic is small, fast and monolytic,
u cant change it... MiNT is very flexible, can be used in few ways, either
as kernel/AES only setup or as kernel,unix and AES setup, in which u can
use unix shells and resources together with AES/GEM (N.AES or XAAES)
desktop. But typical kernel/AES only setup offer similar usability as
Magic, is a tad slower and use more RAM, but its very stable. Unix setup
offers unix apps and shells as well, next to all what Magic or TOS can
offer, GEM apps can also use unix resources, but RAM usage goes up a lot
(14mb is VERY tight) and also it consumes quite a lot of HDD space, some
0.5 gig is recomended for realy comfortable work, altough it can be
installed on lot less...

If u need GEM apps only, no Unix etc, and have 14mb or less, go for
Magic... Both OS-es will run all apps, except some OS binded tools etc, but
as said, Magioc require less RAM and hdd space...

Janez

1395. Re: atari cases

Newsgroup: comp.sys.atari.st
Date: 2004-02-12 23:07:26 UTC
From: Meffy@n0where.c0m
Message-ID: <uo1o20d3dffb1tt55j0sudsvo64eq77eg2@4ax.com>
Source record: 20584

Yeah or you could try PumbiaMan on Ebay who is a darn site cheaper

On Thu, 12 Feb 2004 12:37:47 -0000, "Barrie at Keychange"
<barrie@keychange.co.uk> wrote:

>Hello.
>
>"exxos" <chris@home.co.uk> wrote in message
>news:402b726e$0$6841$cc9e4d1f@news.dial.pipex.com...
>> Hi all,
>>
>> Does anyone know where I can buy spare atari st cases ? I'm in the UK....
>
>www.keychange.co.uk
>
>

1396. Re: sc1224 monitor question

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 00:34:53 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <102o6tdqmgb70ff@corp.supernews.com>
Source record: 20585

"Bass Guitar God" <drsmith666@aol.com> wrote in message
news:20040205182619.27248.00001477@mb-m11.aol.com...
> How do you turn the sound up or down on this? is there an off or on
switch?
> thanks.

On my JVC monitor (3 actually) the sound is almost non functional on >Mega
ST computers! BUT on my 520ST and 1040STf the sound works fine!!!

Tim

1397. Re: HELP W/Sting problem

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 04:45:30 UTC
From: Claude Bourgoin <claude@pivot.net>
Message-ID: <402c2c06$1_2@corp.newsgroups.com>
Source record: 20586

John,
I have Sting working now. The problem was that the Serial.stx had to run, if
I disabled it that was when I received the bombs.
"John Garone" <swamptaxes-NOT-@atlantic.net> wrote in message
news:_CKVb.1326$VP1.893409@newshog.newsread.com...
> On 7 Feb 2004 08:54:37 -, "Claude Bourgoin" wrote:
> >I have a falcon 030, 14 meg of ram. My auto folder contains, sting.prg
and
> >sting.inf. I also run xcontrol as an ACC and have sting.cpx,
stngport.cpx,
> >and stngprot.cpx active.I have three scsi devices, Hard drive scsi ID
1.0,
> >Daynaport scsi link scsi ID 1.3 and the falcon itself with a scsi ID of
1.7.
> >I am running the latest version of HDDriver 8.1.
> >
> >The problem I have is when I open up xcontrol and select sting port setup
I
> >get 2 bombs and the falcon locks up. Any suggestions would be helpful.
> >
>
> It's been a while since I used Sting but I believe you don't need the 3
> CPXs installed. It might be the port cpx since Dial.scr should have the
> port set to Modem2.
> Most important is that you have the correct package of files since thee
> were many upgrades and the files don't mix!
> Have you tried Stik2?
>
> John
> P.S.
> To Reply by E-mail, please remove -NOT- from my address!

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 100,000 Newsgroups - 19 Different Servers! =-----

1398. Re: Will trade ST or 8-bit items for an ST hard drive system

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 04:47:17 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <102olmjdjum5ie8@corp.supernews.com>
Source record: 20587

Hi,

It might be easier for me if you could list a few of the 8bit items that you would be willing to trade for.. I have several Atari hard drives for the ST line one of them is a Megfile the other is a good scsi drive with and ICD scsi adapter, and one from Berkley Microsystems.. I am mostly doing hobby and recreational electronics projects with the 8bit line of Atari products.. Most Syquest cartridge Scsi drive will be seen with the ICD scsi adapter and HDdriver 7.6 and higher.. I also use PLI floptical drive and disks with the ICD adapter..

Regards,
Roy Dean
California

"John Miskinis" <nospam@here.com> wrote in message
news:pan.2004.02.12.10.59.20.994968@here.com...
> Hi Folks,
>
> If anyone has an ST-compatible hard drive system they
> are not using, and have a desire for some other ST stuff,
> or 8-bit stuff, please reply with what you are in search of.
>
> I'm in the USA.
>
> Thanks

1399. Re: Will trade ST or 8-bit items for an ST hard drive system

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 08:22:51 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.13.08.22.51.420171@here.com>
Source record: 20588

> It might be easier for me if you could list a few of the 8bit items that you
> would be willing to trade for.. I have several Atari hard drives for the

Hi, and thanks for your reply and interest!

First, I have not tested any of these items in a few
years, but I can, and expect them to work
perfectly, based on the fact that they worked when
stored away, and the care I took in storing them.

I also may want to keep at least 1 complete 8bit
system, so, offhand I could part with:

400 800XL 810 1050 1010 1030 indus-GT

I can perform a more detailed inventory, if needed

1400. Re: Desktop Pics

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 09:22:33 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <402c9694$0$4260$c30e37c6@lon-reader.news.telstra.net>
Source record: 20589

"Janez Valant" <swe@atari.org> wrote in message
news:jFRWb.4646$%x4.517935@news.siol.net...
> SF0218 wrote:
>
> > If any of you all would not mind sending me pics of your: Magic & Jinee
> > desktops for those running Magic on their Ataris, and Mint & whatever
> > desktops for those running Mint on their Ataris.
> >
> > I'm trying to decide for sure between Magic 6.x and Mint.
>
> Well desktop look is not exactly good point for deciding fo OS. Both,
> Magic or MiNT can run Jinnee or Thing desktops, and main difference are
> just in widgets... Also usability or feeling is same and same applications
> run on both... Differences are in other areas..
>
> Well mine desktop (MiNT+N.AES+Thing desktop) look like this:
>
> http://yescrew.atari.org/swe/swedesk.jpg
>
> Nothing fancy, just my work desktop, didnt want to make special snapshot
> wich looks cute. XClock however is Xwindows application, which run on
> remote PC/Linux machine, with display redirected on Falcon.
>

Looks a bit agricultural, somewhere between Workbench 1.3 and 2.0...

1401. Re: Typical Mint Setup

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 09:51:28 UTC
From: JM <>
Message-ID: <8b7p20dmep2880h69nm46t4hc6cd9njtgf@4ax.com>
Source record: 20590

On 12 Feb 2004 16:07:33 GMT, sf0218@aol.com (SF0218) wrote:

>Hello All,
>
>Can't really make up my mind. Now considering installing Mint. What are the
>advantages (if any) of a Mint setup over a Magic 6.x setup?

I would say the fact that you can run bash, apache, openssh, and a lot
of other open source *nix packages ported to MiNT.

See http://sparemint.atariforge.net/sparemint/html/packages.html for a
list.

JM

1402. Re: atari cases

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 10:04:23 UTC
From: exxos <chris@home.co.uk>
Message-ID: <402ca11b$0$6847$cc9e4d1f@news.dial.pipex.com>
Source record: 20591

<Meffy@n0where.c0m> wrote in message
news:uo1o20d3dffb1tt55j0sudsvo64eq77eg2@4ax.com...
> Yeah or you could try PumbiaMan on Ebay who is a darn site cheaper

I've checked him out already, hes selling everything he has including
20cases and 8 ataris, plus other bits, I'd like to get this lot but I really
dont have room! I suppose as a last resort I could make a bid and get the
lot, and try to sell bits on, though I dont have a lot of time at the
moment, plus I have about 10 Ataris which im in the middle of upgrading to
sell so I wouldn't be able to move for stuff!

Chris

>
> On Thu, 12 Feb 2004 12:37:47 -0000, "Barrie at Keychange"
> <barrie@keychange.co.uk> wrote:
>
> >Hello.
> >
> >"exxos" <chris@home.co.uk> wrote in message
> >news:402b726e$0$6841$cc9e4d1f@news.dial.pipex.com...
> >> Hi all,
> >>
> >> Does anyone know where I can buy spare atari st cases ? I'm in the
UK....
> >
> >www.keychange.co.uk
> >
> >
>

1403. Re: Typical Mint Setup

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 10:14:01 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <3n1Xb.41230$8a5.28079@bignews1.bellsouth.net>
Source record: 20592

----- Original Message -----
From: "SF0218" <sf0218@aol.com>
Newsgroups: comp.sys.atari.st
Sent: Thursday, February 12, 2004 3:54 PM
Subject: Re: Typical Mint Setup

> Would you say that Thing is better than Jinee? I'm asking because I simply
> don't know and can't afford to buy and try. That is to say, as opposed to buy
> and use/keep.

If you buy N.AES, there is a registered version of Thing that comes with it.
Note, this particular version of Thing only works under N.AES.

I haven't tried Jinee...
Thing is quite good, and there is a free demo.

Note: When I speak of "MiNT", I am refering to a complete SpareMint or KEMD
setup.

I have a CT2B on my Falcon funning at 50mhz....with plenty of extra RAM on
board...so,
My favorite thing about MiNT under N.AES is the nice color TOSWIN and the
ability to pipe stuff into this somewhat vt52/vt100 compliant window (It's not a
perfect emulation yet, but it's about the best there is for TOS that can look
and act like a proper tty to a variety of shells). The presence of ncurses,
compilers, and libraries allow me to compile things like muds, mucks, talkers,
and clients for these such as tiny-fuge. MiNT-net allows me to put these
servers and clients on-line rather easily. There are slews of ncurses based
applications avilable on the sparemint site in binary form (telnet, http, ftp,
ssh, servers and clients for instance), or in sources that will often compile
straight away. If these things sound attractive to you....MiNT is definately
the way to go. Esp if you have upclocked your Falcon and added extended memory
somehow.

In contrast...
MagiC, on a stock 14meg Falcon is gonna be a lot zippier. There are alot of
things MagiC just does FASTER than MiNT+AES. For instance...you'll run into an
occasional application that under Mint, will have over a second delay between
the striking of a key, and the onscreen display of said character....the same
app under MagiC is peppy and responsive. Sometimes tinkering with time-slice
and process priority under MiNT will even things out...but sometimes it doesn't.

MagiC is a no brainer to set-up and start using, where MiNT will have a bit of a
learning curve to get up and running, and even more to get it tuned and
responsive to your liking.

On my setup, I've found that MagiC is a little more tolerant to Accessaries, CPX modules, and TSR (auto folder) utilities. If you're really keen on sets of these type utilities...in general, they'll behave better with MagiC. As MiNT evolves, the keepers of the code, with good reason intend to make it a more proper multi-tasking environment that will eventually do away with the use of TSR and ACC type applications altogether. For this reason, and some others....if you have suites of ACC and TSR based apps that you're really fond of, and don't come in more properly coded variants....MagiC just might be better for you at this time.

Drawbacks to MagiC...
The emulation window with TOS is a vt52 console only, and offers no ansi color support. It doesn't have the suites of free compilers and libraries for multitudes of languages that you'll find with MiNT....so compiling your favorite posix compliant apps with little or no effort is out. There is no multi-user ncurses based environment that I know of.

In short:
MiNT opens up an entire new universe of code and applications for your Atari, but it comes at a price...1. Slower, 2. Needs more memory and drive space. 3. Learning curve, time, and paitence to get your setup tuned just right to your personal prefs.

MagiC is fast and easy to install and use. It manages memory quite efficently, and will behave a little better with so called 'legacy apps', ACCs, and TSR utilities. MagiC has a really nice asthetic look and feel right out of the box, that will take alot of time fiddling to achieve with MiNT+AES. This is better for the install and go user with an unmodified Falcon in my opinion.

With all that said....
I highly recommend you tinker with BOTH if you are finding enjoyment experimenting with your Falcon. There is enough to MiNT that is absolutely free! Install it and see if the world it opens to you is an interesting enough one to invest in N.AES. There's nothing to loose other than time, and a HD partition dedicated to an EasyMiNT install (no loss if you end up using it, and easy to reclaim if you don't :).

Brian

1404. Re: Typical Mint Setup

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 10:42:24 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <QQ1Xb.41203$Ch.4369@bignews6.bellsouth.net>
Source record: 20593

>snip< what does a
> typically basic Mint setup consist of?

Basic setup is simple:
MiNT kernel in auto folder.
a MiNT or MULTITOS folder with text based setup-file(s) and your AES (4.1 or XXAES are free, N.AES commercial).
Also in the MiNT/MULTITOS folder you'll put various modules to drive devices, add consoles, sockets, etc....

An Optional Desktop

AES 4.1 has a desk-top built in, but it's rather basic, kinda slow, and doesn't support long file names as supported (optional) via the later MiNT kernels. An alternate desk-top can be loaded with this AES if you wish....all in all....XXAES is the better choice in my opinion.

XXAES is seperate from any kind of desk top. TaraDesk is the defacto standard 'free' desk top atm, but of course you can use Thing or Jinee...and take advange of long file names. NeoDesk and Ease are likely to work as well, but then you're back to more primitive AV-Servers and no long filenames.

N.AES is a commercial option. It comes with an N.AES only, registered version of the Thing desktop. Quite good!

It is possible to install MiNT-net as part of a basic set-up; however, it's highly recommended to go ahead and add an ext2 or minix partition, and lay down the whole kit and kaboodle. It's just worth the time and headache you'll save to go ahead and install EasyMint in entirety ;)

> And would I still be able to run the
> software I'm currently under Magic, I.E. Atariworks, Pagestream, Aniplayer,
> etc.?

GEM compliant applications like those mentioned should purr right along in both environments (and then some).

Brian

1405. Re: Will trade ST or 8-bit items for an ST hard drive system

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 11:10:05 UTC
From: "Dave T." <417ci-ohc-v8@Perth.com.au>
Message-ID: <402cb08b$0$1744$5a62ac22@freenews.iinet.net.au>
Source record: 20594

have you ever been to cheers ??

"John Miskinis" <nospam@here.com> wrote in message
news:pan.2004.02.12.19.36.32.773037@here.com...
> > Where in the US please? I am coming there in a few weeks. San
> > Francisco Yosemite Barstow Las Vegas Lake Havasu Palm springs Los
> > Angeles. Near you? I have a 540 mb drive going spare in the UK.
>
> Darn, no. I'm 20 miles west of Boston

1406. Re: Will trade ST or 8-bit items for an ST hard drive system

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 11:12:07 UTC
From: "Dave T." <417ci-ohc-v8@Perth.com.au>
Message-ID: <402cb10c$0$1721$5a62ac22@freenews.iinet.net.au>
Source record: 20595

```
it would probably be $50 - $100 AU to get it there, and the mechanism would
be damaged in transit for sure. But its up to you.

"Bruce" <No-Spam@Ivn.cl> wrote in message
news:c0fvo1$4mb$1@news1.nivel5.cl...
> Sorry, Santiago/Chile
>
>
> "Dave T." <417ci-ohc-v8@Perth.com.au> escribis en el mensaje
> news:402b70f0$0$1730$5a62ac22@freenews.iinet.net.au...
> > where are you? they aren't light, postage is the killer.
> >
> > "Bruce" <No-Spam@Ivn.cl> wrote in message
> > news:c0fra2$3ov$1@news1.nivel5.cl...
> > > uh... how much ?
> > > That input works for me
> > >
> > > "Dave T." <417ci-ohc-v8@Perth.com.au> escribis en el mensaje
> > > news:402b676e$0$1757$5a62ac22@freenews.iinet.net.au...
> > > > I have a megafile 30
> > > >
> > > > only problem is, its 240v 50hz and in Australia.
> > > >
> > > > "John Miskinis" <nospam@here.com> wrote in message
> > > > news:pan.2004.02.12.10.59.20.994968@here.com...
> > > > > Hi Folks,
> > > > >
> > > > > If anyone has an ST-compatible hard drive system they
> > > > > are not using, and have a desire for some other ST stuff,
> > > > > or 8-bit stuff, please reply with what you are in search of.
> > > > >
> > > > > I'm in the USA.
> > > > >
> > > > > Thanks
> > > >
> > > >
> > >
> > >
> >
> >
> >
>
>
```

1407. Re: Cubase/Falcon RAM?

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 11:16:35 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <Kj2Xb.58745$qK3.41220@bignews3.bellsouth.net>
Source record: 20496

"John Garone" <swamptaxes-NOT-@atlantic.net> wrote in message
news:_5bWb.1559$h86.1171915@monger.newsread.com...
> Hi All,
> Question for Cubase users:
> How much RAM should Cubase 2.06 use with no song loaded and only the file
> selector module loaded? It eats up 8+ meg on my Falcon!

Using any AUTO and ACC utilities?

What screen resolution are you in? If you use something like Videlity to get an enhanced screen size, it will obviously gobble up more memory than the normal 2color by 80column VGA or ST High modes.

How many and how big HD partitions are on your system? Data and FAT caches are typically enabled for each partition recognized at boot. Check that you don't have massive caches set *unless you truly need them*. Check this in CD-ROM devices as well if you have them.

Any chance you have NVDI, Speedo, or something similar that's reserving a big cache of memory for screen fonts?
If you use NVDI or Speedo-GDOS, make sure you don't have any massive GDOS fonts set to cache in memory(see ASSIGN.SYS), also reduce cache size for on screen vector fonts (TrueType-PostScript-Speedo). If possible, you might disable the GDOS part alltogether...the Screen Acceloration is all ya want-need here.

Likewise, if you're using the 'score' module, and your autoloaded SNG file activates alot of fonts...it may be building up lots of font caches.

Take a good look at your MROS folder as well....
Disable any drivers you don't use.

Check Modules and Mixer Maps....be sure something potentially hudge, like perhaps 'studio-module' isn't set memory resident.

Make sure your autoloaded song doesn't 'accidentally' assign some audio to a sample or RAM track. An easy mistake to make.

I haven't paid much attention to this to be honest, as I've never run out of memory. Also consider that CAF does alot of things realtime, and it might go ahead and allocate a pretty big chunk of memory that it's not necissarily 'using' if it's there for the taking. Interesting, now You've brought this up...I'll play closer attention next CAF session.

Brian

1408. Re: ST to VGA

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 11:34:52 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <opr3a3settmj6qhx@news.ntua.gr>
Source record: 20497

On Thu, 12 Feb 2004 11:46:09 -0000, exxos <chris@home.co.uk> wrote:

> Would there be any interest in the Atari scene for this board
> ? It wouldn't take much work to adapt my current design to do this so if
> there is enough call for it then I will bring out a ST to VGA converter.
> It
> is a beast of a project though my test board should be here soon, from
> then
> I could adapt for the ST. Note that this will be for the colour
> resolutions
> not just mono like other adapters!

Extremely interesting! Please do it!!!!

--

George Nakos AKA GGN/KUA software productions - Atari or buST!

Real programmers disdain structured programming. oΩ½Structured programming is for compulsive neurotics who were prematurely toilet- trained. oΩ½They wear neckties and carefully line up pencils on otherwise clear desks.

To send mail, remove the ROCKS from the address shown.
That's g g n a t a t a r i d o t o r g

1409. Re: Desktop Pics

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 12:04:32 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <BC527BE0.B9A0%zorro270@yahoo.fr>
Source record: 20498

Bernd Maedicke a ï¿½crit le 12/02/04 19:10:

>> http://zorro.arcadia-crew.com/gfx/Capture1.png

> btw: What is it for a program on the screenshot?
> I mean this 'zView'.

It's a gfx viewer/converter (like GraphicConverter/Xnview) but the main goal of this application is to be a "bridge" between the futur AGP/USB CT60 extention from Rodolphe and USB Cam.

A+
Zorro

1410. Re: Desktop Pics

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 12:11:32 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <BC527D84.B9A3%zorro270@yahoo.fr>
Source record: 20499

SF0218 a ï¿½crit le 12/02/04 19:00:

> So I can't do anything unless I have NAes with Mint & Jinee?
> I'm a little fuzzy here.

MiNT needs a AES and a desktop to be useable with GEM app.

There are some free AES but NAES2 is the best.

http://www.woller.com/naes/n_aes1.html

But if you can wait, another AES/desktop is close to be released:

http://olivier.landemarre.free.fr/gem/myaes/

-->It's only in french but if you can see the screenshoot.

A+
Zorro

1411. Magic vs MiNT vs Gevena vs TOS vs...

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 12:23:04 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <opr3a50qsimj6qhx@news.ntua.gr>
Source record: 20500

Hi all,

I'm starting this thread for 2 reasons: a) I'm a bit tired of reading the same subject again and again and decided to give it a little twist, b) Personal need.

So, without any further ado, my situation is this:

I have a stock STE with 4 Megs of memory, in which I'll be adding a hard drive (and maybe more) in this week. Being a floppy user (Atari-wise) all these years I never thought of having any other OSes than plain old TOS, but now, since I'll be getting some more space, I thought I might as well throw in a desktop/accs/resident progs setup there as well!

So, which one would you suggest on these (fewer than the other posts) resources?

Also note that my favorite activity for my Atari (so far) is to boot it up, load Turbo Assembler or GFA BASIC and start coding! (maybe the number of activities will mutiply with the hdd, but you get the picture).

I really await your responses!

--

George Nakos AKA GGN/KUA software productions - Atari or buST!

Real programmers disdain structured programming. oΩ½Structured programming is for compulsive neurotics who were prematurely toilet- trained. oΩ½They wear neckties and carefully line up pencils on otherwise clear desks.

To send mail, remove the ROCKS from the address shown.
That's g g n a t a t a r i d o t o r g

1412. Re: Magic vs MiNT vs Gevena vs TOS vs...

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 13:13:49 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <z%3Xb.41518$8a5.25025@bignews1.bellsouth.net>
Source record: 20502

> I have a stock STE with 4 Megs of memory, in which I'll be adding a hard
> drive (and maybe more) in this week. Being a floppy user (Atari-wise) all
> these years I never thought of having any other OSes than plain old TOS,
> but now, since I'll be getting some more space, I thought I might as well
> throw in a desktop/accs/resident progs setup there as well!
>
> So, which one would you suggest on these (fewer than the other posts)
> resources?

1. NVDI
Get this if you don't already have it! Watch your screen-speed seem to double or better! You'll also get a nice GDOS that supports GDOS,TT,PS,and Speedo vector fonts.

If you really want a vfat file system that supports long file-names....more drive letters, capacity for larger partitions, DOS type partitions, etc....
Get HD-Driver and MagiC.
MagiC is preemtive, and quite good....but keep in mind it's more suited for GEM applications and won't like screen based games and utilities too much.

If you're looking at a more basic HD system, and are happy with the file system you've got, Geneva really is a nice cooperative multitasking AES. Geneva's Forte is low memory requirements, and it's well suited for more truly legacy apps intended to run on stock ST/e machines. You'll have better luck with non GEM apps here than with MagiC.

MiNT on an ST......
Older kernels will work.
On an ST....MiNT without any AES and your favorite shell *sh, tcsh, bash* can be quite useful, given you like the old unix style text mode. You can also use older MiNT kernels with Geneva, making it into a preemtive multitasking AES.

Given MiNT-net and a few other things running, along with an AES....there's not much RAM left to play around with.

N.AES/MiNT is also a possibility...I haven't tried this yet on a 4meg ST....
Given a lean setup....it should be quite doable and useable.

Again, MiNT+AES is well suited for GEM applications, or things that run under your unix environments....screen based things like games or older apps like MS Word - KCS, etc, are likely to break.

Brian

1413. Re: Typical Mint Setup

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 13:14:07 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC527E1F.E00A%derryck@nospam.cix.co.uk.invalid>
Source record: 20501

In article 20040212165402.13560.00001352@mb-m24.aol.com, SF0218 at
sf0218@aol.com wrote on 12/2/04 21:54:

> Would you say that Thing is better than Jinee? I'm asking because I simply

No demos available for trial?

In any case IMHO jinnee beats Thing! hands-down - depending on what features
you want to use of course!

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

1414. Re: Will trade ST or 8-bit items for an ST hard drive system

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 13:51:54 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.13.13.51.50.662481@here.com>
Source record: 20503

> have you ever been to cheers ??

I've driven by it a few times, a long time ago, but never
went in.

1415. Cases for Falcon MBoard

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 16:21:23 UTC
From: sf0218@aol.com
Message-ID: <20040213112123.13670.00001578@mb-m27.aol.com>
Source record: 20506

Can anyone tell me about the Lighthouse Tower case, website?

Thanks everybody!!
Sam F.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1416. Re: Desktop Pics

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 17:00:42 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <Dz6Xb.4668$%x4.525999@news.siol.net>
Source record: 20504

Clockmeister wrote:

> Looks a bit agricultural, somewhere between Workbench 1.3 and 2.0...

Well actualy its configurable, so u can use custom widgets (window closer, arrows etc butons) and their positions, icons fonts and so on.. So this is not some generic look...

1417. projects updated

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 17:05:59 UTC
From: exxos <chris@home.co.uk>
Message-ID: <402d03ec$0$6851$cc9e4d1f@news.dial.pipex.com>
Source record: 20510

Hi all,

A few more DIY projects added to my list, check it out at...

http://www.cps-electronics.co.uk/projects/projects.htm

more to come soon!

chris

1418. Re: Desktop Pics

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 17:14:19 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <pM6Xb.4671$%x4.526166@news.siol.net>
Source record: 20505

SF0218 wrote:

> That's a sharp looking desktop Janez!! Which of the appline type
> utilities are you using? Appline, XTask, or other?

I use taskbar. It has some nice abilities, and very usable for drag n drop etc, and managing applications. And it can use Thing's groups (similar thing as symbolic links) for its "Start" feature, which can be also used to copy things, if destination is a folder...

> So which do you prefer? Magic or Mint? I've been told that Mint is
> actually more stable that Magic.

I prefer MiNT. Stability is not main reason. Magic isnt that bad, but i had some bad issues with IDE hdd, got MBR wiped 3 times after Magic had crashed. It was however 4.x version, so im sure 6.20 is not that touchy. Main reason for me is unix compatibility, i use ethernet on MiNT for ages, run a MiNT based server and ran router (Atari TT) till last year and have nfs net etc.... But i do have CT2 accelerator, so more as 14mb RAM, which is quite important. Setup u see, with Xgem server (allows to run unix Xwindows apps (like that clock) in GEM windows) uses some 9MB ram just to boot. I also ran 5 virtual consoles, 2 shells and some unix cli apps as default... I see from your sig u have 14mb RAM and 540mb hdd. Full MiNT wont run happy on such setup... not enough ram and some 200mb (full install) hdd space wull be used for MiNT itself. U need to consider either Magic, or MultiTOS like MiNT setup. That means u use MiNt kernel and AES (xaaes or n.aes) and one of desktops ONLY. In this case useability is similar as is for Magic, better things are choosable aes, stability and possibility of using loadable devices and some MiNT drivers for internet etc (this part, using unix drivers etc, need some manual work).. Magoc is installed easier, use less RAM and feels faster.. I wrote feel, because redraw is faster as on MiNT and also mtasking, untill u run more as few processes or some more CPU demanding processes, them MiNT start to behave better, but with !$mb ram ull hardly came to that...

Janez

P.S i have some other snapshots if u are interested..

1419. Re: Typical Mint Setup

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 17:19:17 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <4R6Xb.4673$%x4.526166@news.siol.net>
Source record: 20507

Derryck Croker wrote:

> In any case IMHO jinnee beats Thing! hands-down - depending on what
> features you want to use of course!

I wouldnt really agree... i had used both and Thing has its aduts to show. But ned to say as well that i mean last version, which is 1.29beta. Its not real release, but Thing author send it to anyone who ask for it. Thing has some nice stuff like dir jumpinjg, relative folders, application installation features.. etc, Jinee is very MAC lokalike, but i especialy like spring folders feature, id love to see that in Thing....

1420. Re: wow - Stacy on ebay!

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 17:21:39 UTC
From: nice bloke <false@hajib.co.uk>
Message-ID: <402d31e7$1@news.greennet.net>
Source record: 20511

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:iMIWb.4129$vo1.2385@newsfep4-winn.server.ntli.net...
>
> "John Miskinis" <nospam@here.com> wrote in message
> news:pan.2004.02.12.10.37.05.273979@here.com...
> > This is not mine, but would be, if I had not got layed off!
> > I still have a brochure though!
>
> Any one else drooling for a Stacy, I have one with an iffy screen and hard
> drive for sale.
>
> Serious offers only.
>
> www.keychange.co.uk
>
>
>
I offered one on here with a 1Gig HD and HD floppy a while back without a
single reply!

1421. Re: Typical Mint Setup

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 17:21:59 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <BT6Xb.4674$%x4.526166@news.siol.net>
Source record: 20508

Janez Valant wrote:

bla bla bla

> installation features.. etc, Jinee is very MAC lokalike, but i especialy
> like spring folders feature, id love to see that in Thing....

Forgot to mention jinnee uses scripter, great feature as well.

1422. Re: Magic vs MiNT vs Gevena vs TOS vs...

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 17:30:57 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <107Xb.4676$%x4.526289@news.siol.net>
Source record: 20509

Brian Roland wrote:

> MiNT on an ST......
> Older kernels will work.
> On an ST....MiNT without any AES and your favorite shell *sh, tcsh, bash*
> can be
> quite useful, given you like the old unix style text mode. You can also
> use older MiNT kernels with Geneva, making it into a preemtive
> multitasking AES.

As counterweight to Geneva/MiNT: old kernels (1.14.x) can boot, load devices like ext2 etc drivers and return to TOS. Little RAM usage... What to do with ext2 filesystem etc in TOS is another matter.. and its still single tasking....

However for coding, i recomend u good old TOS. Small and STABLE. And if u crash, u bootup back emediately. :)

> N.AES/MiNT is also a possibility...I haven't tried this yet on a 4meg
> ST.... Given a lean setup....it should be quite doable and useable.

I have 1.14.9 kernel, naes 1.2 and Thing on MST4, boots up with 1.9mb free ram... Still i use Magic V3 on ST. Small fast, bloatfree OS. So either TOS or Magic v.3xx, or maybe Geneva, without MiNT, since cooperative is not THAT bad, that MiNT would justify more Ram usage...

Janez

1423. Re: Desktop Pics

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 18:10:56 UTC
From: BMaedicke@t-online.de
Message-ID: <1g93zf6.8detxsjo2h5wN%BMaedicke@t-online.de>
Source record: 20512

Zorro <zorro270@yahoo.fr> wrote:

> It's a gfx viewer/converter (like GraphicConverter/Xnview) but the main
> goal of this application is to be a "bridge" between the futur AGP/USB CT60
> extention from Rodolphe and USB Cam.

Ah. Run this application under an Atari OS like TOS/MagiC/MiNT?
Where can I get it?

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

1424. microdeal

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 18:50:47 UTC
From: exxos <chris@home.co.uk>
Message-ID: <402d1c7d$0$6841$cc9e4d1f@news.dial.pipex.com>
Source record: 20513

Hi all,

I'm just checking if Microdeal are still running or have any current copyrights on their old sound sampeling hard/software ? It would be nice to construct the Mastersound cartridges and/or replay though I can't do this really if there is still copyrights or alike. Anyone got any ideas ?

cheers,
Chris

1425. Need Drivers, BlowUp FX for Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 19:22:52 UTC
From: nikko@gwi.net
Message-ID: <55fab6dc.0402131122.296ea112@posting.google.com>
Source record: 20514

Hi,

Does anyone know where any drivers and/or related software for
the blowup fx for falcon might be found?? My original disk is long
since corupt, as well as backups. Any help would be greatly appreciated.

thanks, brad

1426. Re: Desktop Pics

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 19:51:49 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2004.02.13.19.52.43.862527@pandora.be>
Source record: 20515

Op Fri, 13 Feb 2004 19:10:56 +0100, schreef Bernd Maedicke:

> Zorro <zorro270@yahoo.fr> wrote:
>
>> It's a gfx viewer/converter (like GraphicConverter/Xnview) but the main
>> goal of this application is to be a "bridge" between the futur AGP/USB CT60
>> extention from Rodolphe and USB Cam.
>
> Ah. Run this application under an Atari OS like TOS/MagiC/MiNT?
> Where can I get it?

<URL:http://perso.wanadoo.fr/pierre.g/html/xnview.html>

It surely works under MiNT. If it works under MagiC I don't know.

CU,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1427. Re: Desktop Pics and Typical Mint Setup

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 20:04:58 UTC
From: sf0218@aol.com
Message-ID: <20040213150458.11447.00001813@mb-m05.aol.com>
Source record: 20516

Thanks to everyone!!!!!!!!!!!!! You all have helped me to make my choice, and that is to stick with Magic. I will be uprading to Magic v6.2 this month month. It's a package deal which includes Jinee2.5, Scripter, and Aniplayer. I will also by buying a second hand cdrw drive. That's after I find out if cdwriter suite will recognize the drive. Unless there's another cd utility out there that will do so.

Anyhow, thanks everybody, and this definitely won't be the last time I'm here!! :)

Sam F.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1428. Re: Need Drivers, BlowUp FX for Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 20:44:35 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <8HaXb.5060$cb7.39631@newsfep4-glfd.server.ntli.net>
Source record: 20517

Hello.

"brad s" <nikko@gwi.net> wrote in message
news:55fab6dc.0402131122.296ea112@posting.google.com...
> Hi,
>
> Does anyone know where any drivers and/or related software for
> the blowup fx for falcon might be found?? My original disk is long
> since corupt, as well as backups. Any help would be greatly
appreciated.

Is that the hardware or software version......

www.keychange.co.uk

1429. Re: Will trade ST or 8-bit items for an ST hard drive system

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 21:46:32 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.13.21.46.32.342190@here.com>
Source record: 20518

> I can perform a more detailed inventory, if needed

Well, I'm sorry to say that the 3 computers I checked
so far, have keyboard issues. So it's going to take me
a while to assess what equipment works, and is available
for trading.

1430. Re: Desktop Pics

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 23:02:26 UTC
From: Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <c0jlm0$ud9$1@news-reader4.wanadoo.fr>
Source record: 20520

> UTSI: http://users.pandora.be/tos4ever/utsi.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

Hello Martin,

Is it normal that people using ADSL can't access your FTP site anymore ?

Regards,

J.-Luc

--

�From� est une adresses anti-spam. Pour me r�pondre, lire mon
adresse en zigzagant dans la bo�te ci-dessous (fonte fixe, svp).
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below (non-prop font, please).

+----------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+----------------------------+

1431. Re: Need Drivers, BlowUp FX for Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 23:38:47 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <UocXb.4689$%x4.530542@news.siol.net>
Source record: 20519

Barrie at Keychange wrote:

>> Does anyone know where any drivers and/or related software for
>> the blowup fx for falcon might be found?? My original disk is long
>> since corupt, as well as backups. Any help would be greatly
> appreciated.
>
> Is that the hardware or software version......

BlowupFX is accelerator with FastRam.... so i would say,um, hardware? ;)

1432. Re: atari cases

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 23:47:22 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <402d0d026ad483@comcast.net>
Source record: 20521

>Hi all,
>
>Does anyone know where I can buy spare atari st cases ? I'm in the UK....
>
>cheers,
>Chris
>

I would think you could get on from Best Electronics here in the
US. You could just buy another ST since they are so cheap right
now.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1433. Re: Daynaport SCSI link network

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 23:47:23 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <402d0d026ad484@comcast.net>
Source record: 20522

>I have a Falcon 030 14 meg, Magic 5.??. When I load sting I see that
>scsilink.stx loads but when use sting port setup cpx it doesn't show
>Ethernet0 as one of the selections. I think the truoble is with my route.tab
>file.

That could be, but I think you should have that choice even if the
routetab is not correct. That was the case with me. I had to get
the route.tab setup before I could connect to the ethernet.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1434. Re: HELP W/Sting problem

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 23:47:23 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <402d0d026ad486@comcast.net>
Source record: 20523

>I have a falcon 030, 14 meg of ram. My auto folder contains, sting.prg and
>sting.inf. I also run xcontrol as an ACC and have sting.cpx, stngport.cpx,
>and stngprot.cpx active.I have three scsi devices, Hard drive scsi ID 1.0,
>Daynaport scsi link scsi ID 1.3 and the falcon itself with a scsi ID of 1.7.
>I am running the latest version of HDDriver 8.1.
>
>The problem I have is when I open up xcontrol and select sting port setup I
>get 2 bombs and the falcon locks up. Any suggestions would be helpful.
>

The same thing happened to me and I solved it by replacing all the
cpx and module files. I had a bad one and could not figure out
which one it was. Another time it happened, I had saveed one of
one of the cpx files with a setting that my Hades did not like.
Basically I just start over in the installation of STing.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1435. Re: Magic vs MiNT vs Gevena vs TOS vs...

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 23:47:24 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <402d0d026ad487@comcast.net>
Source record: 20524

> Hi all,
>
> I'm starting this thread for 2 reasons: a) I'm a bit tired of reading the
>same subject again and again and decided to give it a little twist, b)
>Personal need.
>
> So, without any further ado, my situation is this:
>
> I have a stock STE with 4 Megs of memory, in which I'll be adding a hard
>drive (and maybe more) in this week. Being a floppy user (Atari-wise) all
>these years I never thought of having any other OSes than plain old TOS,
>but now, since I'll be getting some more space, I thought I might as well
>throw in a desktop/accs/resident progs setup there as well!
>
> So, which one would you suggest on these (fewer than the other posts)
>resources?

Actually I have and use all of them. There are just some programs
that will work better under Geneva and TOS than they do under
Magic and Mint. I was starting from scratch I would choose Geneva
for older programs and Mint for everything else since it still
being supported.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1436. Re: Printer....

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 23:47:24 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <402d0d026ad488@comcast.net>
Source record: 20525

>Does somebody know which current printer can be
>used on a Atari TT with NVDI?
>
>Raoul Teulings
>3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook,
> 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

My wife has a HP 2100 Laser printer and it works fine with NVDI. I
just used one of the HP laser printer drivers on NVDI's list.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1437. Re: ST to VGA

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 23:47:25 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <402d0d026ad489@comcast.net>
Source record: 20526

>Hi all,
>
>I'm working on a pal to vga converter for another project and I realised
>that with little work it would convert the ST video into VGA to use on a
>normal PC monitor. This type of thing is a scan doubler since it will in
>effect put a X2 type zoom on the video to fit onto a VGA screen, I'm waiting
>for my test board to arrive though im sure it would work great for the Atari
>to VGA. It should take RGB or composite PAL/NTSC and will be updatable via
>flash eeprom. Would there be any interest in the Atari scene for this board
>? It wouldn't take much work to adapt my current design to do this so if
>there is enough call for it then I will bring out a ST to VGA converter. It
>is a beast of a project though my test board should be here soon, from then
>I could adapt for the ST. Note that this will be for the colour resolutions
>not just mono like other adapters!
>
>Cheers,
>Chris

I did it by using a video converter and an old piece of ST
hardware called "Video Key".

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1438. Re: Stik or Sting

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 23:47:26 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <402d0d026ad48a@comcast.net>
Source record: 20527

>Which one is better?
>
>Thanks!
>Sam F.
>Seattle Seahawks Nut
>Atari Computer Nut
>C-Lab Falcon, 14mbram,540mb hdd.,
>& Historical Miniatures Wargaming Nut

For ease of use, STik/GluStik is better. Overall STing is the one
if you can set it up correctly.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1439. Re: Umax Astra 2200 Scanner and ScanX

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 23:47:26 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <402d0d026ad48b@comcast.net>
Source record: 20529

>Yes he does offer great support. I sent him an email 3 days ago,
>but have not heard from him. Hopefully he will answer me this
>weekend because I Have something I need to scan.
>

Well Nima sent me a later version of ScanX Pro and it is now
working with my Astra 2200. Like I said, great support....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1440. Re: Video Key or 1377 chip wanted

Newsgroup: comp.sys.atari.st
Date: 2004-02-13 23:47:27 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <402d0d026ad48c@comcast.net>
Source record: 20528

>I'm trying to hook up my Stacy to a large screen TV, to no avail.
>It seems that the only options are either building the ST to NTSC
>circuit using the 1377 chip, or acquiring a Video Key ST to NTSC
>box. Does anyone have either lying around, or know where I could
>locate them? Thanks.

I bought my Video Key from B&C Computers. You may want to try Best
Elecronics also.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1441. Re-Cased 16/32 Ataris

Newsgroup: comp.sys.atari.st
Date: 2004-02-14 00:04:51 UTC
From: sf0218@aol.com
Message-ID: <20040213190451.17180.00001928@mb-m03.aol.com>
Source record: 20530

Hello All,

Experiences etc. from any and all who've re-cased the 16/32bit Ataris.

Thanks,

Sam F.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1442. Re: Desktop Pics

Newsgroup: comp.sys.atari.st
Date: 2004-02-14 00:08:30 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2004.02.14.00.08.29.142551@pandora.be>
Source record: 20531

Op Sat, 14 Feb 2004 00:02:26 +0100, schreef Jean-Luc:

>> UTSI: http://users.pandora.be/tos4ever/utsi.htm
>> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
>
> Hello Martin,
>
> Is it normal that people using ADSL can't access your FTP site anymore ?

It has nothing to do with ADSL or whatever.
As you might know the ftp-server is located on a school in Brussels. I'm not affiliated to that school. In fact they even don't know me at all. Thanks to an ex-student (Saka) who happens to be an Atari-lover I may use that ftp-server.
Every year or so there is a new student/webmaster in charge of the servers. Until recently Saka knew every webmaster/student personaly but at this moment there is a new student in charge which is unknow to Saka. That guy has blocked the anonymous ftp access. The ftp-server is still running but unreachable for anonymous ftp. Last week Saka managed to get in contact with the new webmaster. He promished Saka to restore the anonymous access but so far ...

I hope he will do that soon.

TTFN,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1443. Re: Desktop Pics

Newsgroup: comp.sys.atari.st
Date: 2004-02-14 00:10:14 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <402d6756b12cd00@tripnet.se>
Source record: 20532

In comp.sys.atari.st <pan.2004.02.13.19.52.43.862527@pandora.be>
Martin Byttebier wrote on Fri 13-02-2004 19:51 (GMT):

>Op Fri, 13 Feb 2004 19:10:56 +0100, schreef Bernd Maedicke:
>
>> Zorro <zorro270@yahoo.fr> wrote:
>>
>>> It's a gfx viewer/converter (like GraphicConverter/Xnview) but the main
>>> goal of this application is to be a "bridge" between the futur AGP/USB CT60
>>> extention from Rodolphe and USB Cam.
>>
>> Ah. Run this application under an Atari OS like TOS/MagiC/MiNT?
>> Where can I get it?
>
><URL:http://perso.wanadoo.fr/pierre.g/html/xnview.html>
>
>It surely works under MiNT. If it works under MagiC I don't know.

Just tested under Magic and the 68020 version runs fine on my TT. Did not
try all formats, though :-)

Your url was however outdated. To get it surf to
http://perso.wanadoo.fr/pierre.g/ and navigate from there. The actual
download is via ftp now.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1444. Re: Desktop Pics

Newsgroup: comp.sys.atari.st
Date: 2004-02-14 00:38:29 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <402d6d40$0$4259$c30e37c6@lon-reader.news.telstra.net>
Source record: 20533

"Janez Valant" <swe@atari.org> wrote in message
news:Dz6Xb.4668$%x4.525999@news.siol.net...
> Clockmeister wrote:
>
>
> > Looks a bit agricultural, somewhere between Workbench 1.3 and 2.0...
>
> Well actualy its configurable, so u can use custom widgets (window
> closer, arrows etc butons) and their positions, icons fonts and so on.. So
> this is not some generic look...

Yeah, I figured that, I prefer functional over fanciful too.

1445. Re: Cubase/Falcon RAM?

Newsgroup: comp.sys.atari.st
Date: 2004-02-14 00:38:46 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <q6eXb.1814$h86.1355426@monger.newsread.com>
Source record: 20536

Hi Brian (please see inserts)

On 13 Feb 2004 05:16:35 , "Brian Roland" wrote:
>
>"John Garone" <swamptaxes-NOT-@atlantic.net> wrote in message
>news:_5bWb.1559$h86.1171915@monger.newsread.com...
>> Hi All,
>> Question for Cubase users:
>> How much RAM should Cubase 2.06 use with no song loaded and only the file
>> selector module loaded? It eats up 8+ meg on my Falcon!
>
>Using any AUTO and ACC utilities?
>

NVDI, Wdialog, Maccel

>What screen resolution are you in? If you use something like Videlity to get an
>enhanced screen size, it will obviously gobble up more memory than the normal
>2color by 80column VGA or ST High modes.
>

high rez (2 color)

>How many and how big HD partitions are on your system? Data and FAT caches are
>typically enabled for each partition recognized at boot. Check that you don't
>have massive caches set *unless you truly need them*. Check this in CD-ROM
>devices as well if you have them.
>

HDdriver FAT/Data set for 10/10 (about 400k RAM alloted)

>Any chance you have NVDI, Speedo, or something similar that's reserving a big
>cache of memory for screen fonts?
>If you use NVDI or Speedo-GDOS, make sure you don't have any massive GDOS fonts
>set to cache in memory(see ASSIGN.SYS), also reduce cache size for on screen
>vector fonts (TrueType-PostScript-Speedo). If possible, you might disable the
>GDOS part alltogether...the Screen Acceloration is all ya want-need here.
>

no fonts loaded by NVDI but even if I disable the font folders in Cubase
it will show text that looks like Geramont.

>Likewise, if you're using the 'score' module, and your autoloaded SNG file
>activates alot of fonts...it may be building up lots of font caches.
>

nope

>Take a good look at your MROS folder as well....
>Disable any drivers you don't use.
>

Which ones do I need if I'm only recording to the Falcon line inputs?
No external devices are attached except the DSP plug and key.

>Check Modules and Mixer Maps....be sure something potentially hudge, like
>perhaps 'studio-module' isn't set memory resident.
>

I tried with no maps or modules!

>Make sure your autoloaded song doesn't 'accidentally' assign some audio to a
>sample or RAM track. An easy mistake to make.
>

no RAM track (all set to hard drive)

>I haven't paid much attention to this to be honest, as I've never run out of
>memory. Also consider that CAF does alot of things realtime, and it might go
>ahead and allocate a pretty big chunk of memory that it's not necissarily
>'using' if it's there for the taking. Interesting, now You've brought this
>up...I'll play closer attention next CAF session.
>

Is it possible that free RAM in General CPX might be showing an
innaccurate number! I've got Cubase stripped down further and free RAM is
showing around 1 meg (13 meg+ at bootup). Cubase Max Events shows approx.
- 400k

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

1446. Re: microdeal

Newsgroup: comp.sys.atari.st
Date: 2004-02-14 00:51:13 UTC
From: Steve Marshall <sdm@atmosBlockA.plus.com>
Message-ID: <ileXb.4112$Y%6.525252@wards.force9.net>
Source record: 20534

"exxos" <chris@home.co.uk> wrote

> I'm just checking if Microdeal are still running or have any current
> copyrights on their old sound sampeling hard/software ? It would be nice
to
> construct the Mastersound cartridges and/or replay though I can't do this
> really if there is still copyrights or alike. Anyone got any ideas ?

I'm not sure if the company exists. Many of these firms were bought up so copyrights may be taken up by the new firm. On the other hand if a company shuts then copyright can revert back to the original authors. In theory the copyrights will still be in force.

Steve M

1447. Dead Falcon, Help!

Newsgroup: comp.sys.atari.st
Date: 2004-02-14 01:21:31 UTC
From: jdplace@adelphia.net
Message-ID: <e692d71c.0402131721.2d531baa@posting.google.com>
Source record: 20535

I have a Falcon with a CT60. All was well except for some disk corruption problems when using the CT60, so I decided to remove my clock patch and do the installation with solders. I must have damaged something, as with or without the CT60 I get horizontal scrolling lines when I boot most of the time. When I can get it to boot to the desktop, Aniplayer will not play video as it did before. It says "out of CVID memory." I've tested a few other things and they did work as normal. I reverted the installation back to where it was before (removed the ribbon cable and re-connected everything) but I still get the same result. I've checked and re-checked the motherboard several times, and I can't see any physical problems. Does anyone have an idea what may be wrong? Rodolphe Czuba has been very helpful, but I think I've exhausted all my options unless I send the motherboard to him. I'm looking for a replacement, but I'd like to have my original board repaired. Please help!

--
Joseph Place

1448. Re: Dead Falcon, Help!

Newsgroup: comp.sys.atari.st
Date: 2004-02-14 03:34:57 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.02.14.03.34.55.815314@nossspamXXatari-source.com>
Source record: 20537

On Fri, 13 Feb 2004 17:21:31 -0800, Joseph Place wrote:

> I have a Falcon with a CT60. All was well except for some disk
> corruption problems when using the CT60, so I decided to remove my
> clock patch and do the installation with solders. I must have damaged
> something, as with or without the CT60 I get horizontal scrolling
> lines when I boot most of the time. When I can get it to boot to the
> desktop, Aniplayer will not play video as it did before. It says "out
> of CVID memory." I've tested a few other things and they did work as
> normal. I reverted the installation back to where it was before
> (removed the ribbon cable and re-connected everything) but I still get
> the same result. I've checked and re-checked the motherboard several
> times, and I can't see any physical problems. Does anyone have an
> idea what may be wrong? Rodolphe Czuba has been very helpful, but I
> think I've exhausted all my options unless I send the motherboard to
> him. I'm looking for a replacement, but I'd like to have my original
> board repaired. Please help!

As an intermediate step, you could send the motherboard to me. I'm assuming you live in the US, as I vaguely thought you did. What good would this be? Well I can swap chips here and there and see if I can find a bad one. Problem is videl and stuff aren't socketed so can't fix them. But with a good falcon right beside me and what is amounting to be a lot of hardship in getting my ct60/falcon running as well as the skill to get it running at 25MHz and install the solders with no problem (well remaining ST-ram access problem on my falcon that isn't my fault), I might be able to help you with something. To be perfectly honest, it sounds as if you fried a clock that deals with video and system. Some parts of the system can run at this distorted or broken clock rate, other parts cannot (crashes), and some obvious signs are present like broken video sync rates.

I have many of the clocks socketed or otherwise to try. Also upon removal you could have damaged the solder joint of the main ct60 clock pad. I'm reasonably confident your falcon isn't screwed beyond simple repair, but instead is in need of some rodolphe style assistance. I can do the next best thing - swapping things here and there to see if I can get it running properly, plus I can install your 20/25Mhz clock and you'll be good to go.

Rodolphe charges 60EUR for the job. I'll charge $10USD + shipping. Keep in mind, my job is not done with the absolute precision that rodolphe's is (I do have an excellent ESD safe soldering station though), and I am not quite as "tuned to the falcon" as he is. Many people report strange enhancements on their boards after they return from Rodolphe, to settle

final strange quirks that many falcons can have here or there. TBH it's better to send it to him, I'm just offering my help if you want it. Also my falcon's overclock turned out perfect but I cannot offer any kind of warranty. If I b0rk your falcon further, it can't be my problem. I don't have any spare falcons nor spare cash :) But I can assure you, I will be 500% more careful with your falcon than I was with mine.

With all that crap said, it's up to you what you want to do. First thing I would check is clocks!, but ask Rodolphe, he's the professional.

Thanks,
Mark
http://portal.atari-source.com

1449. Re: Re-Cased 16/32 Ataris

Newsgroup: comp.sys.atari.st
Date: 2004-02-14 03:39:18 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.02.14.03.39.13.246790@nossspamXXatari-source.com>
Source record: 20538

On Sat, 14 Feb 2004 00:04:51 +0000, SF0218 wrote:

> Hello All,
>
> Experiences etc. from any and all who've re-cased the 16/32bit Ataris.
>
> Thanks,
>

Sam,

My poor guide:
http://portal.atari-source.com/modules.php?op=modload&name=Sections&file=index&req=viewart
icle&artid=8&page=1

A much better guide:
http://www.myatari.net/issues/dec2001/casemod.htm

Bearing in mind of course that since I have written this article, my
falcon has had a home-made MST/e/TT keyboard adapter hooked up to it, and
into that has had a QWERTYX adapter with PS2 keyboard and mouse, the
internal wiring is much more professional as the CT60 allows for it, and I
have since removed the motherboard and spent hours cutting down the case
to look much more perfect. Hardest part of the job for sure was getting
screw mounts right and working around thick portions of hte case. The
falcon's motherboard is just too huge to get along with even the largest
of cases.

What seems to be a strict requirement is a Dremel rotary tool with a slew
of accessories.

Thanks,
Mark
http://portal.atari-source.com

1450. Re: Desktop Pics

Newsgroup: comp.sys.atari.st
Date: 2004-02-14 06:51:09 UTC
From: BMaedicke@t-online.de
Message-ID: <1g94ym1.1ucwwnb1mdtmbyN%BMaedicke@t-online.de>
Source record: 20540

Martin Byttebier <donotusethisaddress@pandora.be> wrote:

Hi Martin,

> <URL:http://perso.wanadoo.fr/pierre.g/html/xnview.html>
> It surely works under MiNT. If it works under MagiC I don't know.

I know nconvert on Atari. But this is a ttp - program.

What I mean was this 'zview' what you can see on this screenshot here:
<http://zorro.arcadia-crew.com/gfx/Capture1.png>

and not 'nconvert'

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

1451. Re: HELP W/Sting problem

Newsgroup: comp.sys.atari.st
Date: 2004-02-14 06:51:11 UTC
From: Claude Bourgoin <claude@pivot.net>
Message-ID: <402d9af9_2@corp.newsgroups.com>
Source record: 20539

I have the falcon booting without bombs now, but still do not see Ethernet0
in the stngport.cpx. The reason I was getting bombs was because I disabled
the serial.stx, when I enabled it the bombs went away.

I have reinstalled
"Brian Roland" <BJRoland@bellsouth.net> wrote in message
news:9qcVb.14196$Rl4.9941@bignews5.bellsouth.net...
>
> "Claude Bourgoin" <claude@pivot.net> wrote in message
> news:4024edee_2@corp.newsgroups.com...
> > I have a falcon 030, 14 meg of ram. My auto folder contains, sting.prg
and
> > sting.inf. I also run xcontrol as an ACC and have sting.cpx,
stngport.cpx,
> > and stngprot.cpx active.I have three scsi devices, Hard drive scsi ID
1.0,
> > Daynaport scsi link scsi ID 1.3 and the falcon itself with a scsi ID of
1.7.
> > I am running the latest version of HDDriver 8.1.
> >
> > The problem I have is when I open up xcontrol and select sting port
setup I
> > get 2 bombs and the falcon locks up. Any suggestions would be helpful.
>
> Greetings Claude,
> What all is in your auto folder?
> What order is it in?
> Do you use MultiTOS, MagiC, Geneva?
>
> Some things to check...
> Make sure the SCSI/Link is terminated since it's last in the chain.
> Make sure the SCSI Drivers are enabled in HDDriver.
> Experiment with AUTO apps and their order.
>
> In your STing folder...
> Disable any STX drivers you don't need to start with.
> You'll need the TCP/IP and other 'protocol' modules, and the SCSI/Link
driver of
> course.
>
> One thing to keep in mind about the SCSI/Link STX.
> Avoid any access to the Floppy drive when using your Ethernet. Floppy
access
> while STing is enabled with these drivers can sometimes lead to bombs.

Once
> it's working for you...remember to disable STing in the CPX when you need
to
> access the Floppy.
>
> Another thing you might look into is the sting config file in your STing
folder.
> Make sure there aren't any really wild default settings that might lead to
> crashes, such as not-enough or WAY too much memory being asked for by
STing on
> init.
>
> Disable all CPX but the STing ones at first....
> If still no go....
> Try having XControl load the general Falcon CPX FIRST...with caches and
blitter
> disabled...then
> enabled, etc....
>
> Finally, try reinstalling your STing package and SCSI/Link drivers...in
case
> there's a bad file or something.
>
> Once you get the Falcon booting STing without bombs...selecting the
Ethernet CPX
> should show its proper MAC Address. If you have problems at this stage,
come
> back here and maybe we can offer more info about properly setting the
TCP/IP
> stack and such.
>
> Brian
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 100,000 Newsgroups - 19 Different Servers! =-----

1452. Re: Desktop Pics and Typical Mint Setup

Newsgroup: comp.sys.atari.st
Date: 2004-02-14 09:56:01 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC5399DE.E0A7%derryck@nospam.cix.co.uk.invalid>
Source record: 20541

In article 20040213150458.11447.00001813@mb-m05.aol.com, SF0218 at sf0218@aol.com wrote on 13/2/04 20:04:

> I will also by buying a second hand cdrw drive. That's after I find out if
> cdwriter suite will recognize the drive. Unless there's another cd utility
> out there that will do so.

The only alternative I know about is Soundpool's. Since it doesn't support long file names the choice is obvious!

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

1453. Re: Desktop Pics

Newsgroup: comp.sys.atari.st
Date: 2004-02-14 09:56:55 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <8gmXb.44711$Ch.39331@bignews6.bellsouth.net>
Source record: 20542

"SF0218" <sf0218@aol.com> wrote in message
news:20040212130036.21805.00001456@mb-m25.aol.com...
> So I can't do anything unless I have NAes with Mint & Jinee?
> I'm a little fuzzy here.

You can do much with MiNT all by itself.

To run GEM applications....you need a GEM AES. The AES is the part of your Falcon's OS that provides prefab icons, windows, dialogs, buttons, gadgets, etc to interact with the program. Actually, the TOS ROMS in your Falcon have an AES/GUI, but this is a single tasking AES only. MiNT needs a smarter AES if you wish to run more than one GEM application at once...so the OS can tell what gadgets and windows and such belong to what processes, help manage their memory, and assign processor time, screen redraws and so forth.

There are two FREE multi-tasking GEM-AES subsets that can be used with GEM.
1. AES 4.1 (Also known as MultiTOS, and sometimes seen in versions predating the 4.1, as shipped with lots of Falcons).

2. XXAES is an open source GEM/AES to go with MiNT.

AES 4.1 has a desk-top built in that looks and acts very much like what is built into your Falcon. This desktop can also be replaced with another of your choice (I.E. Jinee).

XXAES does not have a desk-top at all. When no desk-top is used, you get a file selector and may lauch applications from this. You could launch a shell in a TOS Window, or use a virtual console, or load utilities for file management and such. OR, you could install an external desk-top.

Tera Desk, a Desk Top, is very basic in feature and design, but it does work, and it is free, and also open-source.

Jinee and Thing both cost a little money, but both can be used with our without MiNT! Either can be used with MagiC, or Geneva, or even launched by plain TOS to replace the built-in single-tasking desk-top. Both have demo versions about on the net. Why not just grab the demos and TRY them?

N.AES is a well debugged and optomized for speed commercial product that does the same basic thing as AES 4.1 and XXAES (just a little faster, and a lot more polished looking[opinion]). It comes with a special version of Thing...but you are not forced to use Thing...you could use Jinee, Tera Desk, NeoDesk, or no desktop at all!

Also keep in mind....
A fancy desk top isn't necissary under MagiC either. It comes with MagiX, which is pretty dern good in itself. I've been quite happy with MagiX and the

addition of a start bar, and some other click-me utilities for years now myself.

Do not confuse your desk-top replacement with everything else! Look at this as an individual purchase for the desktop that you'd prefer period. If you like Thing or Jinee either one...you can use these two with MiNT, or MagiC, or Plain TOS! You can run them on your PC/MAC Atari Emulators...you can use them pretty much anywhere you want!

You don't have to buy anything to piddle with MiNT on your Falcon. Do you want/need the Unix side of life? This is just my opinion, based on your questions thus far, I say go ahead buy MagiC and Jinee. Install it and start using using it today for your daily work and fun. I doubt you'll ever regret such a purchase...even if you make a TOTAL switch to MiNT on down the road (doubtful with a Stock Falcon).

In your sparetime, download the SpareMiNT package....see if this is even viable and worthwhile to you on a Stock 14meg Falcon. If you find it useful and interesting...say in a few months from now....THEN consider buying N.AES, which you will just plop right on top of your currently working MiNT setup, and have instant choices of AES depending on what you type as you log-in.

Just my two cents, based on personal experience.

Brian

1454. Re: Desktop Pics

Newsgroup: comp.sys.atari.st
Date: 2004-02-14 11:16:45 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <BC53C22D.BA20%zorro270@yahoo.fr>
Source record: 20543

Bernd Maedicke a ï¿½crit le 14/02/04 7:51:

> I know nconvert on Atari. But this is a ttp - program.
>
> What I mean was this 'zview' what you can see on this screenshot here:
> <http://zorro.arcadia-crew.com/gfx/Capture1.png>
>
> and not 'nconvert'

This app is not Xnview, for information Xnview isn't available for Atari,
only Nconvert is... And this one is only a text based TTP.

The app on the screenshoot isn't available now, I have some little bug in
the plugins system but I hope that I can release it before the end of march.

So, wait some weeks :)

A+
Zorro

1455. Re: Need Drivers, BlowUp FX for Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-02-14 15:09:23 UTC
From: nikko@gwi.net
Message-ID: <55fab6dc.0402140709.5690d9fa@posting.google.com>
Source record: 20545

Janez Valant <swe@atari.org> wrote in message
news:<UocXb.4689$%x4.530542@news.siol.net>...
> Barrie at Keychange wrote:
>
>
> >> Does anyone know where any drivers and/or related software for
> >> the blowup fx for falcon might be found?? My original disk is long
> >> since corupt, as well as backups. Any help would be greatly
> > appreciated.
> >
> > Is that the hardware or software version......
>
> BlowupFX is accelerator with FastRam.... so i would say,um, hardware? ;)

Indeed, its a hardware accelerator. However without its boot software, and
cpx its junk.

1456. Re: Will trade ST or 8-bit items for an ST hard drive system

Newsgroup: comp.sys.atari.st
Date: 2004-02-14 15:15:34 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <c0lahm$d6k$1@news1.nivel5.cl>
Source record: 20544

MMh
The megafile has an internal adapter ???
I mean... could i just replace the hard Disk with another ?

I need the DMA cable and a host adapter... So i could bring to life the st's
i have lying around :(
(i mean.. they are in good shape.. but quite useless withouth software
running fast)

"Dave T." <417ci-ohc-v8@Perth.com.au> escribi&#65533; en el mensaje
news:402cb10c$0$1721$5a62ac22@freenews.iinet.net.au...
> it would probably be $50 - $100 AU to get it there, and the mechanism
would
> be damaged in transit for sure. But its up to you.
>
>
> "Bruce" <No-Spam@Ivn.cl> wrote in message
> news:c0fvo1$4mb$1@news1.nivel5.cl...
> > Sorry, Santiago/Chile
> >
> >
> > "Dave T." <417ci-ohc-v8@Perth.com.au> escribis en el mensaje
> > news:402b70f0$0$1730$5a62ac22@freenews.iinet.net.au...
> > > where are you? they aren't light, postage is the killer.
> > >
> > > "Bruce" <No-Spam@Ivn.cl> wrote in message
> > > news:c0fra2$3ov$1@news1.nivel5.cl...
> > > > uh... how much ?
> > > > That input works for me
> > > >
> > > > "Dave T." <417ci-ohc-v8@Perth.com.au> escribis en el mensaje
> > > > news:402b676e$0$1757$5a62ac22@freenews.iinet.net.au...
> > > > > I have a megafile 30
> > > > >
> > > > > only problem is, its 240v 50hz and in Australia.
> > > > >
> > > > > "John Miskinis" <nospam@here.com> wrote in message
> > > > > news:pan.2004.02.12.10.59.20.994968@here.com...
> > > > > > Hi Folks,
> > > > > >
> > > > > > If anyone has an ST-compatible hard drive system they
> > > > > > are not using, and have a desire for some other ST stuff,
> > > > > > or 8-bit stuff, please reply with what you are in search of.
> > > > > >

> > > > > > I'm in the USA.
> > > > > > >
> > > > > > > Thanks
> > > > > > >
> > > > > > >
> > > > > >
> > > > > >
> > > > >
> > > > >
> > > >
> > > >
> > >
> > >
> >

1457. Re: Need Drivers, BlowUp FX for Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-02-14 15:40:29 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <3krXb.5439$vo1.4294@newsfep4-winn.server.ntli.net>
Source record: 20446

Hello.

"brad s" <nikko@gwi.net> wrote in message
news:55fab6dc.0402140709.5690d9fa@posting.google.com...
> Janez Valant <swe@atari.org> wrote in message
news:<UocXb.4689$%x4.530542@news.siol.net>...
> > Barrie at Keychange wrote:
> >
> >
> > >> Does anyone know where any drivers and/or related software
for
> > >> the blowup fx for falcon might be found?? My original disk is
long
> > >> since corupt, as well as backups. Any help would be greatly
> > > appreciated.
> > >
> > > Is that the hardware or software version......
> >
> > BlowupFX is accelerator with FastRam.... so i would say,um, hardware?
;)
>
> Indeed, its a hardware accelerator. However without its boot software,
and
> cpx its junk.

I asked because I have a 'fully loaded' C-Lab Mk X for sale, inc the blow-up
thingy and all the docs.

www.keychange.co.uk

1458. Re: Need Drivers, BlowUp FX for Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-02-14 16:08:53 UTC
From: nikko@gwi.net
Message-ID: <55fab6dc.0402140808.49362c4c@posting.google.com>
Source record: 20447

If anyone else is looking, i've found v1.1 drivers here.

ftp://ftp.leo.org/pub/comp/os/atari/falcon/fx_1_1.lzh

Still on the hunt for any more current though. Was 1.91 ever released?

thanks, brad

1459. Magic Onlline

Newsgroup: comp.sys.atari.st
Date: 2004-02-14 18:30:39 UTC
From: sf0218@aol.com
Message-ID: <20040214133039.26379.00002106@mb-m07.aol.com>
Source record: 20448

Does anyone know the what happened to Magic Online? When did it stop being updated? I thought it was one of the best Atari sites out there and I really miss it. Oh well, time rolls on.

Sam F.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1460. Re: 68060 temperature

Newsgroup: comp.sys.atari.st
Date: 2004-02-14 20:55:29 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <402e8b41.0@entanet>
Source record: 20449

On 8 Feb 2004 12:16:14 G, Michael Schwingen wrote:
>In article <40257fc8$0$28139$626a14ce@news.free.fr>,
>Rodolphe Czuba <rczuba.yenamarre@free.fr> wrote:
>>If they are not connected to ground, really unconnected, it may be easy to
>>add the small part of the CT60 schematics and include the two I2C registers
>>in a very small CPLD on the Milan address bus.
>
>They should be left open.
>
>For a one-time measurement, it might be easier to just attach a simple
>multimeter and do the conversion by hand.
>
>cu
>Michael

Thanks guys,

I was just curious to know if the cooling fan I am using
is really needed or whether I could just use the bigger
heatsink on it's own.

I might be easier just to stick a digital thermometer
against the cpu.

Peter

1461. Re: Desktop Pics

Newsgroup: comp.sys.atari.st
Date: 2004-02-14 22:21:55 UTC
From: Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <c0m8dh$jb4$1@news-reader1.wanadoo.fr>
Source record: 20450

"Martin Byttebier" <donotusethisaddress@pandora.be> a crit dans le message
de news: pan.2004.02.14.00.08.29.142551@pandora.be...
> Op Sat, 14 Feb 2004 00:02:26 +0100, schreef Jean-Luc:
> >
> > Hello Martin,
> >
> > Is it normal that people using ADSL can't access your FTP site anymore ?
>
> It has nothing to do with ADSL or whatever.
> [...]
> That guy has blocked the anonymous ftp access. The ftp-server is still
> running but unreachable for anonymous ftp. Last week Saka managed to get
> in contact with the new webmaster. He promished Saka to restore the
> anonymous access but so far ...

```
Thanks for the explanation
>
> I hope he will do that soon.

So do (I think) many people. Your site is IMO very precious.

J.-Luc
```

--
From est une adresses anti-spam. Pour me rpondre, lire mon
adresse en zigzagant dans la bote ci-dessous (fonte fixe, svp).
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below (non-prop font, please).

```
+---------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+---------------------------+
```

1462. Toronto Ontario Canada ONLY

Newsgroup: comp.sys.atari.st
Date: 2004-02-14 22:32:36 UTC
From: k_seumas <k_seumas@sympatico.ca>
Message-ID: <8mxXb.25834$y07.770915@news20.bellglobal.com>
Source record: 20451

Hi all
Does anyone have any Atari posters they want to sell?
I have received a phone call from someone named Jen, who is hunting up Atari memorabilia for a film shoot. Apparently the scene is a geek playing on his Atari in the 80's, and they want Atari posters (or posters with the Atari logo) for the walls in the background.
She didn't say if they were 8bit or ST.
ken
p/s/ deadline is this tuesday

1463. Re: wow - Stacy on ebay!

Newsgroup: comp.sys.atari.st
Date: 2004-02-15 00:12:28 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <koTRScDEIrLAFw0L@btinternet.com>
Source record: 20452

In article <402d31e7$1@news.greennet.net>, nice bloke
<false@hajib.co.uk> writes
>I offered one on here with a 1Gig HD and HD floppy a while back without a
>single reply!

I'd have been interested, but the last one I missed on eBay went for
ï¿½150ish, IIRC. I don't think anyone is prepared to sell a Stacy for
that.

Richard
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

1464. test

Newsgroup: comp.sys.atari.st
Date: 2004-02-15 00:24:20 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <402ebc4e3d2ee10@pandora.be>
Source record: 20453

hello,

this is a test just ignore it.
After one year, without an Atari I finally get back my Hades.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1465. Re: Atari MIDI Computer (cont.)

Newsgroup: comp.sys.atari.st
Date: 2004-02-15 03:06:43 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <fnBXb.16932$IF1.8976@fed1read01>
Source record: 20454

Imagine, if you will, the Atari STacy. Now, replace the QWERTY keyboard with piano-type keys (much like one of those short MIDI controllers), with a few controller type knobs and switches above them. When the computer boots up (fast, as the entire OS is in ROM), a small trackball allows you to navigate around the OS (MIDI Graphical Interface (MGI)) and select MIDI voices to play and other internal functions.

If the built-in keyboard is too constricting, use the MIDI In/Out ports or the USB to use an external MIDI keyboard and use the "MIDI STacy" as a simple sequencer. When you're done, save your GM file to a built-in 1.44 floppy drive. Use the "MIDI STacy" to play back your work, too.

This computer would be MIDI only. You can't go online, or play games, or do word processing with it. But what you can do, you can do extremely well and efficiently.

I see it as really the only niche "Atari" could get back into with any real hope of success, to build a name for itself in hardware again.

Any ideas/input/suggestions?

Luposian

"John Miskinis" <nospam@here.com> wrote in message
news:pan.2004.02.12.11.20.35.32751@here.com...
> What exactly are you trying to achieve? The ST was
> one of the first MIDI computers, if not the first.

1466. Re: Atari MIDI Computer (cont.)

Newsgroup: comp.sys.atari.st
Date: 2004-02-15 09:30:31 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <r4HXb.48195$Ch.19714@bignews6.bellsouth.net>
Source record: 20455

The market is flooded with these kinds of gadgets.
Really, to make a new 'ground breaking' product that will urge musicians to shell out for something they can't nickle and dime together with 10 year old stuff from ebay (A Workstation Keyboard is essentially what you've described here), someone's gonna have to really push the envelope!

All the so called compitition in pro audio is backing out...making less, and downsizing in major ways. To change this trend of 'no-one's buying new stuff anymore'...they need to really do something that makes the crap the markets are flooded with obsolete!

1. SMALL LIGHT equipment that doesn't fall apart.
2. SMALL LIGHT equipment that doesn't fall apart.
3. SMALL LIGHT equipment that doesn't fall apart.

I know I sound like a broken record here...but here are things musician's have to replace pretty often anyway. They are hudge, bulky, EXPENSIVE, and there's all sorts of room for new patents and developments.

1. Digital Audio Snakes! Wireless, Coax, or Fiber based. 32 channels on a conventional analogue snake requires a massive cable...really heavy...expensive, and calls for constant repairs! Why not use a simple coax with a multiplexer at the ends? There's enough bandwidth on even cheap'o coax...going all analogue...to cram hundreds of channels on one line! Don't believe me? How is it your little 8lbd plasma TV set can keep up with 100+ cable channels (each with 2 to 4 audio channels in addition to the NTSC or PAL video)?!?

2. Notebook thin and super light mixing-consoles and lighting-dimmer-boards. It'd be nice to have a powerful mixer that's programmable, and doesn't require 4 men to move around, and a road-case big enough to bury both your parents in!

3. Cool running amplifiers that don't cause neighborhood brown-outs cause they're so power hungry! It's sad when you've got all these amps with 3 lbs of cheap electronics, and 50lbs of EXPENSIVE chassis and solid steel heat sinks! Then add the next 40lbs of expensive racks and coasters! There HAS to be a better way!

4. Speakers that are lighter and smaller! Speakers built of smaller arrays where a sound engineer, assisted by software, can fine tune crossfades, overtones, direction, and much much more. The days of relying on sheer power to loft out a pretty shitty mix should be long gone by now! Being shaken to death on the floor level, and not hearing a thing in the 'expensive seats' is a problem that with some thought....and good software...and the right kind of speaker array mounted on pivot points etc...well, it's a problem that could GO AWAY in a relatively affordable way.

5. A PA system for dummies! I'm so sick of going to events that have good musicians performing good music...but you can't tell a damn thing about it cause the idiot at the mixing console doesn't understand that a constant 440 reverb just ruins the whole performance, or that a really badly tuned piano run through 3 chorus modules is getting pretty close to fingernails on a chalk board! With computers and software what it is today...you'd think some company would put out a system that's smart enough to reduce or eliminate most of these bone-headed errors!

Seriously....
I belive that if engineers put their minds to it...
What currently takes a 5 ton box truck to haul around could be reduced to something that fits in a well designed hatch back (32mpg or better!).

If you want a retro MIDI workstation...hit eBay...there's tons of that stuff no-one wants anymore...for less than $500 you can find a K2000, DPM3/4/SI, etc...and sequence your heart out ;)

If you wanna dream up a new machine...please do...but give us something the industry is crying for....not something we're trying to pawn off on eBay in order to pay for our Box Trucks and fuel bills.

Brian

"Luposian" <luposian@lycos.com> wrote in message
news:fnBXb.16932$IF1.8976@fed1read01...
> Imagine, if you will, the Atari STacy. Now, replace the QWERTY keyboard
> with piano-type keys (much like one of those short MIDI controllers), with a
> few controller type knobs and switches above them. When the computer boots
> up (fast, as the entire OS is in ROM), a small trackball allows you to
> navigate around the OS (MIDI Graphical Interface (MGI)) and select MIDI
> voices to play and other internal functions.
>
> If the built-in keyboard is too constricting, use the MIDI In/Out ports or
> the USB to use an external MIDI keyboard and use the "MIDI STacy" as a
> simple sequencer. When you're done, save your GM file to a built-in 1.44
> floppy drive. Use the "MIDI STacy" to play back your work, too.
>
> This computer would be MIDI only. You can't go online, or play games, or do
> word processing with it. But what you can do, you can do extremely well and
> efficiently.
>
> I see it as really the only niche "Atari" could get back into with any real
> hope of success, to build a name for itself in hardware again.
>
> Any ideas/input/suggestions?
>
> Luposian
>
> "John Miskinis" <nospam@here.com> wrote in message
> news:pan.2004.02.12.11.20.35.32751@here.com...
> > What exactly are you trying to achieve? The ST was
> > one of the first MIDI computers, if not the first.

>
>

1467. Re: Used scsi

Newsgroup: comp.sys.atari.st
Date: 2004-02-15 11:01:32 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1076849004-111359AEicMi@gmx.net>
Source record: 20457

From: "Kenneth Medin" <kennethm@tripnet.se>
Date: Wed, 11 Feb 2004 00:06:32 GMT

Hi Kenneth,

>Afaik the Yamaha drives are actually IDE units with internal SCSI
>adaptors. Who knows, it might be possible to attach an IDE HD as well :-)

I forgot alll about that.... but in order to do this you'll have to break
the case open, as far as I could tell Yamaha made a very tight enclosure,
no screws no nothing... it's melted together. The case only has one SCSI-
port, it's ment to be used as the last one in the chain.
The default setting is ID6 and can not be changed.

>>http://www.macway.com (they accept credit cards and ship worldwide).
>
>Strange, they are supposed to be sold out everywhere... Maybe the French
>language keep foreign buyers out...

There are lots of these still for sale, but most dealers ask prices for it
that are out of this world... I don't think it's the language that keeps
foreign buyers out but more likely the SCSI interface. Why spend extra
money on a SCSI burner when you can get one cheaper with a Firewire or USB
interface? A SCSI interface is a necessity for us, but on other platforms
it's just one more outdated and expensive protocol. Firewire and USB2 are
the new kids in town.

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

1468. Re: Used scsi

Newsgroup: comp.sys.atari.st
Date: 2004-02-15 11:01:44 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1076848998-110355AEicMi@gmx.net>
Source record: 20456

From: "Kenneth Medin" <kennethm@tripnet.se>
Date: Wed, 11 Feb 2004 00:06:31 GMT

Hi Kenneth,

>What concerns me is how HDDriver could access both at the same time. Like
>Mr Flessa stated by issuing ID x _and_ ID x+1 or how?

No..
It has one device number, but uses two LUN's. HD Driver sees this setup as
two different drives and treats them like that also.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

1469. Re: Printer....

Newsgroup: comp.sys.atari.st
Date: 2004-02-15 11:26:50 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1076849014-113491AEicMi@gmx.net>
Source record: 20460

From: ekaljuma@mtsac.edu (Galen)
Date: 11 Feb 2004 16:10:52 -0800

Hi Galen,

>Hmmm, interesting. Is the printer listed as being a PCL5e printer?
>he HP Laserjet 1300 is listed as being DOS compatible and able to
>emulate PCL5e, so I'd suspect the 1300 could be used with NVDI. I
>haven't verified this, however.

The problem with todays printers is that the manufacturers in order to save a couple of cents got rid of all dip switches and configurable buttons. So although a printer might be DOS compatible and have a PCL emulation mode, the problem for Atari users is how to configure it in that mode. Something relatively simple like changing the page length or characters per inch is impossible on most printers now without the appropriate PC or Mac software.
IMO the best way is to configure the printer to your hearts delight on a PC or Mac and then connect it to the Atari. People who don't have access to other computers should take a look at the OKI laser printers, these are about the only ones that are still fully configurable by hand.

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

1470. Re: Typical Mint Setup

Newsgroup: comp.sys.atari.st
Date: 2004-02-15 11:33:18 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1076849012-112851AEicMi@gmx.net>
Source record: 20459

From: lp <gfabasic@mint.net>
Date: Thu, 12 Feb 2004 17:37:08 -0500

>I have used Thing Desktop for some years now. I can tell you Thing Desktop
>is by far cheaper since it's shareware

It is only marginally cheaper, and if you do the sum feature-wise then
Jinnee works out to be the better deal.

>and you can test it to your hearts content before you register.

The Jinnee demo can be downloaded from the ASH and the author's website,
it's available in English BTW.

http://www.mani.de
http://www.application-systems.de

Cheers from Belgium
Dennis
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

1471. Re: Networking A C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-15 11:49:20 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1076849022-114831AEicMi@gmx.net>
Source record: 20461

From: sf0218@aol.com (SF0218)
Date: 11 Feb 2004 13:02:16 GMT

Hi Sam,

>Yes, yes, and yes. I've tried all the cdr suggestions that have come my
>way. And as of last night, I've come to the determination that both cdr's
>are defective.

Do you mean you've opened up the enclosures, took the drives out, and set the termination switch? Also did you try the MetaDOS archive that I mailed you over last week? It seems very unlikely to me that your two drives are defective :-/

>There, no more crashes. Now, may I please have your suggestions. :)

Since you have the enclosure and cables, all you need is a bare CD-R or CD-writer, if you opt for a CD-Writer make sure it's an MMC-3 compatible drive, these will work with the SoundPool and Anodyne CD-burning software. Stay away from unknown brands but go for something like Yamaha, Plextor, Teac, Ricoh etc...

Cheers from Belgium
Dennis
--


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```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

1472. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-02-15 11:56:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1076849006-111979AEicMi@gmx.net>
Source record: 20458

From: "Kenneth Medin" <kennethm@tripnet.se>
Date: Wed, 11 Feb 2004 00:06:29 GMT

Hi Kenneth,

>3. RFC1855 does only "forbid" ads that are:
> a. otherwice off-topic (Ex. Amiga ads => off-topic; AtariST ads =>
> on-topic).
>
> b. spammed or sent to often.
>
> c. against the majority of the "group member's" wishes.

IMHO the posts are compliant with point "b", and I wouldn't be one bit
surprised if they are compliant with point "c" also.

>Quite a few of your posts are imho actually most on-topic in
>comp.sys.atari.advocacy and should therefore be posted or FUT'ed there.

That's your opinon... you overlook that I *reply* to posts, I can't really
remember the last time I started a thread here... and it is on-topic, he's
not posting his crap to the advocacy group but right here!

>>Yes, and that's what I was trying to say. Undoubtedly there will be
>>people who will be over the moon with the stuff on sale, but the average
>>user in this group has very little to choose from...
>
>But the average 16-bit retrogamer in this group will!

A 16-bit retrogamer is *not* the average user here. I would say he's more
the exception...

>It's up to Ben alone if he likes to sell old or new stuff. It's up to his
>customers do decide if the want to buy from him.

Of course it is, that's why they call it free enterprise. But I'm not the
one saying that business is though and that I didn't make one single sale
last month... also, his weekly spam is not ment to remind his "customers"
that he's still alive.

>>That is not true! I read through his 16 bit catalogue the other night and
>>there are _lots_ of stuff. Took a couple of hours or so as the list is
>>not categorised.
>>
>>Fine Kenneth, so then I'm lying!
>
>Unfortunately you are. Proven by the fact that: If someone wants do buy a

>16-bit 520ST and some 16-bit ST games Ben has it all in stock.

Make up your mind please.... one minute you're talking about power users and the next minute you start driveling away about buying a 520ST, who in his right mind would even pay for this? They can be picked up for free all over the world...

>>Well, Anyone based in the US wanting i.e Calamus 2003, Link 97, Ethernet
>>interface, processor upgrades, ram upgrades, graphic cards, the ASH
>>software catalogue and a whole lot more of recent stuff, stop bothering
>>us from now on, and order it directly from Ben, it may not be obvious,
>>but it's all hidden somewhere in his catalogue.
>
>Yet another false statement!

Ever heard of irony? Of course it's a false statement because Bravo Sierra unfortunately hasn't got one single item of the above, and I very much doubt that he's even capable of getting his hands on it either. A dealer who comes in here asking where he can obtain ICD links... not to mention he bothered us nearly a whole year long asking where he cold obtain a MegaST. And you expect me to take that business serious?

He is not an Atari dealer, well not in the real sense of the word, he happens to have a very large stock of old outdated hardware & software which might be of interest to *some*, but that's it. The majority of posters and people following CSAST, *need* other stuff, stuff which he can't supply.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

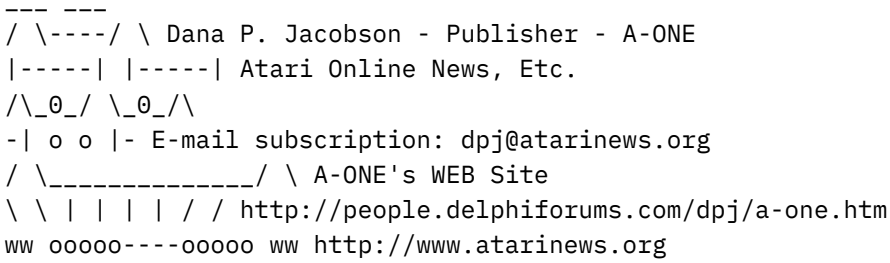
1473. Atari Online News, Etc. #06-07

Newsgroup: comp.sys.atari.st
Date: 2004-02-15 13:45:49 UTC
From: danap8@aol.comno-spam
Message-ID: <20040215084549.17180.00002025@mb-m03.aol.com>
Source record: 20462

A-ONE #0607 02/13/04

~ "Doomjuice" Emerges! ~ People Are Talking! ~ Mozilla's Firefox!
~ Lindows Case Victory? ~ Do Not E-Mail Scam! ~ 'Roger' Released!
~ New Atarimania Site! ~ Atari Times Compendium ~ PlayStation Spammers
~ Scam Sites Crackdown! ~ Windows Leaked To Web! ~ New GameCube When?

-* Classic Gaming Expo 2004 News *-
-* 2-Year Internet Tax Ban Is Proposed *-
-* Paper Casts Doubt On SCO Copyright Claims! *-



1474. Re: Printer....

Newsgroup: comp.sys.atari.st
Date: 2004-02-15 17:31:46 UTC
From: sf0218@aol.com
Message-ID: <20040215123146.21852.00002211@mb-m06.aol.com>
Source record: 20463

Hey folks,

I'm using a LJ5 and an LJ 4000n with no discernable problems.

Thanks
Sam F.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1475. Re: Typical Mint Setup

Newsgroup: comp.sys.atari.st
Date: 2004-02-15 18:14:38 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.02.15.18.14.38.681003@removenoaspam.atari-source.com>
Source record: 20464

On Sun, 15 Feb 2004 12:33:18 +0100, Dennis Vermeire wrote:

> From: lp <gfabasic@mint.net>
> Date: Thu, 12 Feb 2004 17:37:08 -0500
>
>>I have used Thing Desktop for some years now. I can tell you Thing Desktop
>>is by far cheaper since it's shareware
>
> It is only marginally cheaper, and if you do the sum feature-wise then
> Jinnee works out to be the better deal.
>

Agreed. Thing doesn't have multithreaded copy/delete which is irritating.
Most times I find myself doing copy/delete ops from the command line
anymore because I can do rm -rf /somedir & and while it deletes continue
to do other work. I must say at this point Jinnee is a better deal.

Mark
http://portal.atari-source.com

1476. fvdi download

Newsgroup: comp.sys.atari.st
Date: 2004-02-15 19:14:38 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040215201438.a52599@du3.maus.de>
Source record: 20485

Hello,

a few days ago I received my Eclipse graphics card five (!) months after I ordered it (and paid for). Well, unfortunately the included disk with fvdi was corrupted.

So I did a search for it on the web but found out that Johann Klockar's website is down.

Is there any different source for this piece of software?

Regards,

Frank

1477. PDF program.

Newsgroup: comp.sys.atari.st
Date: 2004-02-15 20:40:58 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1076852468-875506AEicMi@adelphia.net>
Source record: 20465

To everyone,
Anyone know of a PDF program that can read and print
pdf files on the Atari???

Thanks,
--
Carey C.|||
|||
|||
/ | \
/ | \ High Flying Falcon 060!!!
Falcon 030 @ 16 mhz.14 megs STRam
CT60 68060RC60 @ 72 mhz with FPU & PMMU
Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB & 40 GB IDE Maxtor Hard Drives
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CDBurner &24x Cyberdrive CD-Rom
EtherNec,Linksys Router & Cable Modem
Epson 880 Printer & 19" Samsung VGA Monitor
Subwoofer Satelite speaker system
COMING: CT60 Graphics Card, 64 Megs DDR SDRam
PCI/USB adapter from Rodolphe
Falcon MOBO to 20 mhz maybe 25mhz.:-)

1478. Re: 68060 temperature

Newsgroup: comp.sys.atari.st
Date: 2004-02-15 21:49:41 UTC
From: michaels@heisenberg.ccac.rwth-aachen.de
Message-ID: <c0ophl$i0r$2@nets3.rz.RWTH-Aachen.DE>
Source record: 20466

In article <402e8b41.0@entanet>,
Peter Slegg <peterslegg@===ANTI-SPAM===scubadivers.co.uk> wrote:
>
>I might be easier just to stick a digital thermometer
>against the cpu.

Probably yes ;-)

The 060 is have seen so far in Milans worked fine with very minimal cooling
- ie. a small CPU heatsink without fan. If the heatsink is attached with
some kind of thermal-conductive material (thermal grease or glue), if it
feels warm but not hot, then the CPU is OK. Even in a case with low
ventilation, a bigger heatsink should do the job without a CPU fan.

cu
Michael

1479. Re: PDF program.

Newsgroup: comp.sys.atari.st
Date: 2004-02-15 23:54:08 UTC
From: Karsten Lüdersen <dev.null@kalue.de>
Message-ID: <c0p2ti$19t3r2$1@ID-163102.news.uni-berlin.de>
Source record: 20467

Carey Christenson <falcon060@adelphia.net> schrieb:

>Anyone know of a PDF program that can read and print
>pdf files on the Atari???

There is a german program named "Porthos". Look at
<http://www.dsd.net/prod/atari/porthos.php>. This page and the manual
are in german, but the program itself has english resources as well.
The program costs 35 EUR. The free demo-version shows only one page of
a PDF-file.

Gruï¿½,
Karsten

--
http://www.kalue.de/

1480. Re: wow - Stacy on ebay!

Newsgroup: comp.sys.atari.st
Date: 2004-02-16 00:29:56 UTC
From: "Dave T." <417ci-ohc-v8@Perth.com.au>
Message-ID: <40300ef9$0$1727$5a62ac22@freenews.iinet.net.au>
Source record: 20468

how much do they go for at the most??

What about the ST book, I bet that's worth a fortune.

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:koTRScDElrLAFw0L@btinternet.com...
> In article <402d31e7$1@news.greennet.net>, nice bloke
> <false@hajib.co.uk> writes
> >I offered one on here with a 1Gig HD and HD floppy a while back without a
> >single reply!
>
> I'd have been interested, but the last one I missed on eBay went for
> £150ish, IIRC. I don't think anyone is prepared to sell a Stacy for
> that.
>
> Richard
> --
> Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
> Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
> Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (
`'::.
> http://www.dmc12.demon.co.uk/retrotech/ '----"(_/--'
`-'_)Morticia

1481. Re: test

Newsgroup: comp.sys.atari.st
Date: 2004-02-16 00:39:27 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0402151639.2bf64d36@posting.google.com>
Source record: 20469

"Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be> wrote in message news:<402ebc4e3d2ee10@pandora.be>...
> hello,
>
> this is a test just ignore it.
> After one year, without an Atari I finally get back my Hades.

Sorry, can't ignore that! Nice to see that you finally got the Hades up and running again! :))

Regards,

Joakim

1482. daynaport

Newsgroup: comp.sys.atari.st
Date: 2004-02-16 01:14:05 UTC
From: Mark Palmer <drmark.palmer@btinternet.com>
Message-ID: <c0p5gtqtp1@titan.btinternet.com>
Source record: 20470

Hi

Does anybody know where I could get hold of a Daynaport SCSI/Link-T? THe
only other post I could find was asking how to do use one. If you go to

http://www.anodynesoftware.com/ethernet/main.htm

it tells you how to do this

all the best,

Mark

1483. Re: PDF program.

Newsgroup: comp.sys.atari.st
Date: 2004-02-16 01:14:20 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <40301788e8a893@europe-shareware.org>
Source record: 20471

Hello,

in article <1076852468-875506AEicMi@adelphia.net> (comp.sys.atari.st),
Carey Christenson wrote on Sun 15-02-2004 14:40 (-0600):

> To everyone,
> Anyone know of a PDF program that can read and print
> pdf files on the Atari???

GemGS (Freeware)
and Porthos (Shareware)

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
ST Magazine : http://stmagazine.org (French Atari fanzine)
Ric's HomePage : http://paricard.free.fr

1484. Re: PDF program.

Newsgroup: comp.sys.atari.st
Date: 2004-02-16 01:49:42 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <WkVXb.1951$h86.1484327@monger.newsread.com>
Source record: 20472

On 16 Feb 2004 00:54:08 , =?ISO-8859-1?Q?Karsten_L=FCdersen?= wrote:
>Carey Christenson <falcon060@adelphia.net> schrieb:
>
>>Anyone know of a PDF program that can read and print
>>pdf files on the Atari???
>
>There is a german program named "Porthos". Look at
><http://www.dsd.net/prod/atari/porthos.php>. This page and the manual
>are in german, but the program itself has english resources as well.
>The program costs 35 EUR. The free demo-version shows only one page of
>a PDF-file.
>
>Gru&#65533;,
>Karsten
>

loads fairly fast and prints very well. It's soon on my list to buy.

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

1485. Re: daynaport

Newsgroup: comp.sys.atari.st
Date: 2004-02-16 02:22:36 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <iNVXb.1378$aW2.1027@bignews3.bellsouth.net>
Source record: 20473

"Mark Palmer" <drmark.palmer@btinternet.com> wrote in message
news:c0p5gtqtp1@titan.btinternet.com...
> Hi
>
> Does anybody know where I could get hold of a Daynaport SCSI/Link-T? THe
> only other post I could find was asking how to do use one. If you go to

Mark,
I got mine from Anodyne. At the time, they had several used ones laying around and were willing to sell them. Email and ask.

Also, go to the Mac newsgroups and post what you're looking for. You're likely to get several replies offering to sell you one. You might also try some of the online Mac Specalist shops.

Brian

1486. Re: PDF program.

Newsgroup: comp.sys.atari.st
Date: 2004-02-16 04:53:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200402160553.a46933@wun.maus.de>
Source record: 20484

Hallo Carey!

CC>Anyone know of a PDF program that can read and print pdf files on the
CC>Atari???

There are at least three of them:

- For MiNT, there's the latest ghostscript available in RPM format from the SpareMiNT site, together with gv. Freeware.

- For all systems, there's the commercial Porthos PDF viewer from Peter Domrï¿½se. It has got some additional support for Calamus, and is available from http://www.dsd.net/prod/atari/porthos.php

- The third program is MyPDF, but that one is still alpha and not publicly available. http://mypdf.atari-users.net/

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

1487. Re: Atari MIDI Computer (cont.)

Newsgroup: comp.sys.atari.st
Date: 2004-02-16 05:15:16 UTC
From: rEs <resres3@yahoo.com>
Message-ID: <t9k030thrb2p6o7dhfiijitbdfs6kug59s@4ax.com>
Source record: 20474

>1. Digital Audio Snakes! Wireless, Coax, or Fiber based. 32 channels on a
>conventional analogue snake requires a massive cable...really heavy...expensive,
>and calls for constant repairs! Why not use a simple coax with a multiplexer at
>the ends? There's enough bandwidth on even cheap'o coax...going all
>analogue...to cram hundreds of channels on one line! Don't believe me? How is
>it your little 8lbd plasma TV set can keep up with 100+ cable channels (each
>with 2 to 4 audio channels in addition to the NTSC or PAL video)?!?

Gibson's Magic interface

>2. Notebook thin and super light mixing-consoles and lighting-dimmer-boards.
>It'd be nice to have a powerful mixer that's programmable, and doesn't require 4
>men to move around, and a road-case big enough to bury both your parents in!

the technology is there...i hear you

>3. Cool running amplifiers that don't cause neighborhood brown-outs cause
>they're so power hungry! It's sad when you've got all these amps with 3 lbs of
>cheap electronics, and 50lbs of EXPENSIVE chassis and solid steel heat sinks!
>Then add the next 40lbs of expensive racks and coasters! There HAS to be a
>better way!

Peavey DECA power amps and the new generation of digital power amps

>4. Speakers that are lighter and smaller! Speakers built of smaller arrays
>where a sound engineer, assisted by software, can fine tune crossfades,
>overtones, direction, and much much more. The days of relying on sheer power to
>loft out a pretty shitty mix should be long gone by now! Being shaken to death
>on the floor level, and not hearing a thing in the 'expensive seats' is a
>problem that with some thought....and good software...and the right kind of
>speaker array mounted on pivot points etc...well, it's a problem that could GO
>AWAY in a relatively affordable way.

Apogee Titanium drivers

>5. A PA system for dummies! I'm so sick of going to events that have good
>musicians performing good music...but you can't tell a damn thing about it cause
>the idiot at the mixing console doesn't understand that a constant 440 reverb
>just ruins the whole performance, or that a really badly tuned piano run through
>3 chorus modules is getting pretty close to fingernails on a chalk board! With
>computers and software what it is today...you'd think some company would put out
>a system that's smart enough to reduce or eliminate most of these bone-headed
>errors!

Digital mixers via Gibson's Magic

1488. Re: Cubase 2.0 dongle

Newsgroup: comp.sys.atari.st
Date: 2004-02-16 05:16:14 UTC
From: rEs <resres3@yahoo.com>
Message-ID: <6gk0309so7gps61euppcvl09r715ueco4t@4ax.com>
Source record: 20475

yes, if the dongle is red
no if the dongle is black

>Does anyone know if the Cubase 2.0 dongle works with Cubase 3 ?
>
>Thanks, Don

1489. Re: 68060 temperature

Newsgroup: comp.sys.atari.st
Date: 2004-02-16 05:20:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200402160620.a46934@wun.maus.de>
Source record: 20483

Hallo Michael!

MS>The 060 is have seen so far in Milans worked fine with very minimal
MS>cooling - ie. a small CPU heatsink without fan.

Would this apply for my 040@25Mhz also? There's a small heatsink with fan glued
to it, with a drop of thermal glue in the main part of the chip area and four
drops of glue at the four edges, but I already had to replace the fan and it's
nevertheless noisy :-(

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

P.S.: looking like this:

```
||||||||||||||||||||
+--------------------+
-|GGGG TTTT GGGG|-
-|GG TTTTTTTTT GG|-
-|G TTTTTTTTTTTTT G|-
-| TTTTTTTTTTTTTTT |-
-| TTTTTTTTTTTTTTTTT |-
-| TTTTTTTTTTTTTTTTT |-
-| TTTTTTTTTTTTTTT |-
-|G TTTTTTTTTTTTT G|-
-|GG TTTTTTTTT GG|-
-|GGGG TTTT GGGG|-
+--------------------+
||||||||||||||||||||
```

with G being the glue and T the thermal conductor. Display with
non-proportional font :-)

1490. Re: Magic vs MiNT vs Gevena vs TOS vs...

Newsgroup: comp.sys.atari.st
Date: 2004-02-16 08:49:46 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <opr3gf48lkmj6qhx@news.ntua.gr>
Source record: 20476

First of all, thanks to all for the suggestions!

Now, on to some other comments/questions:

The main thing for me at this moment is for my 2-3 favortie apps to load up & run flawlessly. To be more precise: these apps are: Turbo Assembler, Bugaboo & GFA-BASIC. It would be a bit of a bummer if I installed, for example, MagiC (after buying it of course) only to find out that Bugaboo (which is a very powerful debugger) crashes with it. Same goes with Geneva ot MiNT.

On Fri, 13 Feb 2004 16:06:50 -0500, a lot of people wrote

> in article 107Xb.4676$%x4.526289@news.siol.net, Janez Valant at
> swe@atari.org wrote on 2/13/04 12:30 PM:
>
>> However for coding, i recomend u good old TOS. Small and STABLE. And if
>> u
>> crash, u bootup back emediately. :)

That's very likely to happen in the end :)

>
> I do all my coding under mint, the past 2 months of asm learning have
> caused
> many crashes and mint holds up pretty good. I've crashed a test app many
> times without a reboot or freeze. Of course the type of crash might
> matter.
> ;-)

Well, provided that your computer can handle it, Bugaboo is a very crash-proof debugger. Pros are that it is even reset proof (!), clobbers any interrupt while its interface is running etc. But you have to use it only in ST med or hi res. So, it's not a OS stability problem, it's an OS/software compatibiliry problem :)

>
>> I have 1.14.9 kernel, naes 1.2 and Thing on MST4, boots up with 1.9mb
>> free
>> ram... Still i use Magic V3 on ST. Small fast, bloatfree OS. So either
>> TOS
>> or Magic v.3xx, or maybe Geneva, without MiNT, since cooperative is not
>> THAT bad, that MiNT would justify more Ram usage...

Is Magic v3 avaliable freely or comercially? Or will I have to buy 6.xx?

> If you really want a vfat file system that supports long
> file-names....more
> drive letters, capacity for larger partitions, DOS type partitions,
> etc....
> Get HD-Driver and MagiC.

Won't MagiC use LFN with another HD driver? One of my (future) projects will (probably!) be disassembling and fully commenting CBHD driver (and perhaps extending it)!

--

George Nakos AKA GGN/KUA software productions - Atari or buST!

Real programmers disdain structured programming. oΩ½Structured programming is for compulsive neurotics who were prematurely toilet- trained. oΩ½They wear neckties and carefully line up pencils on otherwise clear desks.

To send mail, remove the ROCKS from the address shown.
That's g g n a t a t a r i d o t o r g

1491. Re: Cubase 2.0 dongle

Newsgroup: comp.sys.atari.st
Date: 2004-02-16 10:28:46 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <TX0Yb.6698$vo1.1632@newsfep4-winn.server.ntli.net>
Source record: 20477

Hello.

> >Does anyone know if the Cubase 2.0 dongle works with Cubase 3 ?

"rEs" <resres3@yahoo.com> wrote in message
news:6gk0309so7gps61euppcvl09r715ueco4t@4ax.com...
> yes, if the dongle is red
> no if the dongle is black

It is true to say that most dongles adherred to the 'black is v2, red is v3
and Score' pattern.

Except that the last V3 and Score dongles were supplied to me by Steinberg
in a black case with a Score sticker on the side.

www.keychange.co.uk

1492. Re: wow - Stacy on ebay!

Newsgroup: comp.sys.atari.st
Date: 2004-02-16 10:57:24 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <Em1Yb.6711$vo1.4249@newsfep4-winn.server.ntli.net>
Source record: 20478

Hello.

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:koTRScDElrLAFw0L@btinternet.com...
> In article <402d31e7$1@news.greennet.net>, nice bloke
> <false@hajib.co.uk> writes
>
> I'd have been interested, but the last one I missed on eBay went for
> £150ish, IIRC. I don't think anyone is prepared to sell a Stacy for
> that.

I want £100 plus shipping for mine.

www.keychange.co.uk

1493. Re: wow - Stacy on ebay!

Newsgroup: comp.sys.atari.st
Date: 2004-02-16 11:00:14 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <tpGDC5BOFKMAFwdJ@btinternet.com>
Source record: 20479

In article <40300ef9$0$1727$5a62ac22@freenews.iinet.net.au>, Dave T.
<417ci-ohc-v8@Perth.com.au> writes
>how much do they go for at the most??
>
>What about the ST book, I bet that's worth a fortune.

IIRC, Barrie usually asks around ï¿½500 for one. ST Books are probably the
same sort of figure.

Richard
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

1494. Re: wow - Stacy on ebay!

Newsgroup: comp.sys.atari.st
Date: 2004-02-16 11:45:58 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <g42Yb.6740$vo1.2800@newsfep4-winn.server.ntli.net>
Source record: 20480

Hello.

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:tpGDC5BOFKMAFwdJ@btinternet.com...
> In article <40300ef9$0$1727$5a62ac22@freenews.iinet.net.au>, Dave T.
> <417ci-ohc-v8@Perth.com.au> writes
> >how much do they go for at the most??
> >
> >What about the ST book, I bet that's worth a fortune.
>
> IIRC, Barrie usually asks around £500 for one.

I wish!!!!

Correction. From memory the most I ever got for a Stacy is £275.

Never had a Book.

Do have a Portfolio and a Falcon MK X......

www.keychange.co.uk

1495. Re: wow - Stacy on ebay!

Newsgroup: comp.sys.atari.st
Date: 2004-02-16 13:04:53 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <b6l+2pJD3LMAFwLd@btinternet.com>
Source record: 20481

In article <Em1Yb.6711$vo1.4249@newsfep4-winn.server.ntli.net>, Barrie
at Keychange <barrie@keychange.co.uk> writes
>> I'd have been interested, but the last one I missed on eBay went for
>> ï¿½150ish, IIRC. I don't think anyone is prepared to sell a Stacy for
>> that.
>
>I want ï¿½100 plus shipping for mine.

Isn't that the one with the screen fault, though? Though I apologise if
I've mislead people as to the asking price you have for Stacy - I'm sure
your page said ï¿½500ish! Maybe it's somewhat out of date ;)

Richard
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

1496. CT60 : the end... ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-16 13:15:56 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <4030c27c$0$28123$626a14ce@news.free.fr>
Source record: 20482

Hello,

Just to say that I sent all last CT60 except 5 boards.

-One has a Flash destroyed because was soldering in a wrong position (I will replace it).
-The last 4 have a unknown problem (no boot at all with 060) that is a PCB problem...

I apologize to the last 5 buyers ;-)

I'm happy this long story is finishing...

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.580 / Virus Database: 367 - Release Date: 06/02/2004

1497. CT60 : the end... ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-16 13:17:12 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <004b7338@fmlynet.org>
Source record: 20490

FamilyNet Newsgate

So ready to make a modified batch for TT-030 users? :)

Doctor Clu @}>->--'--,----------
-= Good ole computing fun in D/FW ... BBS list, simple chat room/message area, user group links and more... =- http://jybolac.atari.org

> From: "Rodolphe Czuba" <rczuba@free.fr>
> Hello,
> Just to say that I sent all last CT60 except 5 boards.
> -One has a Flash destroyed because was soldering in a wrong position (I will
> replace it).
> -The last 4 have a unknown problem (no boot at all with 060) that is a PCB
> problem...
> I apologize to the last 5 buyers ;-)
> I'm happy this long story is finishing...
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.580 / Virus Database: 367 - Release Date: 06/02/2004

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1498. Website for good computing fun in D/FW - TX USA

Newsgroup: comp.sys.atari.st
Date: 2004-02-16 13:18:20 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <004b7339@fmlynet.org>
Source record: 20489

FamilyNet Newsgate

I've set up a website devoted to all the good ole computing fun that can be done in the Dallas/ Fort Worth area. We have an updated version of Rev Jim's BBS list, a links to various user groups, and a online chat room /message area.

I hope to work on the Austin, Texas version of this soon, so wiether you live in Dallas/Fort Worth or Austin, please check out my website at...

http://jybolac.atari.org

Then write me at drclu@swbell.net

Let me know...

1) If there are any BBS's that should be added to that list.
2) If there are any user group links in your area that should be added.

I would like to know of telnet only BBS's in the Dallas/Fort Worth and Austin areas as well.

If you are not in Dallas/Forth Worth or Austin, simply write me, and let me know you would like a webpage like this made, and if I get more votes from your city, I'll make your next. :)

Thanks and come check it out. We have live chats 8 pm CST Thursday night and 10 am Sunday morning (CST)

Doctor Clu @}>->--'--,----------
-= Good ole computing fun in D/FW ... BBS list, simple chat room/message area, user group links and more... =- http://jybolac.atari.org

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1499. R: PDF program.

Newsgroup: comp.sys.atari.st
Date: 2004-02-16 18:45:04 UTC
From: Paolo <p@engineer.com>
Message-ID: <Qc8Yb.12022$FJ6.467453@twister1.libero.it>
Source record: 20486

> There are at least three of them:
>
> - For MiNT, there's the latest ghostscript available in RPM format from
the
> SpareMiNT site, together with gv. Freeware.
>

Excuse me, what is this RPM format? I am a Windoze Ghostscript user and I
LOVE this program, but I don't have clues on Linux.

1500. Re: fvdi download

Newsgroup: comp.sys.atari.st
Date: 2004-02-16 19:33:30 UTC
From: rand@cd.chalmers.se
Message-ID: <c0r5ua$3p3$1@eol.dd.chalmers.se>
Source record: 20488

In article <20040215201438.a52599@du3.maus.de>,
Frank Szymanski <Frank_Szymanski@du3.ohse.de> wrote:
>Hello,
>
>a few days ago I received my Eclipse graphics card five (!) months after I

:-|

>ordered it (and paid for). Well, unfortunately the included disk with fvdi
>was corrupted.

:-(

Well, it would probably have been five years out of date, anyway.

>So I did a search for it on the web but found out that Johann Klockar's
>website is down.

Yeah...
I lost my internet connection for several weeks when moving to a new
apartment a couple of months ago, and have not gotten around to setting
things up properly yet. Perhaps just as well, since I will need to move
again shortly...

(You got the name a bit wrong, by the way. ;-)

>Is there any different source for this piece of software?

The easiest way is obviously to just ask me for it.
I just email you what should have been available on my Web site if it
had been working.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

1501. Re: PDF program.

Newsgroup: comp.sys.atari.st
Date: 2004-02-16 20:04:37 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <c0r471svo1@news1.nivel5.cl>
Source record: 20487
Body handling: HTML body converted to readable text

```
rpm stands for Redhat Package Manager..
They are compressed packages containing the program...
And control dependencies, etc...
```

"Paolo" escribi&#65533; en el mensaje
news:Qc8Yb.12022$FJ6.467453@twister1.libero.it...
> > There are at least three of them:
> >
> > - For MiNT, there's the latest ghostscript available in RPM format from
> the
> > SpareMiNT site, together with gv. Freeware.
> >
>
> Excuse me, what is this RPM format? I am a Windoze Ghostscript user and I
> LOVE this program, but I don't have clues on Linux.
>
>

1502. Re: CT60 : the end... ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-16 21:53:13 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <40313bb8$0$28115$626a14ce@news.free.fr>
Source record: 20491

No, sorry...

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> a ï¿½crit dans le message
de news: 004b7338@fmlynet.org...
> FamilyNet Newsgate
>
> So ready to make a modified batch for TT-030 users? :)
>
> Doctor Clu @}>->--'--,----------
> -= Good ole computing fun in D/FW ... BBS list, simple chat room/message
area,
> user group links and more... =- http://jybolac.atari.org
>
>
>
> > From: "Rodolphe Czuba" <rczuba@free.fr>
> > Hello,
> > Just to say that I sent all last CT60 except 5 boards.
> > -One has a Flash destroyed because was soldering in a wrong position (I
will
> > replace it).
> > -The last 4 have a unknown problem (no boot at all with 060) that is a
PCB
> > problem...
> > I apologize to the last 5 buyers ;-)
> > I'm happy this long story is finishing...
> > ---
> > Outgoing mail is certified Virus Free.
> > Checked by AVG anti-virus system (http://www.grisoft.com).
> > Version: 6.0.580 / Virus Database: 367 - Release Date: 06/02/2004
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.580 / Virus Database: 367 - Release Date: 06/02/2004

1503. Re: wow - Stacy on ebay!

Newsgroup: comp.sys.atari.st
Date: 2004-02-16 21:54:30 UTC
From: nice bloke <false@hajib.co.uk>
Message-ID: <4031665b@news.greennet.net>
Source record: 20492

Mine is ?300

1504. STE "bodge on" mystery ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-16 22:26:02 UTC
From: exxos <chris@home.co.uk>
Message-ID: <40314378$0$21302$cc9e4d1f@news.dial.pipex.com>
Source record: 20494

Hi all,

I have a STE with a 74LS164 soldered ontop of U211, there are 2 wires , one of which goes to U203 pin 19 (and lifted form the track under it) of the MC68901 another wire goes to pin 22 U202 (YM2149), im thinking it could be some serial boost mod, though ive not seen one like that before..... anyone got any ideas ?

thanks
chris

1505. Re: CT60 : the end... ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-16 22:40:23 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.02.16.22.40.22.831931@removenoaspam.atari-source.com>
Source record: 20495

On Mon, 16 Feb 2004 22:53:13 +0100, Rodolphe Czuba wrote:

> No, sorry...
>
>

Rodolphe,

If the users are available would you have interest in doing this? I think it's a very valid idea as I have 2 TT's myself and I think they're fairly common, perhaps more than the falcon, may be able to muster up more interested people. TT's make a great server and I envision Atari-source.com running on a CT60 TT some day ;)

The only reason I ask this is because I know that your work on a coldfire project or AGP/USB/PCI board is much much more important than another accelerator board. A new platform machine would be very good (coldfire) and I would be on the buyer's list. I feel ashamed I couldn't get my act together financially for hades or Milan.

But if you have interest in adapting CT60 to work with the TT, I'm sure we could rouse up the effort to get confirmed buyers without you having to worry about those details. I could setup a site to handle it in stages. The first step would be "basic interest" and detail how many people are basically considering it or at least interested. If say 200 people go, you do small planning and release some details about how it would be designed and what can be expected. Then we do confirm list. If 150 preorders come in paid in full then you can work otherwise refund the money. Do 1 year time span for preorders to come in.

Thing is, based on things I heard I feel that there may be interest in TT accelerator, though I don't know how much. I don't know why Didier or someone else qualified wouldn't be interested in writing the software for it either. Maybe he could be paid? I'd sponsor an effort all I could.

If I ever win the lottery or come across some money you can count on the fastest atari clone imagineable to come to market. Of course it would be a massive money loser but you don't worry about things like that when you win the lottery ;-) I figure 3-5 million USD would get the job done.

Mark
http://portal.atari-source.com

1506. Re: fvdi download

Newsgroup: comp.sys.atari.st
Date: 2004-02-16 22:44:28 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1076947168-351511AEicMi@adelphia.net>
Source record: 20493

Frank,
I to also have the latest drivers that were given to
me by Johan a few months back. If you want me to send
them just give me a shout to my e-mail address. It is
correct when you hit answer in your email program.

Thanks,
--
Carey C.|||
|||
|||
/ | \
/ | \ High Flying Falcon 060!!!
Falcon 030 @ 16 mhz.14 megs STRam
CT60 68060RC60 @ 72 mhz with FPU & PMMU
Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB & 40 GB IDE Maxtor Hard Drives
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CDBurner &24x Cyberdrive CD-Rom
EtherNec,Linksys Router & Cable Modem
Epson 880 Printer & 19" Samsung VGA Monitor
Subwoofer Satelite speaker system
COMING: CT60 Graphics Card, 64 Megs DDR SDRam
PCI/USB adapter from Rodolphe
Falcon MOBO to 20 mhz maybe 25mhz.:-)

1507. Re: Stik or Sting

Newsgroup: comp.sys.atari.st
Date: 2004-02-17 00:28:34 UTC
From: Clayton Murray <claytone@foxinternet.com>
Message-ID: <SedYb.836$ss.22939@bcandid.telisphere.com>
Source record: 20396

Hi Sam-

I'm using Stik 2 here in Seattle on foxinternet. If you want, I can send script files to help get you set up. I've heard that both programs are pretty good, and it depends on what internet clients you want to use WITH them. I have Newsie and Cab, altho I don't use Cab much, as it's not very good for browsing. Doesn't do Java script, or cascading sheet pages, or secure pages, plus it's just plain slow. That was the main reason I now also have a whine doze machine.

-Clayton Murray
Seattle, WA USA

SF0218 <sf0218@aol.com> wrote in message
news:20040209135835.22937.00001922@mb-m04.aol.com...
> Which one is better?
>
> Thanks!
> Sam F.
> Seattle Seahawks Nut
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,
> & Historical Miniatures Wargaming Nut

1508. Re: Cubase 2.0 dongle

Newsgroup: comp.sys.atari.st
Date: 2004-02-17 03:38:09 UTC
From: rEs <resres3@yahoo.com>
Message-ID: <a433309cm9q71cj46vaj3uk27qpa5k9hjn@4ax.com>
Source record: 20397

>> >Does anyone know if the Cubase 2.0 dongle works with Cubase 3 ?

>> yes, if the dongle is red
>> no if the dongle is black
>
>It is true to say that most dongles adherred to the 'black is v2, red is v3
>and Score' pattern.
>
>Except that the last V3 and Score dongles were supplied to me by Steinberg
>in a black case with a Score sticker on the side.

There you have it!

1509. Formatting 44 Meg Syquest Drive Cartridges

Newsgroup: comp.sys.atari.st
Date: 2004-02-17 08:58:38 UTC
From: A Walshe <acs@webaxs.net>
Message-ID: <c0sl3j$219p$1@arachne.labyrinth.net.au>
Source record: 20398

Hi all
I recently was given a SCSI 88 Meg SyQuest drive which and some 44 meg cartridges (I'm assuming they are compatible). My problem is that I cannot format the carts. HDDriver Ver. 6 recognises the drive and is able to do a sector test successfully, and TOS recognises 4 partitions (using install devices) and attempts to access the drive (the drive led flashes) when double clicking on the drive icons. I have tried what I assume is the copy protection red disk in both positions and that doesn't help. I am running and Atari TT.

Any ideas to help solve the problem would be appreciated.

Thanks

1510. Re: Formatting 44 Meg Syquest Drive Cartridges

Newsgroup: comp.sys.atari.st
Date: 2004-02-17 09:01:57 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <c0slkf$3us$1@reader11.wxs.nl>
Source record: 20399

A Walshe wrote:

> I recently was given a SCSI 88 Meg SyQuest drive which and some 44 meg
> cartridges (I'm assuming they are compatible). My problem is that I cannot
> format the carts. HDDriver Ver. 6 recognises the drive and is able to do a
> sector test successfully, and TOS recognises 4 partitions (using install
> devices) and attempts to access the drive (the drive led flashes) when
> double clicking on the drive icons. I have tried what I assume is the copy
> protection red disk in both positions and that doesn't help. I am running
> and Atari TT.

Formatting shouldn't be necessary.. but have you tried to just
repartition it?

Maurits.

1511. Re: Formatting 44 Meg Syquest Drive Cartridges

Newsgroup: comp.sys.atari.st
Date: 2004-02-17 09:13:43 UTC
From: A Walshe <acs@webaxs.net>
Message-ID: <c0slvt$22pt$1@arachne.labyrinth.net.au>
Source record: 20400

"Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message
news:c0slkf$3us$1@reader11.wxs.nl...
> A Walshe wrote:
>
> > I recently was given a SCSI 88 Meg SyQuest drive which and some 44 meg
> > cartridges (I'm assuming they are compatible). My problem is that I
cannot
> > format the carts. HDDriver Ver. 6 recognises the drive and is able to
do a
> > sector test successfully, and TOS recognises 4 partitions (using install
> > devices) and attempts to access the drive (the drive led flashes) when
> > double clicking on the drive icons. I have tried what I assume is the
copy
> > protection red disk in both positions and that doesn't help. I am
running
> > and Atari TT.
>
> Formatting shouldn't be necessary.. but have you tried to just
> repartition it?
>
> Maurits.
>

Yes I did try to repartition it but with no success. May be I wasn't doing
something correctly? I'll try again!

Thanks

1512. KRONOS 1.7 is online !

Newsgroup: comp.sys.atari.st
Date: 2004-02-17 09:42:35 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <4031e2ea$1$28127$626a14ce@news.free.fr>
Source record: 20402

http://olivier.landemarre.free.fr/gem/kronos/

The new version of one of the two better benchers is available !
With included benchs ABH files about CT60 66/16, 66/25 et 100/25 MHz,
HADES060, Power MAC Bi-G4 and ATHLON 2.2GHz !
Have Fun !

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.580 / Virus Database: 367 - Release Date: 07/02/2004

1513. Re: CT60 : the end... ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-17 09:46:36 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <4031e2eb$0$28127$626a14ce@news.free.fr>
Source record: 20401

>
> If the users are available would you have interest in doing this? I think
> it's a very valid idea as I have 2 TT's myself and I think they're fairly
> common, perhaps more than the falcon, may be able to muster up more
> interested people. TT's make a great server and I envision
> Atari-source.com running on a CT60 TT some day ;)

The CTT60 project is possible only if somebody can replace Ddier Mequignon
to do on TOS 3.06 all the work he did on TOS 4.04 !
Find this guy and it is possible !
No guy and the subject is closed !

Didier has a Falcon and not a TT and I'm sure he will never want to bore
time patching and trying understand inside the TOS 3.06.

> The only reason I ask this is because I know that your work on a coldfire
> project or AGP/USB/PCI board is much much more important than another
> accelerator board. A new platform machine would be very good
> (coldfire) and I would be on the buyer's list. I feel ashamed I couldn't
> get my act together financially for hades or Milan.

I'm not working on Coldfire ...

Regards

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.580 / Virus Database: 367 - Release Date: 07/02/2004

1514. Re: Formatting 44 Meg Syquest Drive Cartridges

Newsgroup: comp.sys.atari.st
Date: 2004-02-17 10:33:02 UTC
From: A Walshe <acs@webaxs.net>
Message-ID: <c0sqkt$2ac1$1@arachne.labyrinth.net.au>
Source record: 20403

```
"A Walshe" <acs@webaxs.net> wrote in message
news:c0slvt$22pt$1@arachne.labyrinth.net.au...
>
> "Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message
> news:c0slkf$3us$1@reader11.wxs.nl...
> > A Walshe wrote:
> >
> > > I recently was given a SCSI 88 Meg SyQuest drive which and some 44 meg
> > > cartridges (I'm assuming they are compatible). My problem is that I
> cannot
> > > format the carts. HDDriver Ver. 6 recognises the drive and is able to
> do a
> > > sector test successfully, and TOS recognises 4 partitions (using
install
> > > devices) and attempts to access the drive (the drive led flashes) when
> > > double clicking on the drive icons. I have tried what I assume is the
> copy
> > > protection red disk in both positions and that doesn't help. I am
> running
> > > and Atari TT.
> >
> > Formatting shouldn't be necessary.. but have you tried to just
> > repartition it?
> >
> > Maurits.
> >
>
> Yes I did try to repartition it but with no success. May be I wasn't doing
> something correctly? I'll try again!
>
> Thanks
>
>
Yes I did try partitioning again and the result is "Couldn't write boot
sector!" I no longer have my manual for HDDriver so may be something is
wrong in the configuration??
```

1515. Re: Formatting 44 Meg Syquest Drive Cartridges

Newsgroup: comp.sys.atari.st
Date: 2004-02-17 10:59:49 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <c0sshjafr1@reader11.wxs.nl>
Source record: 20404

A Walshe wrote:

> Yes I did try partitioning again and the result is "Couldn't write boot
> sector!" I no longer have my manual for HDDriver so may be something is
> wrong in the configuration??

I don't think a configuration error can cause that, especially if you
can see the drive fine.. and you get "couldn't write boot sector" with
the write protect switch both ways? Hmm.. I can't think of any other
cause than a broken medium or drive..

Let me know if you find more simptoms, perhaps that can give a hint :)

Maurits.

1516. Re: Formatting 44 Meg Syquest Drive Cartridges

Newsgroup: comp.sys.atari.st
Date: 2004-02-17 12:23:07 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <4031f6fed7cb12@tripnet.se>
Source record: 20405

In comp.sys.atari.st <c0slvt$22pt$1@arachne.labyrinth.net.au>
A Walshe wrote on Tue 17-02-2004 20:13 (+1100):

>
>"Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message
>news:c0slkf$3us$1@reader11.wxs.nl...
>> A Walshe wrote:
>>
>> > I recently was given a SCSI 88 Meg SyQuest drive which and some 44 meg
>> > cartridges (I'm assuming they are compatible). My problem is that I
>cannot
>> > format the carts. HDDriver Ver. 6 recognises the drive and is able to
>do a
>> > sector test successfully, and TOS recognises 4 partitions (using install
>> > devices) and attempts to access the drive (the drive led flashes) when
>> > double clicking on the drive icons. I have tried what I assume is the
>copy
>> > protection red disk in both positions and that doesn't help. I am
>running
>> > and Atari TT.
>>
>> Formatting shouldn't be necessary.. but have you tried to just
>> repartition it?

>Yes I did try to repartition it but with no success. May be I wasn't doing
>something correctly? I'll try again!

I had similiar problems with a Conner 40 MB HD in my Stacy. HDDriver8
could not partition or format it. Reverted to AHDI and it partitioned
just fine. Then installed HDDriver on it and now it runs just fine. Uwe

Seimet claimed HDDriver should be able to do the partition but it simply
did not work here.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1517. Re: CT60 : the end... ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-17 16:52:18 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1077102208-45303AEicMi@gmx.net>
Source record: 20416

From: Mark D <mducksub@removenoaspam.atari-source.com>
Date: Mon, 16 Feb 2004 17:40:23 -0500

>Thing is, based on things I heard I feel that there may be interest in TT
>accelerator, though I don't know how much. I don't know why Didier or
>someone else qualified wouldn't be interested in writing the software for
>it either. Maybe he could be paid? I'd sponsor an effort all I could.

I fully agree, and of course there's interest in a TT accelerator, ask any
TT user if he wouldn't like to have some more horse power available...
I really would like to meet the person who would say "no thanks, my TT030
is fast enough"....
Hell, it doesn't even have to be an accelerator with a hard to find 68060,
I would even settle for a 68040.

>If I ever win the lottery or come across some money you can count on the
>fastest atari clone imagineable to come to market. Of course it would be
>a massive money loser but you don't worry about things like that when you
>win the lottery ;-) I figure 3-5 million USD would get the job done.

Get in touch with Jared Falvo (Luposian), he'll design it for you....

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

1518. Contacting Sounpool

Newsgroup: comp.sys.atari.st
Date: 2004-02-17 17:09:18 UTC
From: Paolo <p@engineer.com>
Message-ID: <2VrYb.13866$Kc3.415429@twister2.libero.it>
Source record: 20406

I have been trying to contact SoundPool recently in order to buy their CD burner Software. Unfortunately I didn't receive answers for weeks.Montha ago they told me that still had it, but I didn't decide to buy then. Can you help me? Otherwise I'll try to phone them.

As for the question about using Anodyne's software, the answer is that I tried to run their cd-reader drivers, with NO luck (I have one of those old Yamaha CD-writers that work very well with -what is it, MetaDos?)

Bye

1519. Re: STE "bodge on" mystery ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-17 17:44:45 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0402170944.6353e8e1@posting.google.com>
Source record: 20407

"exxos" <chris@home.co.uk> wrote in message
news:<40314378$0$21302$cc9e4d1f@news.dial.pipex.com>...
> Hi all,
>
> I have a STE with a 74LS164 soldered ontop of U211, there are 2 wires , one
> of which goes to U203 pin 19 (and lifted form the track under it) of the
> MC68901 another wire goes to pin 22 U202 (YM2149), im thinking it could be
> some serial boost mod, though ive not seen one like that before..... anyone
> got any ideas ?
>
> thanks
> chris

If it's what I think it is, it's near the SIMM sockets. It was on
some STE's, others (later ones?) had it on the motherboard as it
should be.

Can't remember what it was for, look on the schematics, I think there
is a note on them about this chip.

1520. Re: Atari MIDI Computer (cont.)

Newsgroup: comp.sys.atari.st
Date: 2004-02-17 18:51:25 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c0tnr6$l6b$1@sparta.btinternet.com>
Source record: 20408

Why its...

"Luposian"

> I see it as really the only niche "Atari" could get back into with any
real
> hope of success, to build a name for itself in hardware again.
>
> Any ideas/input/suggestions?

I have one..

Piss off you moron!!

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

1521. Re: STE "bodge on" mystery ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-17 22:17:58 UTC
From: exxos <chris@home.co.uk>
Message-ID: <40329312$0$21307$cc9e4d1f@news.dial.pipex.com>
Source record: 20409

"Lyndon Amsdon" <lyndonamsdon@hotmail.com> wrote in message
news:1a7d6495.0402170944.6353e8e1@posting.google.com...
> "exxos" <chris@home.co.uk> wrote in message
news:<40314378$0$21302$cc9e4d1f@news.dial.pipex.com>...
> > Hi all,
> >
> > I have a STE with a 74LS164 soldered ontop of U211, there are 2 wires ,
one
> > of which goes to U203 pin 19 (and lifted form the track under it) of
the
> > MC68901 another wire goes to pin 22 U202 (YM2149), im thinking it could
be
> > some serial boost mod, though ive not seen one like that before.....
anyone
> > got any ideas ?
> >
> > thanks
> > chris
>
> If it's what I think it is, it's near the SIMM sockets. It was on
> some STE's, others (later ones?) had it on the motherboard as it
> should be.
>
> Can't remember what it was for, look on the schematics, I think there
> is a note on them about this chip.

It is in front of the simm sockets. one chip is dated 1988 so its a older
machine. I have another STE which is 1991 which has 3 chips on board and not
2, so it looks like your right about that. I can't see too well what its
for, might be something to do with some reset or init "re-think"

chris

1522. SCSI PCMCIA card reader.

Newsgroup: comp.sys.atari.st
Date: 2004-02-18 00:13:08 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <1077038002-963943AEicMi@adelphia.net>
Source record: 20410

Anyone,
Does anyone know where I can get a SCSI PCMCIA card
reader for reading COMPACT FLASH media??? I have done
some searches and the cheapest I have found is around
300 dollars. I am sure there has to be someone that
sells these much cheaper than that. Especially since
I read an article in MyAtari where the guy who wrote
the article was saying that they should be between 100
and 150 dollars. Any help on this matter would be
greatly appreciated.

thanks,
--
Carey C.|||
|||
|||
/ | \
/ | \ High Flying Falcon 060!!!
Falcon 030 @ 16 mhz.14 megs STRam
CT60 68060RC60 @ 72 mhz with FPU & PMMU
Kingston 512 Megs PC133 SDRam
Eclipse 4 MB ATI Rage IIc Graphics Card
120 GB & 40 GB IDE Maxtor Hard Drives
4.5 GB SCSI Seagate Barracuda
10x4x32x Sony CDBurner &24x Cyberdrive CD-Rom
EtherNec,Linksys Router & Cable Modem
Epson 880 Printer & 19" Samsung VGA Monitor
Subwoofer Satelite speaker system
COMING: CT60 Graphics Card, 64 Megs DDR SDRam
PCI/USB adapter from Rodolphe
Falcon MOBO to 20 mhz maybe 25mhz.:-)

1523. SEDT for Atari wanted.

Newsgroup: comp.sys.atari.st
Date: 2004-02-18 01:20:47 UTC
From: yf110@vtn1.victoria.tc.ca
Message-ID: <4032bdef@news.victoria.tc.ca>
Source record: 20411

Every once in a while I ask, just in case.

I would like to get a copy of the sedt editor for atari ST. The atari files are not available on Anker Berg-Sonne's web page (because he doesn't have any atari files anymore, I asked him several years ago). Google has many old links to files and sites that are no longer available.

Someone out there may have a compiled sedt editor (TOS or GEMS version) and could send me a copy. (sedt used to be shareware, but has been freeware for some time, so there is no issue in doing this).

Thanks to anyone who might help.

Malcolm

--
Web Work Wanted, Perl Projects Programmed, Database Development Done.

I'm looking for telecommute projects. (Paying that is, various arrangements possible.)

1524. Re: Formatting 44 Meg Syquest Drive Cartridges

Newsgroup: comp.sys.atari.st
Date: 2004-02-18 06:54:03 UTC
From: Richard Anderson <rganders@pacbell.net>
Message-ID: <f_DYb.25298$x_1.4891@newssvr27.news.prodigy.com>
Source record: 20412

On the 44's it is a rotating "thumbscrew". On my carts they are red. If red shows at the label edge of the cart, it is protected.

Richard Anderson

"lp" <gfabasic@mint.net> wrote in message news:BC576043.5108%gfabasic@mint.net...
> in article c0sqkt$2ac1$1@arachne.labyrinth.net.au, A Walshe at
> acs@webaxs.net wrote on 2/17/04 5:33 AM:
>
> > Yes I did try partitioning again and the result is "Couldn't write boot
> > sector!" I no longer have my manual for HDDriver so may be something is
> > wrong in the configuration??
>
> Make sure the 44mb cart is not write protected. On the bottom side of the
> larger size carts is a silver thing that slides back and forth. I assume
> these have this also, if so try flipping this small silver switch.
>
> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
> Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]
>
>

1525. Re: Formatting 44 Meg Syquest Drive Cartridges

Newsgroup: comp.sys.atari.st
Date: 2004-02-18 07:55:38 UTC
From: puffpuffin@aol.comNOSPAM
Message-ID: <20040218025538.22671.00002103@mb-m18.aol.com>
Source record: 20413

What model of the Syquest 88MB drive do you have?

The original Syquest 88MB drive could only *read* 44MB cartridges.

The later Syquest 88MB C (Note the "C"!) could read, write and format 44MB cartridges.

The label on the front should say "88 MB" or "88 MB C". So you should be able to tell which drive you have.

Hope that helps!

1526. Re: Contacting Sounpool

Newsgroup: comp.sys.atari.st
Date: 2004-02-18 09:12:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1077102212-46127AEicMi@gmx.net>
Source record: 20417
Body handling: HTML body converted to readable text

From: "Paolo"
Date: Tue, 17 Feb 2004 17:09:18 GMT

Hi Paolo

>I have been trying to contact SoundPool recently in order to buy their CD
>burner Software. Unfortunately I didn't receive answers for weeks.Montha
>ago they told me that still had it, but I didn't decide to buy then. Can
>you help me? Otherwise I'll try to phone them.

You can order a copy from the English distributor Atari Workshop
http://www.atari-workshop.co.uk

>As for the question about using Anodyne's software, the answer is that I
>tried to run their cd-reader drivers, with NO luck (I have one of those old
>Yamaha CD-writers that work very well with -what is it, MetaDos?)

I've had the same experience with a Yamaha 8824...

Cheers from Belgium
Dennis
--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

1527. Re: SEDT for Atari wanted.

Newsgroup: comp.sys.atari.st
Date: 2004-02-18 10:02:38 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC58E5B5.E35A%derryck@nospam.cix.co.uk.invalid>
Source record: 20414

In article 4032bdef@news.victoria.tc.ca, Malcolm Dew-Jones at
yf110@vtn1.victoria.tc.ca wrote on 18/2/04 01:20:

> I would like to get a copy of the sedt editor for atari ST. The atari
> files are not available on Anker Berg-Sonne's web page (because he doesn't
> have any atari files anymore, I asked him several years ago). Google has
> many old links to files and sites that are no longer available.

Might be worth looking at <http://web.archive.org> in case there's a stored
version of that web site with downloads?

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

1528. Re: Contacting Sounpool

Newsgroup: comp.sys.atari.st
Date: 2004-02-18 10:02:38 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC58E4E6.E359%derryck@nospam.cix.co.uk.invalid>
Source record: 20415

In article 2VrYb.13866$Kc3.415429@twister2.libero.it, Paolo at
p@engineer.com wrote on 17/2/04 17:09:

> As for the question about using Anodyne's software, the answer is that I
> tried to run their cd-reader drivers, with NO luck (I have one of those old
> Yamaha CD-writers that work very well with -what is it, MetaDos?)

I have a CDR400T that works fine with Extendos etc FWIW.

--

Cheers

Derryck


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

1529. Re: Formatting 44 Meg Syquest Drive Cartridges

Newsgroup: comp.sys.atari.st
Date: 2004-02-18 11:48:18 UTC
From: A Walshe <acs@webaxs.net>
Message-ID: <c0vje6$870$1@arachne.labyrinth.net.au>
Source record: 20418

"PuffPuffin" <puffpuffin@aol.comNOSPAM> wrote in message
news:20040218025538.22671.00002103@mb-m18.aol.com...
> What model of the Syquest 88MB drive do you have?
>
> The original Syquest 88MB drive could only *read* 44MB cartridges.
>
> The later Syquest 88MB C (Note the "C"!) could read, write and format 44MB
> cartridges.
>
> The label on the front should say "88 MB" or "88 MB C". So you should be
able
> to tell which drive you have.
>
> Hope that helps!
>

Well that explains it! is a 88 Meg model without the "C". I'll have to find
some 88 Meg Carts for it.

Thanks every body for your help, it is most appreciated!

1530. Re: CT60 : the end... ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-18 12:03:12 UTC
From: Standa Opichal <opichals@seznam.cz>
Message-ID: <c0vka1$106$1@server4.gts.cz>
Source record: 20419

Hi!

Rodolphe Czuba wrote:

> The CTT60 project is possible only if somebody can replace Ddier Mequignon
> to do on TOS 3.06 all the work he did on TOS 4.04 !
> Find this guy and it is possible !
> No guy and the subject is closed !

Go and adapt the EmuTOS! I'm sure there are people that would like to do
that! TT HW is not that magic in comparison to F030, so it should be
quite straightforward to add the needed HW interfaces into EmuTOS.

> Didier has a Falcon and not a TT and I'm sure he will never want to bore
> time patching and trying understand inside the TOS 3.06.

Nobody would perhaps invest his time to patching copyrighted black box
thing...

>>The only reason I ask this is because I know that your work on a coldfire
>>project or AGP/USB/PCI board is much much more important than another
>>accelerator board. A new platform machine would be very good
>>(coldfire) and I would be on the buyer's list. I feel ashamed I couldn't
>>get my act together financially for hades or Milan.
>
> I'm not working on Coldfire ...

What do you do? If I can ask you... Just wondering... ;)

best regards

STan

1531. Re: Contacting Sounpool

Newsgroup: comp.sys.atari.st
Date: 2004-02-18 13:15:52 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <4033673826e1d50@europe-shareware.org>
Source record: 20420

Hello,

in article <1077102212-46127AEicMi@gmx.net> (comp.sys.atari.st),
Dennis Vermeire wrote on Wed 18-02-2004 10:12 (+0100):

> >As for the question about using Anodyne's software, the answer is that I
> >tried to run their cd-reader drivers, with NO luck (I have one of those old
> >Yamaha CD-writers that work very well with -what is it, MetaDos?)
>
> I've had the same experience with a Yamaha 8824...

I have such a CDRW and no pb with Anodyne softwares so far.

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
ST Magazine : http://stmagazine.org (French Atari fanzine)
Ric's HomePage : http://paricard.free.fr

1532. Re: CT60 : the end... ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-18 14:31:52 UTC
From: "a@b.c" <a@b.com>
Message-ID: <sHKYb.550237$X%5.293604@pd7tw2no>
Source record: 20421

Hi,
Would you consider selling the schematics?

Nicholas
"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:40313bb8$0$28115$626a14ce@news.free.fr...
> No, sorry...
>
>
> "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> a crit dans le
message
> de news: 004b7338@fmlynet.org...
> > FamilyNet Newsgate
> >
> > So ready to make a modified batch for TT-030 users? :)
> >
> > Doctor Clu @}>->--'--,----------
> > -= Good ole computing fun in D/FW ... BBS list, simple chat
room/message
> area,
> > user group links and more... =- http://jybolac.atari.org
> >
> >
> >
> > > From: "Rodolphe Czuba" <rczuba@free.fr>
> > > Hello,
> > > Just to say that I sent all last CT60 except 5 boards.
> > > -One has a Flash destroyed because was soldering in a wrong position
(I
> will
> > > replace it).
> > > -The last 4 have a unknown problem (no boot at all with 060) that is a
> PCB
> > > problem...
> > > I apologize to the last 5 buyers ;-)
> > > I'm happy this long story is finishing...
> > > ---
> > > Outgoing mail is certified Virus Free.
> > > Checked by AVG anti-virus system (http://www.grisoft.com).
> > > Version: 6.0.580 / Virus Database: 367 - Release Date: 06/02/2004
> >
> > FamilyNet <> Internet Gated Mail
> > http://www.fmlynet.org

> >
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.580 / Virus Database: 367 - Release Date: 06/02/2004
>

1533. Which case is best

Newsgroup: comp.sys.atari.st
Date: 2004-02-18 15:18:03 UTC
From: sf0218@aol.com
Message-ID: <20040218101803.24647.00002324@mb-m13.aol.com>
Source record: 20422

Hello all,

How is everybody doing?

Question: Which case is best for re-casing the Falcon, as concerns cost, time, end user fitting, availability, and anything else you can think of.

A: The Wizztronics rack case (still available, bot w/o psu)

B: The Desk Topper case (I think Keychange UK offers it, but it doesn't look the same)

C: The Eiffel(spelling)? Rocket case (seen pics of it, don't think it's available)

D: Full tower pc case

Thanks!!

Sam F.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1534. Re: CT60 : the end... ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-18 15:42:05 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.02.18.15.42.04.597628@removenoaspam.atari-source.com>
Source record: 20423

On Tue, 17 Feb 2004 17:52:18 +0100, Dennis Vermeire wrote:

> From: Mark D <mducksub@removenoaspam.atari-source.com>
> Date: Mon, 16 Feb 2004 17:40:23 -0500
>
>>Thing is, based on things I heard I feel that there may be interest in TT
>>accelerator, though I don't know how much. I don't know why Didier or
>>someone else qualified wouldn't be interested in writing the software for
>>it either. Maybe he could be paid? I'd sponsor an effort all I could.
>
> I fully agree, and of course there's interest in a TT accelerator, ask any
> TT user if he wouldn't like to have some more horse power available...
> I really would like to meet the person who would say "no thanks, my TT030
> is fast enough"....
> Hell, it doesn't even have to be an accelerator with a hard to find 68060,
> I would even settle for a 68040.
>
>>If I ever win the lottery or come across some money you can count on the
>>fastest atari clone imagineable to come to market. Of course it would be
>>a massive money loser but you don't worry about things like that when you
>>win the lottery ;-) I figure 3-5 million USD would get the job done.
>
> Get in touch with Jared Falvo (Luposian), he'll design it for you....
>

I think I'll use him for brainstorming instead ;-)

Mark
http://portal.atari-source.com

1535. Re: CT60 : the end... ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-18 15:43:28 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.02.18.15.43.28.247923@removenoaspam.atari-source.com>
Source record: 20424

On Tue, 17 Feb 2004 10:46:36 +0100, Rodolphe Czuba wrote:

>>
>> If the users are available would you have interest in doing this? I think
>> it's a very valid idea as I have 2 TT's myself and I think they're fairly
>> common, perhaps more than the falcon, may be able to muster up more
>> interested people. TT's make a great server and I envision
>> Atari-source.com running on a CT60 TT some day ;)
>
> The CTT60 project is possible only if somebody can replace Ddier Mequignon
> to do on TOS 3.06 all the work he did on TOS 4.04 !
> Find this guy and it is possible !
> No guy and the subject is closed !
>
> Didier has a Falcon and not a TT and I'm sure he will never want to bore
> time patching and trying understand inside the TOS 3.06.
>

Yes Rodolphe,

Perhaps emutos and the creators of emutos is the solution. Maybe one of
us can send them a TT.

Thanks,
Mark
http://portal.atari-source.com

1536. Re: fvdi download

Newsgroup: comp.sys.atari.st
Date: 2004-02-18 16:23:24 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040218172324.a53061@du3.maus.de>
Source record: 20426

>Well, it would probably have been five years out of date, anyway.

:-(

>(You got the name a bit wrong, by the way. ;-)

Apologies for that.

>I just email you what should have been available on my Web site if it
>had been working.

O.K. I am going to contact you because this email-address isn't valid.

Regards,

Frank

1537. Re: Which case is best

Newsgroup: comp.sys.atari.st
Date: 2004-02-18 16:28:46 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <epMYb.884$1h7.7538@newsfep4-glfd.server.ntli.net>
Source record: 20425

Hello.

"SF0218" <sf0218@aol.com> wrote in message
news:20040218101803.24647.00002324@mb-m13.aol.com...
> Hello all,
>
> How is everybody doing?
>
> Question: Which case is best for re-casing the Falcon, as concerns cost,
> time, end user fitting, availability, and anything else you can think of.

> B: The Desk Topper case (I think Keychange UK offers it, but it doesn't
look
> the same)

It isn't the same!

My rack case is designed to take the ST or the Falcon, it has nowt to do
with the desktopper.

The bare case is £25 UKP, the basic kit of parts inc a new Floppy Disc is
£30. DIY only.

www.keychange.co.uk

1538. Re: CT60 : the end... ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-18 18:12:29 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c109uc$2r3$1@sparta.btinternet.com>
Source record: 20427

Hi Dennis

> Get in touch with Jared Falvo (Luposian), he'll design it for you....

Haven't you got yours yet, weren't you on the mailing list, I've got mine, i run Microsoft Office XP on its native TOS and its faster than my Pentium 2GHz.

--

Regards from STeve & his nice warm cosy PAK'd MegaSTe.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
* Magic - NVDI - Jinnee - Scripter - Freedom - HDDriver - Extendos
*

1539. DeskTopper Case

Newsgroup: comp.sys.atari.st
Date: 2004-02-18 19:15:06 UTC
From: sf0218@aol.com
Message-ID: <20040218141506.28349.00002053@mb-m15.aol.com>
Source record: 20428

Hi everybody!!!

Geez!! Does anyone have or no whereof I can purchase a DeskTopper case for my Falcon?

Thanks a bunch,

Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1540. Re: Which case is best

Newsgroup: comp.sys.atari.st
Date: 2004-02-18 20:12:58 UTC
From: otoumelin <otoumelinpasspam@free.fr>
Message-ID: <WS3.d49e713a.233a4a80.otoumelinpasspam@free.fr>
Source record: 20429

Dans le message <20040218101803.24647.00002324@mb-m13.aol.com>
SF0218 a ï¿½crit:
>Hello all,

>How is everybody doing?

>Question: Which case is best for re-casing the Falcon, as concerns cost,
>time, end user fitting, availability, and anything else you can think of.

>A: The Wizztronics rack case (still available, bot w/o psu)

>B: The Desk Topper case (I think Keychange UK offers it, but it doesn't look
>the same)

>C: The Eiffel(spelling)? Rocket case (seen pics of it, don't think it's
>available)

>D: Full tower pc case

>Thanks!!

Hello if you just look the price the PC tower is the best but you need to make
the connectic its can for litle price tower whit power for 60 euros and some
connectic for 10 euros the dificulty is for the screen and the IDE interface
you need long cable the scsi if you ave out centronic 50 is not hard
but for the floppy its rarity to find y do for me two falcon ist simply
you need to care to the volt of mother board and pick the pin off the old falcon
powers
a+ Toumelin olivier
>Sam F.
>Seattle Seahawks Nut
>Atari Computer Nut
>C-Lab Falcon, 14mbram,540mb hdd.,
>& Historical Miniatures Wargaming Nut

1541. Re: daynaport

Newsgroup: comp.sys.atari.st
Date: 2004-02-18 20:22:26 UTC
From: sf0218@aol.com
Message-ID: <20040218152226.12611.00002611@mb-m29.aol.com>
Source record: 20430

Hey, I'm right there with you. I'd like to get hold of one myself. I want to network my Falcon to my WinXP machine so the Falcon can reach the web once the xp machine has established a connection.

Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1542. Re: Desktop Pics

Newsgroup: comp.sys.atari.st
Date: 2004-02-18 21:26:41 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0402181326.3ba70231@posting.google.com>
Source record: 20431

Martin Byttebier <donotusethisaddress@pandora.be> wrote in message
news:<pan.2004.02.14.00.08.29.142551@pandora.be>...

> It has nothing to do with ADSL or whatever.
> As you might know the ftp-server is located on a school in Brussels. I'm
> not affiliated to that school. In fact they even don't know me at all.
> Thanks to an ex-student (Saka) who happens to be an Atari-lover I may use
> that ftp-server.
> Every year or so there is a new student/webmaster in charge of the
> servers. Until recently Saka knew every webmaster/student personaly but
> at this moment there is a new student in charge which is unknow to Saka.
> That guy has blocked the anonymous ftp access. The ftp-server is still
> running but unreachable for anonymous ftp. Last week Saka managed to get
> in contact with the new webmaster. He promished Saka to restore the
> anonymous access but so far ...
>
Yikes! Martin, how many MB are on that server? I really hope
archives are being made in case we someday lose it.

Galen

1543. Re: Formatting 44 Meg Syquest Drive Cartridges

Newsgroup: comp.sys.atari.st
Date: 2004-02-18 22:48:59 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <vZRYb.65589$Wa.29218@news-server.bigpond.net.au>
Source record: 20433

A Walshe wrote:
> "PuffPuffin" <puffpuffin@aol.comNOSPAM> wrote in message
> news:20040218025538.22671.00002103@mb-m18.aol.com...
>
>>What model of the Syquest 88MB drive do you have?
>>
>>The original Syquest 88MB drive could only *read* 44MB cartridges.
>>
>>The later Syquest 88MB C (Note the "C"!) could read, write and format 44MB
>>cartridges.
>>
>>The label on the front should say "88 MB" or "88 MB C". So you should be
>
> able
>
>>to tell which drive you have.
>>
>>Hope that helps!
>>
>
>
> Well that explains it! is a 88 Meg model without the "C". I'll have to find
> some 88 Meg Carts for it.
>
> Thanks every body for your help, it is most appreciated!

Hey Austin, I have a couple of 88MB carts. Want to trade:-).

Mark

1544. Re: SEDT for Atari wanted.

Newsgroup: comp.sys.atari.st
Date: 2004-02-18 22:49:49 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <4033ec003717a60@tripnet.se>
Source record: 20432

In comp.sys.atari.st <BC58E5B5.E35A%derryck@nospam.cix.co.uk.invalid>
Derryck Croker wrote on Wed 18-02-2004 10:02 (GMT):

>In article 4032bdef@news.victoria.tc.ca, Malcolm Dew-Jones at
>yf110@vtn1.victoria.tc.ca wrote on 18/2/04 01:20:
>
>> I would like to get a copy of the sedt editor for atari ST. The atari
>> files are not available on Anker Berg-Sonne's web page (because he doesn't
>> have any atari files anymore, I asked him several years ago). Google has
>> many old links to files and sites that are no longer available.
>
>Might be worth looking at <http://web.archive.org> in case there's a stored
>version of that web site with downloads?

Or even better at:

http://ftp.leo.org/pub/comp/usenet/comp.binaries.atari.st/stedt/

Where both a gem and ttp seems to be waiting for you to pick them up...

I'm actually a bit proud that I found the files. Had no idea they existed
until tonight :-)

Might be worth going through these old archives. Perhaps other
interesting stuff is hiding there?

Posted to comp.binaries.atari.st on Sept. 25 1989

It will take some effort to unpack:

1. Unpack each part with gzip
2. Unpack the uue multiparts
3. Unpack the two .ARC archives

It looks OK but i have not actually tried myself... Might also be a too
old version... No idea, really...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1545. Desk Topper Question

Newsgroup: comp.sys.atari.st
Date: 2004-02-18 23:07:47 UTC
From: sf0218@aol.com
Message-ID: <20040218180747.21736.00001931@mb-m25.aol.com>
Source record: 20434

Hello All,

Who made the Desk Topper? Anyone know?

Thanks
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1546. Re: Printer....

Newsgroup: comp.sys.atari.st
Date: 2004-02-18 23:11:10 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0402181511.20011869@posting.google.com>
Source record: 20435

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:<402d0d026ad488@comcast.net>...
> >Does somebody know which current printer can be
> >used on a Atari TT with NVDI?
> >
> My wife has a HP 2100 Laser printer and it works fine with NVDI. I
> just used one of the HP laser printer drivers on NVDI's list.
>
Aye, though that be a costly printer ($650 US).

Galen

1547. Re: DeskTopper Case

Newsgroup: comp.sys.atari.st
Date: 2004-02-18 23:26:19 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c10saqmvh1@sparta.btinternet.com>
Source record: 20436

Hi There

> Geez!! Does anyone have or no whereof I can purchase a DeskTopper case for my
> Falcon?

I wouldn't fap about with that, you can get a PC server case for cheaper than any desktopper and have room for mega expansion.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

1548. Re: Magic vs MiNT vs Gevena vs TOS vs...

Newsgroup: comp.sys.atari.st
Date: 2004-02-18 23:42:11 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0402181542.5f965a14@posting.google.com>
Source record: 20437

George Nakos <ggn@atariROCKS.org> wrote in message news:<opr3a50qsimj6qhx@news.ntua.gr>...

> I have a stock STE with 4 Megs of memory, in which I'll be adding a
> hard drive (and maybe more) in this week. Being a floppy user (Atari-wise)

I ran a 4 Mb STE and a 52Mb hard drive for years with Geneva/NeoDesk4
and loved it. You really don't have enough memory for a full MiNT
installation, so Magic and Geneva are your only practical choices.
TOS is pretty limited by comparison.

In both Magic and Geneva you will get multitasking and the ability to
use an alternative, vastly improved desktop (such as Teradesk, Jinnee,
or NeoDesk).

Magic's greatest strength in my opinion, is the abiltity to use of
long file names. The disadvantage is that compatibility is a bit
questionable, particularly with games and non-GEM programs.

Geneva's strength is compatibility. Very little will not run under
it, and you can alternate between TOS and Geneva by simply running or
not running a single AUTO folder program. Nothing else need be
changed.

You should really consider a handful of additonal programs. NVDI
speeds up the screen redraws considerably. It also provides printer
support for most pre-2000 printers. A CD driver (like Extendos)
allows your Atari to read CDs and to function as a CD player.
HDDriver allows for a far greater compatibility than the ancient AHDI
utilities. Finally, a startup program (like XBoot) allows you to make
changes to your setup for different purposes. Adding these and a
desktop to either Geneva or Magic will take up a little under 2 Mb of
RAM.

Once you get used to having a hard drive, luxuries tend to become more
necessary. My STe also ran a calendar program called CAL and a
desktop clock.

Galen

1549. Re: Printer....

Newsgroup: comp.sys.atari.st
Date: 2004-02-19 00:37:50 UTC
From: sf0218@aol.com
Message-ID: <20040218193750.23493.00000198@mb-m18.aol.com>
Source record: 20438

I've been using an HP Laserjet 5 and an HP Lasejet 4100m. I haven't run into any problems yet. I'm using NVDI4.

Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1550. Re: Networking A C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-19 01:20:57 UTC
From: sf0218@aol.com
Message-ID: <20040218202057.23493.00000200@mb-m18.aol.com>
Source record: 20439

Hey Dennis,

What exactly is MMC-3?

Thanks
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1551. BlowUP030 wanted

Newsgroup: comp.sys.atari.st
Date: 2004-02-19 08:39:10 UTC
From: jvas@hu.imshealth.com
Message-ID: <df09c25f.0402190039.70ecd397@posting.google.com>
Source record: 20440

Does anybody know where I can buy the full software version of
BlowUp030? I haven't got answer from "atar-workshop.uk".

Thanks in advance.
Jozsi

1552. Re: CT60 : the end... ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-19 08:59:50 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <opr3l0l0n6mj6qhx@news.ntua.gr>
Source record: 20441

```
On Tue, 17 Feb 2004 17:52:18 +0100, Dennis Vermeire
<dennis.vermeire@gmx.net> wrote:

> From: Mark D <mducksub@removenoaspam.atari-source.com>
> Date: Mon, 16 Feb 2004 17:40:23 -0500
>
>> Thing is, based on things I heard I feel that there may be interest in
>> TT
>> accelerator, though I don't know how much. I don't know why Didier or
>> someone else qualified wouldn't be interested in writing the software
>> for
>> it either. Maybe he could be paid? I'd sponsor an effort all I could.
>
> I fully agree, and of course there's interest in a TT accelerator, ask
> any
> TT user if he wouldn't like to have some more horse power available...
> I really would like to meet the person who would say "no thanks, my
> TT030
> is fast enough"....
> Hell, it doesn't even have to be an accelerator with a hard to find
> 68060,
> I would even settle for a 68040.

Damn! I would love to tinker with such a project, codewise. I'd even do it
for free. The only problem is, I don't have a TT :(

--
```

George Nakos AKA GGN/KUA software productions - Atari or buST!

Real programmers disdain structured programming. oΩ½Structured programming is for compulsive neurotics who were prematurely toilet- trained. oΩ½They wear neckties and carefully line up pencils on otherwise clear desks.

```
To send mail, remove the ROCKS from the address shown.
That's g g n a t a t a r i d o t o r g
```

1553. Re: CT60 : the end... ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-19 09:23:06 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <40348077$0$22373$626a14ce@news.free.fr>
Source record: 20442

> > I'm not working on Coldfire ...
>
> What do you do? If I can ask you... Just wondering... ;)

I'm looking for a job as electronic hardware designer or electronic technician...in france or switzerland.
The CT60 is just a nice thing but I cannot live with that...

The rest of the time is to check now for a second CT60 production and when I get more time I think about the PCI+USB card...I have not yet drawn the schematics...but it will be nextly I hope...

And the rest if to live with my familly and try that without stress of being jobless ;-)

Regards

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.580 / Virus Database: 367 - Release Date: 07/02/2004

1554. Re: CT60 : the end... ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-19 09:26:45 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <40348153$0$22401$626a14ce@news.free.fr>
Source record: 20443

Good question ..
Why not...
What do you want to do with ?
Card for TT ?

"a@b.c" <a@b.com> a ï¿½crit dans le message de news:
sHKYb.550237$X%5.293604@pd7tw2no...
> Hi,
> Would you consider selling the schematics?
>
> Nicholas
> "Rodolphe Czuba" <rczuba@free.fr> wrote in message
> news:40313bb8$0$28115$626a14ce@news.free.fr...
> > No, sorry...
> >
> >
> > "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> a ï¿½crit dans le
> message
> > de news: 004b7338@fmlynet.org...
> > > FamilyNet Newsgate
> > >
> > > So ready to make a modified batch for TT-030 users? :)
> > >
> > > Doctor Clu @}>->--'--,----------
> > > -= Good ole computing fun in D/FW ... BBS list, simple chat
> room/message
> > area,
> > > user group links and more... =- http://jybolac.atari.org
> > >
> > >
> > >
> > > From: "Rodolphe Czuba" <rczuba@free.fr>
> > > Hello,
> > > Just to say that I sent all last CT60 except 5 boards.
> > > -One has a Flash destroyed because was soldering in a wrong position
> (I
> > will
> > > replace it).
> > > -The last 4 have a unknown problem (no boot at all with 060) that is
a
> PCB
> > > problem...
> > > I apologize to the last 5 buyers ;-)
> > > I'm happy this long story is finishing...

> > > > ---
> > > > Outgoing mail is certified Virus Free.
> > > > Checked by AVG anti-virus system (http://www.grisoft.com).
> > > > Version: 6.0.580 / Virus Database: 367 - Release Date: 06/02/2004
> > >
> > > FamilyNet <> Internet Gated Mail
> > > http://www.fmlynet.org
> > >
> >
> >
> > ---
> > Outgoing mail is certified Virus Free.
> > Checked by AVG anti-virus system (http://www.grisoft.com).
> > Version: 6.0.580 / Virus Database: 367 - Release Date: 06/02/2004
> >
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.580 / Virus Database: 367 - Release Date: 07/02/2004

1555. Re: CT60 : the end... ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-19 09:27:48 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <40348191$0$22409$626a14ce@news.free.fr>
Source record: 20444

Maybe the better solution is to use the CT60 TOS4 and adapt it on TT
hardware... using the Tos 3.06 addresses settings.

"George Nakos" <ggn@atariROCKS.org> a ecrit dans le message de news:
opr3l0l0n6mj6qhx@news.ntua.gr...
> On Tue, 17 Feb 2004 17:52:18 +0100, Dennis Vermeire
> <dennis.vermeire@gmx.net> wrote:
>
> > From: Mark D <mducksub@removenoaspam.atari-source.com>
> > Date: Mon, 16 Feb 2004 17:40:23 -0500
> >
> >> Thing is, based on things I heard I feel that there may be interest in
> >> TT
> >> accelerator, though I don't know how much. I don't know why Didier or
> >> someone else qualified wouldn't be interested in writing the software
> >> for
> >> it either. Maybe he could be paid? I'd sponsor an effort all I could.
> >
> > I fully agree, and of course there's interest in a TT accelerator, ask
> > any
> > TT user if he wouldn't like to have some more horse power available...
> > I really would like to meet the person who would say "no thanks, my
> > TT030
> > is fast enough"....
> > Hell, it doesn't even have to be an accelerator with a hard to find
> > 68060,
> > I would even settle for a 68040.
>
> Damn! I would love to tinker with such a project, codewise. I'd even do it
> for free. The only problem is, I don't have a TT :(
>
>
>
> --
>
> George Nakos AKA GGN/KUA software productions - Atari or buST!
>

> Real programmers disdain structured programming. Structured programming is
> for compulsive neurotics who were prematurely toilet- trained. They wear
> neckties and carefully line up pencils on otherwise clear desks.
>
> To send mail, remove the ROCKS from the address shown.

> That's g g n a t a t a r i d o t o r g

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.580 / Virus Database: 367 - Release Date: 07/02/2004

1556. Dallas real time clock chip

Newsgroup: comp.sys.atari.st
Date: 2004-02-19 10:32:47 UTC
From: "Dave T." <417ci-ohc-v8@Perth.com.au>
Message-ID: <403490bb$0$22533$5a62ac22@freenews.iinet.net.au>
Source record: 20445

Anyone after one? pulled one from an qntique computer today.

its a 9520A2 061535

1557. Falcon Cases (again :|)

Newsgroup: comp.sys.atari.st
Date: 2004-02-19 13:01:41 UTC
From: sf0218@aol.com
Message-ID: <20040219080141.18989.00002505@mb-m28.aol.com>
Source record: 20346

Hello all,

Where can one get a C-Lab MarkX case?

Thanks
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1558. Re: CT60 : the end... ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-19 14:42:16 UTC
From: "a@b.c" <a@b.com>
Message-ID: <cX3Zb.548202$JQ1.298267@pd7tw1no>
Source record: 20347

I've just started to become really interested in electronic design as part of my school program, so I guess it's mainly for educational purposes, although I may end up with the resources to try and build a semi-working version :) Obviously though I'd rather have the real thing...You were mentioning a second batch?

Nicholas

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:40348153$0$22401$626a14ce@news.free.fr...
> Good question ..
> Why not...
> What do you want to do with ?
> Card for TT ?
>
>
>
>
>
> "a@b.c" <a@b.com> a crit dans le message de news:
> sHKYb.550237$X%5.293604@pd7tw2no...
> > Hi,
> > Would you consider selling the schematics?
> >
> > Nicholas
> > "Rodolphe Czuba" <rczuba@free.fr> wrote in message
> > news:40313bb8$0$28115$626a14ce@news.free.fr...
> > > No, sorry...
> > >
> > >
> > > "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> a crit dans le
> > message
> > > de news: 004b7338@fmlynet.org...
> > > > FamilyNet Newsgate
> > > >
> > > > So ready to make a modified batch for TT-030 users? :)
> > > >
> > > > Doctor Clu @}>->--'--,----------
> > > > -= Good ole computing fun in D/FW ... BBS list, simple chat
> > room/message
> > > area,
> > > > user group links and more... =- http://jybolac.atari.org
> > > >
> > > >

> > > >
> > > > > From: "Rodolphe Czuba" <rczuba@free.fr>
> > > > > Hello,
> > > > > Just to say that I sent all last CT60 except 5 boards.
> > > > > -One has a Flash destroyed because was soldering in a wrong
position
> > (I
> > > will
> > > > > replace it).
> > > > > -The last 4 have a unknown problem (no boot at all with 060) that
is
> a
> > > PCB
> > > > > problem...
> > > > > I apologize to the last 5 buyers ;-)
> > > > > I'm happy this long story is finishing...
> > > > > ---
> > > > > Outgoing mail is certified Virus Free.
> > > > > Checked by AVG anti-virus system (http://www.grisoft.com).
> > > > > Version: 6.0.580 / Virus Database: 367 - Release Date: 06/02/2004
> > > >
> > > > FamilyNet <> Internet Gated Mail
> > > > http://www.fmlynet.org
> > > >
> > >
> > >
> > > ---
> > > Outgoing mail is certified Virus Free.
> > > Checked by AVG anti-virus system (http://www.grisoft.com).
> > > Version: 6.0.580 / Virus Database: 367 - Release Date: 06/02/2004
> > >
> >
> > >
> >
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.580 / Virus Database: 367 - Release Date: 07/02/2004
>

1559. Re: Falcon Cases (again :|)

Newsgroup: comp.sys.atari.st
Date: 2004-02-19 15:51:20 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <TX4Zb.37$A67.8@newsfe1-win>
Source record: 20348

Hello.

"SF0218" <sf0218@aol.com> wrote in message
news:20040219080141.18989.00002505@mb-m28.aol.com...
> Hello all,
>
> Where can one get a C-Lab MarkX case?

I have an incomplete one on the shelf, don't know what's missing but I can check against the complete Mk X I have for sale.

Further, for those who have enquired about my rack case for the ST and Falcon I can now tell you the weight of the kit, inc the keyboard and packing is 8kgs.

Anyone want pics, email me.

Overseas customers may find it easier to get a quote from a local shipper to collect in the UK.

www.keychange.co.uk

1560. Re: Falcon Cases (again :|)

Newsgroup: comp.sys.atari.st
Date: 2004-02-19 17:30:31 UTC
From: sf0218@aol.com
Message-ID: <20040219123031.20558.00000003@mb-m28.aol.com>
Source record: 20349

Please tell me all about both of the C-Lab Mark X cases.

Thanks
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1561. Re: Networking A C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-19 17:38:31 UTC
From: julianwolfe@earthlink.net
Message-ID: <de454671.0402190938.79f96adf@posting.google.com>
Source record: 20350

Frankly, I'd just go to http://hardware.atari.org and order a complete
built EtherNEC device for $75 shipped. It's easy to set up on
whatever your OS of choice is, and works flawlessly.

You have to think in terms of what your time is worth. This is the
quickest and most stable solution.

sf0218@aol.com (SF0218) wrote in message
news:<20040210120352.27149.00001724@mb-m11.aol.com>...
> Falcon/Magic and an athlon/winxp system. I access the web with the pc. I'm
> thinking of networking my Falcon to the pc, open a web connection with the pc,
> and then I should (all things considered) be able to launch Highwire and browse
> my favorite websites.
>
> Now, what I'd like to know is: how can I do this. Keep in mind that this is a
> C-Lab Falcon, and C-Lab may have messed around with the external scsi port and
> yacked it up. I say this because I've been having the darnedest time trying to
> get either of my cd drives recognized and not crashing my boot partition.
>
> I've got Sting and Magicnet. I've got a Farallon unit with a localtalk
> connector on one end and on the other end a bnc connector and an rj45
> connector.
>
> There you have it. I'm ready to listen to all ideas.
>
> Thanks
> Sam F.
> Seattle Seahawks Nut
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,
> & Historical Miniatures Wargaming Nut

1562. Re: Desktop Pics

Newsgroup: comp.sys.atari.st
Date: 2004-02-19 18:01:52 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <4034fb90def5d1@pandora.be>
Source record: 20351

on Wed 18-02-2004 13:26 Galen wrote:

>Martin Byttebier <donotusethisaddress@pandora.be> wrote in message
news:<pan.2004.02.14.00.08.29.142551@pandora.be>...
>
>> It has nothing to do with ADSL or whatever.
>> As you might know the ftp-server is located on a school in Brussels. I'm
>> not affiliated to that school. In fact they even don't know me at all.
>> Thanks to an ex-student (Saka) who happens to be an Atari-lover I may use
>> that ftp-server.
>> Every year or so there is a new student/webmaster in charge of the
>> servers. Until recently Saka knew every webmaster/student personaly but
>> at this moment there is a new student in charge which is unknow to Saka.
>> That guy has blocked the anonymous ftp access. The ftp-server is still
>> running but unreachable for anonymous ftp. Last week Saka managed to get
>> in contact with the new webmaster. He promished Saka to restore the
>> anonymous access but so far ...
>>
>Yikes! Martin, how many MB are on that server? I really hope
>archives are being made in case we someday lose it.

What's holding the webmaster to restore anonymous access I don't know.
It's just a matter of a few seconds to do so, at least if the current
webmaster knows what he's doing.

Not that many, maybe 350 MB. This weekend I'll download the whole
server. I believe there is a French mirror of the Chapelie but right now
I can't remember me the URL.

TTYS
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1563. Re: Eclipse and ct60

Newsgroup: comp.sys.atari.st
Date: 2004-02-19 18:47:38 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040219194738.a53089@du3.maus.de>
Source record: 20352

> I to also have the latest drivers that were given to
>me by Johan a few months back. If you want me to send
>them just give me a shout to my e-mail address. It is
>correct when you hit answer in your email program.

Thank you for your help.

I now have another question. I want so solder a H10 connector to the Eclipse card. Rodolphe told me that it is necessary to cut the trace between pin 20 and 22 on any falcon expansion board when I want to use it with the ct60. I did this already with my NOVA card and my screeneye digitizer but I believe that on the Eclipse pin20 and 22 are not connected in any way. Is this correct?

Regards,

Frank

1564. Accelerators

Newsgroup: comp.sys.atari.st
Date: 2004-02-19 19:48:09 UTC
From: sf0218@aol.com
Message-ID: <20040219144809.29635.00000008@mb-m21.aol.com>
Source record: 20353

Hello All,

What's the best way to accelerate the Falcon? Taking into consideration cost and efficiency.

Thanks all,
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1565. Re: CT60 : the end... ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-19 19:51:06 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.02.19.19.51.06.22050@removenoaspam.atari-source.com>
Source record: 20354

On Thu, 19 Feb 2004 10:27:48 +0100, Rodolphe Czuba wrote:

> Maybe the better solution is to use the CT60 TOS4 and adapt it on TT
> hardware... using the Tos 3.06 addresses settings.
>

This may be the case, but then you have question of VME, etc. Don't know how that's all going to work. But at least the rest of the hardware is similar/identical.

Regardless if the CTT60 project starts and there are enough interested preorders and rodolphe agrees to do the project, the person with enough credentials to hack up whatever TOS it will run can *borrow* one of my TT's for the amount of time needed to complete the project with some time after that. I say borrow because neither of them are getting sold or given away at this point ;-).

I wonder how fast-ram would work. I guess you would simply remove all tt-ram installed in favor of better SD-ram. Would a TT CT60 be faster since the TT seems faster for certain things like disk access or general bus speed?

Thanks,
Mark
http://portal.atari-source.com

1566. Re: CT60 : the end... ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-19 19:52:45 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.02.19.19.52.45.165455@removenoaspam.atari-source.com>
Source record: 20355

On Thu, 19 Feb 2004 10:23:06 +0100, Rodolphe Czuba wrote:

>> > I'm not working on Coldfire ...
>>
>> What do you do? If I can ask you... Just wondering... ;)
>
> I'm looking for a job as electronic hardware designer or electronic
> technician...in france or switzerland.
> The CT60 is just a nice thing but I cannot live with that...
>
> The rest of the time is to check now for a second CT60 production and when I
> get more time I think about the PCI+USB card...I have not yet drawn the
> schematics...but it will be nextly I hope...
>
> And the rest if to live with my familly and try that without stress of being
> jobless ;-)
>
> Regards
>

I have a hard time believing with your experience you'd have trouble
finding a job, perhaps the world economy is crap with USA's right now too.
Also don't know much engineering work is done in France or Swissland.

Mark
http://portal.atari-source.com

1567. Re: 68060 temperature

Newsgroup: comp.sys.atari.st
Date: 2004-02-19 20:08:22 UTC
From: michaels@heisenberg.ccac.rwth-aachen.de
Message-ID: <c1353m$k32$1@nets3.rz.RWTH-Aachen.DE>
Source record: 20356

In article <200402160620.a46934@wun.maus.de>,
Ekkehard Flessa <Ekkehard_Flessa@wun.maus.de> wrote:
>
>Would this apply for my 040@25Mhz also? There's a small heatsink with fan glued
>to it, with a drop of thermal glue in the main part of the chip area and four
>drops of glue at the four edges, but I already had to replace the fan and it's
>nevertheless noisy :-(

Probably - I usually run both 040 and 060 without fan.

With a decent heatsink attachment (with low thermal resistance), and the
relatively low power a 040/060 uses[1], there is no huge temperature
difference between CPU case and heatsink, so if you can touch the heatsink
for a longer time, it is probably OK.

[1] At least in a Milan, with the 060 in half-speed mode - I have no
experience with fullspeed bus.

cu
Michael

1568. Have You Re-cased Your Falcon/ST?

Newsgroup: comp.sys.atari.st
Date: 2004-02-19 20:39:21 UTC
From: sf0218@aol.com
Message-ID: <20040219153921.24808.00000032@mb-m26.aol.com>
Source record: 20357

Hello all,

I'd like to hear, from those of you who've re-cased your Ataris, which cases
you've used, and your experiences in doing it.

Thanks everybody!
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1569. Re: Accelerators

Newsgroup: comp.sys.atari.st
Date: 2004-02-19 20:51:46 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.02.19.20.51.46.103024@removenoaspam.atari-source.com>
Source record: 20358

On Thu, 19 Feb 2004 19:48:09 +0000, SF0218 wrote:

> Hello All,
>
> What's the best way to accelerate the Falcon? Taking into consideration cost
> and efficiency.
>

Sam,

You've been going a little nuts with your posts. This is a helpful group and all but it seems like you're really not doing any side research at all. Most of the Atari websites around go into great detail about cases, accelerators, etc. I also sent you details of my falcon tower case. In general, the defacto accelerator is the CT60 but you may be too late to get your hands on it. As for the others? They're just bus overclocks, not that fast. Someone might sell you their CT2 falcon and it's possible rodolphe might run another batch of CT60's. Carefully stay tuned to this list as you will surely notice. As far as obtaining your accelerator. You'd probably be best served to purchase anything that crosses your path... there may not be that much to cross your path - but the CT60 is by far the cream of the crop!

As for cases. the defacto case is a home brewed chopped apart PC tower. I rarely see other cases for sale except for instance Keychange Music, but from the UK I can't imagine the shipping on a fairly big 8KG box would be too cheap. Probably $20-$40. You can get a NICE antec case for $60-80, but you have to do the adaptation work yourself. It's really not too tough. be inventive ;-)

If the threads you start aren't really getting hit, it's because people just don't have that much to say. Check out the magic vs. mint threads on the other hand. If people have something to say, they will say it :) No need to start 800 threads ;-), reply to your own original thread about falcon cases and it'll help at least my news reader be more manageable. Maybe others don't care, and certainly people will still respond.

And this is not a demand. Simply a request laced with advice :)

Thanks,
Mark
http://portal.atari-source.com

1570. Re: Have You Re-cased Your Falcon/ST?

Newsgroup: comp.sys.atari.st
Date: 2004-02-19 20:53:12 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.02.19.20.53.12.697154@removenoaspam.atari-source.com>
Source record: 20359

On Thu, 19 Feb 2004 20:39:21 +0000, SF0218 wrote:

> Hello all,
>
> I'd like to hear, from those of you who've re-cased your Ataris, which cases
> you've used, and your experiences in doing it.
>

As for my falcon case, it's some crappy pc tower (and I mean CRAPPY) that
I bought from a computer show where I could see the case and do
measurements and make sure the falcon board would at least come close to
fitting inside.

My Mega STe is housed inside an old Sun Photoprocessing machine case. A
very large tower case on castor wheels.

Thanks,
Mark
http://portal.atari-source.com

1571. Re: Accelerators

Newsgroup: comp.sys.atari.st
Date: 2004-02-19 20:57:55 UTC
From: sf0218@aol.com
Message-ID: <20040219155755.06658.00000001@mb-m05.aol.com>
Source record: 20360

Roger that. I shall curtail and slim down at once! :)
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1572. Re: Have You Re-cased Your Falcon/ST?

Newsgroup: comp.sys.atari.st
Date: 2004-02-19 21:21:57 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <c139e0$5k6$1@news7.svr.pol.co.uk>
Source record: 20361

Being something of a purist, I prefer to keep my antique machines in their original cases.

However, when I got hold of a rather beat-up 1040 STE (It was originally a display model, I think, because someone had glued in the floppy drive button so you couldn't eject the disk, and it had presumably taken a lot of abuse at the hands of customers), I took both it and my 1040 STF apart and combined all the bits to make an STE (also upgraded to 4MB and TOS 2.06) in a good condition case (also replaced the disk drive with the funkier looking one from the STF - the one with the really chunky eject button underneath the slot) with a working keyboard, and an STF in a beat-up case with less-cool looking disk drive and knackered keyboard. I also enlarged the holes in the casing around the enhanced joystick ports (Did it really carefully, though, not leaving any scratches or rough edges), so regular D plugs would fit and not just the impossible-to-get-hold-of moulded D plugs. Unfortunately, I did bodge up the floppy drive transplant, and had to re drill the mounting holes in the floppy drive (being extra careful not to get swarf into the drive mechanism) and mount it with aluminium brackets, but it all fits nicely now. Finally, I replaced the factory-soldered ROM chip size selector jumpers with actual pin jumpers and shunts, to make swapping OSs easier. Because it was all with authentic Atari components (aside from raw materials for the floppy re-mount and nuts and bolts), I made an exception to the "original case" rule.

BTW, has anyone else noticed a design weakness in the earlier Atari mice(the ones with the smaller diameter rollers)? My first one had to be repaired because when dropped on the floor once (something most other mice survive perfectly well) the little plastic lugs holding the spindles in place sheared right off and had to be glued back. Or perhaps the design was OK, but the plastic has failed over time...

Tom

"SF0218" <sf0218@aol.com> wrote in message
news:20040219153921.24808.00000032@mb-m26.aol.com...
> Hello all,
>
> I'd like to hear, from those of you who've re-cased your Ataris, which
cases
> you've used, and your experiences in doing it.
>
> Thanks everybody!
> Sam F.
> Virginia U.S.A.
> Seattle Seahawks Nut

> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,
> & Historical Miniatures Wargaming Nut

1573. Re: Have You Re-cased Your Falcon/ST?

Newsgroup: comp.sys.atari.st
Date: 2004-02-19 21:26:59 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <c139ne$86b$1@news8.svr.pol.co.uk>
Source record: 20362

I suppose if I wanted to start the biggest flame war the world has ever seen, I could have tried putting an ST board in an Amiga case and vice versa...

1574. Re: Accelerators

Newsgroup: comp.sys.atari.st
Date: 2004-02-19 22:10:15 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.02.19.22.10.15.173839@removenoaspam.atari-source.com>
Source record: 20363

On Thu, 19 Feb 2004 20:57:55 +0000, SF0218 wrote:

> Roger that. I shall curtail and slim down at once! :)

It's really not a big deal. It's nice to see this kind of enthusiasm :)
But for archival purposes it makes things easier if all of the case
questions and answers are under one "falcon case" thread.

Mark
http://portal.atari-source.com

1575. Re: Accelerators

Newsgroup: comp.sys.atari.st
Date: 2004-02-19 22:53:40 UTC
From: sf0218@aol.com
Message-ID: <20040219175340.08803.00000023@mb-m13.aol.com>
Source record: 20364

No, you are correct. I suppose in my rush to gather info and get answes, I got carried away, and because of that I apologize.

A part of me is frustrated and saddened by the current state of the Atari computer market. I suppose I should just be happy with the fact that there is still some support for our favorite computer.

Let me end by saying this, I need all the guidance any persons are willing to give. being rather tight financially (to young adults going to college) combined with no Atari computer owners/users near me makes for a difficult time.

Anywho, take care,
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1576. CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-19 23:12:48 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <40354499$0$21692$636a15ce@news.free.fr>
Source record: 20365

OK, I announce that I plan now to produce 42 or more new CT60.

Please check www.czuba-tech.com for NEW price, NEW features, NEW fitting
with solders page and new benchs pages !
No more EC support, no more CT60 without 060 !
Only the CT60 with full 060 at 66 MHz.

I need to know very quickly how many people want to buy !!
So, I accept from NOW your promise to buy and in few days I will give infos
to pay me (I need this money to pay the factory that will launch the
production !).

Shipping will be from beginning of April 2004 to end of April 2004 for the
lastest orderers !
No more delay ! CT60 is ok and don't need debugging ! Production is ok and
factory is ready (they are checking since this morning the market to find
the chips to assemble 42 or more boards !).

Regards

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.580 / Virus Database: 367 - Release Date: 07/02/2004

1577. Re: DeskTopper Case

Newsgroup: comp.sys.atari.st
Date: 2004-02-19 23:26:33 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0402191526.70baea32@posting.google.com>
Source record: 20366

sf0218@aol.com (SF0218) wrote in message
news:<20040218141506.28349.00002053@mb-m15.aol.com>...
> Hi everybody!!!
>
> Geez!! Does anyone have or no whereof I can purchase a DeskTopper case for my
> Falcon?
>
They haven't been sold for a while. There are still some Falcon Racks
available, and given enough time, there are several good online sets
of instructions for utilizing a large PC case.

Galen

1578. ST Supercharger hardware PC emulator, do you have one?

Newsgroup: comp.sys.atari.st
Date: 2004-02-20 00:24:21 UTC
From: Paul O'Neill <me@mrpon.com>
Message-ID: <jscZb.12$P11.9@newsfe1-win>
Source record: 20367

Hi there,

If you're reading this then I hope you have a Condor Supercharger PC emulator for the Atari ST. My question is, am I missing anything, as I don't have my ST I cannot test it, my contents are:

1 x Supercharger
1 x male - male lead (goes into the DMA bus port)
1 x power supply, with two pin connector (ie: needs a shaver plug to work)

When I plug the power into the back of the Supercharger the led lights up, however I'm sure I'm missing another lead. Isn't there a pass-thru joystick lead or something?

Any help would be appreciated, thanks.

Paul

1579. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-20 03:02:07 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.02.20.03.02.07.496609@nossspamXXatari-source.com>
Source record: 20369

On Fri, 20 Feb 2004 00:12:48 +0100, Rodolphe Czuba wrote:

> OK, I announce that I plan now to produce 42 or more new CT60.
>
> Please check www.czuba-tech.com for NEW price, NEW features, NEW fitting
> with solders page and new benchs pages !
> No more EC support, no more CT60 without 060 !
> Only the CT60 with full 060 at 66 MHz.
>
> I need to know very quickly how many people want to buy !!
> So, I accept from NOW your promise to buy and in few days I will give infos
> to pay me (I need this money to pay the factory that will launch the
> production !).
>
> Shipping will be from beginning of April 2004 to end of April 2004 for the
> lastest orderers !
> No more delay ! CT60 is ok and don't need debugging ! Production is ok and
> factory is ready (they are checking since this morning the market to find
> the chips to assemble 42 or more boards !).
>
> Regards
>

I really wish you gave us more indication that it could happen for a
longer time. Not everyone can just throw together $350USD in a short
period of time. In fact I can't so I'm out of this order.

Thanks,
Mark
http://portal.atari-source.com

1580. 520 ST keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-02-20 04:12:17 UTC
From: Claude Bourgoin <claude@pivot.net>
Message-ID: <40355eb3_2@corp.newsgroups.com>
Source record: 20368

Is the 520 ST or 1040 ST keyboard interchangable with the Falcon keybord?

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 100,000 Newsgroups - 19 Different Servers! =-----

1581. Re: ST Supercharger hardware PC emulator, do you have one?

Newsgroup: comp.sys.atari.st
Date: 2004-02-20 06:21:33 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <wDhZb.37337$fE4.30001@bignews5.bellsouth.net>
Source record: 20370

> When I plug the power into the back of the Supercharger the led lights up,
> however I'm sure I'm missing another lead. Isn't there a pass-thru joystick
> lead or something?

I had one years ago...
The joystick lead came with the SC stock, and provides the 5v power supply (plugs into the D/C PS jack), that's it. To free up the joystick port, most folks got an external power supply (I did anyway). So...If you have a proper power supply, then no, you don't need any joystick lead.

It's been years and years since I had an SC...it was pretty good tho'...the thing actually ran Windows 3.1, albeit in monochrome. I have to admit I prefered DOS apps due to memory/speed constraints. It did a really good job of running Xerox's Ventura Publisher!

Brian

1582. Re: Have You Re-cased Your Falcon/ST?

Newsgroup: comp.sys.atari.st
Date: 2004-02-20 08:07:26 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <103bg1uljdj5s1d@corp.supernews.com>
Source record: 20371

"Tom McEwan" <captaininsanity@ONAYAMSPAYuk2.co.uk> wrote in message
news:c139ne$86b$1@news8.svr.pol.co.uk...
> I suppose if I wanted to start the biggest flame war the world has ever
> seen, I could have tried putting an ST board in an Amiga case and vice
> versa...
>
That would be an interesting one! I own both platforms so im biased. lol

1583. Re: 520 ST keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-02-20 09:19:03 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0402200119.4289340e@posting.google.com>
Source record: 20372

"Claude Bourgoin" <claude@pivot.net> wrote in message
news:<40355eb3_2@corp.newsgroups.com>...
> Is the 520 ST or 1040 ST keyboard interchangable with the Falcon keybord?

Yes, should be. I have been using an ST keybard on my Falcon anyway.

Regards,

Joakim

1584. Re: STE "bodge on" mystery ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-20 09:25:20 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <4035d196$0$4249$afc38c87@news.optusnet.com.au>
Source record: 20373

"exxos" <chris@home.co.uk> wrote in message
news:40329312$0$21307$cc9e4d1f@news.dial.pipex.com...
>
> "Lyndon Amsdon" <lyndonamsdon@hotmail.com> wrote in message
> news:1a7d6495.0402170944.6353e8e1@posting.google.com...
> > "exxos" <chris@home.co.uk> wrote in message
> news:<40314378$0$21302$cc9e4d1f@news.dial.pipex.com>...
> > > Hi all,
> > >
> > > I have a STE with a 74LS164 soldered ontop of U211, there are 2 wires
,
> one
> > > of which goes to U203 pin 19 (and lifted form the track under it) of
> the
> > > MC68901 another wire goes to pin 22 U202 (YM2149), im thinking it
could
> be
> > > some serial boost mod, though ive not seen one like that before.....
> anyone
> > > got any ideas ?
> > >
> > > thanks
> > > chris
> >
> > If it's what I think it is, it's near the SIMM sockets. It was on
> > some STE's, others (later ones?) had it on the motherboard as it
> > should be.
> >
> > Can't remember what it was for, look on the schematics, I think there
> > is a note on them about this chip.
>
> It is in front of the simm sockets. one chip is dated 1988 so its a older
> machine. I have another STE which is 1991 which has 3 chips on board and
not
> 2, so it looks like your right about that. I can't see too well what its
> for, might be something to do with some reset or init "re-think"

I does sound like a port accelerator, it is a serial to parallel driver, but
it looks like only the clk is being played with.

http://www.ee.washington.edu/stores/DataSheets/74ls/74ls164.pdf

http://www.s-ellis.freeserve.co.uk/atari/chips/ym2149.html

http://sca.uwaterloo.ca/coldfire/specs/HC901UM.pdf

Can you draw a schematic?

Mark

1585. ADV: Atarian 30% off Discount & Gift!

Newsgroup: comp.sys.atari.st
Date: 2004-02-20 10:59:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0402200256370.6391-100000@onyx.spiritone.com>
Source record: 20376
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

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1586. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2004-02-20 11:02:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0402200259400.6391-100000@onyx.spiritone.com>
Source record: 20375
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auctions Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Goto http://BensCatalogs.Atari.org or Call (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

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Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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1587. ADV: Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-02-20 11:05:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0402200302550.6391-100000@onyx.spiritone.com>
Source record: 20377
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1588. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-20 11:21:44 UTC
From: joebar@rpc1.org
Message-ID: <86e7ea2f.0402200321.6df9a41d@posting.google.com>
Source record: 20374

Mark D <mducksub@nossspamXXatari-source.com> wrote in message
news:<pan.2004.02.20.03.02.07.496609@nossspamXXatari-source.com>...
>
> I really wish you gave us more indication that it could happen for a
> longer time. Not everyone can just throw together $350USD in a short
> period of time. In fact I can't so I'm out of this order.
>
> Thanks,
> Mark
> http://portal.atari-source.com

I do not understand your complaint. The second run was planned and
talked about months ago. In fact many of us are on a waiting list.
There was definetly enough time for throwing 299 EUR together.

1589. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-20 13:03:52 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.02.20.13.03.51.237157@nossspamXXatari-source.com>
Source record: 20378

On Fri, 20 Feb 2004 03:21:44 -0800, joebar wrote:

> Mark D <mducksub@nossspamXXatari-source.com> wrote in message
news:<pan.2004.02.20.03.02.07.496609@nossspamXXatari-source.com>...
>>
>> I really wish you gave us more indication that it could happen for a
>> longer time. Not everyone can just throw together $350USD in a short
>> period of time. In fact I can't so I'm out of this order.
>>
>> Thanks,
>> Mark
>> http://portal.atari-source.com
>
> I do not understand your complaint. The second run was planned and
> talked about months ago. In fact many of us are on a waiting list.
> There was definetly enough time for throwing 299 EUR together.

Planned, but vaporware nonetheless. This is the first indication of HEY,
it's HAPPENING. I thought I'd have more time after that indication.

Thanks,
Mark
http://portal.atari-source.com

1590. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-20 13:09:51 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <40360717$0$21677$636a15ce@news.free.fr>
Source record: 20379

You can register you now...
You will only have to pay in April !
I can't give more to help !

But if you want more info, I will tell when the boards are here in my hands
!
But register you ! If all cards in my hands are reserved, you will not be
bale to get one !

Regards

"Mark D" <mducksub@nossspamXXatari-source.com> a ï¿½crit dans le message de
news: pan.2004.02.20.13.03.51.237157@nossspamXXatari-source.com...
> On Fri, 20 Feb 2004 03:21:44 -0800, joebar wrote:
>
> > Mark D <mducksub@nossspamXXatari-source.com> wrote in message
news:<pan.2004.02.20.03.02.07.496609@nossspamXXatari-source.com>...
> >>
> >> I really wish you gave us more indication that it could happen for a
> >> longer time. Not everyone can just throw together $350USD in a short
> >> period of time. In fact I can't so I'm out of this order.
> >>
> >> Thanks,
> >> Mark
> >> http://portal.atari-source.com
> >
> > I do not understand your complaint. The second run was planned and
> > talked about months ago. In fact many of us are on a waiting list.
> > There was definetly enough time for throwing 299 EUR together.
>
> Planned, but vaporware nonetheless. This is the first indication of HEY,
> it's HAPPENING. I thought I'd have more time after that indication.
>
> Thanks,
> Mark
> http://portal.atari-source.com
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.580 / Virus Database: 367 - Release Date: 07/02/2004

1591. Re: SEDT for Atari wanted.

Newsgroup: comp.sys.atari.st
Date: 2004-02-20 13:23:18 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC5BBAA3.E4BC%derryck@nospam.cix.co.uk.invalid>
Source record: 20380

In article BC58B628.5175%gfabasic@mint.net, lp at gfabasic@mint.net wrote on 18/2/04 11:26:

>> Might be worth looking at <http://web.archive.org> in case there's a stored
>> version of that web site with downloads?
>
> I have tried that many times, it only seems to save the html.
> Or I have bad luck and every file I ever wanted just happens to be missing

That's why I hedged and said "in case" ;-)

Always worth a try though!

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

1592. Re: 520 ST keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-02-20 13:44:06 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <40360f1e$0$21674$636a15ce@news.free.fr>
Source record: 20381

YES !
The color of the plastic is the only difference !

"Claude Bourgoin" <claude@pivot.net> a ï¿½crit dans le message de news:
40355eb3_2@corp.newsgroups.com...
> Is the 520 ST or 1040 ST keyboard interchangable with the Falcon keybord?
>
>
>
>
> -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
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Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.580 / Virus Database: 367 - Release Date: 07/02/2004

1593. Re: STE "bodge on" mystery ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-20 17:50:34 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0402200950.682258b4@posting.google.com>
Source record: 20382

Put simply, it's just a chip that was left off the early STEs.
Nothing to do with serial transfers.

1594. Belgium ftp-server is back online

Newsgroup: comp.sys.atari.st
Date: 2004-02-20 17:59:10 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <40364af63d643f0@pandora.be>
Source record: 20383
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

Hello/Bonjour,

As today the Belgian Atari ftp-server is again reachable through
anonymous ftp.

Aujourd'hui le serveur ftp belge consacrï¿½ ï¿½ Atari est ï¿½ nouveau
utilisable avec une connection anonyme.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1595. Re: Belgium ftp-server is back online

Newsgroup: comp.sys.atari.st
Date: 2004-02-20 18:04:29 UTC
From: sf0218@aol.com
Message-ID: <20040220130429.10161.00000047@mb-m03.aol.com>
Source record: 20384

Okay Martin,

So whats the web address?

Thanks
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1596. Re: Belgium ftp-server is back online

Newsgroup: comp.sys.atari.st
Date: 2004-02-20 18:12:42 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <40364e76401f240@pandora.be>
Source record: 20385

on Fri 20-02-2004 18:04 Sf0218 wrote:

>Okay Martin,
>
>So whats the web address?
>

See my signature :-)

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1597. Re: Belgium ftp-server is back online

Newsgroup: comp.sys.atari.st
Date: 2004-02-20 18:26:00 UTC
From: sf0218@aol.com
Message-ID: <20040220132600.28509.00000048@mb-m29.aol.com>
Source record: 20386

Thanks Martin!!
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1598. Re: Accelerators

Newsgroup: comp.sys.atari.st
Date: 2004-02-20 21:17:47 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.02.20.21.17.46.149638@removenoaspam.atari-source.com>
Source record: 20387

On Thu, 19 Feb 2004 22:53:40 +0000, SF0218 wrote:

> No, you are correct. I suppose in my rush to gather info and get answes, I got
> carried away, and because of that I apologize.
>
> A part of me is frustrated and saddened by the current state of the Atari
> computer market. I suppose I should just be happy with the fact that there is
> still some support for our favorite computer.
>
> Let me end by saying this, I need all the guidance any persons are willing to
> give. being rather tight financially (to young adults going to college)
> combined with no Atari computer owners/users near me makes for a difficult
> time.
>

Things are very difficult these days. Seems you and I are perhaps in the
same boat. Unfortunately there's no easy or cheap way to make a really
nice Falcon like others have, same with TT's. My TT030 has over $1000 of
modifications now, the falcon has at least $500 and I paid $400 for it.
That's a lot of money for many years old technology, but I consider it
worth it. And I think in the end, I will have some of the rarest upgrades
and accelerators worth hopefully much more than I paid for them even after
I enjoyed them for years.

The best thing to do is google around and check out
http://www.ataritoday.com, read through news archives on atari-users.net,
and atari-source.com (linked from there). Also check out dhs, watch some
demos, etc. Check out what is available and read through archives here.
You will find deep long drawn out discussions on why using mint or magic
on what configurations, etc.

Part of your decisions completely depend on what you intend to do with
your Falcon. For me, a CT60 overclocked at 92.5MHz with a 25MHz bus is
all too important :)

That said, the more users we have to use the software we're writing and
porting, the better :)

Mark
http://portal.atari-source.com

1599. scsi drive

Newsgroup: comp.sys.atari.st
Date: 2004-02-20 23:37:13 UTC
From: sf0218@aol.com
Message-ID: <20040220183713.28401.00000052@mb-m29.aol.com>
Source record: 20388

Hellllpppppppp!!

My scsi cd is last device. I have the sci terminator 'plug', and the scsi cable. 2 ports on back of external case. Which port does the cable go to and which does the terminator plug go to?
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1600. Re: scsi drive

Newsgroup: comp.sys.atari.st
Date: 2004-02-20 23:40:46 UTC
From: sf0218@aol.com
Message-ID: <20040220184046.28401.00000053@mb-m29.aol.com>
Source record: 20389

Sorry!!! I forgot got to say 'Hello" and "thanks" to everybody!

Thanks
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1601. Re: Belgium ftp-server is back online

Newsgroup: comp.sys.atari.st
Date: 2004-02-20 23:53:46 UTC
From: Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <c166m6deo1@news-reader4.wanadoo.fr>
Source record: 20390
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

"Martin "Nightowl" Byttebier" <donotusethisaddress@tiscali.be> a crit dans
le message de news: 40364af63d643f0@pandora.be...
> Hello/Bonjour,
>
> As today the Belgian Atari ftp-server is again reachable through
> anonymous ftp.
>
> Aujourd'hui le serveur ftp belge consacr Atari est nouveau
> utilisable avec une connection anonyme.
>

```
Bonsoir Martin,
```

D sol, en ce qui me concerne, rien faire, ni de mon FalCT60, ni de mon PC
:-(
Pourtant, j'ai bien acc s d'autres sites FTP.
Sur Chapelie, j'ai droit un TimeOut :-(

```
J.-Luc
```

--
From est une adresses anti-spam. Pour me r pondre, lire mon
adresse en zigzagant dans la bo te ci-dessous (fonte fixe, svp).
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below (non-prop font, please).

```
+---------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+---------------------------+
```

1602. Re: STE "bodge on" mystery ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-21 00:17:15 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <4036a2a0$0$28867$afc38c87@news.optusnet.com.au>
Source record: 20391

"Lyndon Amsdon" <lyndonamsdon@hotmail.com> wrote in message
news:1a7d6495.0402200950.682258b4@posting.google.com...
> Put simply, it's just a chip that was left off the early STEs.
> Nothing to do with serial transfers.

Thats right, just clk.

Mark

1603. Atari Online News, Etc. #06-08

Newsgroup: comp.sys.atari.st
Date: 2004-02-21 02:29:44 UTC
From: danap8@aol.comno-spam
Message-ID: <20040220212944.20136.00000092@mb-m27.aol.com>
Source record: 20393

A-ONE #0608 02/20/04

~ RIAA Sues 531 More! ~ People Are Talking! ~ NetSmartz Workshop!
~ Spammers Go For Speed! ~ New Xbox Live Features ~ Bagle Worm Spreads!
~ New Netsky.B Worm! ~ Major Linux Beta Ready ~ Rampant Stupidity!
~ Google's Hits 6 Billion ~ US Cable Modem Decline ~ Kids-Only Ghost Town

-* It's Not Lindows In Europe! *-
-* ST Magazine Published In English! *-
-* AOL, Earthlink Advance With More Lawsuits! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj -at-atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

1604. Re: 520 ST keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-02-21 04:10:47 UTC
From: Claude Bourgoin <claude@pivot.net>
Message-ID: <4036afde_2@corp.newsgroups.com>
Source record: 20392

Thanks to all for your quick responses.

Claude B.
"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:40360f1e$0$21674$636a15ce@news.free.fr...
> YES !
> The color of the plastic is the only difference !
>
>
>
> "Claude Bourgoin" <claude@pivot.net> a crit dans le message de news:
> 40355eb3_2@corp.newsgroups.com...
> > Is the 520 ST or 1040 ST keyboard interchangable with the Falcon
keybord?
> >
> >
> >
> >
> > -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> > http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> > -----== Over 100,000 Newsgroups - 19 Different Servers! =-----
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.580 / Virus Database: 367 - Release Date: 07/02/2004
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 100,000 Newsgroups - 19 Different Servers! =-----

1605. Re: scsi drive

Newsgroup: comp.sys.atari.st
Date: 2004-02-21 05:15:51 UTC
From: jon
Message-ID: <5QBZb.24351$tM5.20831@fed1read04>
Source record: 20394

I have a similar setup and it doesn't matter where you plug the cable as
long as it is terminated on the other end. Which controller are you using?

Jon

"SF0218" <sf0218@aol.com> wrote in message
news:20040220183713.28401.00000052@mb-m29.aol.com...
> Hellllpppppppp!!
>
> My scsi cd is last device. I have the sci terminator 'plug', and the scsi
> cable. 2 ports on back of external case. Which port does the cable go to
and
> which does the terminator plug go to?
> Sam F.
> Virginia U.S.A.
> Seattle Seahawks Nut
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,
> & Historical Miniatures Wargaming Nut

1606. Re: scsi drive

Newsgroup: comp.sys.atari.st
Date: 2004-02-21 07:03:42 UTC
From: rsmac@t-online.de
Message-ID: <1g9hxcf.jl6v7pbbyxoiN%rsmac@t-online.de>
Source record: 20395

SF0218 <sf0218@aol.com> wrote:

> My scsi cd is last device. I have the sci terminator 'plug', and the scsi
> cable. 2 ports on back of external case. Which port does the cable go to and
> which does the terminator plug go to?

Wireing of the internal scsi flat wire is: port-drive-port.
(Looks like an "Y")

As example, use lower port for scsi cable, upper port to terminate scsi
bus. Same here ;)

--
-= Home of DOIT-Archive =-

____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

1607. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-21 08:57:15 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <40371d62$0$28127$636a15ce@news.free.fr>
Source record: 20296

19 registered people in 2 days !
And you ??

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.580 / Virus Database: 367 - Release Date: 07/02/2004

1608. Re: Accelerators

Newsgroup: comp.sys.atari.st
Date: 2004-02-21 09:37:53 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <c178th$e97$1@tyfon.itea.ntnu.no>
Source record: 20297

SF0218 <sf0218@aol.com> wrote:

> What's the best way to accelerate the Falcon? Taking into consideration cost
> and efficiency.

The best way is probably ("probably" because I've never seen or tried
one) a CT60, which you can order from Rodolphe now. Or you can buy my old
Afterburner and Eclipse ;-)

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1609. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-21 15:34:16 UTC
From: sf0218@aol.com
Message-ID: <20040221103416.29687.00000118@mb-m21.aol.com>
Source record: 20298

If I'm not mistaken, the price is $350+ ?
I think I'll have to find some other method.

Thanks

Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1610. Re: scsi drive

Newsgroup: comp.sys.atari.st
Date: 2004-02-21 15:35:43 UTC
From: sf0218@aol.com
Message-ID: <20040221103543.29687.00000119@mb-m21.aol.com>
Source record: 20299

Thanks to everyone for the help. I know of have been a royal pest.

Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1611. apps that use fpu68881/882 ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-21 17:03:43 UTC
From: nikko@gwi.net
Message-ID: <55fab6dc.0402210903.a88fc4@posting.google.com>
Source record: 20300

Hi,
Just wondering if its worth finding a fpu for a falcon030,
and what apps take advantage of it?

thanks, brads

1612. 1mb disks

Newsgroup: comp.sys.atari.st
Date: 2004-02-21 17:09:32 UTC
From: dergikolik@aol.com
Message-ID: <20040221120932.02169.00000138@mb-m19.aol.com>
Source record: 20301

Does anyone know where I can buy 1mb floppies in the UK for Atari st?

many thanks
--
Louisa
Essex, England, Europe

1613. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-21 20:29:12 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0402211229.62700245@posting.google.com>
Source record: 20302

sf0218@aol.com (SF0218) wrote in message
news:<20040221103416.29687.00000118@mb-m21.aol.com>...
> If I'm not mistaken, the price is $350+ ?
> I think I'll have to find some other method.

From what I figured out, at the current exchange rate it's about $405,
including shipping to the U.S., but not including memory. A quite
pricey compared to modern PC cards and systems, but for a fully
Falcon-compatible at that many times the speed of the original, it'd
be worth it, I think.

Mike Freeman
mike [at] freeman-studio [dot] com

1614. Re: Magic Onlline

Newsgroup: comp.sys.atari.st
Date: 2004-02-21 20:30:11 UTC
From: matthew@myatari.net
Message-ID: <28889b8e.0402211230.6a64cd7a@posting.google.com>
Source record: 20303

> Does anyone know the what happened to Magic Online? When did it stop being
> updated? I thought it was one of the best Atari sites out there and I really
> miss it. Oh well, time rolls on.

If my memory serves me correctly Sam, MagiC Online went offline in
January 2002. I too thought Ben was doing a wonderful job and often
visited it when it was available. However, as you say... time rolls
on.

But the good news is that there are still many great Atari sites
around to sort-of fill the gap that MagiC Online left including:

www.myatari.net (MyAtari, the online monthly Atari magazine)
www.atari-users.net (A popular and regularly updated news site)
www.atari-source.com (Another great news site)
www.ataritoday.com (Headlines from all the major Atari news sites)
www.atari.org (need I say more?)

to name but a few!

1615. Re: Magic Onlline

Newsgroup: comp.sys.atari.st
Date: 2004-02-21 20:44:28 UTC
From: sf0218@aol.com
Message-ID: <20040221154428.20558.00000095@mb-m28.aol.com>
Source record: 20304

I check those site often each week. I was just lamenting the fact that Magic Online, amongst a whole slew of others, gave it up. Oh well, I still love my Atari (er, C-Lab) Falcon!

C-ya :)
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1616. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-21 20:48:00 UTC
From: sf0218@aol.com
Message-ID: <20040221154800.20558.00000096@mb-m28.aol.com>
Source record: 20305

Hey, I'd be happy with a PowerUp-2 even. An accelerator that I reasonably afford, and that allows for more that 14mb of memory, is all I need. 60mhz is great, but geez!, $400 will get you a nice 2.4ghz peecee. Anyhow, I'm trying to come up with the bucks to recace my Falcon anyway, which for me takes precedence over speed increase.....for now.

C-ya :)
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1617. Re: scsi drive

Newsgroup: comp.sys.atari.st
Date: 2004-02-21 21:16:36 UTC
From: dglish@milwpc.com
Message-ID: <50cabf78.0402211316.8d370cf@posting.google.com>
Source record: 20306

If you are going from the SCSI controller to an external device (with
2 SCSI plugs on the back) you can plug the cable into either plug and
the terminator into the other. SCSI needs termination at the end of
both an internal chain and an external chain. The second plug on the
external device allows you to either terminate or daisy chain another
device onto the external chain.

Hope this helps

Dave

sf0218@aol.com (SF0218) wrote in message
news:<20040220183713.28401.00000052@mb-m29.aol.com>...
> Hellllpppppppppp!!
>
> My scsi cd is last device. I have the sci terminator 'plug', and the scsi
> cable. 2 ports on back of external case. Which port does the cable go to and
> which does the terminator plug go to?
> Sam F.
> Virginia U.S.A.
> Seattle Seahawks Nut
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,
> & Historical Miniatures Wargaming Nut

1618. Re: Have You Re-cased Your Falcon/ST?

Newsgroup: comp.sys.atari.st
Date: 2004-02-21 21:26:42 UTC
From: dglish@milwpc.com
Message-ID: <50cabf78.0402211326.54dd8fd9@posting.google.com>
Source record: 20307

I took an Atari Mega (since it has the removable keyboard) and put it in a mid tower case. I also mounted an ICD SCSI card inside and have it hooked up to a hard drive and CDrom drive. I'm still trying to figure out how to get a second disk drive to work without having to run the cable from the drive B port on the back of the machine. I was lucky and found a case that I could fit the square motherboard into and just had to make a new backplate to handle the different holes. The only major problem I have with the unit is the chips have a tendancy to come loose (since the case is standing up) and I have to press on them to reseat them.

dave

1619. Stik2 - FreeOla connection?

Newsgroup: comp.sys.atari.st
Date: 2004-02-21 22:37:13 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <c18mip$a4v$1@newsg2.svr.pol.co.uk>
Source record: 20308

Hi All

I have managed to use Stik2 without trouble with my Freeserve address but the amount of junk emails is driving me to distraction, so much so that I am trying to migrate to my other ISP accounts, with UKFantastic and FreeOla. All 3 were a breeze to setup on Iconnect. But with Stik2 only Freeserve and UKFantastic connect correctly.

FreeOla fails on PPP connection, can anyone help me on this? Or provide some pointers as to what to look for as I seem to have put the Username and Password correctly into the CFG file.

Unless there are some TCP settings to change I am fairly clueless as to why Iconnect should work OK and yet Stik2 fails on the first hurdle.

Regards

Neil :-(
Falcon CT2b Magic 6.20 jinnee 2.5

1620. casing a TT030

Newsgroup: comp.sys.atari.st
Date: 2004-02-21 22:56:12 UTC
From: John Oakes <doyene@zetnet.co.uk>
Message-ID: <4037e20b$0$8568$4c56ba96@master.news.zetnet.net>
Source record: 20309

Hello All.
Is there details on recasing a TT030 into a desktop case.

regard john

1621. Re: scsi drive

Newsgroup: comp.sys.atari.st
Date: 2004-02-22 00:04:16 UTC
From: sf0218@aol.com
Message-ID: <20040221190416.03354.00000158@mb-m23.aol.com>
Source record: 20310

Helps a great deal Dave, now I just need to get either a working scsi cdrw, or recase my Falcon and get an IDE cdrw. :)

Thanks loads,
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1622. Re: 1mb disks

Newsgroup: comp.sys.atari.st
Date: 2004-02-22 01:04:46 UTC
From: nice bloke <false@hajib.co.uk>
Message-ID: <40382a72@news.greennet.net>
Source record: 20311

"Louisa Hennessy" <dergikolik@aol.com> wrote in message
news:20040221120932.02169.00000138@mb-m19.aol.com...
> Does anyone know where I can buy 1mb floppies in the UK for Atari st?
>
> many thanks
> --
> Louisa
> Essex, England, Europe

diddn't know they made any! 720 or 1.44 but 1mb no

1623. Re: Which case is best

Newsgroup: comp.sys.atari.st
Date: 2004-02-22 01:24:26 UTC
From: nice bloke <false@hajib.co.uk>
Message-ID: <40382f10@news.greennet.net>
Source record: 20312

"SF0218" <sf0218@aol.com> wrote in message
news:20040218101803.24647.00002324@mb-m13.aol.com...
> Hello all,
>
> How is everybody doing?

Thanks for asking I thought for a while that no one cared, in January I was feeling a bit down probably because of the cold weather and a row with my partner of 30 years who is going through a change of life crisis, we seem to have patched this up now and agreed to share the responsibility for our fostered Asian son who has a string of driving convictions. This behind us the old chestnut of sexual preferences was brought up again, is it that weird to enjoy a Roman Centurion / slave girl roll play?, I am flexible and willing to indulge in most things but draw the line when it involves computers

1624. Atari 520 STFM Gold

Newsgroup: comp.sys.atari.st
Date: 2004-02-22 08:30:17 UTC
From: arlo <arlogiNOSPAM@NOSPAM>
Message-ID: <tMZZb.4258$gk.186444@news3.tin.it>
Source record: 20314

Hello all,

I'm the owner of an old (of age) Atari 520 STFM, buyed in Italy in 1990 and
there named "Serie Oro", RAM 1024 KBytes, B&W monitor SM124, mouse, TV
cable, original packings, techn.documents, perfectly working.
As I must get rid of it to make room,
In your opinion, has it still a market value (at least in your countries),
or is better for me to throw it away?
In the first case, what could be an adequate price?

Thanks for kind replays, and greetings to everybody!
(and sorry for my bad English..)

arlo

1625. Re: casing a TT030

Newsgroup: comp.sys.atari.st
Date: 2004-02-22 08:33:40 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <l%YZb.5194$%x4.617688@news.siol.net>
Source record: 20313

John Oakes wrote:

> Is there details on recasing a TT030 into a desktop case.

Hi,

Hm, TT is in desktop case. :)

Janez

1626. Re: 1mb disks

Newsgroup: comp.sys.atari.st
Date: 2004-02-22 10:07:10 UTC
From: exxos <chris@home.co.uk>
Message-ID: <40387f3f$0$9756$cc9e4d1f@news.dial.pipex.com>
Source record: 20315

"nice bloke" <false@hajib.co.uk> wrote in message
news:40382a72@news.greennet.net...
>
> "Louisa Hennessy" <dergikolik@aol.com> wrote in message
> news:20040221120932.02169.00000138@mb-m19.aol.com...
> > Does anyone know where I can buy 1mb floppies in the UK for Atari st?
> >
> > many thanks
> > --
> > Louisa
> > Essex, England, Europe
>
> diddn't know they made any! 720 or 1.44 but 1mb no
>
>

I have a stock of new 1meg (720K) discs,

www.cps-electronics.co.uk

check out the suplus store for 720k or Atari store for other items.

Chris

1627. Re: 1mb disks

Newsgroup: comp.sys.atari.st
Date: 2004-02-22 12:42:13 UTC
From: Jason Davey <acs@webaxs.net>
Message-ID: <c1a830$27gj$1@arachne.labyrinth.net.au>
Source record: 20316

"Louisa Hennessy" <dergikolik@aol.com> wrote in message
news:20040221120932.02169.00000138@mb-m19.aol.com...
> Does anyone know where I can buy 1mb floppies in the UK for Atari st?
>
> many thanks
> --
> Louisa
> Essex, England, Europe

I simply use 1.44Meg disks with the non copy protect window covered! It seems best to put the cover on the non label side which allows my Win XP PC to read and write to 720K disks (but it cant format them) perfect for transferring small amounts of data. I've also formatted 1.44 disks with an STE to 720K or any non standard Atari format with out that window covered. The window is there to tell 1.44 Meg drives its a 1.44 meg disk.

1628. Re: 1mb disks

Newsgroup: comp.sys.atari.st
Date: 2004-02-22 13:19:05 UTC
From: Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <c1ac77$45n$1@news-reader1.wanadoo.fr>
Source record: 20317

"nice bloke" <false@hajib.co.uk> a crit dans le message de news:
40382a72@news.greennet.net...
>
> "Louisa Hennessy" <dergikolik@aol.com> wrote in message
> news:20040221120932.02169.00000138@mb-m19.aol.com...
> > Does anyone know where I can buy 1mb floppies in the UK for Atari st?
> >
> > many thanks
> > --
> > Louisa
> > Essex, England, Europe
>
> diddn't know they made any! 720 or 1.44 but 1mb no
>

```
1MB unformated = 720k formated

J.-Luc
```

--
From est une adresses anti-spam. Pour me rpondre, lire mon
adresse en zigzagant dans la bote ci-dessous (fonte fixe, svp).
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read
my adress zigzaging in the box below (non-prop font, please).

```
+---------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+---------------------------+
```

1629. Re: casing a TT030

Newsgroup: comp.sys.atari.st
Date: 2004-02-22 17:46:11 UTC
From: John Oakes <doyene@zetnet.co.uk>
Message-ID: <4038eae3$0$8566$4c56ba96@master.news.zetnet.net>
Source record: 20318

Janez Valant wrote:
> John Oakes wrote:
>
>
>> Is there details on recasing a TT030 into a desktop case.
>
>
> Hi,
>
> Hm, TT is in desktop case. :)
>
> Janez
True I would like to try and contain my cdpayer and my 4gb scsi
barracuda ethernec card etc etc etc.

regards raised eyebrow john

1630. Re: 1mb disks

Newsgroup: comp.sys.atari.st
Date: 2004-02-22 19:23:34 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <c1avjmfmv1@thorium.cix.co.uk>
Source record: 20319

In message <c1a830$27gj$1@arachne.labyrinth.net.au>, acs@webaxs.net said:

>I simply use 1.44Meg disks with the non copy protect window covered! It
>seems best to put the cover on the non label side which allows my Win XP PC
>to read and write to 720K disks (but it cant format them) perfect for
>transferring small amounts of data. I've also formatted 1.44 disks with an
>STE to 720K or any non standard Atari format with out that window covered.
>The window is there to tell 1.44 Meg drives its a 1.44 meg disk.

Be careful! There have been reports that the data on HD disks
formatted in a DD drive is easily corrupted. This is because HD
disks need a different (slightly higher?) magnetic flux due to a
difference in the coating. As the write head current in a DD-disk
ST is under-strength, the disks may read OK at first but lose some
of the magnetic field over time and become corrupt.

On a related issue, there was a reply that there were no 1MB
disks. Actually that's not true - the capacity of *unformatted* DD
disks is theoretically 1MB, and many disk boxes were marked as
such. I have a couple here: 'Capacity unformatted: 1.0 MB' in
small print on a box of 'Memory MF-2DD' disk box, and much larger
on an M.M.S. box 'MF2DD | DOUBLE SIDED | DOUBLE DENSITY | 135 TPI
1 MEG'.

The standard Atari format 9 sectors 80 tracks cuts this down to
720 kB, though it is possible to format to higher values in excess
of 800 kB safely on most drives - but they can't then be read on a
PC. The difference from 1 MB is that the cluster addressesd take
up space, as do lead-in bytes for each cluster (or is it sector?),
the root directory and the FATs. Other platforms may be able to
get more capacity even with 9 sectors 80 tracks.

Regards, /Peter/

1631. Re: 1mb disks

Newsgroup: comp.sys.atari.st
Date: 2004-02-22 20:16:31 UTC
From: Reg Edit <ehh@whatehh?.wot>
Message-ID: <c1b38ajrp1@newsg4.svr.pol.co.uk>
Source record: 20320

"Jean-Luc" <Jean-Luc.Ceccoli@wanadoo.fr> wrote in message
news:c1ac77$45n$1@news-reader1.wanadoo.fr...
> "nice bloke" <false@hajib.co.uk> a crit dans le message de news:
> 40382a72@news.greennet.net...
> >
> > "Louisa Hennessy" <dergikolik@aol.com> wrote in message
> > news:20040221120932.02169.00000138@mb-m19.aol.com...
> > > Does anyone know where I can buy 1mb floppies in the UK for Atari st?
> > >
> > > many thanks
> > > --
> > > Louisa
> > > Essex, England, Europe
> >
> > diddn't know they made any! 720 or 1.44 but 1mb no
> >
>
> 1MB unformated = 720k formated
>
> J.-Luc
>
>
bolloks

1632. Re: apps that use fpu68881/882 ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-22 21:30:03 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0402221330.2338a86b@posting.google.com>
Source record: 20321

nikko@gwi.net (brad s) wrote in message
news:<55fab6dc.0402210903.a88fc4@posting.google.com>...
> Hi,
> Just wondering if its worth finding a fpu for a falcon030,
> and what apps take advantage of it?

It depends on what you're doing with it. To be honest, there really isn't a large amount of software out there that uses the FPU, but for the few that do, it either makes an incredible speed difference, or gives you program features that wouldn't be as feasible otherwise. A couple programs that I know of that use the FPU are...

Eureka (2D/3D graphics program)
Ghostscript (PDF and Postscript viewer)
Linux (Unix-based OS)

I know there are others, but that's all I can think of off the top of my head. Most of the software is graphics or mathematical calculations program, as far as I know. I know there are some TT programs that will run on a Falcon with a 68881/2, also.

Anyway, I hope this helps!

Mike Freeman
mike [at] freeman-studio [dot] com

1633. Re: apps that use fpu68881/882 ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-22 23:12:57 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <ZHa_b.2244$VP1.1523074@newshog.newsread.com>
Source record: 20322

On 22 Feb 2004 13:30:03 , Mike Freeman wrote:
>nikko@gwi.net (brad s) wrote in message
news:<55fab6dc.0402210903.a88fc4@posting.google.com>...
>> Hi,
>> Just wondering if its worth finding a fpu for a falcon030,
>> and what apps take advantage of it?
>
>It depends on what you're doing with it. To be honest, there really
>isn't a large amount of software out there that uses the FPU, but for
>the few that do, it either makes an incredible speed difference, or
>gives you program features that wouldn't be as feasible otherwise. A
>couple programs that I know of that use the FPU are...
>
>Eureka (2D/3D graphics program)
>Ghostscript (PDF and Postscript viewer)
>Linux (Unix-based OS)
>

Nview/Nconvert has a 68881/2 version. I don't believe the latest version
uses the FPU though.

John

P.S.
To Reply by E-mail, please remove -NOT- from my address!

1634. Re: 1mb disks

Newsgroup: comp.sys.atari.st
Date: 2004-02-22 23:29:26 UTC
From: nick@1632systems.co.uk
Message-ID: <c1be0rlrj1@thorium.cix.co.uk>
Source record: 20323

You could try me at web shop adress below, both new and used 720-1mb disks

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

1635. Alternative Hardware

Newsgroup: comp.sys.atari.st
Date: 2004-02-22 23:29:57 UTC
From: ziggy <ziggy@the-centre.com>
Message-ID: <VXa_b.38612$Xp.173890@attbi_s54>
Source record: 20324

Ive been out of the scene for a while, so thegive the stupid question..

Are there any current clones available on the market, or are there
any companies that still have some stock for the high end machines?

I konw at one point there was a PPC atari clone in the works too.. did
that project die?

My poor old 4mb ST is showing its age, and it would be nice to come
up with something 'newer'.. Even though im normally on a i386/FBSD the
ST is still plugged in.

1636. Re: apps that use fpu68881/882 ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-23 12:11:34 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1077567084-132505AEicMi@xs4all.nl>
Source record: 20332

nikko@gwi.net (brad s) wrote in message
news:<55fab6dc.0402210903.a88fc4@posting.google.com>
...
> Hi,
> Just wondering if its worth finding a fpu
for a falcon030,
> and what apps take advantage of it?

NEON (rendering program) is using the FPU too...

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

1637. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-23 12:45:49 UTC
From: pep@hms.se
Message-ID: <c2e0bef7.0402230445.49dce6db@posting.google.com>
Source record: 20325

You can't compare the price of (extremely) low volume Atari
accellerators with the price of (extremely) high volume PC hardware.

If you knew the cost involved, you would realise that the CT60 is
extremely cheap. And - you're either an Atari fanatic or you're not. I
am :-)

Regards

-- Peter

sf0218@aol.com (SF0218) wrote in message
news:<20040221154800.20558.00000096@mb-m28.aol.com>...
> Hey, I'd be happy with a PowerUp-2 even. An accelerator that I reasonably
> afford, and that allows for more that 14mb of memory, is all I need. 60mhz is
> great, but geez!, $400 will get you a nice 2.4ghz peecee. Anyhow, I'm trying
> to come up with the bucks to recace my Falcon anyway, which for me takes
> precedence over speed increase.....for now.
>
> C-ya :)
> Sam F.
> Virginia U.S.A.
> Seattle Seahawks Nut
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,
> & Historical Miniatures Wargaming Nut

1638. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-23 13:09:07 UTC
From: sf0218@aol.com
Message-ID: <20040223080907.29724.00000207@mb-m21.aol.com>
Source record: 20326

Hey dude, take it easy....all I'm saying is, I'm an Atri nut with a family. 2 kids going to college, one getting married.....lots of expense right there. I want to re-case my Falcon, if I do it using a pc tower case, I'll really screw things up, so I'll have to buy one of the rack case desiged for the ST/Falcon. That alone will cost between $250-$350 dollars. Then to upgrade Magic, NVDI, buy Jinee and HDDRiver, that'll be another $200 or so. All I'm saying is the stuff adds up and it takes time to come up with the money for everything. So I have to pick and choose what I am goin to get now.

Thanks
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1639. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-23 15:05:24 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <403a16a5$0$28131$636a15ce@news.free.fr>
Source record: 20327

Why spending so much money for a falcon special case (and not so good !) ???
250-350 $??? pffff !
For 50 $ you get a good medium ATX tower and use a bit your tools for metal
to adapt the ATX tower to receive the F30 mb.
Not difficult...
350 - 50 = 300 $ you may buy a CT60 with that ;-)

Just my opinion...
In 2004 , the TOS machines without accelerators are not nice to use.. Really
too slow !!
Only for playing old good games...but those don't need a 350$ case ....;-)

Regards

"SF0218" <sf0218@aol.com> a ï¿½crit dans le message de news:
20040223080907.29724.00000207@mb-m21.aol.com...
> Hey dude, take it easy....all I'm saying is, I'm an Atri nut with a
family. 2
> kids going to college, one getting married.....lots of expense right
there. I
> want to re-case my Falcon, if I do it using a pc tower case, I'll really
screw
> things up, so I'll have to buy one of the rack case desiged for the
ST/Falcon.
> That alone will cost between $250-$350 dollars. Then to upgrade Magic,
NVDI,
> buy Jinee and HDDRiver, that'll be another $200 or so. All I'm saying is
the
> stuff adds up and it takes time to come up with the money for everything.
So I
> have to pick and choose what I am goin to get now.
>
> Thanks
> Sam F.
> Virginia U.S.A.
> Seattle Seahawks Nut
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,
> & Historical Miniatures Wargaming Nut

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.580 / Virus Database: 367 - Release Date: 06/02/2004

1640. Re: Atari 520 STFM Gold

Newsgroup: comp.sys.atari.st
Date: 2004-02-23 15:56:18 UTC
From: Ian <cker@SPAMOFF.co.uk>
Message-ID: <403a2278$1_2@mk-nntp-2.news.uk.tiscali.com>
Source record: 20329

"arlo" <arlogiNOSPAM@NOSPAM aliceposta.it> wrote in message
news:tMZZb.4258$gk.186444@news3.tin.it...
> Hello all,
>
> I'm the owner of an old (of age) Atari 520 STFM, buyed(bought) in Italy in
1990 and
> they named it "Serie Oro", RAM 1024 KBytes, B&W monitor SM124, mouse, TV
> cable, original packings, techn.documents, perfectly working.
> As I must get rid of it to make room,
> In your opinion, has it still a market value (at least in your countries),
> or is better for me to throw it away?
> In the first case, what could be an adequate price?
>
> Thanks for kind replays, and greetings to everybody!
> (and sorry for my bad English..)
>
> arlo
>
>

Try and sell it on Ebay , they go for between 15-40 pounds in good
condition.

Dont throw it away :(

1641. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-23 16:17:52 UTC
From: sf0218@aol.com
Message-ID: <20040223111752.12145.00000235@mb-m02.aol.com>
Source record: 20330

If you can point me to website that can pretty much walk me throught the process of adapting a pc tower case, including the wiring, and extending out the various ports to the rear of that case, then I'll do it. I simply do not posses the knowledge to do this without lots of help. :|

Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1642. Re: apps that use fpu68881/882 ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-23 16:36:43 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <iap_b.5300$%x4.632679@news.siol.net>
Source record: 20328

> Eureka (2D/3D graphics program)
> Ghostscript (PDF and Postscript viewer)
> Linux (Unix-based OS)

NeoN (nice 3d modeler)
Calamus
DynaCad

There is a bunch of apps for which, imho, cost of getting 882 is
bargain... Get it!

Janez

1643. Re: Have You Re-cased Your Falcon/ST?

Newsgroup: comp.sys.atari.st
Date: 2004-02-23 18:14:58 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0402231014.2f0d4917@posting.google.com>
Source record: 20331

sf0218@aol.com (SF0218) wrote in message
news:<20040219153921.24808.00000032@mb-m26.aol.com>...
> Hello all,
>
> I'd like to hear, from those of you who've re-cased your Ataris, which cases
> you've used, and your experiences in doing it.

A few years back, my Falcon's power supply blew, and instead of buying an extremely overpriced replacement, I decided to get a standard AT PC unit and connecting it to the Falcon's old power supply's plug. In the process, I decided to recase as well, so I didn't have the ugly power supply sitting out in the open.

I didn't like the appearance and the amount of space a full tower had to have, so I tried my hand at doctoring up a mid-tower. With some help from a fellow Atari user in town who had more tools than I do to do this kind of thing, we managed to pop out the rivets holding the back port panel from the PC case, so that the Falcon motherboard could stick out the back. That was the only way to have enough room. We also re-drilled holes in the case's motherboard mount to be able to mount the Falcon motherboard. I connected everything, and all works perfectly now. It looks pretty nice, as long as you don't look at the back, where I just have cables running into the case to connect to the Falcon. My next task, once I get some time to work on it, is to find materials to extend the back out a little and re-mount the original port panel back on (which we also cut holes in to allow access to the ROM port, MIDI ports, and Game ports) and make extension cables to place the Falcon's ports onto the panel. I've got a basic plan in mind, but it's not a high priority right now.

Anyway, this wasn't *too* difficult if you have a little metal-working experience and tools (or friends with these), but otherwise I wouldn't suggest it. It does look nice, thought, and has tons of room for expansions (like CT60, etc.) and drives (internal CD-ROM's, Zip drives, etc.).

Mike Freeman
mike [at] freeman-studio [dot] com

1644. falcon 30 on an ethernet network

Newsgroup: comp.sys.atari.st
Date: 2004-02-23 21:06:20 UTC
From: Philippe Cousson <filipo@citeweb.net>
Message-ID: <c1dpu2$506$1@news.tiscali.fr>
Source record: 20333
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,ctdl.sys.atari.st,fr.comp.sys.atari,maus.computer.atari.falcon

I'd like to tie may falcon to an ethernet network (microsoft client).
Is it possible ? How to do it ?

Thanks

Philippe

1645. Re: 520 ST keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-02-23 21:34:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <403a1d48a3ae33@comcast.net>
Source record: 20334

>Is the 520 ST or 1040 ST keyboard interchangable with the Falcon keybord?
>

I would not think so.....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1646. Re: Belgium ftp-server is back online

Newsgroup: comp.sys.atari.st
Date: 2004-02-23 21:34:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <403a1d48a3ae34@comcast.net>
Source record: 20335
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

>Hello/Bonjour,
>
>As today the Belgian Atari ftp-server is again reachable through
>anonymous ftp.
>
>Aujourd'hui le serveur ftp belge consacr'e `a Atari est `a nouveau
>utilisable avec une connection anonyme.
>
>CU
>Martin

That's great... I tried to get on it some time ago and could not.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1647. Re: PDF program.

Newsgroup: comp.sys.atari.st
Date: 2004-02-23 21:34:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <403a1d48a3ae35@comcast.net>
Source record: 20336

>To everyone,
> Anyone know of a PDF program that can read and print
>pdf files on the Atari???
>
>Thanks,

Porthos is the best one Carey.... Works great....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1648. Re: scsi drive

Newsgroup: comp.sys.atari.st
Date: 2004-02-23 21:34:43 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <403a1d48a3ae36@comcast.net>
Source record: 20337

>Hellllpppppppppp!!
>
>My scsi cd is last device. I have the sci terminator 'plug', and the scsi
>cable. 2 ports on back of external case. Which port does the cable go to and
>which does the terminator plug go to?
>Sam F.
>Virginia U.S.A.
>Seattle Seahawks Nut
>Atari Computer Nut
>C-Lab Falcon, 14mbram,540mb hdd.,
>& Historical Miniatures Wargaming Nut

Actually the drive can be terminated with the SCSI terminator
plug. Just read it's manual.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1649. Re: Umax Astra 2200 Scanner and ScanX

Newsgroup: comp.sys.atari.st
Date: 2004-02-23 21:34:43 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <403a1d48a3ae37@comcast.net>
Source record: 20338

>in article 402d0d026ad48b@comcast.net, Edward S. Baiz Jr. at
>edbaizjr@comcast.net wrote on 2/13/04 6:47 PM:
>
>> Well Nima sent me a later version of ScanX Pro and it is now
>> working with my Astra 2200. Like I said, great support....
>
>Awesome. You can't beat support like that. Have you filled your HD with
>scans already? ;-)

Not yet, but I will. Nima is working on another version to things
work a little better.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1650. Re: SCSI PCMCIA card reader.

Newsgroup: comp.sys.atari.st
Date: 2004-02-23 21:34:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <403a1d48a3ae39@comcast.net>
Source record: 20339

>Anyone,
> Does anyone know where I can get a SCSI PCMCIA card
>reader for reading COMPACT FLASH media??? I have done
>some searches and the cheapest I have found is around
>300 dollars. I am sure there has to be someone that
>sells these much cheaper than that. Especially since
>I read an article in MyAtari where the guy who wrote
>the article was saying that they should be between 100
>and 150 dollars. Any help on this matter would be
>greatly appreciated.
>
>thanks,

Try Ebay Carey... They had some last time I looked...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1651. Re: Atari 520 STFM Gold

Newsgroup: comp.sys.atari.st
Date: 2004-02-23 23:50:40 UTC
From: ziggy <ziggy@the-centre.com>
Message-ID: <klw_b.48003$4o.63512@attbi_s52>
Source record: 20340

Ian wrote:

>
> "arlo" <arlogiNOSPAM@NOSPAM aliceposta.it> wrote in message
> news:tMZZb.4258$gk.186444@news3.tin.it...
>> Hello all,
>>
>> I'm the owner of an old (of age) Atari 520 STFM, buyed(bought) in Italy
>> in
> 1990 and
>> they named it "Serie Oro", RAM 1024 KBytes, B&W monitor SM124, mouse, TV
>> cable, original packings, techn.documents, perfectly working.
>> As I must get rid of it to make room,
>> In your opinion, has it still a market value (at least in your
>> countries),
>> or is better for me to throw it away?
>> In the first case, what could be an adequate price?
>>
>> Thanks for kind replays, and greetings to everybody!
>> (and sorry for my bad English..)
>>
>> arlo
>>
>>
>
> Try and sell it on Ebay , they go for between 15-40 pounds in good
> condition.
>
> Dont throw it away :(

Noooo.... give it to me :P

1652. Re: apps that use fpu68881/882 ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-23 23:51:56 UTC
From: nikko@gwi.net
Message-ID: <55fab6dc.0402231551.14d79a9d@posting.google.com>
Source record: 20341

swamptaxes-NOT-@atlantic.net (John Garone) wrote in message
news:<ZHa_b.2244$VP1.1523074@newshog.newsread.com>...
> On 22 Feb 2004 13:30:03 , Mike Freeman wrote:
> >nikko@gwi.net (brad s) wrote in message
news:<55fab6dc.0402210903.a88fc4@posting.google.com>...
> >> Hi,
> >> Just wondering if its worth finding a fpu for a falcon030,
> >> and what apps take advantage of it?
> >
> >It depends on what you're doing with it. To be honest, there really
> >isn't a large amount of software out there that uses the FPU, but for
> >the few that do, it either makes an incredible speed difference, or
> >gives you program features that wouldn't be as feasible otherwise. A
> >couple programs that I know of that use the FPU are...
> >
> >Eureka (2D/3D graphics program)
> >Ghostscript (PDF and Postscript viewer)
> >Linux (Unix-based OS)
> >
>
> Nview/Nconvert has a 68881/2 version. I don't believe the latest version
> uses the FPU though.
>
> John
>
> P.S.
> To Reply by E-mail, please remove -NOT- from my address!

WOW,
Thanks for all the input, more welcome. Now where can i find a
68882 (for falcon?). Trying to find a cheap mac II to rob 1 from.
Does anyone know if Cubase Audio Falcon uses the fpu?

thanks again, brad

1653. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 00:16:28 UTC
From: ziggy <ziggy@the-centre.com>
Message-ID: <wJw_b.110526$jk2.487127@attbi_s53>
Source record: 20342

SF0218 wrote:

> Hey dude, take it easy....all I'm saying is, I'm an Atri nut with a
> family. 2
> kids going to college, one getting married.....lots of expense right
> there. I want to re-case my Falcon, if I do it using a pc tower case,
> I'll really screw things up, so I'll have to buy one of the rack case
> desiged for the ST/Falcon.
> That alone will cost between $250-$350 dollars. Then to upgrade Magic,
> NVDI,
> buy Jinee and HDDRiver, that'll be another $200 or so. All I'm saying is
> the
> stuff adds up and it takes time to come up with the money for everything.
> So I have to pick and choose what I am goin to get now.
>
> Thanks
> Sam F.
> Virginia U.S.A.
> Seattle Seahawks Nut
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,
> & Historical Miniatures Wargaming Nut

I agree totally, unfortunately.. i was also starting to consider the board, but with a family to support and the tax man a-comin... seems it might have to wait.

I take it these boards would run mint+aes? or orginal TOS? It wasnt really clear from the page with the "can be used with" quote...

1654. Re: Have You Re-cased Your Falcon/ST?

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 00:18:29 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0402231618.50bc9bf0@posting.google.com>
Source record: 20343

sf0218@aol.com (SF0218) wrote in message
news:<20040219153921.24808.00000032@mb-m26.aol.com>...
> Hello all,
>
> I'd like to hear, from those of you who've re-cased your Ataris, which cases
> you've used, and your experiences in doing it.
>
As you probably know, I used a used Falcon Rack. As you also know,
I've recommended you look at past issues of MyAtari for Lyndon's
excellent recasing article.

What I haven't told you is that I did quite a bit of research prior to
the recasing and came up with this: unless you get a premade kit
(like the Falcon Rack) you will have to do a lot of metal (or other
material) work.

In short, you will have to:
1) get a box big enough for the Falcon's motherboard
2) cut holes in the rear (and left side, unless you reroute those
ports) for the ports
3) get a floppy extender cable and way to mount the floppy
4) get an ATX power supply, make a simple adaptation to make it work
on the Falcon, and create an adapter cable using the existing power
supply cable. You will also need a way to mount the power supply.
5) reroute the keyboard and mouse ports (or buy an adapter from
Lyndon)
6) mount the motherboard by drilling holes in your box that correspond
to the motherboard and installing spacers

Most people use a computer case since this largely solves 1 and parts
of 3 & 4 (you still need cables, but the case has a place to mount
things). However, you need not. I seriously considered using a
sandwich material of walnut plywood with a thin steel plate inside for
RF control. The Falcon would have looked like a highly polished piece
of furniture.

You could make just the top half of the case and keep the Falcon in
its lower half if all you need is more room. This would remove much
of steps 2, 3, 4, and 6. If I recall, one of the recasing kits
actually did just that.

Galen

1655. Re: Which case is best

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 00:28:01 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0402231628.2230df9d@posting.google.com>
Source record: 20344

sf0218@aol.com (SF0218) wrote in message
news:<20040218101803.24647.00002324@mb-m13.aol.com>...
uestion: Which case is best for re-casing the Falcon, as concerns
cost,
> time, end user fitting, availability, and anything else you can think of.
>
> A: The Wizztronics rack case (still available, bot w/o psu)

The psu issue is trivial. Rerouting the mouse, joystick, keyboard,
and cartridge ports is really the difficult part of this case.

> B: The Desk Topper case (I think Keychange UK offers it, but it doesn't look
> the same)

The Keychange case will be similar to the Wizztronics, I suspect,
although I haven't seen it myself. Keychange does provide for a
keyboard, although I don't think it's a US keyboard.

> C: The Eiffel(spelling)? Rocket case (seen pics of it, don't think it's
> available)

I have no idea what this is.
>
> D: Full tower pc case
>
Lower cost, much greater time than the other options. Must use tools
beyond a screwdriver, but not a particularly difficult job.

In short, you must spend either money or time to do a Falcon recase.

Galen

1656. Re: Which case is best

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 00:30:24 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0402231630.1e6eed8a@posting.google.com>
Source record: 20345

otoumelin <otoumelinpasspam@free.fr> wrote in message
news:<WS3.d49e713a.233a4a80.otoumelinpasspam@free.fr>...

> Hello if you just look the price the PC tower is the best but you need to make
> the connectic its can for litle price tower whit power for 60 euros and some
> connectic for 10 euros the dificulty is for the screen and the IDE interface
> you need long cable the scsi if you ave out centronic 50 is not hard
> but for the floppy its rarity to find y do for me two falcon ist simply
> you need to care to the volt of mother board and pick the pin off the old falcon
> powers
The floppy extension cable is at
http://www.cablesonline.net/cables.html as are many others.

Galen

1657. Re: casing a TT030

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 00:36:12 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0402231636.1c790944@posting.google.com>
Source record: 20246

John Oakes <doyene@zetnet.co.uk> wrote in message
news:<4038eae3$0$8566$4c56ba96@master.news.zetnet.net>...

> True I would like to try and contain my cdpayer and my 4gb scsi
> barracuda ethernec card etc etc etc.
>
Something you might want to consider is to put your items into a 4 bay
SCSI case. Then you would have just two "boxes".

Galen

1658. Re: 1mb disks

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 00:43:42 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0402231643.534290e2@posting.google.com>
Source record: 20247

xlator@cix.compulink.co.uk wrote in message news:<c1avjmfmv1@thorium.cix.co.uk>...
> In message <c1a830$27gj$1@arachne.labyrinth.net.au>, acs@webaxs.net said:
>
> >I simply use 1.44Meg disks with the non copy protect window covered! It
> >seems best to put the cover on the non label side which allows my Win XP PC
> >to read and write to 720K disks (but it cant format them) perfect for
> >transferring small amounts of data. I've also formatted 1.44 disks with an
> >STE to 720K or any non standard Atari format with out that window covered.
> >The window is there to tell 1.44 Meg drives its a 1.44 meg disk.
>
> Be careful! There have been reports that the data on HD disks
> formatted in a DD drive is easily corrupted. This is because HD
> disks need a different (slightly higher?) magnetic flux due to a
> difference in the coating. As the write head current in a DD-disk
> ST is under-strength, the disks may read OK at first but lose some
> of the magnetic field over time and become corrupt.
>
Actually, lower. There are other issues too.

I recommend using 1.44Mb floppies at 720Kb floppies only as an
emergency measure. Fortunately, there is no need to do so, as Imation
still makes them. They are available at many places, including Viking
Direct (
http://www.viking-direct.co.uk/(t5ntusqiqundrbqgux0utyay)/catalogFamily.aspx?ID=34201
).

Galen

1659. Re: Which case is best

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 00:59:55 UTC
From: Thomas Brown <twbrown1@peoplepc.com>
Message-ID: <me8l301h58tn5qkofp166n4r9red0svom0@4ax.com>
Source record: 20248

On Sun, 22 Feb 2004 01:24:26 -0000, "nice bloke" <false@hajib.co.uk>
wrote:

>
>"SF0218" <sf0218@aol.com> wrote in message
>news:20040218101803.24647.00002324@mb-m13.aol.com...
>> Hello all,
>>
>> How is everybody doing?
>
>Thanks for asking I thought for a while that no one cared, in January I was
>feeling a bit down probably because of the cold weather and a row with my
>partner of 30 years who is going through a change of life crisis, we seem to
>have patched this up now and agreed to share the responsibility for our
>fostered Asian son who has a string of driving convictions. This behind us
>the old chestnut of sexual preferences was brought up again, is it that
>weird to enjoy a Roman Centurion / slave girl roll play?, I am flexible and
>willing to indulge in most things but draw the line when it involves
>computers
>
ROFL
Ok will remember not to ask how everyone is doing ;P

1660. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 01:11:13 UTC
From: Thomas Brown <twbrown1@peoplepc.com>
Message-ID: <jj8l30db6b1f7lm8g8lsippquaskrqds99@4ax.com>
Source record: 20250

On 21 Feb 2004 20:48:00 GMT, sf0218@aol.com (SF0218) wrote:

>Hey, I'd be happy with a PowerUp-2 even. An accelerator that I reasonably
>afford, and that allows for more that 14mb of memory, is all I need. 60mhz is
>great, but geez!, $400 will get you a nice 2.4ghz peecee. Anyhow, I'm trying
>to come up with the bucks to recace my Falcon anyway, which for me takes
>precedence over speed increase.....for now.
>
>C-ya :)
>Sam F.
>Virginia U.S.A.
>Seattle Seahawks Nut
>Atari Computer Nut
>C-Lab Falcon, 14mbram,540mb hdd.,
>& Historical Miniatures Wargaming Nut

Welp payed for mine today :)
Getting mine while they are there,not gonna risk waiting for another
run.. Mine with shipping and Paypal fee was a tad under 334 euros
($428 and change) thats still not bad IMHO as finding upgrades for any
Atari system is getting harder and harder to do (wanting a VME for my
Mega STE but only ones i seen were in Europe and they won't sell/ship
to the states) and its brand spanking new too boot :)

1661. Re: Alternative Hardware

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 01:12:36 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0402231712.6a5ee744@posting.google.com>
Source record: 20249

ziggy <ziggy@the-centre.com> wrote in message news:<VXa_b.38612$Xp.173890@attbi_s54>...
> Ive been out of the scene for a while, so thegive the stupid question..
>
> Are there any current clones available on the market, or are there
> any companies that still have some stock for the high end machines?

I don't believe so.
>
> I know at one point there was a PPC atari clone in the works too.. did
> that project die?

It continues, but development is very slow. See http://acp.atari.org/
for more information.

> My poor old 4mb ST is showing its age, and it would be nice to come
> up with something 'newer'.. Even though im normally on a i386/FBSD the
> ST is still plugged in.

Barring a major breakthrough, I would recommend you look at emulation.
STeem is very nice, and Aranym on Linux may well be the next system I
set up as my primary system.

Galen (currently working the bugs out of his CT60 Falcon)

1662. Re: Alternative Hardware

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 01:26:26 UTC
From: ziggy <ziggy@the-centre.com>
Message-ID: <6Lx_b.48412$4o.64718@attbi_s52>
Source record: 20251

Galen wrote:

> ziggy <ziggy@the-centre.com> wrote in message
> news:<VXa_b.38612$Xp.173890@attbi_s54>...
>> Ive been out of the scene for a while, so thegive the stupid question..
>>
>> Are there any current clones available on the market, or are there
>> any companies that still have some stock for the high end machines?
>
> I don't believe so.
>>
>> I know at one point there was a PPC atari clone in the works too.. did
>> that project die?
>
> It continues, but development is very slow. See http://acp.atari.org/
> for more information.
>
>> My poor old 4mb ST is showing its age, and it would be nice to come
>> up with something 'newer'.. Even though im normally on a i386/FBSD the
>> ST is still plugged in.
>
> Barring a major breakthrough, I would recommend you look at emulation.
> STeem is very nice, and Aranym on Linux may well be the next system I
> set up as my primary system.
>
> Galen (currently working the bugs out of his CT60 Falcon)

Yes steem is very good for emulation.. but its nice to have real hardware to use once in a while.. (and to show off what things were like to new comers that think they need a P-bla-bla with gigabytes of ram)

Which in my case ended today.. seems my SM124 just died.. though i think i can wire it direct to a mulitsync ibm?

Ill check out the acp.. thanks...

1663. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 01:27:12 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0402231727.71af2fae@posting.google.com>
Source record: 20252

sf0218@aol.com (SF0218) wrote in message
news:<20040223111752.12145.00000235@mb-m02.aol.com>...
> If you can point me to website that can pretty much walk me throught the
> process of adapting a pc tower case, including the wiring, and extending out
> the various ports to the rear of that case, then I'll do it. I simply do not
> possess the knowledge to do this without lots of help. :|
>

Well, there's http://www.myatari.net/issues/dec2001/casemod.htm ,
although that isn't completely step-by-step. It should also be noted
that the CT60 can be put into the original Falcon case if you are
willing to cut a bit of the top of the case away. Frankly, I'm amazed
by the CT60 (though I haven't tracked down all the problems I've been
having yet). I fully admit that an upgraded Falcon isn't cheap (mine
crossed the $1000 mark recently), but there really isn't much reason
to recase the Falcon unless you are planning an accelerator upgrade,
and this run of the CT60 might be your last chance ever.

Galen

1664. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 01:44:25 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0402231744.4034eee0@posting.google.com>
Source record: 20253

sf0218@aol.com (SF0218) wrote in message
news:<20040223111752.12145.00000235@mb-m02.aol.com>...
> If you can point me to website that can pretty much walk me throught the
> process of adapting a pc tower case, including the wiring, and extending out
> the various ports to the rear of that case, then I'll do it. I simply do not
> posses the knowledge to do this without lots of help. :|
>
>
> Sam F.
> Virginia U.S.A.
> Seattle Seahawks Nut
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,
> & Historical Miniatures Wargaming Nut

I've got a couple of pages saved in my favorites folder on my pc at
work about that, I'll send them tomorow. I've been real pleased with
the Wizztronics Falcon Rack case I finally decided on. Used to be
$3-400ish, clearanced for $99.
Wayne

1665. Re: Have You Re-cased Your Falcon/ST?

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 01:46:17 UTC
From: sf0218@aol.com
Message-ID: <20040223204617.16260.00000167@mb-m11.aol.com>
Source record: 20254

Hey Mike,

If you've taken pictures of it, your recased Falcon, think you could email them to me. I'd really like to see what it looks like. I have to make a hard choice. Buy one of the ST/Falcon rack cases (rather expensive), or try what you did (at which I would be horrible cause I have neither the tools nor experience).

Thanks
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1666. Re: apps that use fpu68881/882 ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 01:51:06 UTC
From: Thomas Brown <twbrown1@peoplepc.com>
Message-ID: <l8bl301qn0j2jqpqr1ni38t9lvq1ka9vup@4ax.com>
Source record: 20255

On 23 Feb 2004 15:51:56 -0800, nikko@gwi.net (brad s) wrote:

>swamptaxes-NOT-@atlantic.net (John Garone) wrote in message
news:<ZHa_b.2244$VP1.1523074@newshog.newsread.com>...
>> On 22 Feb 2004 13:30:03 , Mike Freeman wrote:
>> >nikko@gwi.net (brad s) wrote in message
news:<55fab6dc.0402210903.a88fc4@posting.google.com>...
>> >> Hi,
>> >> Just wondering if its worth finding a fpu for a falcon030,
>> >> and what apps take advantage of it?
>> >
>> >It depends on what you're doing with it. To be honest, there really
>> >isn't a large amount of software out there that uses the FPU, but for
>> >the few that do, it either makes an incredible speed difference, or
>> >gives you program features that wouldn't be as feasible otherwise. A
>> >couple programs that I know of that use the FPU are...
>> >
>> >Eureka (2D/3D graphics program)
>> >Ghostscript (PDF and Postscript viewer)
>> >Linux (Unix-based OS)
>> >
>>
>> Nview/Nconvert has a 68881/2 version. I don't believe the latest version
>> uses the FPU though.
>>
>> John
>>
>> P.S.
>> To Reply by E-mail, please remove -NOT- from my address!
>
>WOW,
> Thanks for all the input, more welcome. Now where can i find a
>68882 (for falcon?). Trying to find a cheap mac II to rob 1 from.
>Does anyone know if Cubase Audio Falcon uses the fpu?
>
>thanks again, brad
saw some for auction on ebay (under amiga serch) got mine for $9.99
part # is MC68882FN33A and still in its blister pack.. I am assumeing
it will work at 16Mzh even tho its a 33Mzh chip

1667. Re: Have You Re-cased Your Falcon/ST?

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 01:56:49 UTC
From: sf0218@aol.com
Message-ID: <20040223205649.16260.00000170@mb-m11.aol.com>
Source record: 20256

Galen,

That was all very well explained, the my brain can successfully process the info!!

Now, I just need to wait for an anwere from Wizztronics.

I really am not up to (nor do I have the knowledge, experience, tools, or even patience) to try and convert a tower case. And it would have to look good and natural too!

I'll try to get the Wizztronics case. I can get a "basic" unit for a good price, which falls in at my affordable range. I'm just waiting to be told what exactly a "basic" unit is/consists of.

But again, thanks for your explanation. It pretty much confirmed what I thought.

C ya
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1668. Re: apps that use fpu68881/882 ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 02:08:42 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <Kmy_b.73529$Wa.56468@news-server.bigpond.net.au>
Source record: 20257

Thomas Brown wrote:
> On 23 Feb 2004 15:51:56 -0800, nikko@gwi.net (brad s) wrote:
>
>
>>swamptaxes-NOT-@atlantic.net (John Garone) wrote in message
news:<ZHa_b.2244$VP1.1523074@newshog.newsread.com>...
>>
>>>On 22 Feb 2004 13:30:03 , Mike Freeman wrote:
>>>
>>>>nikko@gwi.net (brad s) wrote in message
news:<55fab6dc.0402210903.a88fc4@posting.google.com>...
>>>>
>>>>Hi,
>>>>> Just wondering if its worth finding a fpu for a falcon030,
>>>>> and what apps take advantage of it?
>>>>
>>>>It depends on what you're doing with it. To be honest, there really
>>>>isn't a large amount of software out there that uses the FPU, but for
>>>>the few that do, it either makes an incredible speed difference, or
>>>>gives you program features that wouldn't be as feasible otherwise. A
>>>>couple programs that I know of that use the FPU are...
>>>>
>>>>Eureka (2D/3D graphics program)
>>>>Ghostscript (PDF and Postscript viewer)
>>>>Linux (Unix-based OS)
>>>>
>>>
>>> Nview/Nconvert has a 68881/2 version. I don't believe the latest version
>>>uses the FPU though.
>>>
>>>John
>>>
>>>P.S.
>>> To Reply by E-mail, please remove -NOT- from my address!
>>
>>WOW,
>> Thanks for all the input, more welcome. Now where can i find a
>>68882 (for falcon?). Trying to find a cheap mac II to rob 1 from.
>>Does anyone know if Cubase Audio Falcon uses the fpu?
>>
>>thanks again, brad
>
> saw some for auction on ebay (under amiga serch) got mine for $9.99
> part # is MC68882FN33A and still in its blister pack.. I am assumeing

> it will work at 16Mzh even tho its a 33Mzh chip

Sure does. I have 33mhz in the CT2 and a 16mhz in the stock falcon.

Mark

1669. Re: apps that use fpu68881/882 ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 05:24:37 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0402232124.5748b7cd@posting.google.com>
Source record: 20258

> WOW,
> Thanks for all the input, more welcome. Now where can i find a
> 68882 (for falcon?). Trying to find a cheap mac II to rob 1 from.
> Does anyone know if Cubase Audio Falcon uses the fpu?
>
> thanks again, brad

Try going to http://www.froogle.com/ or http://www.ebay.com/ and searching for 68882 or motorola 68882. I found quite a number of them at various prices.

Also, I don't believe Cubase uses the 68882, just the CPU and DSP, unless there's something I've missed. I have a 68882, so I haven't really concerned myself about whether it does or not.

Mike Freeman
mike [at] freeman-studio [dot] com

1670. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 07:33:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200402240833.a47005@wun.maus.de>
Source record: 20264

Hi Sam!

S>If you can point me to website that can pretty much walk me throught
S>the process of adapting a pc tower case, including the wiring, and
S>extending out the various ports to the rear of that case, then I'll do
S>it.

It's quite straightforward. I've done it with one of my Falcons years ago, but without using port extenders for any of the ports on the rear side of the Falcon, but only for the Midi- and Joystick ports from the left side.

I was able to locate a standard big tower case with the power supply located at the top, so that the large Falcon motherboard would just fit below, and the topmost 4 5.25" bays remained useable. With a midi tower, it's quite likely you would have to re-locate the PSU, and this will also apply for big tower case with the PSU "half-height" on the rear (sometimes with an auxiliary 3.5" bay above the PSU).

I then took the thin metal shielding from the rear side of the Falcon and used it to drill the holes for all of the connectors in the rear side of the tower case.

You will have to remove the part of the rear wall of the case normally holding the PC's extension cards, and replace it with some sheet metal.

The mainboard is sitting there with the left side pointing to the bottom of the case, and as much as possible space between the board and the bottom of the case in order to allow access to the connectors there.

Then, I put the motherboard in, fixing it with the connector bolts and some additional bolts elsewhere. Make sure you don't bend the board or otherwise apply mechanical force, as this might lead to damage!

The Midi-ports (if needed) can be connected directly, with the midi wires just going through some hole in the rear side of the case.

A ROM-port dongle may be fitted inside the case, if it's not necessary to change it regularly.

The joystick ports need some extensions, you may just buy some 15-pin VGA extension cord in order to achieve this, or the appropriate SUB-D connectors and some wire and solder them together.

Two IDE drives will fit internally, and may be connected with a standard 2.5"-to-3.5" adapter cable.

To connect SCSI drives internally, I acquired a SCSI2-to-50-pin-Centronics cable, and installed a 50-pin centronics plug at the rear of the case, with

flatband cable running from there to the internal drives and back to another 50-pin centronics plug on the rear for external devices. This second plug is optional and needed only if you want to be able to connect external SCSI devices.

The adapter cable plugs into the Falcon's SCSI port and one of the centronics connectors, looping the SCSI back into the case. If the second centronics connector is there, the termination plug should go there, otherwise the last device on the internal chain must have it's termination activated. The other side of the SCSI chain is terminated by the Falcon itself.

The reset switch got it's own hole in the rear of the tower, but is quite unreachable there. So i located the solder joints it normally shortens, and soldered some wires to the tower's reset switch there.

As for the PSU, mine was an old AT style one, no ATX. So, the connection was quite simple also. Just connect the corresponing voltages (GND, 5V and 12V), but make sure you don't mix them up!).

All of the above information written from memory, so no guarantee whatsoever.

And always keep in mind you're handling sensitive electronics, so take the usual precautions against static discharge!

With best regards
Ekkehard

1671. items for sale

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 09:11:12 UTC
From: John Smith <john.smith@microsoft.com>
Message-ID: <c1f4g4kgn1@bagan.srce.hr>
Source record: 20259

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2790129952&category=1247

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3759&item=2790111433

1672. Re: Have You Re-cased Your Falcon/ST?

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 16:45:19 UTC
From: sf0218@aol.com
Message-ID: <20040224114519.25024.00000234@mb-m07.aol.com>
Source record: 20260

How does one install new/additional icons on the desktop without using an alternative desktop?

Thanks
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1673. Re: Alternative Hardware

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 17:09:40 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <403b8543$0$28114$636a15ce@news.free.fr>
Source record: 20261

Which bug with your CT60 Falcon ???

"Galen" <ekaljuma@mtsac.edu> a ï¿½crit dans le message de news:
926a9946.0402231712.6a5ee744@posting.google.com...
> ziggy <ziggy@the-centre.com> wrote in message
news:<VXa_b.38612$Xp.173890@attbi_s54>...
> > Ive been out of the scene for a while, so thegive the stupid question..
> >
> > Are there any current clones available on the market, or are there
> > any companies that still have some stock for the high end machines?
>
> I don't believe so.
> >
> > I know at one point there was a PPC atari clone in the works too.. did
> > that project die?
>
> It continues, but development is very slow. See http://acp.atari.org/
> for more information.
>
> > My poor old 4mb ST is showing its age, and it would be nice to come
> > up with something 'newer'.. Even though im normally on a i386/FBSD the
> > ST is still plugged in.
>
> Barring a major breakthrough, I would recommend you look at emulation.
> STeem is very nice, and Aranym on Linux may well be the next system I
> set up as my primary system.
>
> Galen (currently working the bugs out of his CT60 Falcon)

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.580 / Virus Database: 367 - Release Date: 07/02/2004

1674. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 17:32:37 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0402240932.2acdd46e@posting.google.com>
Source record: 20262

>
> I've got a couple of pages saved in my favorites folder on my pc at
> work about that, I'll send them tomorow. I've been real pleased with
> the Wizztronics Falcon Rack case I finally decided on. Used to be
> $3-400ish, clearanced for $99.
> Wayne

OK, try these;

http://www.myatari.net/issues/dec2001/casemod.htm

http://perso.club-internet.fr/lafabrie/Atari/CT60/Index.htm

Wayne

1675. News news news

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 17:34:20 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.02.24.17.34.19.456800@nossspamXXatari-source.com>
Source record: 20263

Hey folks,

Well it's been quiet from my side of the ocean for a little while now I thought I'd share what's going on.

Firstly, samba has been ported to mint, though it still has some issues. The rpms are available at http://ns.racingchannel.com/samba/ although I would probably wait until they get into the sparemint server. There is some issues causing the client end to complain with a message like "Server out of memory", the only way to fix this is to restart smbd. I haven't tracked this problem down yet.

Last night I created the first successful gtk+-2.2.4 port and ran the tests remotely. We have some problems with the Atari X server that need worked out with fonts, but a Pango bug has been holding us up for what seems like forever and a day.

Compiling (and almost finished) is the most recent version of gaim. This means msn, yahoo, etc all those plugins will work on gaim for the atari once I get done. This also sets up the stage for a native aes/vdi gtk port since gtk+-2.x is much better designed for that and our changes should be more portable to newer releases of gtk should we deem such a thing necessary.

I am now running on an E141J mask 060 at 92.5MHz with a perfectly working FPU (stupid rev 1 chip was BAD!) and I expect to go higher once I can cool this thing below 50C. My bus speed is also 25MHz and my compiling is going MUCH FASTER! It's like being in heaven compared to 50MHz 060 and SDRAM speed ;-)

So yeah, I've been slacking a bit with gim, and I expect to pick up the pace on it now that I have a useable system again. But I first wanted to show off to myself how much horsepower I have by managing to compile samba, gtk and gaim in less than 12 hours time :)

Thanks,
Mark

1676. Re: PDF program.

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 17:36:32 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <403b8cda1677a81@pandora.be>
Source record: 20267

on Mon 23-02-2004 21:34 Edward S. Baiz Jr. wrote:

>>To everyone,
>> Anyone know of a PDF program that can read and print
>>pdf files on the Atari???
>>
>>Thanks,
>
>Porthos is the best one Carey.... Works great....

Porthos is great and fast but not all pdf's can be viewed without
problems, shareware. If it's still maintained I don't know.

Ghostscript (gemgs) is very slow but at least it displays (allmost) every
pdf without problem. Also with gemgs one can view *.ps and *.eps which
AFAIK is imposible with Porthos. Freeware

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1677. Re: apps that use fpu68881/882 ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 18:43:02 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <WWM_b.37$OP6.32832@newshog.newsread.com>
Source record: 20202

On 21 Feb 2004 09:03:43 , brad s wrote:
>Hi,
> Just wondering if its worth finding a fpu for a falcon030,
> and what apps take advantage of it?
>
>thanks, brads
>.

be aware that there are pin and socket types and I don't think the Amiga 68882 is interchangeable. Maby someone will post the correct info on all that!

John

P.S.
To Reply by E-mail, please remove -NOT- from my address!

1678. Can we still buy old games?

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 18:58:43 UTC
From: St&#65533;phane Smirnow <smirnow.stephane@brutele.be>
Message-ID: <c1g7hf$849$1@news.brutele.be>
Source record: 20265

Hi all,

after more than 12 years in a box, I decided to give a second life to my old Atari 1040 ST...when I discovered that half of my disks haven't survived the "time travel". So I'm looking to buy (again) some original games from that time (+-1990). Would anyone have any idea where I could find some (I'm located in Belgium, if that could be of any use)?

Thank you very much for your help.

St&#65533;phane Smirnow

1679. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 19:18:51 UTC
From: sf0218@aol.com
Message-ID: <20040224141851.18203.00000282@mb-m06.aol.com>
Source record: 20266

Wow, that second site (french) looks really really good....too bad its in
French.

Thanks a bunch,
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1680. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 19:42:21 UTC
From: sf0218@aol.com
Message-ID: <20040224144221.18312.00000233@mb-m06.aol.com>
Source record: 20268

Still too much for me. I'm thinking of getting an Afterburner040. The 32 to 40mhz speed will be fast enough for me.

Won't be able to alternate between native mode and accelerator mode but, oh well.
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1681. FS: UK, Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 20:34:04 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <1YFV+1AKO7OAFw9W@btinternet.com>
Source record: 20269

Our dishwasher just expired, which I can live without, however, it expired in such a way that it's demolished the flooring and one kitchen cabinet (the base rusted out, making it leak in many and varied ways :/), which I can't.

So, if anyone is interested before I put it on eBay:

Extremely tidy Falcon030, 4Mb, no HD (depending on whether it has been sent, I may have a bracket for fitting an HD to it), 68882 FPU, box, manuals, and uncased SCSI HD with MultiTOS setup (I need the housing I've been using, as it's part of my Acorn collection).

ï¿½250. It should reach that on eBay, but if you feel that's too much you can always take a chance and let me list it :)

No yellowing. Mouse is unmarked.

Will deliver in person in SE Scotland/NE England, or postage at cost (around ï¿½15 in the UK I expect), will ship overseas for the right price. Can take PayPal or cheque/cash, latter preferred due to the need to buy new cabinets.

And yes, the Falcon goes because I'm sworn to keeping my really rare Acorns, which are worth more, and my other old computers are worth less :/

Richard
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

1682. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 21:12:42 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <c1geoaapq1@tyfon.itea.ntnu.no>
Source record: 20271

Janez Valant <swe@atari.org> wrote:

>> Still too much for me. I'm thinking of getting an Afterburner040. The 32
>> to 40mhz speed will be fast enough for me.

> I would rather seek for CT2 instead of AB040.

Why?

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1683. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 21:50:16 UTC
From: sf0218@aol.com
Message-ID: <20040224165016.19340.00000294@mb-m16.aol.com>
Source record: 20272

I'm curious, what would be the best vertical size for case. I already have a couple at home, but I'm fairly certain they're too short.

Thanks
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1684. Re: apps that use fpu68881/882 ?

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 22:00:39 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <$$tn3zCol8OAFwvU@btinternet.com>
Source record: 20273

In article <l8bl301qn0j2jqpqr1ni38t9lvq1ka9vup@4ax.com>, Thomas Brown
<twbrown1@peoplepc.com> writes
>saw some for auction on ebay (under amiga serch) got mine for $9.99
>part # is MC68882FN33A and still in its blister pack.. I am assumeing
>it will work at 16Mzh even tho its a 33Mzh chip

They're still selling them, that's where I got the one for my Falcon.
Quick delivery too.

Richard
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

1685. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 22:05:58 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <55P_b.5386$%x4.647604@news.siol.net>
Source record: 20270

SF0218 wrote:

> Still too much for me. I'm thinking of getting an Afterburner040. The 32
> to 40mhz speed will be fast enough for me.

I would rather seek for CT2 instead of AB040.

Janez

1686. Re: UK, Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 22:09:37 UTC
From: Rual Bunqk <untrure@bhangra.co.uk>
Message-ID: <403bf5e4@news.greennet.net>
Source record: 20274

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:1YFV+1AKO7OAFw9W@btinternet.com...
> Our dishwasher just expired, which I can live without, however, it
> expired in such a way that it's demolished the flooring and one kitchen
> cabinet (the base rusted out, making it leak in many and varied ways :/
>), which I can't.
>
> So, if anyone is interested before I put it on eBay:
>
> Extremely tidy Falcon030, 4Mb, no HD (depending on whether it has been
> sent, I may have a bracket for fitting an HD to it), 68882 FPU, box,
> manuals, and uncased SCSI HD with MultiTOS setup (I need the housing
> I've been using, as it's part of my Acorn collection).
>
> £250.

for such a low spec machine,you will be mor likley to be struck with
lightning

1687. Re: Which case is best

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 22:15:49 UTC
From: Rual Bunqk <untrure@bhangra.co.uk>
Message-ID: <403bf757$1@news.greennet.net>
Source record: 20275

> ROFL
> Ok will remember not to ask how everyone is doing ;P

So you didn't really care? what a blow, but maybe given time and
counselling I can come to terms with this rejection

1688. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 23:18:22 UTC
From: sf0218@aol.com
Message-ID: <20040224181822.25804.00000304@mb-m01.aol.com>
Source record: 20276

Hey All,

I know I've asked before but.....how many of you 16/32/clone types (sorry 8bitters) live in either Loudoun,Fairfax, or Prince William counties, Virginia.

Email and newsgroups are great, but geez! I'd like to actually meet a fellow Atarian! I have to make the same call for my other interest, the NFC Seattle Seahawks. Not many of those fans around these parts either.

Darn, now me sad. :(
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1689. Re: UK, Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 23:23:41 UTC
From: Meffy@n0where.c0m
Message-ID: <r6nn30hgr69o0rp2rakhnpj35mjvavc3kl@4ax.com>
Source record: 20277

On Tue, 24 Feb 2004 22:09:37 -0000, "Rual Bunqk"
<untrure@bhangra.co.uk> wrote:

>
>"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
>news:1YFV+1AKO7OAFw9W@btinternet.com...
>> Our dishwasher just expired, which I can live without, however, it
>> expired in such a way that it's demolished the flooring and one kitchen
>> cabinet (the base rusted out, making it leak in many and varied ways :/
>>), which I can't.
>>
>> So, if anyone is interested before I put it on eBay:
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>> Extremely tidy Falcon030, 4Mb, no HD (depending on whether it has been
>> sent, I may have a bracket for fitting an HD to it), 68882 FPU, box,
>> manuals, and uncased SCSI HD with MultiTOS setup (I need the housing
>> I've been using, as it's part of my Acorn collection).
>>
>> ï¿½250.
>
>for such a low spec machine,you will be mor likley to be struck with
>lightning

What about for a Falcon with 1Gb+ HD and 14Mb Ram plus both VGA and ST
RGB adaptor?

1690. Re: UK, Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-24 23:39:07 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <QeT8fsBS99OAFw5o@btinternet.com>
Source record: 20278

In article <403bf5e4@news.greennet.net>, Rual Bunqk
<untrure@bhangra.co.uk> writes
>for such a low spec machine,you will be mor likley to be struck with
>lightning

Well, for a first post, you're doing very well. Helpful /and/ excellent
spelling. Do stick around, I'll be glad to report how the Falcon does on
eBay.

Richard
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

1691. Falcon Speed

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 00:10:52 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <gKR_b.74982$Wa.3729@news-server.bigpond.net.au>
Source record: 20279

Hi guys, I just picked up a Falcon speed 286 card and was wondering if anybody had a copy of the install disk floating around? I know it is ancient but what the hell, its worth playing with. Just like the idea of a dos prompt on my desktop. Also I seem to recall it was possible to get win 3.11 to work in 256 colour mode in a later version of the software, is this correct?

Regards

Mark Bedingfield

1692. Re: Can we still buy old games?

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 00:15:26 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.02.25.00.15.15.245817@here.com>
Source record: 20280

> after more than 12 years in a box, I decided to give a second life to my old
> Atari 1040 ST...when I discovered that half of my disks haven't survived the
> "time travel". So I'm looking to buy (again) some original games from that
> time (+-1990). Would anyone have any idea where I could find some (I'm
> located in Belgium, if that could be of any use)?
>
> Thank you very much for your help.

Hi,

Well, I'm in the USA, but would be happy to "restore" any of
your games that I own, and that still work. I have not powered
on my ST in a couple years, but will soon, if I can get a
working HD system from the pieces I have.

If you make a list of what games no longer work, maybe others
and myself can help you...

John

1693. Re: FS: UK, Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 00:16:17 UTC
From: ziggy <ziggy@the-centre.com>
Message-ID: <IPR_b.117533$uV3.614030@attbi_s51>
Source record: 20281

Richard Kilpatrick wrote:

> Our dishwasher just expired, which I can live without, however, it
> expired in such a way that it's demolished the flooring and one kitchen
> cabinet (the base rusted out, making it leak in many and varied ways :/
>), which I can't.
>
> So, if anyone is interested before I put it on eBay:
>
> Extremely tidy Falcon030, 4Mb, no HD (depending on whether it has been
> sent, I may have a bracket for fitting an HD to it), 68882 FPU, box,
> manuals, and uncased SCSI HD with MultiTOS setup (I need the housing
> I've been using, as it's part of my Acorn collection).
>
> £250. It should reach that on eBay, but if you feel that's too much you
> can always take a chance and let me list it :)
>
> No yellowing. Mouse is unmarked.
>
> Will deliver in person in SE Scotland/NE England, or postage at cost
> (around £15 in the UK I expect), will ship overseas for the right price.
> Can take PayPal or cheque/cash, latter preferred due to the need to buy
> new cabinets.
>
> And yes, the Falcon goes because I'm sworn to keeping my really rare
> Acorns, which are worth more, and my other old computers are worth less
> :/
>
> Richard

Damn i wish i was closer.. shipping to the US would be a killer.. that
and 50/60 hz power :(

1694. Re: Have You Re-cased Your Falcon/ST?

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 01:40:20 UTC
From: Thomas Brown <twbrown1@peoplepc.com>
Message-ID: <l6vn30tup7al7mcmksvuq8ev6l59f8k1rj@4ax.com>
Source record: 20282

On 24 Feb 2004 01:46:17 GMT, sf0218@aol.com (SF0218) wrote:

>Hey Mike,
>
>If you've taken pictures of it, your recased Falcon, think you could email them
>to me. I'd really like to see what it looks like. I have to make a hard
>choice. Buy one of the ST/Falcon rack cases (rather expensive), or try what
>you did (at which I would be horrible cause I have neither the tools nor
>experience).
>
>Thanks
>Sam F.
>Virginia U.S.A.
>Seattle Seahawks Nut
>Atari Computer Nut
>C-Lab Falcon, 14mbram,540mb hdd.,
>& Historical Miniatures Wargaming Nut
or better yet post em =) would like an idea of what a pc case
conversion would look like

1695. Re: FS: UK, Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 01:51:29 UTC
From: Thomas Brown <twbrown1@peoplepc.com>
Message-ID: <kpvn30t1g2s9bkod6vhqbkmv2mjqsvtakr@4ax.com>
Source record: 20283

On Wed, 25 Feb 2004 00:16:17 GMT, ziggy <ziggy@the-centre.com> wrote:

>Richard Kilpatrick wrote:
>
>> Our dishwasher just expired, which I can live without, however, it
>> expired in such a way that it's demolished the flooring and one kitchen
>> cabinet (the base rusted out, making it leak in many and varied ways :/
>>), which I can't.
>>
>> So, if anyone is interested before I put it on eBay:
>>
>> Extremely tidy Falcon030, 4Mb, no HD (depending on whether it has been
>> sent, I may have a bracket for fitting an HD to it), 68882 FPU, box,
>> manuals, and uncased SCSI HD with MultiTOS setup (I need the housing
>> I've been using, as it's part of my Acorn collection).
>>
>> ï¿½250. It should reach that on eBay, but if you feel that's too much you
>> can always take a chance and let me list it :)
>>
>> No yellowing. Mouse is unmarked.
>>
>> Will deliver in person in SE Scotland/NE England, or postage at cost
>> (around ï¿½15 in the UK I expect), will ship overseas for the right price.
>> Can take PayPal or cheque/cash, latter preferred due to the need to buy
>> new cabinets.
>>
>> And yes, the Falcon goes because I'm sworn to keeping my really rare
>> Acorns, which are worth more, and my other old computers are worth less
>> :/
>>
>> Richard
>
>Damn i wish i was closer.. shipping to the US would be a killer.. that
>and 50/60 hz power :(
well shipping would be about the same or less then you pay for a
falcon on this side of the pond (prices lower in europe) and i beleave
the power supply is auto so would work in the states as well

1696. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 05:45:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200402250645.a47014@wun.maus.de>
Source record: 20201

Hi Sam!

S>I'm curious, what would be the best vertical size for case.

Well, depends on which kind of case you would like to use. In case of a desktopper style case, which simply replaces the upper part of the falcon case, it's as wide and deep as the falcon, and as high as you like.

If you're going to switch to vertical orientation, you'll end up with a setup like mine, which means it must be at least 520mm (20.5") tall. Mine are approx. 620mm (24.5"), which allows for placing the PSU above the mainboard, and at the same time there's enough room for 4x 5.25" devices like CD-ROMs in the topmost 4 bays on the front of the case.

Mine are 185mm (7.3") in width and approx 410mm (16") in depth.

Anyhow, you'd also need a new case for your keyboard, or a new keyboard. Either one from MegaST(e) or TT, or a PC-AT type with appropriate adaptor (e.g. eiffel).

With best regards from Ahornberg (Bavaria, Germany)
Ekkehard

--
Falcon030+Magnum-Falcon+Falcon Nova 4+6+2MB RAM
various IDE and SCSI HDDs, SCSI-ZIP 100, CD-ROM

CT2A Falcon, 14+32MB RAM, 40GB HDD, SCSI-ZIP 100
CD-ROM, CD-burner, ROM-port ethernet adaptor

Milan040, ATI RAGE, 132+2MB RAM, 4+6+20+40GB HDDs
ATAPI-ZIP 100, ATAPI CD-burner, Soundcard, TV-card
SCSI-card, ISA NE2000 erhernet card, optical mouse

1697. Re: Atari 520 STFM Gold

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 07:17:34 UTC
From: arlo <arlogiNOSPAM@NOSPAM>
Message-ID: <i_X_b.18416$gk.814131@news3.tin.it>
Source record: 20284

> > Try and sell it on Ebay , they go for between 15-40 pounds in good
> > condition.
> >
> > Dont throw it away :(
>
>
> Noooo.... give it to me :P
>

Thanks to everybody
arlo

1698. Re: Can we still buy old games?

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 08:47:22 UTC
From: St&#65533;phane Smirnow <smirnow.stephane@brutele.be>
Message-ID: <c1hnf2rpg1@news.brutele.be>
Source record: 20285

Hi John,

thank you very much for your answer. Actually I seem to have more luck than
you, as I still have my internet AND external drive perfectly working :-)
About the original games I'm looking for (and should I say that I'm prepared
to pay well for them!), here is the very important one I'd like to retrieve
(in importance order):
-Dragonflight (from Thalion, 1990)
-Ring of Medusa (army-control game, but don't know the editor nor the
release year (probably around 1990 also))
-Captive
-Dragon Breath
-Dongeaon Master (of course) and Caos Strikes Back
-Drakken
-Full Metal Planet
If you have any news about those original games (still working of course),
or if you have one yourself (and would like to sell it for a good price),
please contact me!

St&#65533;phane Smirnow

1699. Re: FS: UK, Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 09:37:18 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <O16LFKBzqGPAFwhU@btinternet.com>
Source record: 20286

In article <kpvn30t1g2s9bkod6vhqbkmv2mjqsvtakr@4ax.com>, Thomas Brown
<twbrown1@peoplepc.com> writes
>well shipping would be about the same or less then you pay for a
>falcon on this side of the pond (prices lower in europe) and i beleave
>the power supply is auto so would work in the states as well

Is it?

I'm fairly sure the PSU is 240v, but Falcon PSUs aren't that hard to
come by seemingly - Best and the like have them as spares, and when you
run a towered Falcon or one with a lot of expansions, it's usually
powered by an AT/X PSU.

The PAL vs. NTSC is surely only an issue on the RF output.

Shipping to the US will probably be around ï¿½40, that's certainly the
general area for Europe. UK shipping is overpriced :/

Richard
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

1700. Re: UK, Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 09:37:18 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <AVTIdoBVsGPAFwjp@btinternet.com>
Source record: 20287

In article <r6nn30hgr69o0rp2rakhnpj35mjvavc3kl@4ax.com>,
Meffy@n0where.c0m writes
>>for such a low spec machine,you will be mor likley to be struck with
>>lightning
>
>
>What about for a Falcon with 1Gb+ HD and 14Mb Ram plus both VGA and ST
>RGB adaptor?

See, that should be ï¿½350. HDs are about ï¿½20, bracket is ï¿½20 if you don't
have one, and I reckon s/h 14Mb RAM is worth about ï¿½40-50.

Richard
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

1701. Re: falcon 30 on an ethernet network

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 10:10:32 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <c1hso0$p2b$2@reader08.wxs.nl>
Source record: 20289
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,ctdl.sys.atari.st,fr.comp.sys.atari,maus.computer.atari.falcon

Philippe Cousson wrote:

> I'd like to tie may falcon to an ethernet network (microsoft client).
> Is it possible ? How to do it ?

Yep. Use an ethernec adapter (http://hardware.atari.org) to connect it
to the ethernet. As for Microsoft networking, you'll need Samba. I'm not
sure if Magicnet or STiK/STiNG support that, but MiNTnet does.

Maurits.

1702. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 10:23:19 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC621B20.E752%derryck@nospam.cix.co.uk.invalid>
Source record: 20291

In article 20040224141851.18203.00000282@mb-m06.aol.com, SF0218 at
sf0218@aol.com wrote on 24/2/04 19:18:

> Wow, that second site (french) looks really really good....too bad its in
> French.

There's plenty of online translation engines, try pasting the URL into
Google, search for it, then click on the Translate this page button.

--

Cheers

Derryck


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/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

1703. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 10:23:19 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC622811.E7F2%derryck@nospam.cix.co.uk.invalid>
Source record: 20294

In article 20040221154800.20558.00000096@mb-m28.aol.com, SF0218 at sf0218@aol.com wrote on 21/2/04 20:48:

> Hey, I'd be happy with a PowerUp-2 even. An accelerator that I reasonably
> afford, and that allows for more that 14mb of memory, is all I need. 60mhz is
> great, but geez!, $400 will get you a nice 2.4ghz peecee. Anyhow, I'm trying
> to come up with the bucks to recace my Falcon anyway, which for me takes
> precedence over speed increase.....for now.

Of course there may well never be another opportunity to buy a CT60, so I know where my money would go :-)

--

Cheers

Derryck

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

1704. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 10:23:20 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC621B56.E753%derryck@nospam.cix.co.uk.invalid>
Source record: 20290

In article 20040224165016.19340.00000294@mb-m16.aol.com, SF0218 at
sf0218@aol.com wrote on 24/2/04 21:50:

> I'm curious, what would be the best vertical size for case. I already have a
> couple at home, but I'm fairly certain they're too short.

Make a stiff cardboard template and offer that up.

--

Cheers

Derryck

____ ____ ____
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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

1705. Re: UK, Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 10:23:20 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC621E6F.E755%derryck@nospam.cix.co.uk.invalid>
Source record: 20292

In article QeT8fsBS99OAFw5o@btinternet.com, Richard Kilpatrick at
richard@dmc12.demon.co.uk wrote on 24/2/04 23:39:

> In article <403bf5e4@news.greennet.net>, Rual Bunqk
> <untrure@bhangra.co.uk> writes
>> for such a low spec machine,you will be mor likley to be struck with
>> lightning
>
> Well, for a first post, you're doing very well. Helpful /and/ excellent
> spelling. Do stick around, I'll be glad to report how the Falcon does on
> eBay.

Good answer - it's surprising who comes out of the woodwork when someone's
trying to sell a Falcon at its going rate - they seem to think that they
should be GIVEN away!!

--

Cheers

Derryck

____ ____ ____
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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

1706. Re: Stik2 - FreeOla connection?

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 10:23:20 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC621DF1.E754%derryck@nospam.cix.co.uk.invalid>
Source record: 20293

In article c18mip$a4v$1@newsg2.svr.pol.co.uk, Neil Chester at
neil@adel6.freeserve.co.uk wrote on 21/2/04 22:37:

> FreeOla fails on PPP connection, can anyone help me on this? Or provide
> some pointers as to what to look for as I seem to have put the Username
> and Password correctly into the CFG file.

Only the usual advice on connecting using a terminal such as Connect! and
manually entering your details to see if you can start a PPP connection.

> Unless there are some TCP settings to change I am fairly clueless as to
> why Iconnect should work OK and yet Stik2 fails on the first hurdle.

Usually you don't need any scripts at all, so make sure that your StiK2
setup matches what's set in IConf (there, the startup script dialog should
be empty aside from "Done" IIRC.

Why do you want to move away from IConnect and its clients BTW?

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

1707. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 10:44:26 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <ac__b.5405$%x4.652692@news.siol.net>
Source record: 20288

Jo Even Skarstein wrote:

>> I would rather seek for CT2 instead of AB040.
>
> Why?

Well CT2 offers better performance: Faster TT-RAM, faster ST-RAM acces (200% faster, while AB use 1:4 STram normal speed), bus/videl (bus 25mhz, videl 50mhz) accelerator allows resolutions like 928*720 in 16 and 256 colors, and they are faster as plain falcons 640*480*4bit resolution, ct2 also fix scsi/sdma probs as it should be fixed, speedup DSP as well, IDE too.. Its a lot more balanced and compatible as AB040 and overall offers better performance in all, except raw cpu power.. gem demo, ct60 bench, etc all test favour CT2 with overall score....

Janez

1708. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 11:53:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <c1i2as$6gl$1@tyfon.itea.ntnu.no>
Source record: 20295

Janez Valant <swe@atari.org> wrote:

> Well CT2 offers better performance: Faster TT-RAM, faster ST-RAM acces
> (200% faster, while AB use 1:4 STram normal speed), bus/videl (bus 25mhz,

True, the CT2 does accelerate the Falcon motherboard, which the
Afterburner itself doesn't. But an Afterburner works fine with
e.g. Nemesis or Phantom, up to 20/40MHz. I've used this myself for a long
time.

> videl 50mhz) accelerator allows resolutions like 928*720 in 16 and 256
> colors, and they are faster as plain falcons 640*480*4bit resolution, ct2
> also fix scsi/sdma probs as it should be fixed, speedup DSP as well, IDE

Really? According to Rodolphe he discovered the *real* DMA-bug long after
the CT2 went out of production ;-) Anyway, the Afterburner doesn't do
anything with the DMA-problems (although the installation instructions
suggests a fix if used together with a Nemesis). On a standard,
unaccelerated Falcon that already has a patched DMA clock there is no need
for further fixes when the Afterburner is installed. And if you use a bus
accelerator, this normally includes a new DMA-fix as well.

> too.. Its a lot more balanced and compatible as AB040 and overall offers

This is true, the CT2 is more compatible with some stuff simply because it
has a 030. The 040 (Afterburner) and 060 (CT60) is a very different
CPU. In real life the Afterburner is compatible with almost all software
though, except for some old demos.

> better performance in all, except raw cpu power.. gem demo, ct60 bench, etc
> all test favour CT2 with overall score....

It depends on what you use it for. For pushing pixels and shuffling data
around on the Falcon-bus a CT2 will be faster. For everything else an
Afterburner will outrun it, especially when running everything at 20/40MHz
as I did when I still used my Falcon.

I'm not saying that the CT2 is no good, for many users it will be a better
choice than the Afterburner. E.g. the increased performance of the Videl
is nice. However, when you've used an Afterburner with graphics card for
several years, the CT2 isn't a very attractive option ;-)

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1709. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 16:48:00 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <4x3%b.5429$%x4.654559@news.siol.net>
Source record: 20196

Hi,

> Really? According to Rodolphe he discovered the *real* DMA-bug long after
> the CT2 went out of production ;-) Anyway, the Afterburner doesn't do
> anything with the DMA-problems (although the installation instructions
> suggests a fix if used together with a Nemesis). On a standard,
> unaccelerated Falcon that already has a patched DMA clock there is no need
> for further fixes when the Afterburner is installed. And if you use a bus
> accelerator, this normally includes a new DMA-fix as well.

Yes really. Rodolphe didnt say CT2 patch works bad, just its overkill when
he designed it. As for bild in potches, i have 2 machines, which had those
patches built it, proper ones for rev of motherboard, one is rev J and one
is c-lab mkx.. SCSI works like shit on both. If u use bus acceleration,
mkx-es SCSI is useless.... So far only CT2 patch realy do the trick, but on
other hand, its special module, with chips etc on it...

> It depends on what you use it for. For pushing pixels and shuffling data
> around on the Falcon-bus a CT2 will be faster. For everything else an
> Afterburner will outrun it, especially when running everything at 20/40MHz
> as I did when I still used my Falcon.

Well all apart raw cpu power is faster on CT2. Normal GEM, moving windows,
it flies on CT2 compared to plain or AB040. Because of simple fact, CT2
acces STRam at 200% and has fast bus.. shuffling data across bus mean many
things :) most, to be precise :)

>
> I'm not saying that the CT2 is no good, for many users it will be a better
> choice than the Afterburner. E.g. the increased performance of the Videl
> is nice. However, when you've used an Afterburner with graphics card for
> several years, the CT2 isn't a very attractive option ;-)

Well im not saying AB040 is no good either, and there is also possibility
to use GFX card with CT2 as well i guess :) They are definately different,
AB040 was all about muscle CPU, CT2 is more about balanced power, speedup
virtualy every aspect of Falcon.

Janez

1710. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 16:55:08 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040225175508.a53204@du3.maus.de>
Source record: 20235

>has a 030. The 040 (Afterburner) and 060 (CT60) is a very different
>CPU. In real life the Afterburner is compatible with almost all software
>though, except for some old demos.

And that only if you don't install a switch to still use the old 68030 if necessary. Of course this is a little bit more difficult that with the fantastic ct60 but it can be done.

I did it a few months ago with falcon and it now runs any software without problems. The elder one with 68030 and videl activated, the clean and newer one with Afterburner and NOVA.

I sometimes even do not know which of my falcons to use because the one with the Afterburner/NOVA is fast in GEM handling etc. The other one with ct60 (but still without graphics card) is faster in CPU power (for encoding MP3 files and ATARI800 of course) but then it is horrible slow in GEM handling and the 640x480 keyhole isn't amazing as well. :-)

>choice than the Afterburner. E.g. the increased performance of the Videl
>is nice. However, when you've used an Afterburner with graphics card for
>several years, the CT2 isn't a very attractive option ;-)

I absolutely agree. My setup with MiNT/N.AES, Afterburner/NOVA was fast enough for years so I didn't recognize any huge difference to the GHz PCs that float around. For me there wasn't any reason to switch from my Falcon. If you keep in mind that I already bought it in 1994 I saved a lot of money in the meantime because I wasn't forced to buy every two or three years a new computer like those people with PCs did.

Regards,

Frank

1711. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 17:51:04 UTC
From: Keith Scroggins <kws@radix.net>
Message-ID: <103po48c37r8t2d@corp.supernews.com>
Source record: 20197

SF0218 <sf0218@aol.com> wrote:
: Hey All,

: I know I've asked before but.....how many of you 16/32/clone types
: (sorry : 8bitters) live in either Loudoun,Fairfax, or Prince William
: counties, Virginia.

Well, I live in PG County, MD.......

I guess I could be considered one of those '16/32 types' and even an
8bitter on a good day.....

Keith

1712. Re: Can we still buy old games?

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 17:56:49 UTC
From: nick@1632systems.co.uk
Message-ID: <c1inl2$9qo$1@thorium.cix.co.uk>
Source record: 20198

Check out the web shop below for ST games ... both shrink wrapped (new) and second hand

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

1713. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 18:07:39 UTC
From: sf0218@aol.com
Message-ID: <20040225130739.09068.00000298@mb-m14.aol.com>
Source record: 20199

Hey Derryk,

Thanks!! I had used Altvista but it only translated a little over half.
Google did the enitre page....awesome!!

Thanks
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1714. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 18:12:40 UTC
From: sf0218@aol.com
Message-ID: <20040225131240.09068.00000299@mb-m14.aol.com>
Source record: 20200

Nope, I just can't do it. Fairly certain that I'm going with an AB040 w/32mb ram.

Then in a over the newxt few months, I'll upgrade Magic, NVDI, buy Anondyne's cd driver and burner software. Oh yeah, I almost forgot...I'll begin recasing my Falcon as soon as I find an acceptable tower case.

So considering all this stuff I want to do this year, it'll be the AB040 I go with. Heck, it beats the 16mhz and 14mb ram I'm currently working with eh?!

Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1715. Fast Technology T-16 HELP!!

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 19:13:36 UTC
From: Don S <atarionly@sbcglobal.net>
Message-ID: <Xns949A71EB67F2atari1040stsbcglobal@64.164.98.50>
Source record: 20203

Im looking for a manual and software for the
Fast Technology t-16 cpu upgrade. I have mega with the upgrade but cant
figure out the 2 switches on the case and dont have any software for it..

Thanks, Don

1716. Atari Bits For Sale

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 20:30:54 UTC
From: mrtnstevens@aol.com
Message-ID: <74d0d6a.0402251230.2f4e0c99@posting.google.com>
Source record: 20204

Hi I have some atari bits for sale
Mega4 Ste ï¿½50
Gasteiner Mega Drive ï¿½35
Icd The Link 2 ï¿½30
Scsi cd-rom ï¿½6
Philips CM8833-II monitor ï¿½10
All in working order and non working mega st
Make me an offer for the lot and we can sort some thing out.I live west london
Thanks Martin

1717. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 20:34:10 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <c1j0s2mvd1@tyfon.itea.ntnu.no>
Source record: 20205

Janez Valant <swe@atari.org> wrote:

> Yes really. Rodolphe didnt say CT2 patch works bad, just its overkill when
> he designed it. As for bild in potches, i have 2 machines, which had those

Exactly ;-) It patches the bug, but doesn't fix it ;-) I managed to patch DMA very well on my Falcon by modifying the Nemesis DMA-patch. So that patch worked properly too.

> patches built it, proper ones for rev of motherboard, one is rev J and one
> is c-lab mkx.. SCSI works like shit on both. If u use bus acceleration,
> mkx-es SCSI is useless.... So far only CT2 patch realy do the trick, but on

This is true, and I discovered this when I installed the MKX internal SCSI-port on my Falcon. The internal SCSI-port is a real hack, things improved dramatically when I removed it and reinstalled the resistor packs.

> Well all apart raw cpu power is faster on CT2. Normal GEM, moving windows,
> it flies on CT2 compared to plain or AB040. Because of simple fact, CT2
> acces STRam at 200% and has fast bus.. shuffling data across bus mean many
> things :) most, to be precise :)

Shuffling data across the FALCON-BUS is where CT2 perform significantly better than the Afterburner. However, in real life this "only" means faster output on the Videl (or more pixels per second, which can also mean better resolutions or more colours). Even with "only" the Afterburner you'll notice a significant increase in speed here, in the few months after I got the Afterburner and before I got the Nova graphics card, I ran my Falcon/Videl at 800x600/8 bit faster than the same resolution in 16 colours on the plain Falcon. The faster CPU and caches in fast-RAM helps a lot!

> Well im not saying AB040 is no good either, and there is also possibility
> to use GFX card with CT2 as well i guess :) They are definately different,

Is there a through-port on the CT2? Where do you connect the graphics card?

> AB040 was all about muscle CPU, CT2 is more about balanced power, speedup
> virtualy every aspect of Falcon.

The faster CPU and fast-RAM on the Afterburner results in a overall faster system.

--

```
/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

1718. who's can connect to english forum off TWORD with falcon?

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 21:49:04 UTC
From: otoumelin <otoumelinpasspam@free.fr>
Message-ID: <WS3.e31e46ba.2c4466a0.otoumelinpasspam@free.fr>
Source record: 20206

Hello i try to register in the forum english off TWORD,
but with WS i can't send any informations and ADAMAS can't
connect.Who's because i'm not sure myFALCON can do it.
tanks.
Toumelin olivier

1719. Re: Stik2 - FreeOla connection?

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 21:58:44 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <c1j5qkohs1@newsg2.svr.pol.co.uk>
Source record: 20207

Hi Derryck
On 25 Feb 2004 10:23:20 , Derryck Croker wrote:
>In article c18mip$a4v$1@newsg2.svr.pol.co.uk, Neil Chester at
>neil@adel6.freeserve.co.uk wrote on 21/2/04 22:37:
>
>> FreeOla fails on PPP connection, can anyone help me on this? Or provide
>> some pointers as to what to look for as I seem to have put the Username
>> and Password correctly into the CFG file.
>
>Only the usual advice on connecting using a terminal such as Connect! and
>manually entering your details to see if you can start a PPP connection.
>
Seems odd that Iconnect should work but not Stik2 as all you have to put
in is the passwords and usernames and the Tel No. I noticed that my
username for the email address has a -001 after it, so I didn't use that
bit for the login on Stik2. This one is used in Newsie.

>> Unless there are some TCP settings to change I am fairly clueless as to
>> why Iconnect should work OK and yet Stik2 fails on the first hurdle.
>
>Usually you don't need any scripts at all, so make sure that your StiK2
>setup matches what's set in IConf (there, the startup script dialog should
>be empty aside from "Done" IIRC.
>
>Why do you want to move away from IConnect and its clients BTW?
I haven't done a script in Stik2, as I was relying on PAP etc. But I may
try it with this one (if I'm desperate). I haven't used Connect before
are there instructions for using it somewhere?

I am tempted to use Iconnect for the UKFantastic and FreeOla accounts but
I am worried that they will get overloaded with junk emails eventually
like this Freeserve account! I use Stik2 with Newsie to use "Get Selected
Emails" option in Newsie to delete off the server the 150 rubbish emails I
get every 2 days!! Emailer wasn't very good for doing this as it didn't
display the header line for them, so I ended up deleting genuine ones!

If there was a POPGEM client for Iconnect then that would suffice? But
actually the Web access with Dan's OVL is far faster than Iconnects which
is welcome.

Thanks

Neil :-)

1720. Re: UK, Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 22:21:44 UTC
From: seller <nospam@false.com>
Message-ID: <403d4a3b@news.greennet.net>
Source record: 20209

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:AVTIdoBVsGPAFwjp@btinternet.com...
> In article <r6nn30hgr69o0rp2rakhnpj35mjvavc3kl@4ax.com>,
> Meffy@n0where.c0m writes
> >>for such a low spec machine,you will be mor likley to be struck with
> >>lightning
> >
> >
> >What about for a Falcon with 1Gb+ HD and 14Mb Ram plus both VGA and ST
> >RGB adaptor?
>
> See, that should be £350. HDs are about £20, bracket is £20 if you don't
> have one, and I reckon s/h 14Mb RAM is worth about £40-50.
>
> Richard
> --
> Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
> Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
> Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (
`'::.
> http://www.dmc12.demon.co.uk/retrotech/ '----"(_/--'
`-'_)Morticia

Great'

Looks like I should offer mine once again!, full memory, 3.5 gig full sized drive shoehorned in, and Nemisis / FPU I think?, How much??, every time in the past when I have offered this "in demand " machine all I have had is very poor offers, one point Pick up in manchester UK only, I had a rare irriplacable ARP synth smashed to pieces in the post, NEVER AGAIN !!

adress is false but post here with an offer and I will mail you

1721. Re: Have You Re-cased Your Falcon/ST?

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 22:22:49 UTC
From: dglish@milwpc.com
Message-ID: <50cabf78.0402251422.4a5f0339@posting.google.com>
Source record: 20208

If you were thinking about using a standard PC case I would suggest looking for an older style "AT" type case instead of the newer "ATX" style case. With the "AT" you can make an adapter and hook up to one of the 12volt drive plugs. With an "ATX" you need to do some fancier wiring, since the ATX type hooks directly up to the Motherboard to start the computer.

1722. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 22:27:38 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <BC62DFEA.BF07%zorro270@yahoo.fr>
Source record: 20210

Hi,

>> Well im not saying AB040 is no good either, and there is also possibility
>> to use GFX card with CT2 as well i guess :) They are definately different,

> Is there a through-port on the CT2? Where do you connect the graphics
> card?

You can't use a graphic card (Eclipse) with a CT2 because:

1) There isn't through-port on it.
2) The eclipse driver use the MMU to remap the memory and this one isn't
available on the CT2.

I know it because I have tried..

Nevertheless, The CT2 is much better that AB040 because:

- It's more compatible with existing software.
- MagiC works like a charm on it.
- It provides a very usefull bios (disk driver in ROM, etc..)
- You can 'disconnect' the card by software
- The ram transfert is very fast
- The couple Software/Hardware is very very stable again the AB40

In counter part, the AB40 have some good thinks:

- MMU useable
- a Through-port

And I thing that it's important to say that MagiC doesn't work very well on
Afterburner.

>> AB040 was all about muscle CPU, CT2 is more about balanced power, speedup
>> virtualy every aspect of Falcon.

> The faster CPU and fast-RAM on the Afterburner results in a overall faster
> system.

Some softwares are faster on AB40 and some on CT2... Personally, I think
that the speed are very close.

Regards,
Zorro

1723. Re: casing a TT030

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 22:28:43 UTC
From: dglish@milwpc.com
Message-ID: <50cabf78.0402251428.4da96c7f@posting.google.com>
Source record: 20211

If you want to use a standard PC type case, look for an older style "AT" type of case. The newer "ATX" type power button connects to the motherboard and you need to do some extra wiring to make it work with an Atari. The "AT" just turns the computer on or off. I cased an older MegaST and it works great. Put an internal ICD SCSI adapter in it and have it hooked up to a hard drive and CDrom. I also did something alittle different. Since the SCSI adapter is all internal I brought the last SCSI plug on my cable to the back of the machine and attached it to an external SCSI adapter type plug. Now I can use an external terminator or take it off and add external devices on to the chain.

dave

1724. Re: scsi drive

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 22:31:09 UTC
From: dglish@milwpc.com
Message-ID: <50cabf78.0402251431.4638af62@posting.google.com>
Source record: 20212

They are getting hard to find. If you have any second-hand type
computer stores in your area you could try there.

dave

sf0218@aol.com (SF0218) wrote in message
news:<20040221190416.03354.00000158@mb-m23.aol.com>...
> Helps a great deal Dave, now I just need to get either a working scsi cdrw, or
> recase my Falcon and get an IDE cdrw. :)
>
> Thanks loads,
> Sam F.
> Virginia U.S.A.
> Seattle Seahawks Nut
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,
> & Historical Miniatures Wargaming Nut

1725. Re: who's can connect to english forum off TWORD with falcon?

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 22:31:51 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <403d1bc6b454b1@tripnet.se>
Source record: 20213

In comp.sys.atari.st <WS3.e31e46ba.2c4466a0.otoumelinpasspam@free.fr>
otoumelin wrote on Wed 25-02-2004 21:49 (GMT):

>Hello i try to register in the forum english off TWORD,
>but with WS i can't send any informations and ADAMAS can't
>connect.Who's because i'm not sure myFALCON can do it.

Where is this "TWORD forum" located?

Url please!
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1726. Re: UK, Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 22:45:12 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <PRpL82C8USPAFwjf@btinternet.com>
Source record: 20214

In article <403d4a3b@news.greennet.net>, seller <nospam@false.com>
writes

>Great'
>
>Looks like I should offer mine once again!, full memory, 3.5 gig full sized
>drive shoehorned in, and Nemisis / FPU I think?, How much??, every time in
>the past when I have offered this "in demand " machine all I have had is
>very poor offers, one point Pick up in manchester UK only, I had a rare
>irriplacable ARP synth smashed to pieces in the post, NEVER AGAIN !!

Well, my poor offer was only because I couldn't afford more, and you
won't ship - I did say you'd get more and better offers if you shipped
;)

Personally, I'm not into modded machines that much - the idea of a
smaller capacity, but 'proper' drive is more appealing to me.

If I didn't have rotten flooring to replace, I wouldn't be trying to
sell my Falcon. FWIW, I've also sold my Apple Mac G4, and I'm trying to
sell my Gullwing Toyota Sera - the temptation to put my Domesday system
online is strong, as they fetch ï¿½700-800 usually, but I'm resisting
that. I got it for far less and have no intention of parting with it.

Richard
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

1727. Re: Can we still buy old games?

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 23:32:40 UTC
From: a1_nocrap_exh@hotmail.com
Message-ID: <7f38b97b.0402251532.354f1163@posting.google.com>
Source record: 20215

> -Dragonflight (from Thalion, 1990)

http://thalion.atari.org

Dragonflight is going to be released soon as Udo Fischer, original
author is going to produce a non-copy protected version which also
runs from hard disk.

> -Dongeaon Master (of course) and Caos Strikes Back

Dungeon Master and Chaos Strikes Back even ;)

http://dmweb.free.fr

Cheers

Alex Holland

Thalion Webshrine
http://thalion.atari.org

1728. Re: UK, Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 23:38:36 UTC
From: seller <nospam@false.com>
Message-ID: <403d5c3d@news.greennet.net>
Source record: 20216

and you
> won't ship - I did say you'd get more and better offers if you shipped
> ;)

And more headaches , RIP one ARP Quadra, I still feel guilt about the death in the post of this fantastic machine,the aggro, the compo, the let down buyer, and one less Quadra in the world , it took me weeks and hours of calls, letters, mails to resolve this disaster and for a few hundred pounds it was not worth the trouble. in fact it cost me more in lost "real work" wages to sort out the mess

I don't remember you , all I had was dozens of replys all less than £120
and for that I would keep it as a reminder of my computing life, back under the desk for now!

1729. Re: UK, Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-25 23:43:53 UTC
From: seller <nospam@false.com>
Message-ID: <403d5d7b@news.greennet.net>
Source record: 20217

> Good answer - it's surprising who comes out of the woodwork when someone's
> trying to sell a Falcon at its going rate - they seem to think that they
> should be GIVEN away!!
>
> --
>
> Cheers
>
> Derryck
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://ddp.atari.org
>
>

Yes this is just the response I have had every time I have thought of
selling the Machine

1730. Re: FS: UK, Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-26 01:43:45 UTC
From: Thomas Brown <twbrown1@peoplepc.com>
Message-ID: <rljq3054sn2l3hmhavthb3r1ha0m59jvfh@4ax.com>
Source record: 20218

On Wed, 25 Feb 2004 09:37:18 +0000 (UTC), Richard Kilpatrick
<richard@dmc12.demon.co.uk> wrote:

>In article <kpvn30t1g2s9bkod6vhqbkmv2mjqsvtakr@4ax.com>, Thomas Brown
><twbrown1@peoplepc.com> writes
>>well shipping would be about the same or less then you pay for a
>>falcon on this side of the pond (prices lower in europe) and i beleave
>>the power supply is auto so would work in the states as well
>
>Is it?
>
>I'm fairly sure the PSU is 240v, but Falcon PSUs aren't that hard to
>come by seemingly - Best and the like have them as spares, and when you
>run a towered Falcon or one with a lot of expansions, it's usually
>powered by an AT/X PSU.
>
>The PAL vs. NTSC is surely only an issue on the RF output.
>
>Shipping to the US will probably be around ï¿½40, that's certainly the
>general area for Europe. UK shipping is overpriced :/
>
>Richard
well i got my Mega STE from Germany and it worked fine over here (just
plugged it in and go) i would think Atari would do same for falcons
especally when most were going to Europe :) and using an Nec
Multisync II so the video out isn't an issue for me

Thomas

1731. Re: UK, Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-26 01:55:52 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <4+ZgTmmoIVPAFwWE@my-ste.in-the.bog>
Source record: 20220

On Wed, 25 Feb 2004, Derryck Croker <derryck@nospam.cix.co.uk.invalid>
wrote:-

>In article QeT8fsBS99OAFw5o@btinternet.com, Richard Kilpatrick at
>richard@dmc12.demon.co.uk wrote on 24/2/04 23:39:
>
>> In article <403bf5e4@news.greennet.net>, Rual Bunqk
>> <untrure@bhangra.co.uk> writes
>>> for such a low spec machine,you will be mor likley to be struck with
>>> lightning
>>
>> Well, for a first post, you're doing very well. Helpful /and/ excellent
>> spelling. Do stick around, I'll be glad to report how the Falcon does on
>> eBay.
>
>Good answer - it's surprising who comes out of the woodwork when someone's
>trying to sell a Falcon at its going rate - they seem to think that they
>should be GIVEN away!!

You mean it hasn't got to the point where they want to be paid to take
them away?

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 63 Mnodes/s: http://www.distributed.net/
AMD 1800 1Gb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 9.0
AMD 1300 512Mb SuSE 9.0 | A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11
Falcon 14Mb TOS 4.02 | STE 4Mb TOS 1.62

1732. Re: Alternative Hardware

Newsgroup: comp.sys.atari.st
Date: 2004-02-26 01:58:34 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0402251758.7de8c2d1@posting.google.com>
Source record: 20219

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:<403b8543$0$28114$636a15ce@news.free.fr>...
> Which bug with your CT60 Falcon ???
>
My CT60 has an average life before crash of less than one minute if I allow TOS to load into the SDRAM. If I hold down <Left-Shift><Control> at boot up to keep TOS in ROM I have a fairly (but not entirely) stable system.

I'm planning on first switching out the SDRAM (I have to go buy another module), and if that doesn't work, to either reclock or replace the 68060.

There's also a small chance my CT60 or my Falcon is somehow damaged, but I'm not yet at the point where I'm willing to give up and send the lot to you for diagnosis and repair. I've been progressing rather slowly due to a very busy work schedule.

Galen

1733. Re: Falcon Speed

Newsgroup: comp.sys.atari.st
Date: 2004-02-26 02:04:45 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0402251804.1b991288@posting.google.com>
Source record: 20221

Mark Bedingfield <mark@nomorespamplease.computercom.com.au> wrote in message news:<gKR_b.74982$Wa.3729@news-server.bigpond.net.au>...
> Hi guys, I just picked up a Falcon speed 286 card and was wondering if
> anybody had a copy of the install disk floating around? I know it is
> ancient but what the hell, its worth playing with. Just like the idea of
> a dos prompt on my desktop. Also I seem to recall it was possible to get
> win 3.11 to work in 256 colour mode in a later version of the
> software, is this correct?
>
I don't have the details of Falcon speed I fear, but I've discovered that SoftPC is compatible with the CT60. 66Mhz 286 anyone?

Galen

1734. Re: Have You Re-cased Your Falcon/ST?

Newsgroup: comp.sys.atari.st
Date: 2004-02-26 02:23:48 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0402251823.2872cbea@posting.google.com>
Source record: 20222

sf0218@aol.com (SF0218) wrote in message
news:<20040223205649.16260.00000170@mb-m11.aol.com>...

> I'll try to get the Wizztronics case. I can get a "basic" unit for a good
> price, which falls in at my affordable range. I'm just waiting to be told
> what exactly a "basic" unit is/consists of.
>
The basic case is the box along with mounting brackets for floppy and
HD. You will also need (sold separately):

1) a floppy extension cable
2) An ATX power supply that HAS AN ON/OFF SWITCH!
(Note: get a super quiet one -- you'll be glad you did.)
3) eight small electrical end caps for adapting the Falcon's power
supply cable to the ATX's.
4) an Eiffel keyboard controller from Lyndon
5) a PS/2 keyboard and mouse
(Note: A DEKA 2 can be substituted for 4 & 5, but old style PC
keyboards are not as easy to find as they used to be, and my AT/PS2
adapter keeps coming loose on my Falcon Rack!)

You might also want:

a couple LEDs
some velcro
a 2 IDE device adapter from Wizztronics
an IDE CDRW
a 12" IDE cable
a CT60

Please note that the basic case will maroon your left-side ports, so
if you want to use the analog joypad, MIDI, or cartridge ports you
will need to make/buy those extenders.

Galen

1735. Re: Can we still buy old games?

Newsgroup: comp.sys.atari.st
Date: 2004-02-26 02:32:04 UTC
From: St&#65533;phane Smirnow <smirnow.stephane@brutele.be>
Message-ID: <c1jlqk$5ec$1@news.brutele.be>
Source record: 20223

Wow, thank you very much for the good news! :-)

"Alexander Holland" <a1_nocrap_exh@hotmail.com> a &#65533;crit dans le message de
news:7f38b97b.0402251532.354f1163@posting.google.com...
> > -Dragonflight (from Thalion, 1990)
>
> http://thalion.atari.org
>
> Dragonflight is going to be released soon as Udo Fischer, original
> author is going to produce a non-copy protected version which also
> runs from hard disk.
>
> > -Dongeaon Master (of course) and Caos Strikes Back
>
> Dungeon Master and Chaos Strikes Back even ;)
>
> http://dmweb.free.fr
>
> Cheers
>
> Alex Holland
>
> Thalion Webshrine
> http://thalion.atari.org

1736. Re: casing a TT030

Newsgroup: comp.sys.atari.st
Date: 2004-02-26 05:30:53 UTC
From: John Oakes <doyene@zetnet.co.uk>
Message-ID: <403d848c$0$8564$4c56ba96@master.news.zetnet.net>
Source record: 20224

Dave Glish wrote:
> If you want to use a standard PC type case, look for an older style
> "AT" type of case. The newer "ATX" type power button connects to the
> motherboard and you need to do some extra wiring to make it work with
> an Atari. The "AT" just turns the computer on or off. I cased an
> older MegaST and it works great. Put an internal ICD SCSI adapter in
> it and have it hooked up to a hard drive and CDrom. I also did
> something alittle different. Since the SCSI adapter is all internal I
> brought the last SCSI plug on my cable to the back of the machine and
> attached it to an external SCSI adapter type plug. Now I can use an
> external terminator or take it off and add external devices on to the
> chain.
>
> dave
Hello Dave.
I have bought a pc desktop case which is about the right
size to fit my tt030 and the extra bits. i can replace atx over for at
version.

regards john

1737. Re: FS: UK, Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-26 09:17:19 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <5IKWKCBxfbPAFwVD@btinternet.com>
Source record: 20225

In article <rljq3054sn2l3hmhavthb3r1ha0m59jvfh@4ax.com>, Thomas Brown
<twbrown1@peoplepc.com> writes
>well i got my Mega STE from Germany and it worked fine over here (just
>plugged it in and go) i would think Atari would do same for falcons
>especally when most were going to Europe :) and using an Nec
>Multisync II so the video out isn't an issue for me

I'd say that the MegaSTE probably has a very different PSU to the Falcon
one, which looks like a slightly simpler (i.e. more modern) ST unit. My
Falcon doesn't have any obvious 110v conversion points on the PSU and it
states 220-240V on the base, so I'd assume it won't work on 110V.

Step up transformers are available, or you can just plug it into a
cooker or appliance socket (at least in Canada, they're double voltage,
so 220V).

Richard
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

1738. ADV: Atarian 30% off Discount & Gift!

Newsgroup: comp.sys.atari.st
Date: 2004-02-26 10:31:44 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0402260221030.26964-100000@onyx.spiritone.com>
Source record: 20226
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently offering my Atarian Discounts & Gift! 2 Discounts. A 20% off Discount on All Games/SoftWare & Books/References for Classic Atari 8 Bit & Atari ST Computer Lines! Or a 30% off Discount for my more regular Atari Customers covering All Games/SoftWare, Books/References and Most HardWare/ Accessories for Classic Atari 8 Bit & Atari ST Computer Lines. Plus Orders of at least $100.00 will also get a gift. Read specials.htm Link below for Details. Buyers outside the US can take advantage of favorable exchange Rates over the Dollar! Shipping and selling to anywhere the Law allows! Got Questions? E-Mail Ben Today at Atari@aracnet.com Get Catalogs below at

http://BensCatalogs.Atari.org and Call Ben AnyTime at (503)256-9974!!!
http://www.aracnet.com/~atari/specials.htm Atari Special Details!!
http://www.aracnet.com/~atari/maillist.htm Add to my E-Mailing list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1739. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2004-02-26 10:35:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0402260231560.26964-100000@onyx.spiritone.com>
Source record: 20227
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auctions Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Goto http://BensCatalogs.Atari.org or Call (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1740. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-02-26 10:41:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0402260235300.26964-100000@onyx.spiritone.com>
Source record: 20228
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1741. Re: Stik2 - FreeOla connection?

Newsgroup: comp.sys.atari.st
Date: 2004-02-26 11:23:29 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC63812D.E91B%derryck@nospam.cix.co.uk.invalid>
Source record: 20229

In article c1j5qkohs1@newsg2.svr.pol.co.uk, Neil Chester at
neil@adel6.freeserve.co.uk wrote on 25/2/04 21:58:

> Seems odd that Iconnect should work but not Stik2 as all you have to put
> in is the passwords and usernames and the Tel No. I noticed that my

There's more than meets the eye going on then :-(

>> Usually you don't need any scripts at all, so make sure that your StiK2

> I haven't done a script in Stik2, as I was relying on PAP etc. But I may

Could be worth a try.

> try it with this one (if I'm desperate). I haven't used Connect before
> are there instructions for using it somewhere?

None that I know of, I haven't used it for yonks (English resource file on
my web site in case you didn't know, MISC section).

> Emails" option in Newsie to delete off the server the 150 rubbish emails I
> get every 2 days!! Emailer wasn't very good for doing this as it didn't
> display the header line for them, so I ended up deleting genuine ones!

I never used that option, my mail and news downloads were completely
automated with a Scripter script from all my mail accounts :-)

> If there was a POPGEM client for Iconnect then that would suffice? But
> actually the Web access with Dan's OVL is far faster than Iconnects which
> is welcome.

You might take a look at MagxNet instead. It's fairly complex to set up,
but there was a thread in here some time back that had a step by step. If
you ask Vassilis nicely you could have an IConnect gateway to go along with
the GlueStik supplied with it, and then you can freely mix and match :-)

It's faster than the other stacks as well IMHO.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk

dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

1742. Re: UK, Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-26 11:23:29 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC63822B.E91C%derryck@nospam.cix.co.uk.invalid>
Source record: 20230

In article 4+ZgTmmoIVPAFwWE@my-ste.in-the.bog, David Bolt at
blacklist-me@davjam.org wrote on 26/2/04 01:55:

>> Good answer - it's surprising who comes out of the woodwork when someone's
>> trying to sell a Falcon at its going rate - they seem to think that they
>> should be GIVEN away!!
>
> You mean it hasn't got to the point where they want to be paid to take
> them away?

I'd hope that that point never comes, at least not until after I've sold
mine :-)

And no, it's worth at _least_ ï¿½280 (CT2, 32MB fastram, 14MB ST RAM, 2GB 2.5"
IDE).

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

1743. Re: who's can connect to english forum off TWORD with falcon?

Newsgroup: comp.sys.atari.st
Date: 2004-02-26 11:40:08 UTC
From: otoumelin <otoumelin@free.fr>
Message-ID: <WS3.e2df477b.2a086960.otoumelin@free.fr>
Source record: 20233

Dans le message <403d1bc6b454b1@tripnet.se>
Kenneth Medin a ï¿½crit:
>In comp.sys.atari.st <WS3.e31e46ba.2c4466a0.otoumelinpasspam@free.fr>
>otoumelin wrote on Wed 25-02-2004 21:49 (GMT):

>>Hello i try to register in the forum english off TWORD,
>>but with WS i can't send any informations and ADAMAS can't
>>connect.Who's because i'm not sure myFALCON can do it.

>Where is this "TWORD forum" located?

>Url please!
>--
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>

1744. Re: CT60 : second run !

Newsgroup: comp.sys.atari.st
Date: 2004-02-26 13:26:03 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <c1ks5bmbu1@tyfon.itea.ntnu.no>
Source record: 20231

Zorro <zorro270@yahoo.fr> wrote:

> You can't use a graphic card (Eclipse) with a CT2 because:

> 1) There isn't through-port on it.
> 2) The eclipse driver use the MMU to remap the memory and this one isn't
> available on the CT2.

There is a MMU on the CT2, but it's already in use by the CT2 driver software. This also applies to the Afterburner, but as the Afterburner driver is loaded from disk, the author of fVDI har made a PCI-BIOS compatible driver for it. So the Eclipse works with the Afterburner.

Btw. if it's physically possible to connect a graphics card to a CT2, it should be possible to use a Nova card. Or add PCI-BIOS support to the CT2 driver.

> - It's more compatible with existing software.

I guess this depends on what software you used. Compatibility was rarely an issue when I used the Afterburner.

> - MagiC works like a charm on it.

On the Afterburner too! I had lots of problems with MagiC on mine, but this was also the case before I installed the Afterburner. I know lots of people that use MagiC only on their Afterburners and are very happy with it.

> - It provides a very usefull bios (disk driver in ROM, etc..)

Yes, both fancy and useful when setting up stuff, but once set up you don't touch these things anyway.

> - You can 'disconnect' the card by software

This is a very nice feature with the CT2 for those who needs to run old and/or badly implemented software that will only work with standard hardware. Happily for me I'm not one of these ;-)

> - The couple Software/Hardware is very very stable again the AB40

Not sure what you mean here, but my Afterburner was always very stable. When I had hardware-problems they were never tracked down to the Afterburner, but other modifications done to the Falcon by myself.

> And I thing that it's important to say that MagiC doesn't work very well on
> Afterburner.

This is not correct. MagiC doesn't work on many Falcons, Afterburner or
not. If it works on a Falcon before the Afterburner is installed, it will
also work afterwards.

--

```
/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

1745. Re: Have You Re-cased Your Falcon/ST?

Newsgroup: comp.sys.atari.st
Date: 2004-02-26 14:04:14 UTC
From: sf0218@aol.com
Message-ID: <20040226090414.06566.00000387@mb-m25.aol.com>
Source record: 20232

Galen,

So basically, it would be more cost effective to go the PCTower route, correct?
In either case, I would still need to purchase port extender cables. The
largest portion of the cost is in the case itself.

Thanks
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1746. Re: who's can connect to english forum off TWORD with falcon?

Newsgroup: comp.sys.atari.st
Date: 2004-02-26 15:55:24 UTC
From: otoumelin <otoumelin@free.fr>
Message-ID: <WS3.e36846cc.2dd869e0.otoumelin@free.fr>
Source record: 20234

Dans le message <403d1bc6b454b1@tripnet.se>
Kenneth Medin a ï¿½crit:
>In comp.sys.atari.st <WS3.e31e46ba.2c4466a0.otoumelinpasspam@free.fr>
>otoumelin wrote on Wed 25-02-2004 21:49 (GMT):

>>Hello i try to register in the forum english off TWORD,
>>but with WS i can't send any informations and ADAMAS can't
>>connect.Who's because i'm not sure myFALCON can do it.

>Where is this "TWORD forum" located?

>Url please!
>--
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>

Hello the link is
http://49743.rapidforum.com/selskin=i1
Thank
Toumelin olivier

1747. atari ST diskettes on PC

Newsgroup: comp.sys.atari.st
Date: 2004-02-26 21:22:25 UTC
From: Philippe Cousson <filipo@citeweb.net>
Message-ID: <c1lo10$k63$1@news.tiscali.fr>
Source record: 20236
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,ctdl.sys.atari.st,fr.comp.sys.atari,maus.computer.atari.falcon

How to read files from Atari ST diskettes on a Windows PC ?

Philippe

1748. JagFest'04 UK

Newsgroup: comp.sys.atari.st
Date: 2004-02-26 22:19:00 UTC
From: nick@1632systems.co.uk
Message-ID: <c1lrcmohu1@thorium.cix.co.uk>
Source record: 20237

WHAT
A second festival of Atari featuring Jaguar, Lynx and ST, TT and Falcon..
Here you will be able to play all the great Jaguar games, link your Lynx's
and show off those ST's/Falcons. We want to include as many of you as
possible, and this time we have more room, well 1 more actually. There will
be dedicated Jaguar, Atari Computer, and 8 Bit areas
Do you have a pet project on Atari, then come and show it off, do you want
to play games then we plan to have at least 4 video screens available for
Jaguar games not including the tournaments and people showing what their
Jaguars do.
You want to trade/swap some of Jaguar/Lynx or Atari software? Brilliant,
this is going to be the place to do it. 16/32 Systems will obviously provide
some of the retail but if you've got it come along and do it.
Do you run or are you part of an Atari group, then you should be here!
If you are a company or group and what to support us by giving a prize for
one of our Tournaments, let us know!!
When
June 12/13 2004 - Setup and Start for Attendees on the Friday 11th June
Afternoon late into the night
Opening Hours 10am - 6pm for Visitors
ALL DAY AND ALL NIGHT FOR WEEKEND PASS HOLDERS!! (massive game sessions!!)

Where
Medway Manor Hotel, Rochester Kent UK
More details can be found at http://www.uk.jagfest.org.uk/
Discussion web pages can be found at http://bbs.jagfest.org.uk/phpBB2/

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

1749. Re: UK, Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-26 23:35:04 UTC
From: watchdog <polm@rerp.com>
Message-ID: <403eae77@news.greennet.net>
Source record: 20238

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:QeT8fsBS99OAFw5o@btinternet.com...
> In article <403bf5e4@news.greennet.net>, Rual Bunqk
> <untrure@bhangra.co.uk> writes
> >for such a low spec machine,you will be mor likley to be struck with
> >lightning
>

> Well, for a first post, you're doing very well. Helpful /and/ excellent
> spelling.

well shipping would be about the same or less then you pay for a
falcon on this side of the pond (prices lower in europe) and i beleave
the power supply is auto so would work in the states as well

mor bad spelin fur yu to korrect

1750. Re: atari ST diskettes on PC

Newsgroup: comp.sys.atari.st
Date: 2004-02-27 00:33:29 UTC
From: Steve Marshall <sdm@atmosBlockA.plus.com>
Message-ID: <Giw%b.13573$Y%6.1210268@wards.force9.net>
Source record: 20239
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,ctdl.sys.atari.st,fr.comp.sys.atari,maus.computer.atari.falcon

"Philippe Cousson" <filipo@citeweb.net> wrote

> How to read files from Atari ST diskettes on a Windows PC ?
>

You mean for use in an emulator ? I think the program is usually bundled - it is a long time since I downloaded emulators though. I use a program called Makedisk which makes a virtual disk from a real ST floppy. It needs to be the right format - or you need to specify what the format is if ti different to normal.

Steve M

1751. Re: atari ST diskettes on PC

Newsgroup: comp.sys.atari.st
Date: 2004-02-27 02:51:32 UTC
From: Firulais <YoNoSoy@WWW.COM>
Message-ID: <c1mbe0$v82$1@news1.nivel5.cl>
Source record: 20240
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,ctdl.sys.atari.st,fr.comp.sys.atari,maus.computer.atari.falcon

Format the floppy on 720kb, and you're ready.
Both system can access it.

(I'm almost sure, that on HD diskettes, you have to tape one of the "holes"
in the corner)

"Philippe Cousson" <filipo@citeweb.net> escribi&#65533; en el mensaje
news:c1lo10$k63$1@news.tiscali.fr...
> How to read files from Atari ST diskettes on a Windows PC ?
>
> Philippe
>
>

1752. Re: atari ST diskettes on PC

Newsgroup: comp.sys.atari.st
Date: 2004-02-27 08:08:35 UTC
From: Philippe Cousson <philippe.cousson1@libertysurf.fr>
Message-ID: <c1mtrjrbm1@news.tiscali.fr>
Source record: 20241
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,ctdl.sys.atari.st,fr.comp.sys.atari,maus.computer.atari.falcon

Thanks for your answer, but...

No, what I mean is how to get files, mainly texts, from diskettes first used
on an Atari ST, for use on a Windows PC.

Philippe

"Steve Marshall" <sdm@atmosBlockA.plus.com> a crit dans le message news:
Giw%b.13573$Y%6.1210268@wards.force9.net...
>
> "Philippe Cousson" <filipo@citeweb.net> wrote
>
> > How to read files from Atari ST diskettes on a Windows PC ?
> >
>
> You mean for use in an emulator ? I think the program is usually bundled -
> it is a long time since I downloaded emulators though. I use a program
> called Makedisk which makes a virtual disk from a real ST floppy. It needs
> to be the right format - or you need to specify what the format is if ti
> different to normal.
>
> Steve M
>
>
>

1753. Re: atari ST diskettes on PC

Newsgroup: comp.sys.atari.st
Date: 2004-02-27 08:31:21 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <403f0002a8ca20@tripnet.se>
Source record: 20242
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,ctdl.sys.atari.st,fr.comp.sys.atari,maus.computer.atari.falcon

In comp.sys.atari.st <c1mbe0$v82$1@news1.nivel5.cl>
Firulais wrote on Thu 26-02-2004 23:51 (-0300):

>Format the floppy on 720kb, and you're ready.
>Both system can access it.
>
>(I'm almost sure, that on HD diskettes, you have to tape one of the "holes"
>in the corner)

Note that the MS Windows gui is broken when it comes to formatting 720
floppies. In Win2000 you simply can't format a 720 floppy unless it is
already formatted! On the other hand I have managed to read 1440 floppies
formatted (on Atari) to 720 without covering the HD hole!

To format 720 floppies in Windows open a DOS window and enter the format
command with proper parameters. Perhaps "format ?" will return available
switches, my memory is short when it comes to MS DOS...

>"Philippe Cousson" <filipo@citeweb.net> escribii¿½ en el mensaje
>news:c1lo10$k63$1@news.tiscali.fr...
>> How to read files from Atari ST diskettes on a Windows PC ?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

1754. Re: Alternative Hardware

Newsgroup: comp.sys.atari.st
Date: 2004-02-27 09:15:16 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <403f0a9f$0$24946$626a14ce@news.free.fr>
Source record: 20243

TO be sure that the problem is on SDRAM (DIMM or SDR chip !) you should boot without SDRAM !
It is possible with a key sequence !
I don't remember but it is explained in the software doc from Didier Meaquignon...

"Galen" <ekaljuma@mtsac.edu> a ï¿½crit dans le message de news: 926a9946.0402251758.7de8c2d1@posting.google.com...
> "Rodolphe Czuba" <rczuba@free.fr> wrote in message news:<403b8543$0$28114$636a15ce@news.free.fr>...
> > Which bug with your CT60 Falcon ???
> >
> My CT60 has an average life before crash of less than one minute if I
> allow TOS to load into the SDRAM. If I hold down
> <Left-Shift><Control> at boot up to keep TOS in ROM I have a fairly
> (but not entirely) stable system.
>
> I'm planning on first switching out the SDRAM (I have to go buy
> another module), and if that doesn't work, to either reclock or
> replace the 68060.
>
> There's also a small chance my CT60 or my Falcon is somehow damaged,
> but I'm not yet at the point where I'm willing to give up and send the
> lot to you for diagnosis and repair. I've been progressing rather
> slowly due to a very busy work schedule.
>
> Galen

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.580 / Virus Database: 367 - Release Date: 06/02/2004

1755. CT60 status

Newsgroup: comp.sys.atari.st
Date: 2004-02-27 09:18:33 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <403f0b64$0$24963$626a14ce@news.free.fr>
Source record: 20244

```
38 orders with :

4 USA
2 Canada
3 UK
7 France
12 Germany (!)
3 Sweden

Some CT60 are left...

Don't wait !

---
Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.580 / Virus Database: 367 - Release Date: 06/02/2004
```

1756. Re: atari ST diskettes on PC

Newsgroup: comp.sys.atari.st
Date: 2004-02-27 09:47:27 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <c1n3nu$u3d$1@news7.svr.pol.co.uk>
Source record: 20245
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,maus.computer.atari.falcon

Makedisk can get you halfway there - put an Atari formatted disk in the PC drive and Makedisk can produce a single file that is an exact image of the disk surface. Then you can use an extractor program to produce files from the image file, or load the image file into an emulator like Steem and copy the files by dragging on the emulated ST desktop into a directory on your PC drive which Steem has been set up to use as its own emulated hard disk.

"Philippe Cousson" <philippe.cousson1@libertysurf.fr> wrote in message
news:c1mtrjrbm1@news.tiscali.fr...
> Thanks for your answer, but...
>
> No, what I mean is how to get files, mainly texts, from diskettes first
used
> on an Atari ST, for use on a Windows PC.
>
> Philippe
>
> "Steve Marshall" <sdm@atmosBlockA.plus.com> a crit dans le message news:
> Giw%b.13573$Y%6.1210268@wards.force9.net...
> >
> > "Philippe Cousson" <filipo@citeweb.net> wrote
> >
> > > How to read files from Atari ST diskettes on a Windows PC ?
> > >
> >
> > You mean for use in an emulator ? I think the program is usually
bundled -
> > it is a long time since I downloaded emulators though. I use a program
> > called Makedisk which makes a virtual disk from a real ST floppy. It
needs
> > to be the right format - or you need to specify what the format is if ti
> > different to normal.
> >
> > Steve M
> >
> >
> >
>
>

1757. Re: atari ST diskettes on PC

Newsgroup: comp.sys.atari.st
Date: 2004-02-27 09:51:07 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <c1n3uq$o1d$1@newsg1.svr.pol.co.uk>
Source record: 20146
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,maus.computer.atari.falcon

In my experience, high density disks that have had their identifying holes taped over to work like low density disks are unreliable.

They work for a while, but sooner or later they tend to get corrupted, so don't use them for critical files or files you want to keep for a long time. It'll save you lots of trouble if you can track down a source of authentic low density disks, or you could consider upgrading the ST to a high density drive, if you don't mind cutting a hole in the case to accept the drive front panel and doing a bit of soldering.

Tom

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:403f0002a8ca20@tripnet.se...
> In comp.sys.atari.st <c1mbe0$v82$1@news1.nivel5.cl>
> Firulais wrote on Thu 26-02-2004 23:51 (-0300):
>
> >Format the floppy on 720kb, and you're ready.
> >Both system can access it.
> >
> >(I'm almost sure, that on HD diskettes, you have to tape one of the
"holes"
> >in the corner)
>
> Note that the MS Windows gui is broken when it comes to formatting 720
> floppies. In Win2000 you simply can't format a 720 floppy unless it is
> already formatted! On the other hand I have managed to read 1440 floppies
> formatted (on Atari) to 720 without covering the HD hole!
>
> To format 720 floppies in Windows open a DOS window and enter the format
> command with proper parameters. Perhaps "format ?" will return available
> switches, my memory is short when it comes to MS DOS...
>
> >"Philippe Cousson" <filipo@citeweb.net> escribi&#65533; en el mensaje
> >news:c1lo10$k63$1@news.tiscali.fr...
> >> How to read files from Atari ST diskettes on a Windows PC ?
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>
>

1758. Re: atari ST diskettes on PC

Newsgroup: comp.sys.atari.st
Date: 2004-02-27 11:07:21 UTC
From: Firulais <YoNoSoy@WWW.COM>
Message-ID: <c1n8fk$66i$1@news1.nivel5.cl>
Source record: 20147
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,ctdl.sys.atari.st,fr.comp.sys.atari,maus.computer.atari.falcon

That's true...

It's better when using a disk format utility (i use winimage)

"Kenneth Medin" <kennethm@tripnet.se> escribi&#65533; en el mensaje
news:403f0002a8ca20@tripnet.se...
> In comp.sys.atari.st <c1mbe0$v82$1@news1.nivel5.cl>
> Firulais wrote on Thu 26-02-2004 23:51 (-0300):
>
> >Format the floppy on 720kb, and you're ready.
> >Both system can access it.
> >
> >(I'm almost sure, that on HD diskettes, you have to tape one of the
"holes"
> >in the corner)
>
> Note that the MS Windows gui is broken when it comes to formatting 720
> floppies. In Win2000 you simply can't format a 720 floppy unless it is
> already formatted! On the other hand I have managed to read 1440 floppies
> formatted (on Atari) to 720 without covering the HD hole!
>
> To format 720 floppies in Windows open a DOS window and enter the format
> command with proper parameters. Perhaps "format ?" will return available
> switches, my memory is short when it comes to MS DOS...
>
> >"Philippe Cousson" <filipo@citeweb.net> escribi&#65533; en el mensaje
> >news:c1lo10$k63$1@news.tiscali.fr...
> >> How to read files from Atari ST diskettes on a Windows PC ?
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>
>

1759. Re: Contacting Sounpool

Newsgroup: comp.sys.atari.st
Date: 2004-02-27 13:17:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1077898752-145667AEicMi@gmx.net>
Source record: 20148

From: "Pascal Ricard" <nospam@mydomain.thanx.invalid>
Date: Wed, 18 Feb 2004 14:15:52 +0100 (MET)

Hi Pascal,

>>>As for the question about using Anodyne's software, the answer is that I
>>>tried to run their cd-reader drivers, with NO luck (I have one of those
>>>old Yamaha CD-writers that work very well with -what is it, MetaDos?)
>>
>> I've had the same experience with a Yamaha 8824...
>
>I have such a CDRW and no pb with Anodyne softwares so far.

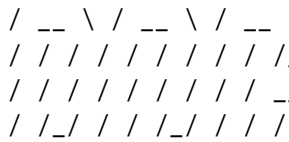
Hoho... when did you buy that writer? When I bought it it was just released
and unsupported by Anodyne software, in a later version of the CD Writer
suite however support was added...
The point is if you buy an unsupported drive then the chance of it being
supported one day is very slim. I don't need to tell you how long it's ago
that the Anodyne package has seen an update? And the development of the
Soundpool package seems to have stopped all together...

The SoundPool package at first sight doesn't seem to have a problem with
MMC/3 compliant writers, the Anodyne package which is supposedly also MMC/3
compliant however has issues with certain drives, the PLEXTOR PX 4012TS and
TEAC W5125 (the only two remaining SCSI writers) both are *not* recognised
by the Anodyne package, the SoundPool drivers recognise them.... so unless
someone has a crystal ball and knows for sure that Anodyne will release an
update of CD Writer Suite and add support for these writers and a couple of
more....

Don't get the false impression that every MMC/3 compliant writer works under
the SoundPool package, although is has a much higher success rate then the
Anodyne package there are lots of writers which don't work with it either.
As it is right now, buying a new writer is a bit of a gamble...

Pascal, could you contact me privately? I've lost your email address and
need to get in touch with you rather urgently :-/

Cheers from Belgium
Dennis
--



/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

1760. Re: Networking A C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-27 13:17:38 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1077898756-146571AEicMi@gmx.net>
Source record: 20149

From: sf0218@aol.com (SF0218)
Date: 19 Feb 2004 01:20:57 GMT

Hi Sam,

>Hey Dennis,
>
>What exactly is MMC-3?

It's a protocol for CD-RW writers, call it a standard if you like. The specs are predefined for the programmers.
The goal was to have a common instruction set among writers, which would make life for the programmers a lot easier. But it didn't took very long before some manufacturers "added" custom commands to the MMC/3 protocol resulting in writers which needed additional supporting drivers. PLEXTOR and PHILIPS for example are known for their MMC/3 "improvements"....

Both the SoundPool and Anodyne packages are basically MMC/3 compliant, meaning that if you connect a *real* MMC/3 compliant writer, it'll be recognised and suppported fully by the software. If however you would like to attach a writer that is not MMC/3 compatible or has an extended MMC/3 command set then you've got to make absolutely sure that it is supported by the SoundPool and/or Anodyne package. If it's not supported then you can still use it as a paperweight or doorstop of course...

Don't ask me which writers work and which don't.... I have no clue. From what I've been reading here over the years and my own experience I can only recommend YAMAHA. Their writers, no matter what type seem to be compatible for a 100% with both the SoundPool and Anodyne drivers.
Last week I posted an address here where one can obtain the last remaining Yamaha writers, if you want one.... go for it. Just like with the CT-60, this is probably the very last chance you'll ever get.

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

1761. Re: CT60 status

Newsgroup: comp.sys.atari.st
Date: 2004-02-27 15:26:00 UTC
From: Martin_Elsaesser@ll.maus.de
Message-ID: <200402271626.a28570@ll.maus.de>
Source record: 20156

Hallo Rodolphe,

RC>Some CT60 are left...
RC>
RC>Don't wait !

Sorry, I don't hava a Falcon, only a TT ;-/

Gruï¿½

Martin [PGP-Key available]

Fï¿½r Mails >16 kByte: martin@melsaesser.de

1762. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2004-02-27 16:57:36 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <403f773c2aeb0f0@pandora.be>
Source record: 20150
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**desktops**
ftp://chapelie.rma.ac.be/atari/utilities/desktops/tera301b.zip
(247.523 bytes) Tera Desktop is a replacement for the ST, STE or TT desktop.

**editors**
ftp://chapelie.rma.ac.be/atari/editors/stedt.lzh
(474.472 bytes) Sedt is a text editor for the IBM PC and compatibles
running DOS or OS/2, DEC Rainbow, ATARI ST, VAX/VMS and VAX/ULTRIX.

**game**
ftp://chapelie.rma.ac.be/atari/game/gem_qix.zip
(185.600 bytes) GEM-Qix is the attempt to bring the classic Qix game to GEM.

ftp://chapelie.rma.ac.be/atari/game/peking-310.zip
(474.577 bytes) A Mah Jongg look-a-like board game. German only

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/escapepaint/pngload.zip
(58.738 bytes) module to load pictures in png format

ftp://chapelie.rma.ac.be/atari/graph-tools/escapepaint/pngwrite.zip
(40.682 bytes) module to save pictures in png format

**mathematics**
ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka401.zip
(841.496 bytes) 2D Graph Describer, 3D Modeller, complete version.
To use Eureka to its full extend one need tiny045.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka401-020.zip
(850.044 bytes) 68020 version. To use Eureka to its full extend one need tiny045.zip
```

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka401-fpu.zip
(803.456 bytes) fpu version. To use Eureka to its full extend one need tiny045.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka410-lite.zip
(234.287 bytes) light version which can run on ST with 780 kb floppy drive

utilities
ftp://chapelie.rma.ac.be/atari/utilities/genea029.zip
(451.519 bytes) Prg to help you to make a genealogical tree. German only

ftp://chapelie.rma.ac.be/atari/utilities/kon-ton.zip
(31.949 bytes) It is a fun program, a "toy" that should hopefully
bring a smile to your face. The program displays error messages
from windows system on your system. You can also add new messages
by editing the resource file.

ftp://chapelie.rma.ac.be/atari/utilities/kronos_170.zip
(1.176.539 bytes) GEM-bench prog. French/English version

ftp://chapelie.rma.ac.be/atari/utilities/music/mpti10a.zip
(217.798 bytes) MP3 tag editor. German only

Have fun with it,
Martin
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1763. Running 2 sources (GPL license), binaries for Milan and Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-27 18:28:44 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <s82o1c.5p3.ln@127.0.0.1>
Source record: 20151
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hello,

For people insterested, you can grab it at:
http://bbs.dhs.nu/ct60/index.php?request=1012

Plus, there is an driver that provides XBIOS extension for Milan
(apparently only for S3 Trio 64) and gives complete control to
setup video modes for the video card.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

1764. Re: CT60 status

Newsgroup: comp.sys.atari.st
Date: 2004-02-27 20:13:04 UTC
From: Claus Rogge <rogge.claus@aon.at>
Message-ID: <BC656360.7B1A%rogge.claus@aon.at>
Source record: 20153

Hi, Rodolphe Czuba! You wrote (27.02.2004 10:18):

> Some CT60 are left...
>
> Don't wait !

Does Soundpool Audiotracker work? It does not appear on your list of tested
programs ...

--
Claus Rogge

Listen to my music!
http://www.soundclick.com/clausrogge

1765. what is the characteristics off the pictures in TWORD

Newsgroup: comp.sys.atari.st
Date: 2004-02-27 20:22:34 UTC
From: otoumelin <otoumelin@free.fr>
Message-ID: <WS3.59fbfc5f.25a26e80.otoumelin@free.fr>
Source record: 20152

Hello i want to put some pictures in paper in TWORD but i have to
old APP'S PAPILLON2.1 and VISION2.5 and theres no really recognise
thi's *.gif
PAPILLON said there is no gif89a in the pictures and
VISION said is a variant no andle off the characteristics off the pictures
who's now if some APP's do this and who's can send somes links
thanks in advance
Toumelin olivier

1766. Re: CT60 status

Newsgroup: comp.sys.atari.st
Date: 2004-02-27 21:16:07 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <403fb38f$0$22408$626a14ce@news.free.fr>
Source record: 20154

It means it was not tested...

Can somebody test this software on CT60 ???

Thanks

"Claus Rogge" <rogge.claus@aon.at> a ï¿½crit dans le message de news:
BC656360.7B1A%rogge.claus@aon.at...
> Hi, Rodolphe Czuba! You wrote (27.02.2004 10:18):
>
> > Some CT60 are left...
> >
> > Don't wait !
>
> Does Soundpool Audiotracker work? It does not appear on your list of
tested
> programs ...
>
> --
> Claus Rogge
>
> Listen to my music!
> http://www.soundclick.com/clausrogge
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.580 / Virus Database: 367 - Release Date: 06/02/2004

1767. Re: atari ST diskettes on PC

Newsgroup: comp.sys.atari.st
Date: 2004-02-27 21:58:57 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <c1oej1$41a$1@thorium.cix.co.uk>
Source record: 20155
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,ctdl.sys.atari.st,fr.comp.sys.atari,maus.computer.atari.falcon

In message <c1mtrjrbm1@news.tiscali.fr>, philippe.cousson1@libertysurf.fr said:

>No, what I mean is how to get files, mainly texts, from diskettes first used
>on an Atari ST, for use on a Windows PC.

Hi Philippe!

That rather depends what format the text files are in! If it's
pure ASCII, there should be no problem (once you use makedisk if
your PC won't read the Atari-formatted disks - this depends on how
old the Atari is, or rather what TOS it used; 1.4-on should be PC
compatible. Even then, problems can arise if the disk was
formatted non-standard, with more sectors or tracks, though I
think makedisk can handle that.)

However, if the files are in a proprietary format, there could be
problems. 1st WOrd/1st WOrd Plus for instance used the ASCII
characters 29 and 30 for stretch spaces, and 2-letter escape codes
for text styles. The whole document was prefixed with four lines
of numbers and a ruler, such as
0660002000000001320000040000000000
10
2-#-0
F0110000001
9[...]0110

(some of these characters are unlikely to survive the ISO
conversion of the mailer, I fear).

Anyway, the preamble can be cut off in an editor such as notepad,
and you should be able to use the find and replace function to put
proper spaces in.

A similar thing applies if the text was written by some other
application.

Regards, /Peter/

1768. Re: Contacting Sounpool

Newsgroup: comp.sys.atari.st
Date: 2004-02-28 00:08:06 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <403ff60e1918450@europe-shareware.org>
Source record: 20157

Hello,

in article <1077898752-145667AEicMi@gmx.net> (comp.sys.atari.st),
Dennis Vermeire wrote on Fri 27-02-2004 14:17 (+0100):

> >>>As for the question about using Anodyne's software, the answer is that I
> >>>tried to run their cd-reader drivers, with NO luck (I have one of those
> >>>old Yamaha CD-writers that work very well with -what is it, MetaDos?)
> >>
> >> I've had the same experience with a Yamaha 8824...
> >
> >I have such a CDRW and no pb with Anodyne softwares so far.
>
> Hoho... when did you buy that writer? When I bought it it was just released

Do not remember precisely. It was about 2 ago, I think. And it was
second hand.

> The SoundPool package at first sight doesn't seem to have a problem with
> MMC/3 compliant writers, the Anodyne package which is supposedly also MMC/3
> compliant however has issues with certain drives, the PLEXTOR PX 4012TS and
> TEAC W5125 (the only two remaining SCSI writers) both are *not* recognised
> by the Anodyne package, the SoundPool drivers recognise them.... so unless
> someone has a crystal ball and knows for sure that Anodyne will release an
> update of CD Writer Suite and add support for these writers and a couple of
> more....

Maybe by asking Roger to do it?

> Pascal, could you contact me privately? I've lost your email address and
> need to get in touch with you rather urgently :-/

Hey! My reply-to address is valid :-)

Bye,
/Pascal/

1769. Falcon Nova card question

Newsgroup: comp.sys.atari.st
Date: 2004-02-28 06:48:36 UTC
From: webmaster@atari-users.net
Message-ID: <b8d63ca5.0402272248.44acf13@posting.google.com>
Source record: 20158

Hello,

I have a Nova card for my Falcon AB040, my question is it has a
clip that needs to connect to a pin on the falcon's motherboard.

Anyone know what pin to place the clip on?

Thanks!
Rob

http://www.atari-users.net

1770. Re: CT60 status

Newsgroup: comp.sys.atari.st
Date: 2004-02-28 10:54:59 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <40407379$0$29928$626a14ce@news.free.fr>
Source record: 20159

Buy an old cheap falcon and a CT60 and you get the most powerfull TOS
machine !

"Martin Elsï¿½sser" <Martin_Elsaesser@ll.maus.de> a ï¿½crit dans le message de
news: 200402271626.a28570@ll.maus.de...
> Hallo Rodolphe,
>
> RC>Some CT60 are left...
> RC>
> RC>Don't wait !
>
> Sorry, I don't hava a Falcon, only a TT ;-/
>
> Gruï¿½
>
> Martin [PGP-Key available]
> ---
> Fï¿½r Mails >16 kByte: martin@melsaesser.de

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.580 / Virus Database: 367 - Release Date: 06/02/2004

1771. Re: CT60 status

Newsgroup: comp.sys.atari.st
Date: 2004-02-28 12:19:46 UTC
From: Matthias Alles <alles@rhrk.uni-kl.de>
Message-ID: <c1q112$7c0$1@news.uni-kl.de>
Source record: 20160

Rodolphe Czuba wrote:
> Buy an old cheap falcon and a CT60 and you get the most powerfull TOS
> machine !

There are no cheap falcons anymore...

1772. Atari Online News, Etc. #06-09

Newsgroup: comp.sys.atari.st
Date: 2004-02-28 14:26:18 UTC
From: danap8@aol.comno-spam
Message-ID: <20040228092618.20240.00000440@mb-m27.aol.com>
Source record: 20161

A-ONE #0609 02/27/04

~ New MyDoom Outbreak! ~ People Are Talking! ~ Sony PSP Delayed!
~ Windows XP Reloaded?! ~ Tempus-Word NG Beta! ~ HotMail On Phones?
~ AOL Blocks ICQ Worm! ~ Microsoft Spam Tactics ~ Space Battle Out!
~ ITT Tech Investigated! ~ Panther Update Primed! ~ JagFest '04 UK!

-* Pols Push Net Tax Ban Limits *-
-* Microsoft's Japanese Office Raided! *-
-* Senate to Introduce SpyWare SPYBLOCK Act! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj AT atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

1773. Re: Falcon Nova card question

Newsgroup: comp.sys.atari.st
Date: 2004-02-28 15:33:10 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <c1qcbmiph1@tyfon.itea.ntnu.no>
Source record: 20162

webmaster at atari-users.net <webmaster@atari-users.net> wrote:

> I have a Nova card for my Falcon AB040, my question is it has a
> clip that needs to connect to a pin on the falcon's motherboard.

> Anyone know what pin to place the clip on?

Somewhere with +12V. There is a capasitor between the expansion port and
PSU, you can connect it to the positive end of it.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1774. Re: UK, Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-28 17:18:12 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c1qighlcv1@titan.btinternet.com>
Source record: 20163

Hi Peop's

> >> Good answer - it's surprising who comes out of the woodwork when someone's
> >> trying to sell a Falcon at its going rate - they seem to think that they should be GIVEN away!!
> >
> > You mean it hasn't got to the point where they want to be paid to take them away?
>
> I'd hope that that point never comes, at least not until after I've sold mine :-)
>
> And no, it's worth at _least_ £280 (CT2, 32MB fastram, 14MB ST RAM, 2GB 2.5" IDE).

I've seen this machine working at the Cheshunt Computer Club, its a nice clean reliable machine.

Prospective buyers could possibly visit it at said club by appointment of course.

--

Regards, Steve S.

1775. Re: CT60 status

Newsgroup: comp.sys.atari.st
Date: 2004-02-28 19:10:00 UTC
From: Martin_Elsaesser@ll.maus.de
Message-ID: <200402282010.a28605@ll.maus.de>
Source record: 20168

Hallo Rodolphe,

RC>Buy an old cheap falcon and a CT60 and you get the most powerfull TOS
RC>machine !

But my Apple PowerBook with macOS 8.6 and MagiCMac 6.2 is a little bit
faster, when I compare the cpu. My TT is "only" my "Debug- and Test-Atari",
and the Mega STE and Mega ST, too.

Where are cheap falcons?

Gruï¿½

Martin [PGP-Key available]

Fï¿½r Mails >16 kByte: martin@melsaesser.de

1776. Re: UK, Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-28 19:11:37 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <NyGtgt4pfOQAFw4z@my-ste.in-the.bog>
Source record: 20164

On Thu, 26 Feb 2004, Derryck Croker <derryck@nospam.cix.co.uk.invalid>
wrote:-

>In article 4+ZgTmmoIVPAFwWE@my-ste.in-the.bog, David Bolt at
>blacklist-me@davjam.org wrote on 26/2/04 01:55:
>
>>> Good answer - it's surprising who comes out of the woodwork when someone's
>>> trying to sell a Falcon at its going rate - they seem to think that they
>>> should be GIVEN away!!
>>
>> You mean it hasn't got to the point where they want to be paid to take
>> them away?
>
>I'd hope that that point never comes, at least not until after I've sold
>mine :-)

Another one? :)

>And no, it's worth at _least_ ï¿½280 (CT2, 32MB fastram, 14MB ST RAM, 2GB 2.5"
>IDE).

Nice specs. Certainly worth your estimate from my POV, and I wish you'd
have been selling it earlier as I'd have snapped that one up instead. :|

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 63 Mnodes/s: http://www.distributed.net/
AMD 1800 1Gb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 9.0
AMD 1300 512Mb SuSE 9.0 | A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11
Falcon 14Mb TOS 4.02 | STE 4Mb TOS 1.62

1777. R: Contacting Sounpool

Newsgroup: comp.sys.atari.st
Date: 2004-02-28 19:39:27 UTC
From: Paolo <p@engineer.com>
Message-ID: <P760c.40010$FJ6.1457488@twister1.libero.it>
Source record: 20165

Nice discussion, guys.

By the way, it grows in me the desire of phone calling the guys at
SoundPool, and I am incredibly disappointed for haven't bought CDrecorder
when they answered my first mail.
I'll make one last e-mail attempt and then I'll pick up the phone.

Bye!

1778. Re: Running 2 sources (GPL license), binaries for Milan and Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-28 21:32:27 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.02.28.21.32.26.528261@nossspamXXatari-source.com>
Source record: 20166

On Fri, 27 Feb 2004 19:28:44 +0100, Patrice Mandin wrote:

> Hello,
>
> For people insterested, you can grab it at:
> http://bbs.dhs.nu/ct60/index.php?request=1012
>
> Plus, there is an driver that provides XBIOS extension for Milan
> (apparently only for S3 Trio 64) and gives complete control to
> setup video modes for the video card.

Which version of this should be run on my CT60 falcon?

Thanks,
Mark
http://portal.atari-source.com

1779. Re: R: Contacting Sounpool

Newsgroup: comp.sys.atari.st
Date: 2004-02-28 23:40:03 UTC
From: sasa.andrijasevic@REMOVEzg.tel.hr
Message-ID: <c1r8sh$9l5$1@bagan.srce.hr>
Source record: 20167

i'm affraid nobody will answer the phone :)

On 28 Feb 2004 19:39:27 , "Paolo" wrote:
>Nice discussion, guys.
>
>By the way, it grows in me the desire of phone calling the guys at
>SoundPool, and I am incredibly disappointed for haven't bought CDrecorder
>when they answered my first mail.
>I'll make one last e-mail attempt and then I'll pick up the phone.
>
>Bye!
>
>
>.

1780. Re: CT60 status

Newsgroup: comp.sys.atari.st
Date: 2004-02-29 00:58:14 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <40413972539eb12@europe-shareware.org>
Source record: 20169

Hello,

in article <200402282010.a28605@ll.maus.de> (comp.sys.atari.st),
Martin Elsï¿œsser wrote on Sat 28-02-2004 20:10 (+0100):

> Where are cheap falcons?

In the trash can, I'm afraid.

Bye,
/Pascal/

1781. Re: atari ST diskettes on PC

Newsgroup: comp.sys.atari.st
Date: 2004-02-29 02:16:55 UTC
From: ziggy <ziggy@the-centre.com>
Message-ID: <rYb0c.145068$uV3.678768@attbi_s51>
Source record: 20170
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,maus.computer.atari.falcon

Tom McEwan wrote:

> In my experience, high density disks that have had their identifying holes
> taped over to work like low density disks are unreliable.
>
> They work for a while, but sooner or later they tend to get corrupted, so
> don't use them for critical files or files you want to keep for a long
> time. It'll save you lots of trouble if you can track down a source of
> authentic low density disks, or you could consider upgrading the ST to a
> high density drive, if you don't mind cutting a hole in the case to accept
> the drive front panel and doing a bit of soldering.
>
> Tom
>
> "Kenneth Medin" <kennethm@tripnet.se> wrote in message
> news:403f0002a8ca20@tripnet.se...
>> In comp.sys.atari.st <c1mbe0$v82$1@news1.nivel5.cl>
>> Firulais wrote on Thu 26-02-2004 23:51 (-0300):
>>
>> >Format the floppy on 720kb, and you're ready.
>> >Both system can access it.
>> >
>> >(I'm almost sure, that on HD diskettes, you have to tape one of the
> "holes"
>> >in the corner)
>>
>> Note that the MS Windows gui is broken when it comes to formatting 720
>> floppies. In Win2000 you simply can't format a 720 floppy unless it is
>> already formatted! On the other hand I have managed to read 1440 floppies
>> formatted (on Atari) to 720 without covering the HD hole!
>>
>> To format 720 floppies in Windows open a DOS window and enter the format
>> command with proper parameters. Perhaps "format ?" will return available
>> switches, my memory is short when it comes to MS DOS...
>>
>> >"Philippe Cousson" <filipo@citeweb.net> escribi&#65533; en el mensaje
>> >news:c1lo10$k63$1@news.tiscali.fr...
>> >> How to read files from Atari ST diskettes on a Windows PC ?
>>
>> --
>> Kenneth Medin <kennethm@tripnet.se>
>> Atari TT at home: http://atari.mine.nu/
>> <<Produced with 100% pure Atari equipment>>

>>

Or find an external 720k drive, and swap the innards... instead of tearing up your ST.......

1782. Re: Have You Re-cased Your Falcon/ST?

Newsgroup: comp.sys.atari.st
Date: 2004-02-29 03:36:34 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0402281936.2e02b7b8@posting.google.com>
Source record: 20171

sf0218@aol.com (SF0218) wrote in message
news:<20040226090414.06566.00000387@mb-m25.aol.com>...
> Galen,
>
> So basically, it would be more cost effective to go the PCTower route, correct?
> In either case, I would still need to purchase port extender cables. The
> largest portion of the cost is in the case itself.
>
Pretty much. What you get via the Falcon Rack is the ability to avoid
metalwork. Most of the rest of the recase job is the same. However,
if you can still get a Falcon Rack for $99, it might be worth it to
you (if you dislike metalwork) since that's only a $50 premium over a
typical PC case.

Galen

1783. Re: SEDT for Atari wanted.

Newsgroup: comp.sys.atari.st
Date: 2004-02-29 04:11:38 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <1042pjlk8urng21@corp.supernews.com>
Source record: 20172

"Malcolm Dew-Jones" <yf110@vtn1.victoria.tc.ca> wrote in message
news:4032bdef@news.victoria.tc.ca...
> Every once in a while I ask, just in case.
>
> I would like to get a copy of the sedt editor for atari ST. The atari
> files are not available on Anker Berg-Sonne's web page (because he doesn't
> have any atari files anymore, I asked him several years ago). Google has
> many old links to files and sites that are no longer available.
>
> Someone out there may have a compiled sedt editor (TOS or GEMS version)
> and could send me a copy. (sedt used to be shareware, but has been
> freeware for some time, so there is no issue in doing this).
>
> Thanks to anyone who might help.
>
> Malcolm
>
> --
> Web Work Wanted, Perl Projects Programmed, Database Development Done.
>
> I'm looking for telecommute projects. (Paying that is, various
> arrangements possible.)

Try this Site::
ftp://chapelie.rma.ac.be/atari/editors/stedt.lzh

Alway finding goodies for the St Mega4 Here..

RoyE

1784. Re: Falcon Nova card question

Newsgroup: comp.sys.atari.st
Date: 2004-02-29 04:42:33 UTC
From: webmaster@atari-users.net
Message-ID: <b8d63ca5.0402282042.2f33e188@posting.google.com>
Source record: 20173

Thanks Jo!!!!

Jo Even Skarstein <joska@nvg.ntnu.no> wrote in message
news:<c1qcbmiph1@tyfon.itea.ntnu.no>...
> webmaster at atari-users.net <webmaster@atari-users.net> wrote:
>
> > I have a Nova card for my Falcon AB040, my question is it has a
> > clip that needs to connect to a pin on the falcon's motherboard.
>
> > Anyone know what pin to place the clip on?
>
> Somewhere with +12V. There is a capasitor between the expansion port and
> PSU, you can connect it to the positive end of it.

1785. Re: CT60 status

Newsgroup: comp.sys.atari.st
Date: 2004-02-29 08:48:09 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1g9wvjk.11lfv42ufwuwwN%NOSPAMS@wanadoo.fr>
Source record: 20174

Martin Elsï¿½sser <Martin_Elsaesser@ll.maus.de> wrote:

Hi Martin,

> Hallo Rodolphe,
>
> RC>Buy an old cheap falcon and a CT60 and you get the most powerfull TOS
> RC>machine !
>
> But my Apple PowerBook with macOS 8.6 and MagiCMac 6.2 is a little bit
> faster, when I compare the cpu. My TT is "only" my "Debug- and Test-Atari",
> and the Mega STE and Mega ST, too.

CPU benchs are bad with a JIT (MagiCMac and Aranym), about DivX files I
obtain the same results on this 2 machines (frames/s) :

Falcon/CT60 68060 105 MHz/MagiC
iMac PPC G3 500 MHz/MagiCMac/MacOS 9.2

I must obtain betters results with a Super Videl.

Because MagiCMac/OSX is slower (no JIT 68K emulation) on new mac
machines, today the faster machine is a latest PC with Aranym :-(

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
□□□Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT□60 10□5□□□□MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

1786. Re: UK, Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-02-29 10:16:00 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC676C60.EB27%derryck@nospam.cix.co.uk.invalid>
Source record: 20175

In article NyGtgt4pfOQAFw4z@my-ste.in-the.bog, David Bolt at
blacklist-me@davjam.org wrote on 28/2/04 19:11:

>> And no, it's worth at _least_ ï¿½280 (CT2, 32MB fastram, 14MB ST RAM, 2GB 2.5"
>> IDE).
>
> Nice specs. Certainly worth your estimate from my POV, and I wish you'd
> have been selling it earlier as I'd have snapped that one up instead. :|

At that time it was my main machine.

Now gone to a fellow club member anyway.

--

Cheers

Derryck

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org
```

1787. Re: Stik2 - FreeOla connection?

Newsgroup: comp.sys.atari.st
Date: 2004-02-29 12:18:55 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <4041d8af.0@entanet>
Source record: 20176

On 21 Feb 2004 22:37:13 , Neil Chester wrote:
>Hi All
>
>I have managed to use Stik2 without trouble with my Freeserve address but
>the amount of junk emails is driving me to distraction, so much so that I
>am trying to migrate to my other ISP accounts, with UKFantastic and
>FreeOla. All 3 were a breeze to setup on Iconnect. But with Stik2 only
>Freeserve and UKFantastic connect correctly.
>
>FreeOla fails on PPP connection, can anyone help me on this? Or provide
>some pointers as to what to look for as I seem to have put the Username
>and Password correctly into the CFG file.
>
>Unless there are some TCP settings to change I am fairly clueless as to
>why Iconnect should work OK and yet Stik2 fails on the first hurdle.
>
>Regards
>
>Neil :-(
>Falcon CT2b Magic 6.20 jinnee 2.5

I've been using Sting with Freeola for years and I now use Mintnet.
There are some some Sting config files on my webpage that might
help with your StiK2 set-up. Alas I haven't used StiK so I can't
help you more than that.

Have you tried both phone numbers ?

http://www.p.slegg.scubadivers.co.uk

regards,

Peter

1788. Re: atari ST diskettes on PC

Newsgroup: comp.sys.atari.st
Date: 2004-02-29 12:21:14 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4041848a852462@comcast.net>
Source record: 20177
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,ctdl.sys.atari.st, fr.comp.sys.atari,maus.computer.atari.falcon

>How to read files from Atari ST diskettes on a Windows PC ?
>
>Philippe
>

It the Atari disk was formatted with TOS 1.4 or Higher, then all
you have to do is to just put it in the PC and the files should
just come up. For users with TOS less than 1.4, there are special
formatting programs that will format a disk with a special sector
that will allow it to be read in a PC.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1789. Re: Can we still buy old games?

Newsgroup: comp.sys.atari.st
Date: 2004-02-29 12:21:15 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4041848a852463@comcast.net>
Source record: 20178

>Hi all,
>
>after more than 12 years in a box, I decided to give a second life to my old
>Atari 1040 ST...when I discovered that half of my disks haven't survived the
>"time travel". So I'm looking to buy (again) some original games from that
>time (+-1990). Would anyone have any idea where I could find some (I'm
>located in Belgium, if that could be of any use)?
>
>Thank you very much for your help.
>
>St'ephane Smirnow

Places like Best Electronics and B&C Computers should have some or
all of the programs you are looking for.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1790. Re: falcon 30 on an ethernet network

Newsgroup: comp.sys.atari.st
Date: 2004-02-29 12:21:15 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4041848a852464@comcast.net>
Source record: 20179
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,ctdl.sys.atari.st, fr.comp.sys.atari,maus.computer.atari.falcon

>Philippe Cousson wrote:
>
>> I'd like to tie may falcon to an ethernet network (microsoft client).
>> Is it possible ? How to do it ?
>
>Yep. Use an ethernec adapter (http://hardware.atari.org) to connect it
>to the ethernet. As for Microsoft networking, you'll need Samba. I'm not
>sure if Magicnet or STiK/STiNG support that, but MiNTnet does.
>
>Maurits.

Yes, there is a MagicNet version of Samba...

1791. Re: PDF program.

Newsgroup: comp.sys.atari.st
Date: 2004-02-29 12:21:18 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4041848a852465@comcast.net>
Source record: 20180

>on Mon 23-02-2004 21:34 Edward S. Baiz Jr. wrote:
>
>>>To everyone,
>>> Anyone know of a PDF program that can read and print
>>>pdf files on the Atari???
>>>
>>>Thanks,
>>
>>Porthos is the best one Carey.... Works great....
>
>Porthos is great and fast but not all pdf's can be viewed without
>problems, shareware. If it's still maintained I don't know.
>
>Ghostscript (gemgs) is very slow but at least it displays (allmost) every
>pdf without problem. Also with gemgs one can view *.ps and *.eps which
>AFAIK is imposible with Porthos. Freeware
>
>TTFN
>Martin

Porthos is not shareware, it is commercial. It is still being
maintained. I have the newest version and have not run across a
PDF that does not load, but when I run into one, I just send it to
the author and he usually fixes the problem.

Ghostscript is good and have never failed me. It was a pain to
setup, but when that is done, it functions flawlessly. I just wish
I could run it the 24 and 32 bit modes. Good program.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1792. Re: PDF program.

Newsgroup: comp.sys.atari.st
Date: 2004-02-29 13:05:26 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1078132026-071148AEicMi@xs4all.nl>
Source record: 20188

Hi Ed,

Could you tell me which version you have?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

1793. Re: CT60 status

Newsgroup: comp.sys.atari.st
Date: 2004-02-29 14:39:31 UTC
From: ziggy <ziggy@the-centre.com>
Message-ID: <DQm0c.148567$uV3.683894@attbi_s51>
Source record: 20181

Matthias Alles wrote:

> Rodolphe Czuba wrote:
>> Buy an old cheap falcon and a CT60 and you get the most powerfull TOS
>> machine !
>
> There are no cheap falcons anymore...

Around here, there arent even expensive ones...

We need to have a community based project to re-create one. Then publish diagrams, schemeatics, and code so that it cant ever ' go away '. (oh, and make it PPC based would be cool)

1794. Re: CT60 status

Newsgroup: comp.sys.atari.st
Date: 2004-02-29 18:08:12 UTC
From: Matthias Alles <alles@rhrk.uni-kl.de>
Message-ID: <c1t9qc$1p6$1@news.uni-kl.de>
Source record: 20182

```
> Around here, there arent even expensive ones...
>
> We need to have a community based project to re-create one. Then publish
> diagrams, schemeatics, and code so that it cant ever ' go away '. ( oh,
> and make it PPC based would be cool )

Man, you are a dreamer! Open you eyes!
```

1795. What is a Mega ST4 worth?

Newsgroup: comp.sys.atari.st
Date: 2004-02-29 22:56:24 UTC
From: Claude Bourgoin <claude@pivot.net>
Message-ID: <4042439f_2@corp.newsgroups.com>
Source record: 20183

Can anyone give me an idea what the going price of a Mega ST4 w/moniterm graphics card installed and w/out the graphics card?

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 100,000 Newsgroups - 19 Different Servers! =-----

1796. Re: What is a Mega ST4 worth?

Newsgroup: comp.sys.atari.st
Date: 2004-03-01 00:53:27 UTC
From: Christian Godley <fellowship@thelord.com>
Message-ID: <4042b3c7@news.greennet.net>
Source record: 20184

"Claude Bourgoin" <claude@pivot.net> wrote in message
news:4042439f_2@corp.newsgroups.com...
> Can anyone give me an idea what the going price of a Mega ST4 w/moniterm
> graphics card installed and w/out the graphics card?

£25 with £15 without if your lucky enough to attract a buyer, I sold one
last week that I had been trying to shift for 2 years

1797. Re: Have You Re-cased Your Falcon/ST?

Newsgroup: comp.sys.atari.st
Date: 2004-03-01 03:16:10 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0402291916.46a020e6@posting.google.com>
Source record: 20185

Thomas Brown <twbrown1@peoplepc.com> wrote in message
news:<l6vn30tup7al7mcmksvuq8ev6l59f8k1rj@4ax.com>...
> On 24 Feb 2004 01:46:17 GMT, sf0218@aol.com (SF0218) wrote:
>
> >Hey Mike,
> >
> >If you've taken pictures of it, your recased Falcon, think you could email them
> >to me. I'd really like to see what it looks like. I have to make a hard
> >choice. Buy one of the ST/Falcon rack cases (rather expensive), or try what
> >you did (at which I would be horrible cause I have neither the tools nor
> >experience).
> >
> >Thanks
> >Sam F.
> >Virginia U.S.A.
> >Seattle Seahawks Nut
> >Atari Computer Nut
> >C-Lab Falcon, 14mbram,540mb hdd.,
> >& Historical Miniatures Wargaming Nut
> or better yet post em =) would like an idea of what a pc case
> conversion would look like

I'll do that when I get a chance. I've been busy recently, but once I
get the time to actually sit down and do it, it shouldn't take long!
I'll see what I can do!

Mike Freeman
mike [at] freeman-studio [dot] com

1798. Re: atari ST diskettes on PC

Newsgroup: comp.sys.atari.st
Date: 2004-03-01 07:47:24 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <ARB0c.19897$0l1.378@bignews3.bellsouth.net>
Source record: 20186
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,ctdl.sys.atari.st,fr.comp.sys.atari,maus.computer.atari.falcon

Easiest option...
Hit the ST ftp sites and find a utility to convert the boot sectors of your ST formatted floppies so they have the little MS_DOS code where it belongs. See, the disk formats are the same, the fat tables are the same. Only difference is that early versions of TOS set a unique disk ID each time you formatted a disk from the desk-top. This way TOS/GEM had the potential to know any time you did a disk swap, and even be told to keep various and seperate caches for each disk you might be using. DOS however, wants to see the words MS_DOS instead of an ID number there. Such a utility simply writes over the ID number MS_DOS, and you're in buissness.

Don't use this utility on origonal factory distribution disks such as games, or your origonal copy of NeoDesk!. It's perfect for back-ups and your data tank disks tho'. All it does is change a few bits so dumb arse DOS-WIN can tell the disk format is indeed compatable.

Also note...some versions of Norton Disk Doctor running on windows can detect and correct this problem. Maybe even other disk-fixing utilities PC side. If you have such an animal on your windows box...use an unimportant back-up disk and try it :)

Another option...
Get a null modem cable or adaptor ($5 tops at Radio Shack)...
With your favorite terminal programs on both machines, Initiate a standard batch dump using your favorite modem protocol (Zmodem, Ybatch, etc...)

Brian

1799. 060 machine? (was: Re: CT60 status)

Newsgroup: comp.sys.atari.st
Date: 2004-03-01 08:48:18 UTC
From: Standa Opichal <opichals@seznam.cz>
Message-ID: <c1utcl$1r6$1@server4.gts.cz>
Source record: 20187

Hi Rodolphe!

I's good to see the CT60 success really! Congratulations!

BTW: It should not be that terribly problematic to extend the CT60 card to a full ATX board with all the features IMO (like the Phoenix on your homepage). No... I'm not going to do that, of course. ;) But you seem like a guy that just finished the work and has nothing to work on now ;)

But it might be the other way.... the CT60 may look like useless in this effort when considering different BUS architecture, right? Hmm.

BTW: Someone cracked Crusoe... ;)

best regards

STan

Rodolphe Czuba wrote:
> 38 orders with :
>
> 4 USA
> 2 Canada
> 3 UK
> 7 France
> 12 Germany (!)
> 3 Sweden
>
> Some CT60 are left...
>
> Don't wait !
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.580 / Virus Database: 367 - Release Date: 06/02/2004
>

1800. Re: 060 machine? (was: Re: CT60 status)

Newsgroup: comp.sys.atari.st
Date: 2004-03-01 11:52:59 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <4043240c$0$29949$626a14ce@news.free.fr>
Source record: 20189

Yes, you're right !
It is not difficult to extand CT60 + PCI cards to an ATX card.
And add a PPC CPU on it near the 060 socket...;-)

"Standa Opichal" <opichals@seznam.cz> a ï¿½crit dans le message de news:
c1utcl$1r6$1@server4.gts.cz...
> Hi Rodolphe!
>
> I's good to see the CT60 success really! Congratulations!
>
> BTW: It should not be that terribly problematic to extend the CT60 card
> to a full ATX board with all the features IMO (like the Phoenix on your
> homepage). No... I'm not going to do that, of course. ;) But you seem
> like a guy that just finished the work and has nothing to work on now ;)
>
> But it might be the other way.... the CT60 may look like useless in this
> effort when considering different BUS architecture, right? Hmm.
>
> BTW: Someone cracked Crusoe... ;)
>
> best regards
>
> STan
>
>
> Rodolphe Czuba wrote:
> > 38 orders with :
> >
> > 4 USA
> > 2 Canada
> > 3 UK
> > 7 France
> > 12 Germany (!)
> > 3 Sweden
> >
> > Some CT60 are left...
> >
> > Don't wait !
> >
> >
> > ---
> > Outgoing mail is certified Virus Free.
> > Checked by AVG anti-virus system (http://www.grisoft.com).
> > Version: 6.0.580 / Virus Database: 367 - Release Date: 06/02/2004

> >

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.580 / Virus Database: 367 - Release Date: 07/02/2004

1801. Re: 060 machine?

Newsgroup: comp.sys.atari.st
Date: 2004-03-01 12:57:51 UTC
From: Simon <simon@spamnococonutsmusume.co.uk>
Message-ID: <EqG0c.3332$x37.655@newsfe3-win.server.ntli.net>
Source record: 20190

Rodolphe Czuba wrote:
> Yes, you're right !
> It is not difficult to extand CT60 + PCI cards to an ATX card.
> And add a PPC CPU on it near the 060 socket...;-)

That would make a seriously great system!

Simon

1802. R: R: Contacting Sounpool

Newsgroup: comp.sys.atari.st
Date: 2004-03-01 15:39:02 UTC
From: Paolo <p@engineer.com>
Message-ID: <qOI0c.43893$FJ6.1614877@twister1.libero.it>
Source record: 20191

You are only afraid or do you know something I don't know?
Come on, please, tell me more.

Sasa Andrijasevic <sasa.andrijasevic@REMOVEzg.tel.hr> wrote in message
c1r8sh$9l5$1@bagan.srce.hr...
> i'm affraid nobody will answer the phone :)
>
> On 28 Feb 2004 19:39:27 , "Paolo" wrote:
> >Nice discussion, guys.
> >
> >By the way, it grows in me the desire of phone calling the guys at
> >SoundPool, and I am incredibly disappointed for haven't bought CDrecorder
> >when they answered my first mail.
> >I'll make one last e-mail attempt and then I'll pick up the phone.
> >
> >Bye!
> >
> >
> >.

1803. Re: 060 machine? (was: Re: CT60 status)

Newsgroup: comp.sys.atari.st
Date: 2004-03-02 06:30:05 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.03.02.06.30.05.363651@removenoaspam.atari-source.com>
Source record: 20192

On Mon, 01 Mar 2004 09:48:18 +0100, Standa Opichal wrote:

> BTW: Someone cracked Crusoe... ;)
>

This will likely be huge :)

Mark
http://portal.atari-source.com

1804. Motorola launches new Coldfires!!

Newsgroup: comp.sys.atari.st
Date: 2004-03-02 06:48:48 UTC
From: Matthias Alles <alles@rhrk.uni-kl.de>
Message-ID: <c21aog$qo4$1@news.uni-kl.de>
Source record: 20193

This mail was in the Coldfire-Mailinglist some hours ago:

ColdFire Users,

I am pleased to announce two new processor families to the ColdFire
community. Details on each device can be found at the following link.

http://e-www.motorola.com/files/abstract/overview/MCF547XMCF548X.htm?tid=TSPGAD200402ED1

The MCF547x and MCF548x families of ColdFire microprocessors are the
highest performing and most integrated ColdFire standard products to
date, enabling simultaneous control, connectivity and security. The
first to feature the new V4e ColdFire core, these devices meet the
demands of the expanding embedded network-connected control market by
offering high performance and multiple connectivity peripherals to help
enable cost-effective system solutions.

Product Features:

V4e ColdFire core with performance up to 410 Dhrystone 2.1 MIPS @ 266
MHz (MCF547x) and 308 Dhrystone 2.1 MIPS @ 200 MHz (MCF548x)
* MMU, FPU and EMAC
* 32 KB I-Cache, 32 KB D-Cache

High level of integration
* Up to two 10/100 Ethernet controllers
* Optional USB 2.0 high-speed device with integrated PHY
* 32-bit v2.2 PCI interface 33/66 MHz, five external masters
* 32 KB on-chip SRAM
* 16-channel DMA controller
* Four 32-bit timers, two 32-bit slice timers, one watchdog timer
* Four programmable serial controllers: UART, USART, IrDA and modem
capability
* Two CAN 2.0B (MCF548x)
* Optional hardware-accelerated encryption: DES, 3DES, RC4, AES, MD5,
SHA-1, RNG
* 32-bit 133 MHz DDR/SDR-SDRAM controller
* 1.5V core, 2.5V DDR, 3.3V I/O

Regards,
Michael

To Subscribe send a message to: ColdFire-On@Lists.Wildrice.com
To Unsubscribe send a message to: ColdFire-Off@Lists.Wildrice.com
For further information, visit: <http://www.WildRice.com/ColdFire/>

1805. Re: 060 machine?

Newsgroup: comp.sys.atari.st
Date: 2004-03-02 09:41:51 UTC
From: Standa Opichal <opichals@seznam.cz>
Message-ID: <c21kt1ihl1@server4.gts.cz>
Source record: 20194

Hi!

Mark D wrote:
> On Mon, 01 Mar 2004 09:48:18 +0100, Standa Opichal wrote:
>
>>BTW: Someone cracked Crusoe... ;)
>
> This will likely be huge :)

I meant Transmeta's Crusoe processor was reverse engineered by someone..
Time to create m68k morphing code for that? :)))

STan

1806. Re: who's can connect to english forum off TWORD with falcon?

Newsgroup: comp.sys.atari.st
Date: 2004-03-02 10:04:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1078255980-382655AEicMi@gmx.net>
Source record: 20100

From: otoumelin <otoumelin@free.fr>
Date: Thu, 26 Feb 2004 11:40:08 GMT

Hi Olivier,

>Hello i try to register in the forum english off TWORD,
>but with WS i can't send any informations and ADAMAS can't
>connect.Who's because i'm not sure myFALCON can do it.

Registering is possible with with CAB running the original Iconnect
OVL...

If you haven't got this, then get in touch with the Tempus Word projekt
team, they'll no doubt register you...
mailto:info@tempus-word.de

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

1807. Re: what is the characteristics off the pictures in TWORD

Newsgroup: comp.sys.atari.st
Date: 2004-03-02 10:08:48 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1078255976-381791AEicMi@gmx.net>
Source record: 20099

From: otoumelin <otoumelin@free.fr>
Date: Fri, 27 Feb 2004 20:22:34 GMT

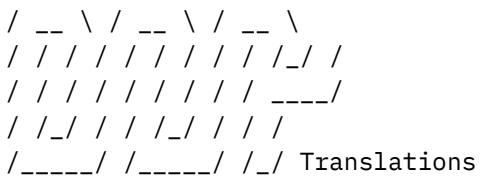
Hi Olivier,

>Hello i want to put some pictures in paper in TWORD but i have to
>old APP'S PAPILLON2.1 and VISION2.5 and theres no really recognise
>thi's *.gif
>PAPILLON said there is no gif89a in the pictures and
>VISION said is a variant no andle off the characteristics off the
>pictures who's now if some APP's do this and who's can send somes
>links

I recommend PixArt 4.52. It's freeware now but it comes with all the
necessary bells and whistles. The English translation and docs can be
downloaded from the DDP website (see signature).

Note that you can also load standard TIFF and IMG's in Tempus Word.

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

1808. Re: R: Contacting Sounpool

Newsgroup: comp.sys.atari.st
Date: 2004-03-02 10:09:12 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1078255970-380691AEicMi@gmx.net>
Source record: 20098
Body handling: HTML body converted to readable text

From: "Paolo"
Date: Sat, 28 Feb 2004 19:39:27 GMT

>By the way, it grows in me the desire of phone calling the guys at
>SoundPool, and I am incredibly disappointed for haven't bought
>CDrecorder when they answered my first mail.
>I'll make one last e-mail attempt and then I'll pick up the phone.

Save yourself the phone cost (which will be wasted anyway) and get in
touch with the official English SoundPool distributor, Atari Workshop.
http://www.atari-workshop.co.uk

Cheers from Belgium
Dennis
--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/ / / / / / / / / ____/
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/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

1809. Re: Motorola launches new Coldfires!!

Newsgroup: comp.sys.atari.st
Date: 2004-03-02 10:26:01 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <40446127$0$28116$636a15ce@news.free.fr>
Source record: 20195

The USB is a device usb not a HOST !!

It is impossible to connect USB devices on a such chip !
It is to receive a connection from a HOST as DEVICE !
No interest for a mb !

"Matthias Alles" <alles@rhrk.uni-kl.de> a ï¿½crit dans le message de news:
c21aog$qo4$1@news.uni-kl.de...
> This mail was in the Coldfire-Mailinglist some hours ago:
>
> ColdFire Users,
>
> I am pleased to announce two new processor families to the ColdFire
> community. Details on each device can be found at the following link.
>
>
http://e-www.motorola.com/files/abstract/overview/MCF547XMCF548X.htm?tid=TSP
GAD200402ED1
>
> The MCF547x and MCF548x families of ColdFire microprocessors are the
> highest performing and most integrated ColdFire standard products to
> date, enabling simultaneous control, connectivity and security. The
> first to feature the new V4e ColdFire core, these devices meet the
> demands of the expanding embedded network-connected control market by
> offering high performance and multiple connectivity peripherals to help
> enable cost-effective system solutions.
>
> Product Features:
>
> V4e ColdFire core with performance up to 410 Dhrystone 2.1 MIPS @ 266
> MHz (MCF547x) and 308 Dhrystone 2.1 MIPS @ 200 MHz (MCF548x)
> * MMU, FPU and EMAC
> * 32 KB I-Cache, 32 KB D-Cache
>
> High level of integration
> * Up to two 10/100 Ethernet controllers
> * Optional USB 2.0 high-speed device with integrated PHY
> * 32-bit v2.2 PCI interface 33/66 MHz, five external masters
> * 32 KB on-chip SRAM
> * 16-channel DMA controller
> * Four 32-bit timers, two 32-bit slice timers, one watchdog timer
> * Four programmable serial controllers: UART, USART, IrDA and modem
> capability
> * Two CAN 2.0B (MCF548x)
> * Optional hardware-accelerated encryption: DES, 3DES, RC4, AES, MD5,

> SHA-1, RNG
> * 32-bit 133 MHz DDR/SDR-SDRAM controller
> * 1.5V core, 2.5V DDR, 3.3V I/O
>
> Regards,
> Michael
> ---
> To Subscribe send a message to: ColdFire-On@Lists.Wildrice.com
> To Unsubscribe send a message to: ColdFire-Off@Lists.Wildrice.com
> For further information, visit: <http://www.WildRice.com/ColdFire/>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.580 / Virus Database: 367 - Release Date: 06/02/2004

1810. Gemdos error...

Newsgroup: comp.sys.atari.st
Date: 2004-03-02 10:44:02 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1078228764-379057AEicMi@xs4all.nl>
Source record: 20096

Can anyone help me with the following problem: when
i go to a menu in certain programs, for instance
'saving as RTF file' in Papyrus i get the message
'GEMDOS ERROR SYSTEM FAILED' and my TT freezes. Has
this got to do with MagiC or has it another cause.

I hope that someone can help me because it stops
the workflow...

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

1811. Re: Motorola launches new Coldfires!!

Newsgroup: comp.sys.atari.st
Date: 2004-03-02 16:49:45 UTC
From: Matthias Alles <alles@rhrk.uni-kl.de>
Message-ID: <c22dv9$r5d$1@news.uni-kl.de>
Source record: 20097

Rodolphe Czuba wrote:
> The USB is a device usb not a HOST !!

Anyway this processor is great! Power consumption is less than 1.5W!!!!
No cooling needed!! Nice(!!) Add-ons(PCI, Ethernet,
DDR-SDRAM-Controller...), great performance compared to the old 060!! So
who cares about the USB...??

1812. Re: 060 machine?

Newsgroup: comp.sys.atari.st
Date: 2004-03-02 20:25:53 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.03.02.20.25.53.481673@nossspamXXatari-source.com>
Source record: 20101

On Tue, 02 Mar 2004 10:41:51 +0100, Standa Opichal wrote:

> Hi!
>
> Mark D wrote:
>> On Mon, 01 Mar 2004 09:48:18 +0100, Standa Opichal wrote:
>>
>>>BTW: Someone cracked Crusoe... ;)
>>
>> This will likely be huge :)
>
> I meant Transmeta's Crusoe processor was reverse engineered by someone..
> Time to create m68k morphing code for that? :)))
>
> STan

And that's what I meant by this will likely be huge. We could easily port
emutos to a crusoe machine emulating a 68060 @ 1GHz :)

Mark
http://portal.atari-source.com

1813. Re: Motorola launches new Coldfires!!

Newsgroup: comp.sys.atari.st
Date: 2004-03-02 20:38:16 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <4044f0b8$0$28456$636a15ce@news.free.fr>
Source record: 20102

Yes the features are nice but it is a motorola part !
If it is difficult to order like a 68060....eh eh

The other problem is the avaibility !
It is 3 years now that people speak about 5407e and it is not available !
Only the 5407 was but the e version , eh eh !
In fact the only e version I know is the core you can buy ...but the chip ,
hum...

So, maybe this time a 54e core will really be available as chip and not
simply as a part of silicium IP !

"Matthias Alles" <alles@rhrk.uni-kl.de> a ï¿½crit dans le message de news:
c22dv9$r5d$1@news.uni-kl.de...
> Rodolphe Czuba wrote:
> > The USB is a device usb not a HOST !!
>
> Anyway this processor is great! Power consumption is less than 1.5W!!!!
> No cooling needed!! Nice(!!) Add-ons(PCI, Ethernet,
> DDR-SDRAM-Controller...), great performance compared to the old 060!! So
> who cares about the USB...??

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.580 / Virus Database: 367 - Release Date: 06/02/2004

1814. Re: Gemdos error...

Newsgroup: comp.sys.atari.st
Date: 2004-03-02 20:39:38 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <4044f378b688a0@pandora.be>
Source record: 20103

on Tue 02-03-2004 12:44 Raoul Teulings wrote:

>Can anyone help me with the following problem: when
>i go to a menu in certain programs, for instance
>'saving as RTF file' in Papyrus i get the message
>'GEMDOS ERROR SYSTEM FAILED' and my TT freezes. Has
>this got to do with MagiC or has it another cause.

Which version of Papyrus?
With Papyrus 8.2 under N_AES/freeMiNT I don't have any problem.

Papyrus 10 demo seems to have problems to save in rtf. I tried to save the liesmich.pap in rtf. I got an out of memory message and this on a 256 MB machine??? Maybe a demo restriction? I don't know.

Have you tried it under plain TOS?

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1815. Re: 060 machine?

Newsgroup: comp.sys.atari.st
Date: 2004-03-02 20:57:44 UTC
From: sf0218@aol.com
Message-ID: <20040302155744.20365.00000764@mb-m04.aol.com>
Source record: 20104

Uh.....I don't get :|
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1816. Re: 060 machine?

Newsgroup: comp.sys.atari.st
Date: 2004-03-02 21:31:18 UTC
From: Standa Opichal <opichals@seznam.cz>
Message-ID: <c22uf9bkt1@server4.gts.cz>
Source record: 20106

Hi!

Mark D wrote:

>>>>BTW: Someone cracked Crusoe... ;)
>>>
>>>This will likely be huge :)
>>
>>I meant Transmeta's Crusoe processor was reverse engineered by someone..
>>Time to create m68k morphing code for that? :)))
>
> And that's what I meant by this will likely be huge. We could easily port
> emutos to a crusoe machine emulating a 68060 @ 1GHz :)

I was just kidding. I contacted Transmeta once at the very beginning and
they had no interest in other than AI-32 core emulation. Anyway they are
beyond their best times IMHO and so I think it would be waste of time
investing into this. And as there are quite a few notes from Linus who
worked there that they would not publish details about the microcode it
is therefore unusable.

STan

1817. Re: what is the characteristics off the pictures in TWORD

Newsgroup: comp.sys.atari.st
Date: 2004-03-02 22:12:02 UTC
From: otoumelin <otoumelin@free.fr>
Message-ID: <WS3.78dedd7a.33020ac0.otoumelin@free.fr>
Source record: 20105

Dans le message <1078255976-381791AEicMi@gmx.net>
Dennis Vermeire a ï¿½crit:
>From: otoumelin <otoumelin@free.fr>
>Date: Fri, 27 Feb 2004 20:22:34 GMT

>Hi Olivier,

>>Hello i want to put some pictures in paper in TWORD but i have to
>>old APP'S PAPILLON2.1 and VISION2.5 and theres no really recognise
>>thi's *.gif
>>PAPILLON said there is no gif89a in the pictures and
>>VISION said is a variant no andle off the characteristics off the
>>pictures who's now if some APP's do this and who's can send somes
>>links

>I recommend PixArt 4.52. It's freeware now but it comes with all the
>necessary bells and whistles. The English translation and docs can be
>downloaded from the DDP website (see signature).

>Note that you can also load standard TIFF and IMG's in Tempus Word.

>Cheers from Belgium
>Dennis
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> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.compulink.co.uk
> http://ddp.atari.org
HI,i download ip yhis day and test it.
Thanks to you
Toumelin olivier

1818. Desktop Pics

Newsgroup: comp.sys.atari.st
Date: 2004-03-03 00:11:31 UTC
From: sf0218@aol.com
Message-ID: <20040302191131.01989.00000693@mb-m22.aol.com>
Source record: 20107

Hi Everybody!!

Anyhow folks, how does one add a pic to the desktop, if one is not using a full blown desktop (Jinee, Thing, etc.)?

I'd really like to add something to the desktop...it's getting a little boring.

Thanks,
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1819. Re: R: R: Contacting Sounpool

Newsgroup: comp.sys.atari.st
Date: 2004-03-03 00:17:48 UTC
From: sasa.andrijasevic@REMOVEzg.tel.hr
Message-ID: <c23878nfr1@bagan.srce.hr>
Source record: 20108

I tried 3 years ago and they were out of business then...:(
Nobody was answering the emails or the phone...You can try for yourself...
Hope something changed...

On 1 Mar 2004 15:39:02 G, "Paolo" wrote:
>You are only afraid or do you know something I don't know?
>Come on, please, tell me more.
>
>Sasa Andrijasevic <sasa.andrijasevic@REMOVEzg.tel.hr> wrote in message
>c1r8sh$9l5$1@bagan.srce.hr...
>> i'm affraid nobody will answer the phone :)
>>
>> On 28 Feb 2004 19:39:27 , "Paolo" wrote:
>> >Nice discussion, guys.
>> >
>> >By the way, it grows in me the desire of phone calling the guys at
>> >SoundPool, and I am incredibly disappointed for haven't bought CDrecorder
>> >when they answered my first mail.
>> >I'll make one last e-mail attempt and then I'll pick up the phone.
>> >
>> >Bye!
>> >
>> >
>> >.
>
>
>.

1820. Re: Can we still buy old games?

Newsgroup: comp.sys.atari.st
Date: 2004-03-03 11:26:24 UTC
From: Sklenge <sklenge@yahoo.co.uk>
Message-ID: <BC6B7160.140C%sklenge@yahoo.co.uk>
Source record: 20109

ï¿½during some pointless rambling 4041848a852463@comcast.net, Edward S. Baiz Jr. at edbaizjr@comcast.net on 29/02/2004 12:21 pm alleged, without prejudice:

>> Hi all,
>>
>> after more than 12 years in a box, I decided to give a second life to my old
>> Atari 1040 ST...when I discovered that half of my disks haven't survived the
>> "time travel". So I'm looking to buy (again) some original games from that
>> time (+-1990). Would anyone have any idea where I could find some (I'm
>> located in Belgium, if that could be of any use)?
>>
>> Thank you very much for your help.
>>
>> St'ephane Smirnow
>
> Places like Best Electronics and B&C Computers should have some or
> all of the programs you are looking for.

I thought you could download ST games off the net for free nowadays.

1821. Re: Desktop Pics

Newsgroup: comp.sys.atari.st
Date: 2004-03-03 11:42:15 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <BC6B8327.C1C4%zorro270@yahoo.fr>
Source record: 20110

SF0218 a ï¿½crit le 3/03/04 1:11:

Hi,

> Anyhow folks, how does one add a pic to the desktop, if one is not using a
> full
> blown desktop (Jinee, Thing, etc.)?

You can add a pick to the desktop in single tos mode without using
Jinnee/thing with picdesk.

It's a multi propose utility(resolution expander/ VDI/ fileselector/ ...)
wrote by Didier, you can find it on anyplayer web page.

Regards
Zorro

1822. Re: Desktop Pics

Newsgroup: comp.sys.atari.st
Date: 2004-03-03 13:19:34 UTC
From: sf0218@aol.com
Message-ID: <20040303081934.20278.00000756@mb-m27.aol.com>
Source record: 20111

Hey Zorro,

.>You can add a pick to the desktop in single tos mode

Perhaps I should clarify. How to add a desktop pic (wallpaper) if I'm running
Magic.

Thanks
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1823. HELP ! Need Omnibank for Korg M1

Newsgroup: comp.sys.atari.st
Date: 2004-03-03 15:22:58 UTC
From: frankje@quipo.it
Message-ID: <659a068.0403030722.55d85454@posting.google.com>
Source record: 20112

Hello everybody. Somebody have a copy of omnibank for ATARI for Korg M1? I have two copies but both are scratched, DAMN! I had the internal battery of M1 low and i lose all the sounds. Thanks!

1824. R: R: Contacting Sounpool

Newsgroup: comp.sys.atari.st
Date: 2004-03-03 19:23:32 UTC
From: Paolo <p@engineer.com>
Message-ID: <Ugq1c.46108$Kc3.1429271@twister2.libero.it>
Source record: 20113

Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message
1078255970-380691AEicMi@gmx.net...
> Save yourself the phone cost (which will be wasted anyway) and get in
> touch with the official English SoundPool distributor, Atari Workshop.
> http://www.atari-workshop.co.uk
>
> Cheers from Belgium
> Dennis

Hi, Dennis.
I already visited Atari Workshop a few days ago, and I didn't see the
DCWriter program in the SoundPool section!

About SoundPool itself, I emailed them a few months ago, and I received
replies to that email...

Ciao!

1825. Re: Alternative Hardware

Newsgroup: comp.sys.atari.st
Date: 2004-03-03 20:32:00 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0403031232.43c9dda2@posting.google.com>
Source record: 20114

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:<403f0a9f$0$24946$626a14ce@news.free.fr>...
> TO be sure that the problem is on SDRAM (DIMM or SDR chip !) you should boot
> without SDRAM !
> It is possible with a key sequence !

I tried that (the key sequence is both shift keys) and ended up with a
system that still wasn't entirely stable.

I also tried turning off TOS in RAM via the CPX. That did no good.

I am getting decent (but not great) stability by holding down
<Ctrl-LShift> at bootup. Besides keeping TOS out of RAM, this also
does something with the MMU. Is it possible my 68060 is not in fact a
68060 full or is somehow defective? I did pay you for the full
version.

Galen

1826. Re: Can we still buy old games?

Newsgroup: comp.sys.atari.st
Date: 2004-03-03 21:18:06 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0403031318.2106dd5c@posting.google.com>
Source record: 20115

Sklenge <sklenge@yahoo.co.uk> wrote in message news:<BC6B7160.140C%sklenge@yahoo.co.uk>...

>
> I thought you could download ST games off the net for free nowadays.

Not legally -- copyright lasts a very long time. However, the odds of being prosecuted aren't particularly high, and in many cases it is practically impossible to find a certain piece of software on the open market.

That said, there are plenty of freely released games to enjoy, and as a matter of principle I do not possess any pirated software.

Galen

1827. Re: atari ST diskettes on PC

Newsgroup: comp.sys.atari.st
Date: 2004-03-03 23:16:21 UTC
From: Steve Marshall <sdm@atmosBlockA.plus.com>
Message-ID: <mKt1c.17216$Y%6.1562245@wards.force9.net>
Source record: 20116
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,ctdl.sys.atari.st,fr.comp.sys.atari,maus.computer.atari.falcon

"Philippe Cousson" <philippe.cousson1@libertysurf.fr> wrote

> No, what I mean is how to get files, mainly texts, from diskettes first
used
> on an Atari ST, for use on a Windows PC.
>

It helps if you have the same program on both machines so that it will
recognise the formatting. not many people have PC versions of Atari word
processors though.

Format a disk to IBM standard then save the file as doc or txt etc and see
which are useable on the PC. It depends what PC programs you have as to
which will work best. The chances are you may have to reformat the document
which may mean going through every line.

Steve M

1828. Re: atari ST diskettes on PC

Newsgroup: comp.sys.atari.st
Date: 2004-03-04 03:03:22 UTC
From: Charles Richmond <richchas@comcast.net>
Message-ID: <4046B739.C27A47E6@comcast.net>
Source record: 20117
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,ctdl.sys.atari.st,fr.comp.sys.atari,maus.computer.atari.falcon

```
Steve Marshall wrote:
>
> "Philippe Cousson" <philippe.cousson1@libertysurf.fr> wrote
>
> > No, what I mean is how to get files, mainly texts, from diskettes first
> used
> > on an Atari ST, for use on a Windows PC.
> >
>
> It helps if you have the same program on both machines so that it will
> recognise the formatting. not many people have PC versions of Atari word
> processors though.
>
> Format a disk to IBM standard then save the file as doc or txt etc and see
> which are useable on the PC. It depends what PC programs you have as to
> which will work best. The chances are you may have to reformat the document
> which may mean going through every line.
>
There was a word processor for Atari that would load the
most common Atari word processor files, and let you save
them as .rtf (rich text format) files. These can be read
in by word, and maintain the formatting.

--
+-----------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+-----------------------------------------------------------------+
```

1829. FS: Falcon, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-04 11:03:56 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <QDXsYdB$xwRAFwQ$@btinternet.com>
Source record: 20118

eBay is totally screwed up and isn't letting me list anything /despite/
having an actual credit balance with them! Just get stuck in a loop.

So - I'll take ï¿½200 plus shipping (around ï¿½12 in the UK) for my Falcon.
To refresh, it's a mint, boxed 4Mb 0HD with a 330Mb SCSI disc provided
for rehousing, a fitted 68882/33, all in excellent condition with
manuals, mouse. No yellowing, no wear, original Extras and Language
disks, backups of the other system disks and some LAPD disks.

Can take PayPal (no charges, the 3.5% fee covers my time having to deal
with the bank IMO), cheques or cash, will ship worldwide but I am
positive that the PSU is 220-240v only, I can see nothing to suggest
otherwise - if you buy it in the US and plug it in without a suitable
voltage convertor and it fails to work or blows up, don't blame me ;)

I also have a Commodore PET 2001-32N which I was going to list.
Excellent condition and fully operational, unlike most I've seen listed
lately. ï¿½150, will deliver to SE Scotland/NE/NW (Carlisle) England due
to weight. Shipping will be horrid.

Richard
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

1830. Re: Gemdos error...

Newsgroup: comp.sys.atari.st
Date: 2004-03-04 11:06:38 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC6CB600.EEC4%derryck@nospam.cix.co.uk.invalid>
Source record: 20119

In article 1078228764-379057AEicMi@xs4all.nl, Raoul Teulings at rt@xs4all.nl wrote on 2/3/04 10:44:

> Can anyone help me with the following problem: when
> i go to a menu in certain programs, for instance

ISTR that the blitter can cause this sort of problem? Is there a blitter on the TT?

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

1831. ADV: Atari Birthday Bash & Gifts!

Newsgroup: comp.sys.atari.st
Date: 2004-03-04 12:30:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0403040419310.14519-100000@onyx.spiritone.com>
Source record: 20120
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

My Birthday is in March! So this March I'm having a Birthday Bash and the Gifts are yours! Make an Atari Order and get a gift! Gift with each order! Gifts are negotiable! And this March, the magic number is 25! Thats Right! Your getting a Gift on my Birthday Plus a 25% off the top Discount on Your Atari Order! Thats right! Get my Gift Plus a Discount Bonus! First Come, First Serve while Supplies Last! See my Link specials.htm below 4 Details!

http://www.aracnet.com/~atari/specials.htm Details for Birthday Bash!

I love nothing more than someone elses Orphaned Atari Games & Computers! If you have unwanted Atari stuff! I'd be glad to Adopt! Think of it as a Birthday Gift! I'll give them a good home! E-Mail: Atari@aracnet.com

http://BensCatalogs.Atari.org or Call Ben AnyTime at (503)256-9974!
http://www.aracnet.com/~atari/maillist.htm Add to my E-Mailing list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1832. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-03-04 12:35:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0403040431060.14519-100000@onyx.spiritone.com>
Source record: 20122
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1833. ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-03-04 12:39:22 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0403040435560.14519-100000@onyx.spiritone.com>
Source record: 20121
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1834. Re: Desktop Pics

Newsgroup: comp.sys.atari.st
Date: 2004-03-04 17:34:47 UTC
From: sasa.andrijasevic@REMOVEzg.tel.hr
Message-ID: <c27pbk$96r$1@bagan.srce.hr>
Source record: 20123

there are many programs like deslpic picdesk etc...try at aniplay.atari.org...

On 3 Mar 2004 00:11:31 G, SF0218 wrote:
>Hi Everybody!!
>
>Anyhow folks, how does one add a pic to the desktop, if one is not using a full
>blown desktop (Jinee, Thing, etc.)?
>
>I'd really like to add something to the desktop...it's getting a little boring.
>
>Thanks,
>Sam F.
>Virginia U.S.A.
>Seattle Seahawks Nut
>Atari Computer Nut
>C-Lab Falcon, 14mbram,540mb hdd.,
>& Historical Miniatures Wargaming Nut
>.

1835. Re: atari ST diskettes on PC

Newsgroup: comp.sys.atari.st
Date: 2004-03-04 21:42:41 UTC
From: Steve Marshall <sdm@atmosBlockA.plus.com>
Message-ID: <4oN1c.15492$h44.1662308@stones.force9.net>
Source record: 20124
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,ctdl.sys.atari.st,fr.comp.sys.atari,maus.computer.atari.falcon

"Charles Richmond" <richchas@comcast.net> wrote

> >
> There was a word processor for Atari that would load the
> most common Atari word processor files, and let you save
> them as .rtf (rich text format) files. These can be read
> in by word, and maintain the formatting.
>

Any clues as to which it was or what it's name is ?

Steve M

1836. PicDesk

Newsgroup: comp.sys.atari.st
Date: 2004-03-04 23:16:14 UTC
From: sf0218@aol.com
Message-ID: <20040304181614.09401.00000775@mb-m12.aol.com>
Source record: 20125

Can anyone please explain where to install this program? The doc is in French, and the translation of it from a translation site wasn't to good either.

I haven't got Jinee yet, so I just want to put a pic on Majic's desktop, it's getting rather boring.

Thanks to
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1837. Re: PicDesk

Newsgroup: comp.sys.atari.st
Date: 2004-03-05 06:20:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200403050720.a47088@wun.maus.de>
Source record: 20131

Hallo Sam!

S>I haven't got Jinee yet, so I just want to put a pic on Majic's
S>desktop, it's getting rather boring.

So you're presumably using Magxdesk. That one is able to set a background image on it's own. In my german version, that option may be found under Optionen/Einestellungen, Kategorie: Desktop, Kachel [filename.img]

As for graphics formats: The colour depth of the image should be equal or less than the colour depth available for screen display, and it's colour table should match the system colour table in bitplane resolutions.

Pictures from other origins have got to be converted to .IMG and the appropriate colour depth and colour table first.

With best regards
Ekkehard

1838. Re: PicDesk

Newsgroup: comp.sys.atari.st
Date: 2004-03-05 06:21:55 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.03.05.06.21.54.201445@nossspamXXatari-source.com>
Source record: 20126

On Thu, 04 Mar 2004 23:16:14 +0000, SF0218 wrote:

> Can anyone please explain where to install this program? The doc is in French,
> and the translation of it from a translation site wasn't to good either.
>
> I haven't got Jinee yet, so I just want to put a pic on Majic's desktop, it's
> getting rather boring.
>

It's not too tough. Check out MagiC's documentation. Under preferences
or settings depending on how your magic is translated you will see a
"desktop" dropdown (there are several different windows available).
Select desktop and there is a thing for image. Double click it and a file
selector will come up. Go to C:\gemsys\gemdesk\pat\256\ and select any
one of these images and hit okay. Whala, desktop changed.

try it out. You should be able to find where it's at. If you're not
running in 256 cols, you have to use the lesser color ones in the "16"
folder.

Thanks,
Mark
http://portal.atari-source.com

1839. Re: PicDesk

Newsgroup: comp.sys.atari.st
Date: 2004-03-05 13:00:36 UTC
From: sf0218@aol.com
Message-ID: <20040305080036.24877.00000878@mb-m26.aol.com>
Source record: 20127

So you're telling me Magic is capable of this and I don't need picdesk? Color me dumbfounded!! :|

Thanks
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1840. Re: PicDesk

Newsgroup: comp.sys.atari.st
Date: 2004-03-05 16:47:31 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.03.05.16.47.31.790045@nossspamXXatari-source.com>
Source record: 20128

On Fri, 05 Mar 2004 13:00:36 +0000, SF0218 wrote:

> So you're telling me Magic is capable of this and I don't need picdesk? Color
> me dumbfounded!! :|
>

Yep. I actually like Magxdesk a lot. Back in the day before I had a
powerhouse falcon, I wish I was able to run Magxdesk elsewhere that magic.
It's really fast, and has the right features.

Mark

1841. Re: PicDesk

Newsgroup: comp.sys.atari.st
Date: 2004-03-05 17:11:01 UTC
From: sf0218@aol.com
Message-ID: <20040305121101.20271.00000862@mb-m04.aol.com>
Source record: 20129

So you prefer Magxdesk over say, Jinee?

Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1842. Re: PicDesk

Newsgroup: comp.sys.atari.st
Date: 2004-03-05 18:17:08 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.03.05.18.17.08.274182@removenoaspam.atari-source.com>
Source record: 20130

On Fri, 05 Mar 2004 17:11:01 +0000, SF0218 wrote:

> So you prefer Magxdesk over say, Jinee?
>
>

On a stock falcon, absolutely. Jinnee's feature set belongs on an
faster machine. Nothing slower than a TT030.

Thanks,
Mark

1843. Re: Alternative Hardware

Newsgroup: comp.sys.atari.st
Date: 2004-03-05 19:49:35 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <4048d9c9$0$295$626a14ce@news.free.fr>
Source record: 20132

> I am getting decent (but not great) stability by holding down
> <Ctrl-LShift> at bootup. Besides keeping TOS out of RAM, this also
> does something with the MMU. Is it possible my 68060 is not in fact a
> 68060 full or is somehow defective? I did pay you for the full
> version.

It is simply possible that the 060 is defectuous...

But the connection on the mb is surely the problem with your stability....

It is connected without solders ?
If yes, there is somethings to check :
- R216, R221 & R222 must be 33 ohms
- is there something added on U63 GAL ? I mean a 74F04/08 chip.

Regards

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.580 / Virus Database: 367 - Release Date: 06/02/2004

1844. TT030 system disks images

Newsgroup: comp.sys.atari.st
Date: 2004-03-05 20:56:40 UTC
From: ttthirsty <guigz2000@hotmail.com>
Message-ID: <4048e988$0$304$626a14ce@news.free.fr>
Source record: 20133

Hello,

I have a tt030 but I don't have the system disks
Can anybody tell me where I can get .msa or .st images of them(french or english) so I'm able to reformat,repartition and reinstall the gem on my harddrive?

Thanx

1845. Re: Can we still buy old games?

Newsgroup: comp.sys.atari.st
Date: 2004-03-05 22:34:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4048abca16fd03@comcast.net>
Source record: 20134

>`eduring some pointless rambling 4041848a852463@comcast.net, Edward S. Baiz
>Jr. at edbaizjr@comcast.net on 29/02/2004 12:21 pm alleged, without
>prejudice:
>
>>> Hi all,
>>>
>>> after more than 12 years in a box, I decided to give a second life to my old
>>> Atari 1040 ST...when I discovered that half of my disks haven't survived the
>>> "time travel". So I'm looking to buy (again) some original games from that
>>> time (+-1990). Would anyone have any idea where I could find some (I'm
>>> located in Belgium, if that could be of any use)?
>>>
>>> Thank you very much for your help.
>>>
>>> St'ephane Smirnow
>>
>> Places like Best Electronics and B&C Computers should have some or
>> all of the programs you are looking for.
>
>
>I thought you could download ST games off the net for free nowadays.

You still can. The are tons of games that can be downloaded for
the ST, but there are some that I would rather buy since you get
the actual paper docs and such.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1846. Re: Desktop Pics

Newsgroup: comp.sys.atari.st
Date: 2004-03-05 22:34:55 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4048abca16fd04@comcast.net>
Source record: 20136

>Hi Everybody!!
>
>Anyhow folks, how does one add a pic to the desktop, if one is not using a full
>blown desktop (Jinee, Thing, etc.)?
>
>I'd really like to add something to the desktop...it's getting a little boring.
>
>Thanks,
>Sam F.
>Virginia U.S.A.
>Seattle Seahawks Nut
>Atari Computer Nut

There are programs that can be loaded on boot-up that will put a
picture on the desktop. I would just get something like Thing or
Jinnee. Such programs do the best job.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1847. Re: Gemdos error...

Newsgroup: comp.sys.atari.st
Date: 2004-03-05 22:34:56 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4048abca16fd05@comcast.net>
Source record: 20135

>Can anyone help me with the following problem: when
>i go to a menu in certain programs, for instance
>'saving as RTF file' in Papyrus i get the message
>'GEMDOS ERROR SYSTEM FAILED' and my TT freezes. Has
>this got to do with MagiC or has it another cause.
>
>I hope that someone can help me because it stops
>the workflow...
>
>Raoul Teulings

Hello Raoul,

What version of Papyrus do you have? I have version 10 and just saved a RTF file with no problems. I used to get bombs when I used version 8. I fixed that by turning off the caches before I booted up the program and then turned them on after it loaded up. This was done on my Hades under Magic.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1848. Re: PDF program.

Newsgroup: comp.sys.atari.st
Date: 2004-03-05 22:34:56 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4048abca16fd06@comcast.net>
Source record: 20137

>Hi Ed,
>
>Could you tell me which version you have?
>
>Raoul Teulings

I have version 3.24....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1849. Re: PicDesk

Newsgroup: comp.sys.atari.st
Date: 2004-03-05 22:54:33 UTC
From: sf0218@aol.com
Message-ID: <20040305175433.16105.00000890@mb-m11.aol.com>
Source record: 20138

Hello Ekkehard,

>Pictures from other origins have got to be converted to .IMG and the
>appropriate colour depth and colour table first.

What do I use to accomplish that, PixArt?
Will that work?

Thanks
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1850. Re: PicDesk

Newsgroup: comp.sys.atari.st
Date: 2004-03-05 22:57:26 UTC
From: sf0218@aol.com
Message-ID: <20040305175726.16105.00000891@mb-m11.aol.com>
Source record: 20139

Hey Mark,

Thanks a bunch. I'm only doing this until I get the Magic6 upg and I get Jinee 2.5. Don't know when that will be cause I plan on buying a used AB040 with 32 megs ram. Of course, then I'll have to recase my Falcon but, oh well. I'm waiting on a full tower AT case .

Take care and thanks,
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1851. Re: TT030 system disks images

Newsgroup: comp.sys.atari.st
Date: 2004-03-05 23:11:16 UTC
From: "Dave T." <417ci-ohc-v8@Perth.com.au>
Message-ID: <40490910$0$22506$5a62ac22@freenews.iinet.net.au>
Source record: 20140

the o/s is in rom, the system disks are basicly hard drive formatting and partitioning tools and a uk language disk.

Thats what i have for my TT, they are Ibm format HD disks anyway, if your interested ill zip them and send them to you, then you can extract them on a PC. Im assuming you have a HD floppy drive . . . . .

"ttthirsty" <guigz2000@hotmail.com> wrote in message news:4048e988$0$304$626a14ce@news.free.fr...
> Hello,
>
> I have a tt030 but I don't have the system disks
> Can anybody tell me where I can get .msa or .st images of them(french or
> english) so I'm able to reformat,repartition and reinstall the gem on my
> harddrive?
>
> Thanx
>
>

1852. Re: Falcon Speed

Newsgroup: comp.sys.atari.st
Date: 2004-03-05 23:26:33 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <40490ba5$0$41074$c30e37c6@lon-reader.news.telstra.net>
Source record: 20141

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0402251804.1b991288@posting.google.com...
> Mark Bedingfield <mark@nomorespamplease.computercom.com.au> wrote in
message news:<gKR_b.74982$Wa.3729@news-server.bigpond.net.au>...
> > Hi guys, I just picked up a Falcon speed 286 card and was wondering if
> > anybody had a copy of the install disk floating around? I know it is
> > ancient but what the hell, its worth playing with. Just like the idea of
> > a dos prompt on my desktop. Also I seem to recall it was possible to get
> > win 3.11 to work in 256 colour mode in a later version of the
> > software, is this correct?
> >
> I don't have the details of Falcon speed I fear, but I've discovered
> that SoftPC is compatible with the CT60. 66Mhz 286 anyone?
>

Try the original Wolfenstein on that setup and watch the screen redraw frame
by frame. Runs perfectly well on a real 286 though.

1853. Re: Falcon Speed

Newsgroup: comp.sys.atari.st
Date: 2004-03-05 23:56:58 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <404912e3$0$3958$afc38c87@news.optusnet.com.au>
Source record: 20142

"Clockmeister" <no-one@nowhere.com> wrote in message
news:40490ba5$0$41074$c30e37c6@lon-reader.news.telstra.net...
>
> "Galen" <ekaljuma@mtsac.edu> wrote in message
> news:926a9946.0402251804.1b991288@posting.google.com...
> > Mark Bedingfield <mark@nomorespamplease.computercom.com.au> wrote in
> message news:<gKR_b.74982$Wa.3729@news-server.bigpond.net.au>...
> > > Hi guys, I just picked up a Falcon speed 286 card and was wondering if
> > > anybody had a copy of the install disk floating around? I know it is
> > > ancient but what the hell, its worth playing with. Just like the idea
of
> > > a dos prompt on my desktop. Also I seem to recall it was possible to
get
> > > win 3.11 to work in 256 colour mode in a later version of the
> > > software, is this correct?
> > >
> > I don't have the details of Falcon speed I fear, but I've discovered
> > that SoftPC is compatible with the CT60. 66Mhz 286 anyone?
> >
>
> Try the original Wolfenstein on that setup and watch the screen redraw
frame
> by frame. Runs perfectly well on a real 286 though.

If I could get the software, I would love to. Considering I have 4 Athlons,
I don't think games playing would be high on my priority list, tho. Besides,
the Jag version is pretty good at Wolf3D anyway:-).

Mark

1854. Re: TT030 system disks images

Newsgroup: comp.sys.atari.st
Date: 2004-03-06 00:33:29 UTC
From: ttthirsty <guigz2000@hotmail.com>
Message-ID: <40491c5c$0$302$626a14ce@news.free.fr>
Source record: 20143

I do have a floppy drive.

Thanks a lot if you can send me thoses zips.

"Dave T." <417ci-ohc-v8@Perth.com.au> a crit dans le message de
news:40490910$0$22506$5a62ac22@freenews.iinet.net.au...
> the o/s is in rom, the system disks are basicly hard drive formatting and
> partitioning tools and a uk language disk.
>
> Thats what i have for my TT, they are Ibm format HD disks anyway, if your
> interested ill zip them and send them to you, then you can extract them on
a
> PC. Im assuming you have a HD floppy drive . . . . .
>
> "ttthirsty" <guigz2000@hotmail.com> wrote in message
> news:4048e988$0$304$626a14ce@news.free.fr...
> > Hello,
> >
> > I have a tt030 but I don't have the system disks
> > Can anybody tell me where I can get .msa or .st images of them(french or
> > english) so I'm able to reformat,repartition and reinstall the gem on my
> > harddrive?
> >
> > Thanx
> >
> >
>
>

1855. Re: PicDesk

Newsgroup: comp.sys.atari.st
Date: 2004-03-06 08:50:55 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC6F416F.F059%derryck@nospam.cix.co.uk.invalid>
Source record: 20144

In article 20040305080036.24877.00000878@mb-m26.aol.com, SF0218 at sf0218@aol.com wrote on 5/3/04 13:00:

> So you're telling me Magic is capable of this and I don't need picdesk? Color
> me dumbfounded!! :|

I hate to say this, but...

It's always best to either RTFM or to take a look through all the menu options for whatever program to look for such settings, especially when there's a menu set aside for such things in full view...

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

1856. Re: TT030 system disks images

Newsgroup: comp.sys.atari.st
Date: 2004-03-06 12:52:43 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <c2chis$1r0na3$1@ID-40235.news.uni-berlin.de>
Source record: 20145

"ttthirsty" <guigz2000@hotmail.com> wrote in message
news:4048e988$0$304$626a14ce@news.free.fr...
> Hello,
>
> I have a tt030 but I don't have the system disks
> Can anybody tell me where I can get .msa or .st images of them(french or
> english) so I'm able to reformat,repartition and reinstall the gem on my
> harddrive?
>

As some one else says GEM is in ROM so you only need the Hard Disk
utitilites. Try HDX504 from
http://www.umich.edu/~archive/atari/Diskutils/. However many folks recon its
worth paying for HDDRIVER
which you can get from http://www.seimet.de/atari_english.html

> Thanx
>
>

1857. Re: TT030 system disks images

Newsgroup: comp.sys.atari.st
Date: 2004-03-06 13:39:46 UTC
From: fhiggins@uwyo.edu
Message-ID: <4eba2e99.0403060539.9484076@posting.google.com>
Source record: 20046

Dave T.

Could you send a copy of those disks to me also? Thanks

Rick

"Dave T." <417ci-ohc-v8@Perth.com.au> wrote in message
news:<40490910$0$22506$5a62ac22@freenews.iinet.net.au>...
> the o/s is in rom, the system disks are basicly hard drive formatting and
> partitioning tools and a uk language disk.
>
> Thats what i have for my TT, they are Ibm format HD disks anyway, if your
> interested ill zip them and send them to you, then you can extract them on a
> PC. Im assuming you have a HD floppy drive . . . . .
>
> "ttthirsty" <guigz2000@hotmail.com> wrote in message
> news:4048e988$0$304$626a14ce@news.free.fr...
> > Hello,
> >
> > I have a tt030 but I don't have the system disks
> > Can anybody tell me where I can get .msa or .st images of them(french or
> > english) so I'm able to reformat,repartition and reinstall the gem on my
> > harddrive?
> >
> > Thanx
> >
> >

1858. Re: Falcon Speed

Newsgroup: comp.sys.atari.st
Date: 2004-03-06 15:05:25 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4049e7af$0$41084$c30e37c6@lon-reader.news.telstra.net>
Source record: 20047

```
"Mark Bedingfield" <atari030@nospampleaseoptusnet.com.au> wrote in message
news:404912e3$0$3958$afc38c87@news.optusnet.com.au...
>
> "Clockmeister" <no-one@nowhere.com> wrote in message
> news:40490ba5$0$41074$c30e37c6@lon-reader.news.telstra.net...
> >
> > "Galen" <ekaljuma@mtsac.edu> wrote in message
> > news:926a9946.0402251804.1b991288@posting.google.com...
> > > Mark Bedingfield <mark@nomorespamplease.computercom.com.au> wrote in
> > message news:<gKR_b.74982$Wa.3729@news-server.bigpond.net.au>...
> > > > Hi guys, I just picked up a Falcon speed 286 card and was wondering
if
> > > > anybody had a copy of the install disk floating around? I know it is
> > > > ancient but what the hell, its worth playing with. Just like the
idea
> of
> > > > a dos prompt on my desktop. Also I seem to recall it was possible to
> get
> > > > win 3.11 to work in 256 colour mode in a later version of the
> > > > software, is this correct?
> > > >
> > > I don't have the details of Falcon speed I fear, but I've discovered
> > > that SoftPC is compatible with the CT60. 66Mhz 286 anyone?
> > >
> >
> > Try the original Wolfenstein on that setup and watch the screen redraw
> frame
> > by frame. Runs perfectly well on a real 286 though.
>
> If I could get the software, I would love to. Considering I have 4
Athlons,
> I don't think games playing would be high on my priority list, tho.
Besides,
> the Jag version is pretty good at Wolf3D anyway:-).
>

Not so good at Quake though I should imagine ;-) Is there an Atari port of
Quake?
```

1859. Re: PicDesk

Newsgroup: comp.sys.atari.st
Date: 2004-03-06 15:07:32 UTC
From: sf0218@aol.com
Message-ID: <20040306100732.22770.00000883@mb-m10.aol.com>
Source record: 20048

You know, I've been trying to replace some of the icons. I click on one, then go to assign icon, select an icon, and nothing happens. What am I doing wrong? The Magic manual doesn't really tell me much.

Thanks,
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1860. Re: Falcon, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-06 16:24:12 UTC
From: Rual Bunqk <untrue@bhangra.co.uk>
Message-ID: <404a25c2@news.greennet.net>
Source record: 20049

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:QDXsYdB$xwRAFwQ$@btinternet.com...
> eBay is totally screwed up and isn't letting me list anything /despite/
> having an actual credit balance with them! Just get stuck in a loop.
>
> So - I'll take ?200 plus shipping (around ?12 in the UK) for my Falcon.

previous quote! "Well, for a first post, you're doing very well. Helpful
/and/ excellent
spelling. Do stick around, I'll be glad to report how the Falcon does on
eBay.

Richard"
>>>>>>>>>>>>>>>>>>>>>>>>>Snip

Well thanks for keeping to your word, do keep us up to date with news of any
further 25% discounts

1861. Re: Falcon, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-06 17:24:19 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <dyG$EhE1jgSAFwKy@btinternet.com>
Source record: 20050

In article <404a25c2@news.greennet.net>, Rual Bunqk
<untrue@bhangra.co.uk> writes
>
>Well thanks for keeping to your word, do keep us up to date with news of any
>further 25% discounts

I can't list on eBay. Do keep up. It's also not a 25% discount, since
the previous price included shipping. I also have a good reason to sell
right now, and won't be able to get eBay sorted and list the item in the
timespan required.

FWIW, I've had several enquiries, so I suspect that the main reason why
I didn't get any before was because people were waiting for me to list
it.

If you can't post anything worthwhile, may I suggest that you go and
insert your head in a pan of water which has achieved an overall
temperature greater than 100 degrees celsius? As far as I can see your
whole contribution to the group has been to provide a load of pointless
crap, in other words, you're a troll.

Richard
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

1862. Re: Falcon, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-06 18:19:41 UTC
From: Rual Bunqk <untrue@bhangra.co.uk>
Message-ID: <404a4078@news.greennet.net>
Source record: 20051

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:dyG$EhE1jgSAFwKy@btinternet.com...
> In article <404a25c2@news.greennet.net>, Rual Bunqk
> <untrue@bhangra.co.uk> writes
> >
> >Well thanks for keeping to your word, do keep us up to date with news of
any
> >further 25% discounts
>
> I can't list on eBay. Do keep up. It's also not a 25% discount, since
> the previous price included shipping. I also have a good reason to sell
> right now, and won't be able to get eBay sorted and list the item in the
> timespan required.
>
> FWIW, I've had several enquiries, so I suspect that the main reason why
> I didn't get any before was because people were waiting for me to list
> it.
>
> If you can't post anything worthwhile, may I suggest that you go and
> insert your head in a pan of water which has achieved an overall
> temperature greater than 100 degrees celsius? As far as I can see your
> whole contribution to the group has been to provide a load of pointless
> crap, in other words, you're a troll.
>
> Richard

My whole contribution to the group was one mail suggesting that you were
asking an unrealistic price for a very low spec machine.

1863. FA: Atari 1040STF computer and SC1224 monitor

Newsgroup: comp.sys.atari.st
Date: 2004-03-06 20:57:32 UTC
From: David Bilenkey <dbilenkey@sympatico.ca>
Message-ID: <2Xq2c.15521$jw2.793102@news20.bellglobal.com>
Source record: 20054

As the title suggests, available on eBay a 1040 STF computer and SC1224
monitor:

http://cgi.ebay.ca/ws/eBayISAPI.dll?ViewItem&item=2792392148

http://cgi.ebay.ca/ws/eBayISAPI.dll?ViewItem&item=2792392150

Thanks for looking,

David

1864. Icons

Newsgroup: comp.sys.atari.st
Date: 2004-03-06 22:13:28 UTC
From: sf0218@aol.com
Message-ID: <20040306171328.09437.00001074@mb-m12.aol.com>
Source record: 20055

How does one replace/edit icons in Magic using Magxdesk?

Thanks
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1865. Re: Falcon, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-06 22:25:22 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <N3Jr1WAJ+kSAFwo9@btinternet.com>
Source record: 20056

In article <404a4078@news.greennet.net>, Rual Bunqk
<untrue@bhangra.co.uk> writes
>My whole contribution to the group was one mail suggesting that you were
>asking an unrealistic price for a very low spec machine.

Do a search. Then send emails to Best Electronics, Atari Workshop, and
everyone else listing Falcons, and if you can find any completed
auctions, to those buyers, telling them that they respectively are also
asking unrealistic prices, or paid unrealistic prices.

Richard
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

1866. Need to upgrade my Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-03-07 00:54:07 UTC
From: sf0218@aol.com
Message-ID: <20040306195407.08910.00000901@mb-m13.aol.com>
Source record: 20057

Therefore, I am selling my Jag setup. Jag, JagCD, 1 controller, 11 total carts, and 3 cds, 1 book (Jaguar Official Gamers Guide). I tested everything tonight....it all works. All games in their original boxes, except those that came with the Jag (Cybermorph) and the JagCD (Blue Lightning and GridVid). The only negative is that both the Jag box and the JagCD box are a bit messed up on one side, other than that, everything is fine.

Just giving all you NAmerican types a headsup before I get around to putting it up on ebay.

Thanks to all,
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1867. Re: Falcon, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-07 01:25:58 UTC
From: Rual Bunqk <untrue@bhangra.co.uk>
Message-ID: <404aa45f$2@news.greennet.net>
Source record: 20058

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:N3Jr1WAJ+kSAFwo9@btinternet.com...
> In article <404a4078@news.greennet.net>, Rual Bunqk
> <untrue@bhangra.co.uk> writes
> >My whole contribution to the group was one mail suggesting that you were
> >asking an unrealistic price for a very low spec machine.
>
> Do a search. Then send emails to Best Electronics, Atari Workshop, and
> everyone else listing Falcons, and if you can find any completed
> auctions, to those buyers, telling them that they respectively are also
> asking unrealistic prices, or paid unrealistic prices.
>
> Richard

Don't have the time, I will just wait untill I see you trying to get ?70ish
for your machine, come on now a Falcon with no hard drive and 4 meg of
memory will not even change rez's without running out of steam!!

1868. Falcon030 for sale

Newsgroup: comp.sys.atari.st
Date: 2004-03-07 01:34:13 UTC
From: "James W. Krych" <james.krych@us.army.mil>
Message-ID: <PcWdnVtnLZyJ4dfdRVn-tA@adelphia.com>
Source record: 20059

Hi!

This was used with the keyboard system at the church I belong to. It has:

16Mb memory
340Mb HD
VGA adaptor
14" VGA monitor
Atari Mouse w/pad
Speakers(I believe)

Any takers?

Jim

1869. Re: Falcon030 for sale

Newsgroup: comp.sys.atari.st
Date: 2004-03-07 01:35:52 UTC
From: Rual Bunqk <untrue@bhangra.co.uk>
Message-ID: <404aa6b1@news.greennet.net>
Source record: 20061

"James W. Krych" <james.krych@us.army.mil> wrote in message
news:PcWdnVtnLZyJ4dfdRVn-tA@adelphia.com...
> Hi!
>
> This was used with the keyboard system at the church I belong to. It has:
>
> 16Mb memory
> 340Mb HD
> VGA adaptor
> 14" VGA monitor
> Atari Mouse w/pad
> Speakers(I believe)
>
> Any takers?
>
> Jim
>
>
Well going of one for sale in the UK, with nothing like this spec I would
say you are sitting on $1000 or more

1870. Re: Falcon030 for sale

Newsgroup: comp.sys.atari.st
Date: 2004-03-07 01:36:09 UTC
From: "James W. Krych" <james.krych@us.army.mil>
Message-ID: <CbydnX36AMQJ4dfdRVn-uQ@adelphia.com>
Source record: 20060

I am in the Cleveland Ohio area, USA, and please respond directly to me
email address.

Jim

"James W. Krych" <james.krych@us.army.mil> wrote in message
news:PcWdnVtnLZyJ4dfdRVn-tA@adelphia.com...
> Hi!
>
> This was used with the keyboard system at the church I belong to. It has:
>
> 16Mb memory
> 340Mb HD
> VGA adaptor
> 14" VGA monitor
> Atari Mouse w/pad
> Speakers(I believe)
>
> Any takers?
>
> Jim
>
>

1871. Re: TT030 system disks images

Newsgroup: comp.sys.atari.st
Date: 2004-03-07 02:22:26 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <104l1r3f0e9qq11@corp.supernews.com>
Source record: 20062

Here is mine: USA version.

http://www.vintagecomputercafe.com/files/atari/TT030SYS.ZIP

Tim

"ttthirsty" <guigz2000@hotmail.com> wrote in message
news:4048e988$0$304$626a14ce@news.free.fr...
> Hello,
>
> I have a tt030 but I don't have the system disks
> Can anybody tell me where I can get .msa or .st images of them(french or
> english) so I'm able to reformat,repartition and reinstall the gem on my
> harddrive?
>
> Thanx
>
>

1872. Re: Falcon030 for sale

Newsgroup: comp.sys.atari.st
Date: 2004-03-07 02:41:13 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.03.07.02.41.13.395156@nossspamXXatari-source.com>
Source record: 20063

On Sat, 06 Mar 2004 20:36:09 -0500, James W. Krych wrote:

> I am in the Cleveland Ohio area, USA, and please respond directly to me
> email address.
>
> Jim
>
> "James W. Krych" <james.krych@us.army.mil> wrote in message
> news:PcWdnVtnLZyJ4dfdRVn-tA@adelphia.com...
>> Hi!
>>
>> This was used with the keyboard system at the church I belong to. It has:
>>
>> 16Mb memory
>> 340Mb HD
>> VGA adaptor
>> 14" VGA monitor
>> Atari Mouse w/pad
>> Speakers(I believe)
>>
>> Any takers?
>>
>> Jim
>>
>>

Jim,

I'll buy it, but admittedly not for much money. I live in Philadelphia
Pennsylvania and I'll make the drive to pick it up in person. I will
also email you.

Thanks,
Mark
http://portal.atari-source.com

1873. Re: Mavis Beacon Teaches Typing for ST!

Newsgroup: comp.sys.atari.st
Date: 2004-03-07 03:53:19 UTC
From: LS <me@email.net>
Message-ID: <P0x2c.72349$ko6.411949@attbi_s02>
Source record: 20064

I think I might still have mine. Let me take a look tomorrow. will have to dig out my old foot locker.

"Tim" <tjlazer@nospam.mail.com> wrote in message news:104kaocletcv1fe@corp.supernews.com...
> Looking for this for the ST, boxed of course, or will consider a copy.
>
> Tim
>
>

1874. Re: TT030 system disks images

Newsgroup: comp.sys.atari.st
Date: 2004-03-07 07:47:37 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <104kamsncqmqmd5@corp.supernews.com>
Source record: 20052

I have the TT030 system disk with HD utils for US TTs if you want I can zip
it up and email to you..

Tim
"ttthirsty" <guigz2000@hotmail.com> wrote in message
news:4048e988$0$304$626a14ce@news.free.fr...
> Hello,
>
> I have a tt030 but I don't have the system disks
> Can anybody tell me where I can get .msa or .st images of them(french or
> english) so I'm able to reformat,repartition and reinstall the gem on my
> harddrive?
>
> Thanx
>
>

1875. WTB: Mavis Beacon Teaches Typing for ST!

Newsgroup: comp.sys.atari.st
Date: 2004-03-07 07:48:25 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <104kaocletcv1fe@corp.supernews.com>
Source record: 20053

Looking for this for the ST, boxed of course, or will consider a copy.

Tim

1876. Re: Falcon030 for sale

Newsgroup: comp.sys.atari.st
Date: 2004-03-07 08:51:42 UTC
From: nick@1632systems.co.uk
Message-ID: <c2enn7iif1@thorium.cix.co.uk>
Source record: 20065

Hi Jim, why sale?

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

1877. Re: PicDesk

Newsgroup: comp.sys.atari.st
Date: 2004-03-07 09:17:47 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC70993A.F0FD%derryck@nospam.cix.co.uk.invalid>
Source record: 20066

In article 20040306100732.22770.00000883@mb-m10.aol.com, SF0218 at
sf0218@aol.com wrote on 6/3/04 15:07:

> You know, I've been trying to replace some of the icons. I click on one, then
> go to assign icon, select an icon, and nothing happens. What am I doing
> wrong?

I've not used that TBH, since I use jinnee and its icon manager.

> The Magic manual doesn't really tell me much.

Page 27 and 28 seem good places to start?

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

1878. Re: Falcon030 for sale

Newsgroup: comp.sys.atari.st
Date: 2004-03-07 09:34:59 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <F9DJXQBhnuSAFwpx@btinternet.com>
Source record: 20067

In article <404aa6b1@news.greennet.net>, Rual Bunqk
<untrue@bhangra.co.uk> writes

>Well going of one for sale in the UK, with nothing like this spec I would
>say you are sitting on $1000 or more

Actually, that's a $700 machine. The 16Mb isn't fully addressable, but
implies something like a Whizztronics upgrade ($99, IIRC), which is
nice. FYI, the HD is the same size as the SCSI one I'm including with my
Falcon, all Falcons should have an Atari mouse, speakers are worth $10
unless they're Bose Roommates, and a VGA screen (non Atari) is worth $50
including an adapter. Falcons are slightly rarer in the US, and I'm
still fairly sure the PSU is specific.

If you're not going to do anything other than complain about the fact
that you can't afford a Falcon...

Richard
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

1879. Re: Falcon, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-07 09:34:59 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <VNANrcAukuSAFwIN@btinternet.com>
Source record: 20068

In article <404aa45f$2@news.greennet.net>, Rual Bunqk
<untrue@bhangra.co.uk> writes
>Don't have the time, I will just wait untill I see you trying to get ?70ish
>for your machine, come on now a Falcon with no hard drive and 4 meg of
>memory will not even change rez's without running out of steam!!

yawn

One, you won't see me trying to get ï¿½70ish for my machine, because I,
and no other Falcon owner, would sell one for that - as I'm sure you've
discovered - and two, it's got a hard drive. It might need an external
case and be connected via SCSI, but once again your reading skills fail
you.

You find a Falcon selling for less than ï¿½200 anywhere. You go buy that
one. Until then, stay with the dreamers.

Richard
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

1880. Re: TT030 system disks images

Newsgroup: comp.sys.atari.st
Date: 2004-03-07 09:52:46 UTC
From: "Dave T." <417ci-ohc-v8@Perth.com.au>
Message-ID: <404af0e9$0$22502$5a62ac22@freenews.iinet.net.au>
Source record: 20069

see Tim's response, he has a link you can download from :)

"Rick" <fhiggins@uwyo.edu> wrote in message
news:4eba2e99.0403060539.9484076@posting.google.com...
> Dave T.
>
> Could you send a copy of those disks to me also? Thanks
>
> Rick
>
>
>
>
> "Dave T." <417ci-ohc-v8@Perth.com.au> wrote in message
news:<40490910$0$22506$5a62ac22@freenews.iinet.net.au>...
> > the o/s is in rom, the system disks are basicly hard drive formatting
and
> > partitioning tools and a uk language disk.
> >
> > Thats what i have for my TT, they are Ibm format HD disks anyway, if
your
> > interested ill zip them and send them to you, then you can extract them
on a
> > PC. Im assuming you have a HD floppy drive . . . . .
> >
> > "ttthirsty" <guigz2000@hotmail.com> wrote in message
> > news:4048e988$0$304$626a14ce@news.free.fr...
> > > Hello,
> > >
> > > I have a tt030 but I don't have the system disks
> > > Can anybody tell me where I can get .msa or .st images of them(french
or
> > > english) so I'm able to reformat,repartition and reinstall the gem on
my
> > > harddrive?
> > >
> > > Thanx
> > >
> > >

1881. MagxDesk (was: PicDesk)

Newsgroup: comp.sys.atari.st
Date: 2004-03-07 10:14:26 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <404afdfa984330@europe-shareware.org>
Source record: 20070

Hello,

in article <20040306100732.22770.00000883@mb-m10.aol.com> (comp.sys.atari.st),
Sf0218 wrote on Sat 06-03-2004 15:07 (GMT):

> You know, I've been trying to replace some of the icons. I click on one, then
> go to assign icon, select an icon, and nothing happens. What am I doing wrong?

Double-click on the new icon.

As for editing/adding new ones: use a RSC editor.
If you already have a RSC file with the icons for some program, you can
copy it (or a symb link to this file) in c:/gemsys/gemdesk/rsc/

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
ST Magazine : http://stmagazine.org (printed Atari fanzine)
Ric's HomePage : http://paricard.free.fr

1882. Re: Falcon, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-07 11:20:05 UTC
From: Rual Bunqk <untrue@bhangra.co.uk>
Message-ID: <404b2f9e@news.greennet.net>
Source record: 20071

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:VNANrcAukuSAFwIN@btinternet.com...
> In article <404aa45f$2@news.greennet.net>, Rual Bunqk
> <untrue@bhangra.co.uk> writes
sorry subject closed

1883. Re: Falcon030 for sale

Newsgroup: comp.sys.atari.st
Date: 2004-03-07 15:32:02 UTC
From: Meffy@n0where.com
Message-ID: <f3gm40pn9j31p5ul5r75f7js3mgq9mcr31@4ax.com>
Source record: 20072

On Sun, 7 Mar 2004 01:35:52 -0000, "Rual Bunqk" <untrue@bhangra.co.uk>
wrote:

>
>"James W. Krych" <james.krych@us.army.mil> wrote in message
>news:PcWdnVtnLZyJ4dfdRVn-tA@adelphia.com...
>> Hi!
>>
>> This was used with the keyboard system at the church I belong to. It has:
>>
>> 16Mb memory
>> 340Mb HD
>> VGA adaptor
>> 14" VGA monitor
>> Atari Mouse w/pad
>> Speakers(I believe)
>>
>> Any takers?
>>
>> Jim
>>
>>
>Well going of one for sale in the UK, with nothing like this spec I would
>say you are sitting on $1000 or more
>

Rual you really are a bit of an idiot aren't you... stop flaming just
cos the guy won't sell you a Falcon for a few pennies just cos you
scream and shout a little...

Why not try holding your breath until he does sell?

Falcons DONT sell for ï¿½70 in UK... get used to the idea.

1884. Re: Falcon Speed

Newsgroup: comp.sys.atari.st
Date: 2004-03-07 15:52:25 UTC
From: pep@hms.se
Message-ID: <c2e0bef7.0403070752.69fa26b7@posting.google.com>
Source record: 20073

> Not so good at Quake though I should imagine ;-) Is there an Atari port of
> Quake?

There are several. Dougquake is the fastest one, 10-15fps on a 060@66Mhz/16Mhz bus.

-- Peter

1885. Re: Falcon Speed

Newsgroup: comp.sys.atari.st
Date: 2004-03-07 17:36:24 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <404b5c8d$0$3693$c30e37c6@lon-reader.news.telstra.net>
Source record: 20074

"Peter" <pep@hms.se> wrote in message
news:c2e0bef7.0403070752.69fa26b7@posting.google.com...
> > Not so good at Quake though I should imagine ;-) Is there an Atari port
of
> > Quake?
>
> There are several. Dougquake is the fastest one, 10-15fps on a
060@66Mhz/16Mhz bus.
>

AmigaQuake, the commercial release gets about 15-17 fps on an '060 Amiga
with AGA so that is petty good as the AmigaQuake was highly optimized. With
a 3D accelerated graphics card that fps is much higher obviously.

1886. Re: Falcon Speed

Newsgroup: comp.sys.atari.st
Date: 2004-03-07 18:09:45 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.03.07.18.09.45.841097@removenoaspam.atari-source.com>
Source record: 20075

On Mon, 08 Mar 2004 01:36:24 +0800, Clockmeister wrote:

>
> "Peter" <pep@hms.se> wrote in message
> news:c2e0bef7.0403070752.69fa26b7@posting.google.com...
>> > Not so good at Quake though I should imagine ;-) Is there an Atari port
> of
>> > Quake?
>>
>> There are several. Dougquake is the fastest one, 10-15fps on a
> 060@66Mhz/16Mhz bus.
>>
>
> AmigaQuake, the commercial release gets about 15-17 fps on an '060 Amiga
> with AGA so that is petty good as the AmigaQuake was highly optimized. With
> a 3D accelerated graphics card that fps is much higher obviously.

I get 20fps under most screens unless it's very complex, then it drops
down to 15.

Mark
http://portal.atari-source.com

1887. Re: Mavis Beacon Teaches Typing for ST!

Newsgroup: comp.sys.atari.st
Date: 2004-03-07 19:57:27 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <104mvl718jbha38@corp.supernews.com>
Source record: 20076

"LS" <me@email.net> wrote in message
news:P0x2c.72349$ko6.411949@attbi_s02...
> I think I might still have mine. Let me take a look tomorrow. will have to
> dig out my old foot locker.

That would be awesome.

Tim

1888. FS: Atari Stacy (UK)

Newsgroup: comp.sys.atari.st
Date: 2004-03-07 20:20:52 UTC
From: Moonferret <dave@coldSPAM.fsnet.co.uk>
Message-ID: <c2g06u$h0p$1@newsg2.svr.pol.co.uk>
Source record: 20077

Hi Folks!

Got a nice Atari Stacy for sale in the UK. Spec is as follws....

Stacy2
2Mb RAM
40mb HD
Fully working & In excellent condition
Fitted with new EL sheet so the screen is nice and bright.
Comes with Joystick & loads of cover disks

�Offers

Piccy's are available

Cheers,
Dave

--
=== Beware Of Spam Trap ===
Dave (@) Coldfusion (.) fsnet (.) co (.) uk

1889. Re: Falcon030 for sale

Newsgroup: comp.sys.atari.st
Date: 2004-03-07 20:40:53 UTC
From: seller <nospam@false.co.uk>
Message-ID: <104n2c5b9r5p692@corp.supernews.com>
Source record: 20078

"Rual Bunqk" <untrue@bhangra.co.uk> wrote in message
news:404aa6b1@news.greennet.net...

look Rual just get lost you ain't helping anyone,

I have been trying to sell my Falcon for ages but maybe because I want the buyer to see working and collect in the Manchester UK area I have had no luck, one disastrous post of a rare item has made me deal this way,

It is a 16 meg, but someone say this means 14?, it has a coprocessor I think, and a 3.5" 3 gigish drive shoehorned in and the Nemisis accelerator, it ran a business, net, fax etc and like a PC worked for 12 hrs a day, so it is not a "glass case" item, but still a very good tool, this address is false but if you anyone is interested and willing to leave an address here I will get back to you

1890. Re: Falcon, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-07 20:48:14 UTC
From: seller <nospam@false.co.uk>
Message-ID: <104n2q0gfbqid2@corp.supernews.com>
Source record: 20079

"Rual Bunqk" <untrue@bhangra.co.uk> wrote in message
news:404aa45f$2@news.greennet.net...
>
> "Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
> news:N3Jr1WAJ+kSAFwo9@btinternet.com...
> > In article <404a4078@news.greennet.net>, Rual Bunqk
> > <untrue@bhangra.co.uk> writes
> > >My whole contribution to the group was one mail suggesting that you
were
> > >asking an unrealistic price for a very low spec machine.

Rual Bunqk" <untrue@bhangra.co.uk> wrote in message
news:404aa6b1@news.greennet.net...

look Rual just get lost you ain't helping anyone,

I have been trying to sell my Falcon for ages but maybe because I want the buyer to see working and collect in the Manchester UK area I have had no luck, one disastrous post of a rare item has made me deal this way,

It is a 16 meg, but someone say this means 14?, it has a coprocessor I think, and a 3.5" 3 gigish drive shoehorned in and the Nemisis accelerator, it ran a business, net, fax etc and like a PC worked for 12 hrs a day, so it is not a "glass case" item, but still a very good tool, this address is false but if you anyone is interested and willing to leave an address here I will get back to you

1891. B-Net 3.03 / MagiC-Net

Newsgroup: comp.sys.atari.st
Date: 2004-03-07 23:04:22 UTC
From: Jean-Luc <wd.wd@wd.com>
Message-ID: <08032004001024i2C00154D1GC0A80004@wanadoo.fr>
Source record: 20080

Hello,

Could someone succeed in making B-Net 3.03 work under MagiC-Net ?
Despites what is written in the HYP file, all I can get is an alert box : "The directory X:\XXXXXX\ cannot be read! (TOS -35)" :-(
One can get B-Net 3.03 for MagiC-Net here :
http://users.otenet.gr/~papval/download/magicnet/BNeTs303.zip
What I did :
- MagiC-Net running perfectly, can ping all machines either with their IPs, name or alias ;
- Folder \START containing BNET_S.APP & HOSTS.INF ;
- Folder \XTENSION containing BNET.XFS and BNET_XFS.INF ;
- Falcon's HOSTS.INF points to TT's IP and alias ;
- TT's HOSTS.INF points to Falcon's IP and alias ;
- ROUTE is defined in MAGX_RC.NET.
Do I have to do something else ? Did I forgot something ?

Thank-you,

J.-Luc

--
«From» est un anti-pourriels. Pour me répondre, lire mon adresse en zigzagant dans la boîte ci-dessous (utilisez une fonte fixe, svp).
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read my adress zigzaging in the box below (use a non-prop font, please).

```
+----------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+----------------------------+
```

1892. Re: Falcon030 for sale

Newsgroup: comp.sys.atari.st
Date: 2004-03-07 23:24:40 UTC
From: seller <nospam@false.co.uk>
Message-ID: <104nbv8ej83lv8f@corp.supernews.com>
Source record: 20081

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:F9DJXQBhnuSAFwpx@btinternet.com...
> In article <404aa6b1@news.greennet.net>, Rual Bunqk
> <untrue@bhangra.co.uk> writes
>
> >Well going of one for sale in the UK, with nothing like this spec I would
> >say you are sitting on $1000 or more
>
> Actually, that's a $700 machine. The 16Mb isn't fully addressable, but
> implies something like a Whizztronics upgrade ($99, IIRC), which is
> nice. FYI, the HD is the same size as the SCSI one I'm including with my
> Falcon, all Falcons should have an Atari mouse, speakers are worth $10
> unless they're Bose Roommates, and a VGA screen (non Atari) is worth $50
> including an adapter. Falcons are slightly rarer in the US, and I'm
> still fairly sure the PSU is specific.

Hi Richard, you really have these values sussed, could you please evaluate
mine on my other post for pre sale interest so I don't sell too cheap or
loose out?
Thanks

1893. Re: Atari Stacy (UK)

Newsgroup: comp.sys.atari.st
Date: 2004-03-07 23:31:44 UTC
From: seller <nospam@false.co.uk>
Message-ID: <104ncckekp7o10e@corp.supernews.com>
Source record: 20082

"Moonferret" <dave@coldSPAM.fsnet.co.uk> wrote in message
news:c2g06u$h0p$1@newsg2.svr.pol.co.uk...
> Hi Folks!
>
> Got a nice Atari Stacy for sale in the UK. Spec is as follws....
>
> Stacy2
> 2Mb RAM
> 40mb HD
> Fully working & In excellent condition
> Fitted with new EL sheet so the screen is nice and bright.
> Comes with Joystick & loads of cover disks
>
> Offers
>
> Piccy's are available
>
> Cheers,
> Dave
>
> --
> === Beware Of Spam Trap ===
> Dave (@) Coldfusion (.) fsnet (.) co (.) uk
>
>
I have got one of these also, mine has a 1gig drive, 4 meg memory, 1.4meg floppy upgrade and spare screen, Offers here please, or leave a contact address, mine is false as tooooooo much spam

1894. Re: Mavis Beacon Teaches Typing for ST!

Newsgroup: comp.sys.atari.st
Date: 2004-03-07 23:57:00 UTC
From: LS <me@email.net>
Message-ID: <gFO2c.80291$ko6.430031@attbi_s02>
Source record: 20083

I couldn't find it. I have one other place to look, so keep your fingers
crossed. :)

"Tim" <tjlazer@nospam.mail.com> wrote in message
news:104mvl718jbha38@corp.supernews.com...
>
> "LS" <me@email.net> wrote in message
> news:P0x2c.72349$ko6.411949@attbi_s02...
> > I think I might still have mine. Let me take a look tomorrow. will have
to
> > dig out my old foot locker.
>
> That would be awesome.
>
> Tim
>
>

1895. Re: Falcon030 for sale

Newsgroup: comp.sys.atari.st
Date: 2004-03-08 00:03:53 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <jYsQunAec7SAFwew@btinternet.com>
Source record: 20084

In article <104nbv8ej83lv8f@corp.supernews.com>, seller
<nospam@false.co.uk> writes

>Hi Richard, you really have these values sussed, could you please evaluate
>mine on my other post for pre sale interest so I don't sell too cheap or
>loose out?

I think you're pretty much bang on at ï¿½200 collected /if/ you're
restricting yourself to such a small area, otherwise - depending on what
people want - I think ï¿½250-300 is nearer the mark. I'm no fan of
accelerators unless they're things like the CT2/CT60, Nemesis isn't
worth much to me, and I don't like the 3.5" internal IDE - just because
I like things to be 'as designed', you know?

You've probably got loads of software, too, which is a bonus.

Richard

--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

1896. Jaguar

Newsgroup: comp.sys.atari.st
Date: 2004-03-08 01:56:16 UTC
From: sf0218@aol.com
Message-ID: <20040307205616.08963.00000974@mb-m14.aol.com>
Source record: 20085

I really need to upgrade my Falcon therefore I am sell my Jag setup. Jag, JagCD, 1 controller, 11total carts, and 3 cds, and 1 book (Jaguar Official Gamers Guide). I tested everything last night......it all works. All games in their original boxes w/manauls, except those that came with the Jag (Cybermorph) and the JagCD (Blue Lightning and VidGrid). The only negative is that both the Jag box and the JagCD box are a bilt messed up, each on one side. Other than that, everything is fine.

Just giving all those on this side of the Atlantic a heads up before I get around to putting it all up on ebay.

Thanks to all,

Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1897. Re: Falcon030 for sale

Newsgroup: comp.sys.atari.st
Date: 2004-03-08 10:06:25 UTC
From: ciholland@talk21.co.uk
Message-ID: <927978b.0403080206.41aab998@posting.google.com>
Source record: 20086

> Rual you really are a bit of an idiot aren't you... stop flaming just
> cos the guy won't sell you a Falcon for a few pennies just cos you
> scream and shout a little...
>
> Why not try holding your breath until he does sell?
>
> Falcons DONT sell for ï¿½70 in UK... get used to the idea.

I've been reading this thread with interest, and I'd say that both points of view are right. I paid ï¿½200 for a 4 meg machine (with some extra's, and 68882). I consider this to be a fair price.

On the other hand, some people might strike really lucky, if they hit the right car boot sale, and well done to them. But in the longer run, as the rarity factor increases, the diminishing number of machines will concentrate in the hands of enthusiasts who will be able to dictate the 'market price'. The chances of getting a Falcy from someone for a fiver, from someone who does not know any better, are diminishing by the day.... So if Richard does not get a sale tomorrow, he just has to hang on for the day after, and if Rual doesn't get a move on, the few remaining 'cheap' Falcy's will have been snapped up shortly ;-)

1898. Re: Bravo Sierra!

Newsgroup: comp.sys.atari.st
Date: 2004-03-08 12:17:58 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.03.08.12.17.58.148878@here.com>
Source record: 20087
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

What prompts someone to post like that?

Is it the slightly high prices? The frequency of
the posts? I don't get it...

1899. Re: Bravo Sierra!

Newsgroup: comp.sys.atari.st
Date: 2004-03-08 12:47:02 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <c2hq69$c3p$1@reader10.wxs.nl>
Source record: 20088
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

John Miskinis wrote:

> What prompts someone to post like that?
>
> Is it the slightly high prices? The frequency of
> the posts? I don't get it...

Just the fact that there are 2 or 3 people here who seem to hate Ben, either because of personal matters or just because they are the typical Unenet-phenomenon of people who are so annoyed with bandwith wasted on adverts, that they'll happily write ten posts in reply to express their grief.

Like the neighbour who keeps talking to you at your door for half an hour, explaining why (s)he doesn't have time to come in for a chat for 5 minutes. :)

Maurits.

1900. Re: Bravo Sierra!

Newsgroup: comp.sys.atari.st
Date: 2004-03-08 13:07:34 UTC
From: Firulais <YoNoSoy@WWW.COM>
Message-ID: <c2hr84$8oh$1@news1.nivel5.cl>
Source record: 20089
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

freak

"Nomen Abditum" <nobody@shellgame.abditum.com> escribi&#65533; en el mensaje
news:2a9ad2f19abcfe16a60d55218802a6d9@shellgame.abditum.com...
> Hey it's me again! Fagboy shit eating cock sucking Benny! I'm gonna
> bend over, spread my ass cheeks and let ya give me a good fucking right
> up my ass. I'm also part of an amazing duo! I'm flatulence master
> along with my sidekick, sphincter boy! Here is today's offer from the
> biggest piece of shit in the world!
>
> I, fagboy benny, am currently offering a 20% off Discount on All gay sex
> toys, gay magazines, and special order sex items for fagots just like
> us!
>
> Or a 30% off Discount for my used condoms, used dildoes and buttplugs,
> and various creams and lotions!
>
> Plus Orders of at least $100.00 will also get a special fagboy gift and
> access to my asshole and red hot for gays only hotline!
>
> Need a little boy for anal sex? Perhaps you need some oversized sex
> toys to bury deep in your asshole? E-Mail Ben Today at
> Atari@aracnet.com
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order of gay sex toys goes out the same day. Customers love the speedy
> service and they love how loose my asshole is! I have
> lots of gay Books and magazines. Which I can send by special for
> gaylords only Rate!
>
> Please Direct all Replies for my gay sex toys Through E-Mail to:
> Atari@aracnet.com. If you can't reach me then your cock isn't long
> enough!
>
> Call fagboy benny's redhot for gays only hotline at (503)256-9974!!!
>
>
>

1901. Vente de mon matos ATARI

Newsgroup: comp.sys.atari.st
Date: 2004-03-08 14:27:08 UTC
From: atari78_vinz@yahoo.fr
Message-ID: <a2340302.0403080627.67aea89@posting.google.com>
Source record: 20090

Bonjour ï¿½ tous,

Pour les collectionneurs, voici ce que je vends :

- 520 STF ï¿½tendu 2.5Mo (nouvelles ROM donc lecteur double face)
dans carton d'origine (avec manuel et disquette)
- ï¿½cran ATARI N et B SM124
- TrackBall (la souris a 1 bouton HS)
- de nombreux softs originaux : Redacteur, GFA Basic 3.5E + compilo,
Audio Master, ...
- carte audio MV16
- bouquins : Grand Livre de l'Ataris en 2 volumes, une foule de docs sur le GFA
- cerise sur le gateau : TOUS les ST Mags y compris le numï¿½ro 1 et 2

Prix : 200 Euros
Je suis dans les yvelines prï¿½s de Versailles : l'acheteur peut venir
ï¿½ mon domicile pour vï¿½rifier l'ï¿½tat du materiel et l'emporter. Paiement
en liquide.

Me contacter par mail pour plus de dï¿½tail.

Bonne journï¿½e ï¿½ tous.

1902. Re: Alternative Hardware

Newsgroup: comp.sys.atari.st
Date: 2004-03-08 17:28:49 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0403080928.1fa24f3@posting.google.com>
Source record: 20091

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:<4048d9c9$0$295$626a14ce@news.free.fr>...
> > I am getting decent (but not great) stability by holding down
> > <Ctrl-LShift> at bootup. Besides keeping TOS out of RAM, this also
> > does something with the MMU. Is it possible my 68060 is not in fact a
> > 68060 full or is somehow defective? I did pay you for the full
> > version.
>
> It is simply possible that the 060 is defectuous...
>
> But the connection on the mb is surely the problem with your stability....
>
> It is connected without solders ?
> If yes, there is somethings to check :
> - R216, R221 & R222 must be 33 ohms
> - is there something added on U63 GAL ? I mean a 74F04/08 chip.
>
I regret that I have not yet made the time to check. I will do so soon.

Galen

1903. Re: Bravo Sierra!

Newsgroup: comp.sys.atari.st
Date: 2004-03-08 19:08:55 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0403081108.12e59971@posting.google.com>
Source record: 20092

Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov> wrote in message
news:<c2hq69$c3p$1@reader10.wxs.nl>...
>
> Just the fact that there are 2 or 3 people here who seem to hate Ben,
> either because of personal matters or just because they are the typical
> Unenet-phenomenon of people who are so annoyed with bandwith wasted on
> adverts, that they'll happily write ten posts in reply to express their
> grief.

I think it is mostly the frequency of identical postings, often
several at a time. But needless to say, to express your disapproval
like the anonymous posters has been doing in here is just pathetic.

Even though I personally dislike Bens methods of advertising (a lot!)
I don't support any kind of abusive postings as has been seen in here
from time to time. If it would turn out that this person is a regular
visitor of c.s.a.s I don't think he would have many friends if his
identity would be revealed...

/Joakim

1904. Re: Falcon Speed

Newsgroup: comp.sys.atari.st
Date: 2004-03-08 21:16:19 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0403081316.4600c9a@posting.google.com>
Source record: 20093

"Clockmeister" <no-one@nowhere.com> wrote in message
news:<40490ba5$0$41074$c30e37c6@lon-reader.news.telstra.net>...
> "Galen" <ekaljuma@mtsac.edu> wrote in message
> news:926a9946.0402251804.1b991288@posting.google.com...

> > I don't have the details of Falcon speed I fear, but I've discovered
> > that SoftPC is compatible with the CT60. 66Mhz 286 anyone?
> >
> Try the original Wolfenstein on that setup and watch the screen redraw frame
> by frame. Runs perfectly well on a real 286 though.

Hmmm. I don't intend to play games on an emulated 286, but I found
Quicken for DOS 8 just flys on the CT60. It's usable, but slow in
regular Falcon mode.

Galen

1905. Sorry for the message in french

Newsgroup: comp.sys.atari.st
Date: 2004-03-08 21:27:31 UTC
From: atari78_vinz@yahoo.fr
Message-ID: <a2340302.0403081327.3273718f@posting.google.com>
Source record: 20094

I missed the "fr. " before the rest of the newsgroup name.
Sorry for any inconvenience for the non-french readers.

Regards

Vincent

atari78_vinz@yahoo.fr (Vincent) stupidly wrote in
the wrong news group :

> Bonjour ï¿½ tous,
>
> Pour les collectionneurs, voici ce que je vends :
>
and so on....

1906. CT60

Newsgroup: comp.sys.atari.st
Date: 2004-03-08 22:17:12 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <404cf0dd$0$313$626a14ce@news.free.fr>
Source record: 20095

The production was extended to 80 pieces.
30 are left this time...

The shipping date was clarified this day : week # 16

Regards

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.580 / Virus Database: 367 - Release Date: 07/02/2004

1907. Re: Bravo Sierra!

Newsgroup: comp.sys.atari.st
Date: 2004-03-09 01:32:42 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c2j6rp$53e$1@titan.btinternet.com>
Source record: 19996
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Yo! "Nomen Abditum"

> Hey it's me again! Fagboy shit eating cock sucking Benny! I'm gonna
> bend over, spread my ass cheeks and let ya give me a good fucking right
> up my ass. I'm also part of an amazing duo! I'm flatulence master
> along with my sidekick, sphincter boy! Here is today's offer from the
> biggest piece of shit in the world!

I want used sheep sex aids, can you quote me, can i have these at your %90
off "Birthday on a Friday on an even multiple year discount".

--

Regards Steve

Rope me a sheep and I'll make it smile.

1908. Re: Alternative Hardware

Newsgroup: comp.sys.atari.st
Date: 2004-03-09 04:10:19 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.03.09.04.10.18.442857@nossspamXXatari-source.com>
Source record: 19997

On Mon, 08 Mar 2004 09:28:49 -0800, Galen wrote:

> "Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:<4048d9c9$0$295$626a14ce@news.free.fr>...
>> > I am getting decent (but not great) stability by holding down
>> > <Ctrl-LShift> at bootup. Besides keeping TOS out of RAM, this also
>> > does something with the MMU. Is it possible my 68060 is not in fact a
>> > 68060 full or is somehow defective? I did pay you for the full
>> > version.
>>
>> It is simply possible that the 060 is defectuous...
>>
>> But the connection on the mb is surely the problem with your stability....
>>
>> It is connected without solders ?
>> If yes, there is somethings to check :
>> - R216, R221 & R222 must be 33 ohms
>> - is there something added on U63 GAL ? I mean a 74F04/08 chip.
>>
> I regret that I have not yet made the time to check. I will do so soon.
>
> Galen

Even so I had this clock buffer patch still and didn't have any troubles.
Try different SDram or 060 for sure ;)

Mark
http://portal.atari-source.com

1909. Atari and iBOOKG4 Ethernet link

Newsgroup: comp.sys.atari.st
Date: 2004-03-09 05:48:24 UTC
From: John Oakes <doyene@zetnet.co.uk>
Message-ID: <404d5aa8$0$8571$4c56ba96@master.news.zetnet.net>
Source record: 19998

Hello All.
I have decided to link my Atari TT030 to my IBOOKG4. Any
tips on how to link via Ethernec device. I tried to go via a PC but like
life the sod did not want to play ball. So any clues will do.

Regards John

1910. Re: Falcon, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-09 06:26:10 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1078816408-90711AEicMi@gmx.net>
Source record: 19999

From: "Rual Bunqk" <untrue@bhangra.co.uk>
Date: Sat, 6 Mar 2004 18:19:41 -0000

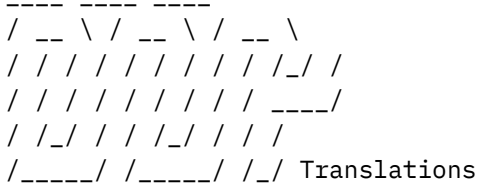
>My whole contribution to the group was one mail suggesting that you were
>asking an unrealistic price for a very low spec machine.

One mail? LOL
You're obsessed, anyone who announces a Falcon for sale here gets the full
treatment from you...

>>If you can't post anything worthwhile, may I suggest that you go and
>>insert your head in a pan of water which has achieved an overall
>>temperature greater than 100 degrees celsius?

I second that :-)

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

1911. Re: what is the characteristics off the pictures in TWORD

Newsgroup: comp.sys.atari.st
Date: 2004-03-09 06:36:30 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1078816420-92427AEicMi@gmx.net>
Source record: 20001

From: otoumelin <otoumelin@free.fr>
Date: Tue, 02 Mar 2004 22:12:02 GMT

Hi Olivier,

>HI,i download it this day and test it.
>Thanks to you

If you have problems importing the pics into TempusWord, get in touch
with me privately, we'll sort it out in no time ;-)

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / /_/ /
/ / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

1912. Re: R: R: Contacting Sounpool

Newsgroup: comp.sys.atari.st
Date: 2004-03-09 06:37:10 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1078816414-91423AEicMi@gmx.net>
Source record: 20000
Body handling: HTML body converted to readable text

From: "Paolo"
Date: Wed, 03 Mar 2004 19:23:32 GMT

Hi Paolo,

>Hi, Dennis.
>I already visited Atari Workshop a few days ago, and I didn't see the
>DCWriter program in the SoundPool section!

They should have them, it's hardly a year since we've translated the
manual for them. Perhaps it's listed under a different section?

>About SoundPool itself, I emailed them a few months ago, and I received
>replies to that email...

Yes, they are still in business. Don't believe a word from people dreaming
up their dream aloud .But if you want an English version , you'll have to
get it from the English distributor.... If for some reason Atari Workshop
doesn't sell it anymore then get in touch with me via email (the address
is real)

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

1913. Software for sale

Newsgroup: comp.sys.atari.st
Date: 2004-03-09 08:26:58 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <c2jut6$5qj$1@pegasus.csx.cam.ac.uk>
Source record: 20002

Howdy folks, as you can see I have some excess software for sale. All items are original and complete with boxes, manuals and overlays (where applicable) and are all in as new condition unless otherwise stated.
All prices include postage

ST Software: £5.00 each unless stated otherwise

Battle Command:
Airdropped by Stealth Helecoptor you must use your Battletank to compete various missions, extra
weapons become available upon mission completion (weapon depends upon mission).

Frontier (Elite 2):
Do I need to explane?
1 meg required.

M1 Tank Platoon:
Tank commander simulator - mission based, command your 4 tank platoon and various support units
in night, day, summer and winter action against the red forces, youcan also take direct control of 4 positions in any of the units in your platonn.
1 Meg required.

Silent Service 2:
WW2 Submarine simulator, watch out for those Japanese destroyers.
1 Meg required.

Dog Fight:
Flight simulator, complete missions in WW1, WW2, Vietman, Falklands, Sirria, or dogfight any two planes against each other)
1 Meg required.

TV Sports Football:
American Football (no box) - £3

Corporation:
Infiltrait the Corportation in this 1st person game use guns, bombs, electronic lock pick
and other devices to find the corporations evil secrets. (Box scuffed along edges)

Reach for the Skies:
WW2 Flight simulator, fly for Germany or Britian, you will end up

looking around for those 109's

Leisure Suit Larry 2:
Serria adventure

Dragons Lair:
Don Bluth game, not much game play but excellent catroon style
animation, see what the humble ST
can really do (originaly cost £50 - eek)
1 Meg required.

Speed Ball 2:
Beat Em up handball/basket ball cross, similar to Rolarball if you've
seen the film.

Street Fighter:
Beat Em up.

Crown of Creation 3D:
Mission base space shooter.
4Mb Falcon required, 14Mb prefered. £10.00
Note: In flight sounds are routed to the headphone socket only, so its
best to use external speaker only for this game.

3 Pack (Basic, Warp 9 & GDOS-E):
Basic - Metacombo, UK revised edition as supplied with new ST's (no
box)
Warp 9 - screen accellerator V3.72 (no box)
GDOS-E (disk only)

Payment:
========
I will accecpt payments by PayPal, UK residents can also pay by cheque

If your interested in any of these items please E-Mail me by 1st April
2004, thanks,
Stephen Moss

1914. Coldfire 547x : more infos !

Newsgroup: comp.sys.atari.st
Date: 2004-03-09 10:41:52 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <404d9f64$0$315$626a14ce@news.free.fr>
Source record: 20003

The MCF547x and MCF548x processor families are now available in sample quantities, with production volumes expected to be available in the third quarter of 2004. Suggested list prices in 10,000-piece quantities start at US$16.95.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.580 / Virus Database: 367 - Release Date: 08/02/2004

1915. Re: Coldfire 547x : more infos !

Newsgroup: comp.sys.atari.st
Date: 2004-03-09 17:15:44 UTC
From: Simon <simon@spamnococonutsmusume.co.uk>
Message-ID: <WXm3c.2874$re1.268@newsfe1-win>
Source record: 20004

Rodolphe Czuba wrote:
> The MCF547x and MCF548x processor families are now available in sample
> quantities, with production volumes expected to be available in the third
> quarter of 2004. Suggested list prices in 10,000-piece quantities start at
> US$16.95.

Are you planning anything, Rodolphe? ;)

Simon

1916. Testing an AV-server

Newsgroup: comp.sys.atari.st
Date: 2004-03-09 18:27:07 UTC
From: vdjole@EUnet.yu
Message-ID: <c2l29q$9pd$1@news.eunet.yu>
Source record: 20005

Hi, all;

Can someone suggest an application/utility or two which implements a fairly large subset of the AV-protocol (client side), and so can be used to test the functioning of an AV-server (not only checking the existence of the server, but actual real-life operation). Applications which use just a couple of AV-protocol functions are plenty, but e.g. which one, if any, uses AV_FILEINFO or AV_COPYFILE (to get information on a file or to copy a file, respectively) ?

Thanx in advance;

Djordje

1917. help - I need supboot (can't find FTP servers)

Newsgroup: comp.sys.atari.st
Date: 2004-03-09 18:49:00 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.03.09.18.48.59.950411@here.com>
Source record: 20006

Hi,

It seems my floppies have deteriorated, and I really
need the supboot (sp?) program, for loading the driver
for the Supra Hard Drive.

I have not been having much luck finding it on the net,
as it seems many of the FTP servers are no longer active.

Any advise or pointers to supboot would be great! Thanks

1918. Re: Atari and iBOOKG4 Ethernet link

Newsgroup: comp.sys.atari.st
Date: 2004-03-09 19:19:39 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <c2l5cc$1uk1ck$1@ID-40235.news.uni-berlin.de>
Source record: 20007

"John Oakes" <doyene@zetnet.co.uk> wrote in message
news:404d5aa8$0$8571$4c56ba96@master.news.zetnet.net...
> Hello All.
> I have decided to link my Atari TT030 to my IBOOKG4. Any
> tips on how to link via Ethernec device. I tried to go via a PC but like
> life the sod did not want to play ball. So any clues will do.
>
> Regards John
> .

What have you tried? What software do you have on the TT030? Direct drive mapping will required NFS or SAMBA for the TT030 and possibly the IBOOK (not sure what you are running on it). I think there is a SAMBA client about but I have never tried it. I use FTP to move files between my PC and ST and TT.

Dave

1919. Re: help - I need supboot (can't find FTP servers)

Newsgroup: comp.sys.atari.st
Date: 2004-03-09 20:16:48 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.03.09.20.16.48.178538@here.com>
Source record: 20008

Whew, I think I found it! The link, in case others ever
need it is:

http://aicq.atari-users.net/software.htm

I would still love pointers to working FTP servers though,
as if I get my HD running, I will want to check out SW!

1920. Re: Coldfire 547x : more infos !

Newsgroup: comp.sys.atari.st
Date: 2004-03-09 22:27:16 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <404e44c4$0$311$626a14ce@news.free.fr>
Source record: 20009

I planned to read all 547x datasheets and have a good idea og what could be done for the futur of atari with this coldfire on a small Flax ATX mb ... ;-)

Nextly the Supervidel and the PCI + USB cardd will be here for CT60 and at this time putting the CT60 + SV+ PCI+USB + coldfire on a small mb is a dream...

Simon wrote:
> Rodolphe Czuba wrote:
>> The MCF547x and MCF548x processor families are now available in
>> sample quantities, with production volumes expected to be available
>> in the third quarter of 2004. Suggested list prices in 10,000-piece
>> quantities start at US$16.95.
>
> Are you planning anything, Rodolphe? ;)
>
> Simon

1921. FS: Atari ST Parts in Autralia (Victoria)

Newsgroup: comp.sys.atari.st
Date: 2004-03-10 05:34:43 UTC
From: "Ray W ." <audronics@alphalink.com.au>
Message-ID: <BC74F423.294E%audronics@alphalink.com.au>
Source record: 20010

Hi

I have a range of Atari ST Parts for sale.

The items are Pickup Only In the Melbourne Area

ï¿½ï¿½ Please remove the s in audronics as this is a spam trap ï¿½ï¿½

Please Ring for More info.

Yours Ray W .
Email or ring Ray on 9 397 7695 or 0409 805 520
In Williamstown Victoria Australia

1922. Re: Atari and iBOOKG4 Ethernet link

Newsgroup: comp.sys.atari.st
Date: 2004-03-10 06:26:27 UTC
From: John Oakes <doyene@zetnet.co.uk>
Message-ID: <404eb514$0$8569$4c56ba96@master.news.zetnet.net>
Source record: 20011

David Wade wrote:
> "John Oakes" <doyene@zetnet.co.uk> wrote in message
> news:404d5aa8$0$8571$4c56ba96@master.news.zetnet.net...
>
>>Hello All.
>> I have decided to link my Atari TT030 to my IBOOKG4. Any
>>tips on how to link via Ethernec device. I tried to go via a PC but like
>>life the sod did not want to play ball. So any clues will do.
>>
>>Regards John
>>.
>
>
> What have you tried? What software do you have on the TT030? Direct drive
> mapping will required NFS or SAMBA for the TT030 and possibly the IBOOK (not
> sure what you are running on it). I think there is a SAMBA client about but
> I have never tried it. I use FTP to move files between my PC and ST and TT.
>
> Dave
>
>
Hello Dave.
I am going to try my OSX Panther via router and Atari
ethernec.

regards

1923. Re: Software for sale

Newsgroup: comp.sys.atari.st
Date: 2004-03-10 08:37:57 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <c2mjto$f60$1@pegasus.csx.cam.ac.uk>
Source record: 20012

FYI I have already recieved offers for Silent Service 2, Crown of
Creation 3D, Street Fighter, Speed Ball 2 and Frontier

1924. Atari and Amiga software TORONTO

Newsgroup: comp.sys.atari.st
Date: 2004-03-10 10:00:01 UTC
From: rEs <resres3@yahoo.com>
Message-ID: <ilpt40ll8af039njae151jr7ht4s0o9aat@4ax.com>
Source record: 20013

HiSoft Basic & manual (old version)

GFA Draft (cad), manual

Dr T's Tiger Cub (for Amiga), manual, box

best decent offers

shipping from Toronto, exc refs

1925. Re: Coldfire 547x : more infos !

Newsgroup: comp.sys.atari.st
Date: 2004-03-10 13:02:34 UTC
From: sf0218@aol.com
Message-ID: <20040310080234.10232.00001100@mb-m03.aol.com>
Source record: 20014

Well, keep that fire burning Rodolphe 'cuz we'll keep dreaming and buying.

Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1926. Re: help - I need supboot (can't find FTP servers)

Newsgroup: comp.sys.atari.st
Date: 2004-03-10 18:32:56 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <c2nn0s$1somlt$1@ID-40235.news.uni-berlin.de>
Source record: 20015

I often find that http://www.umich.edu/~archive/atari/ has what I want.

"John Miskinis" <nospam@here.com> wrote in message
news:pan.2004.03.09.20.16.48.178538@here.com...
> Whew, I think I found it! The link, in case others ever
> need it is:
>
> http://aicq.atari-users.net/software.htm
>
> I would still love pointers to working FTP servers though,
> as if I get my HD running, I will want to check out SW!

1927. Re: help - I need supboot (can't find FTP servers)

Newsgroup: comp.sys.atari.st
Date: 2004-03-10 18:36:15 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c2nn6u$r8u$1@titan.btinternet.com>
Source record: 20016

Hi John

"John Miskinis" <nospam@here.com> wrote in message
news:pan.2004.03.09.20.16.48.178538@here.com...
> Whew, I think I found it! The link, in case others ever
> need it is:
>
> http://aicq.atari-users.net/software.htm
>
> I would still love pointers to working FTP servers though,
> as if I get my HD running, I will want to check out SW!

Have a look at posting for about the last week, you'll see that the
chapellie ftp site update is posted her quite regularly, definitely one to
bookmark, you'll probably now need much else.

--

Regards, Steve

http://nokbitch2.forumer.com/index.php?

1928. Re: Testing an AV-server

Newsgroup: comp.sys.atari.st
Date: 2004-03-10 18:36:17 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c2nn70$r8u$2@titan.btinternet.com>
Source record: 20017

Hi Djordje

> Can someone suggest an application/utility or two which implements a
fairly
> large subset of the AV-protocol (client side), and so can be used to test
> the functioning of an AV-server (not only checking the existence of the
> server, but actual real-life operation). Applications which use just a
> couple of AV-protocol functions are plenty, but e.g. which one, if any,
> uses AV_FILEINFO or AV_COPYFILE (to get information on a file or to copy a
> file, respectively) ?

Jinnee desktop or its demo maybe sufficient for that purpose, I'm not quite
as confident about Thing desktop details but I'm sure it has a reasonable
AV_Server, then there's AVSERVER.PRG, cant remember where i got that, may
jog someone's memory.

--

Regards, Steve

http://nokbitch2.forumer.com/index.php?

1929. Jaguar

Newsgroup: comp.sys.atari.st
Date: 2004-03-10 18:37:59 UTC
From: sf0218@aol.com
Message-ID: <20040310133759.06638.00001027@mb-m25.aol.com>
Source record: 20018

What's a decent price for a Jag, JagCD, and 14 games?

Thanks,
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1930. Re: Atari and iBOOKG4 Ethernet link

Newsgroup: comp.sys.atari.st
Date: 2004-03-10 19:11:57 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <c2np9u$1u32h7$1@ID-40235.news.uni-berlin.de>
Source record: 20019

> > Dave
> >
> >
> Hello Dave.
> I am going to try my OSX Panther via router and Atari
> ethernec.
>
> regards
>
John,
That will only give IP connectivity. The Atari does not have any kind of
drive mapping software by default. If you take a look at at my page at
http://www.umich.edu/~archive/atari/ there is some info about configuring
STING for use with a router.

1931. Re: Falcon030 for sale

Newsgroup: comp.sys.atari.st
Date: 2004-03-10 20:00:19 UTC
From: Simon <simon@spamnococonutsmusume.co.uk>
Message-ID: <SsK3c.6401$sq2.1676@newsfe2-gui.server.ntli.net>
Source record: 20020

seller wrote:
> "Rual Bunqk" <untrue@bhangra.co.uk> wrote in message
> news:404aa6b1@news.greennet.net...
>
> look Rual just get lost you ain't helping anyone,
>
> I have been trying to sell my Falcon for ages but maybe because I want the
> buyer to see working and collect in the Manchester UK area I have had no
> luck, one disastrous post of a rare item has made me deal this way,
>
> It is a 16 meg, but someone say this means 14?, it has a coprocessor I
> think, and a 3.5" 3 gigish drive shoehorned in and the Nemisis accelerator,
> it ran a business, net, fax etc and like a PC worked for 12 hrs a day, so it
> is not a "glass case" item, but still a very good tool, this address is
> false but if you anyone is interested and willing to leave an address here I
> will get back to you
>
>

How much are you wanting to sell it for?

Simon

1932. Re: Falcon030 for sale

Newsgroup: comp.sys.atari.st
Date: 2004-03-10 21:43:59 UTC
From: seller <nospam@false.co.uk>
Message-ID: <404fb65f@news.greennet.net>
Source record: 20021

> How much are you wanting to sell it for?
>
> Simon

what is your offer?

1933. Re: Testing an AV-server

Newsgroup: comp.sys.atari.st
Date: 2004-03-10 23:22:57 UTC
From: vdjole@EUnet.yu
Message-ID: <c2o80e$j96$1@news.eunet.yu>
Source record: 20024

On 10 Mar 2004 18:36:17 , "Steve Sweet" wrote:
>Hi Djordje
>
>> Can someone suggest an application/utility or two which implements a
>fairly
>> large subset of the AV-protocol (client side), and so can be used to test
>> the functioning of an AV-server (not only checking the existence of the
>> server, but actual real-life operation). Applications which use just a
>> couple of AV-protocol functions are plenty, but e.g. which one, if any,
>> uses AV_FILEINFO or AV_COPYFILE (to get information on a file or to copy a
>> file, respectively) ?
>
>Jinnee desktop or its demo maybe sufficient for that purpose, I'm not quite
>as confident about Thing desktop details but I'm sure it has a reasonable
>AV_Server, then there's AVSERVER.PRG, cant remember where i got that, may
>jog someone's memory.

Oh, I did not meen that- but the other side: i.e. assuming that I have an
AV-server, like Jinnee or Thing or some other, which application(s) can
be used to test/demonstrate most/all of the diverse functions of the server.

cu;

1934. Demos

Newsgroup: comp.sys.atari.st
Date: 2004-03-10 23:25:47 UTC
From: sf0218@aol.com
Message-ID: <20040310182547.08817.00001262@mb-m13.aol.com>
Source record: 20022

Hi all,

I've got the Snowman demo, and the California Raisins demo from my ST days. Is there anyway to run them on the Falcon?

Thanks,

Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1935. FS: Motorola MC68882FN20 FPU

Newsgroup: comp.sys.atari.st
Date: 2004-03-10 23:34:18 UTC
From: sasa.andrijasevic@REMOVEzg.tel.hr
Message-ID: <c2o8lpsmk1@bagan.srce.hr>
Source record: 20023

make an offer

1936. Re: Coldfire 547x : more infos !

Newsgroup: comp.sys.atari.st
Date: 2004-03-11 01:59:47 UTC
From: Robert Pagano <rob_pagano@hotmail.com>
Message-ID: <trhv40d7dvge5t0bdbt0adkciscm8u2fuf@4ax.com>
Source record: 20025

On Tue, 9 Mar 2004 23:27:16 +0100, "Rodolphe Czuba" <rczuba@free.fr>
wrote:

>I planned to read all 547x datasheets and have a good idea og what could be
>done for the futur of atari with this coldfire on a small Flax ATX mb ...

Speaking of Coldfire...
...does anyone know if anything is going on with the "Atari Coldfire
Project?"
That project's website...
http://acp.atari.org/
...has not been updated in a long time.
--
Rob

1937. Re: Atari and iBOOKG4 Ethernet link

Newsgroup: comp.sys.atari.st
Date: 2004-03-11 04:33:44 UTC
From: John Oakes <doyene@zetnet.co.uk>
Message-ID: <404fec2a$0$8564$4c56ba96@master.news.zetnet.net>
Source record: 20026

David Wade wrote:
>>>Dave
>>>
>>>
>>
>>Hello Dave.
>> I am going to try my OSX Panther via router and Atari
>>ethernec.
>>
>>regards
>>
>
> John,
> That will only give IP connectivity. The Atari does not have any kind of
> drive mapping software by default. If you take a look at at my page at
> http://www.umich.edu/~archive/atari/ there is some info about configuring
> STING for use with a router.
>
>
Thank Dave.

I will take a look at that.

regards

1938. Re: Demos

Newsgroup: comp.sys.atari.st
Date: 2004-03-11 08:16:46 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <c2p71v$k54$1@pegasus.csx.cam.ac.uk>
Source record: 20027

"SF0218" <sf0218@aol.com> wrote in message
news:20040310182547.08817.00001262@mb-m13.aol.com...
> Hi all,
>
> I've got the Snowman demo, and the California Raisins demo from my
ST days. Is
> there anyway to run them on the Falcon?
>
> Thanks,

If they auto load from the floppy the might work as they are oterwise
try putting the Falocn in to ST low screen res and opening from the
floppy. If that fails you will have to try running Backwards 3 which
effectivley simulates an ST on the Falocn although I have never
managed to get Backwards working.

P.S.
The Seahawks let me down, they were my pick to top their division last
season although it nice to se that thay have finally recovered the
loss of Steve Largent and found some form. I'm still wating for the
the Bears could do the same after Walter Peytons retirement.

1939. ADV: 25% off Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-03-11 08:53:59 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0403110049570.25237-100000@onyx.spiritone.com>
Source record: 20028
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

This March I'm having a Birthday Bash and the Gifts are for you! Gifts are negotiable! And this March, the magic number is 25! Thats Right!Get a Gift on my Birthday Plus a 25% off the top on Your Atari Order! Thats right!Get a Gift Plus a Bonus! First Come, First Serve while Supplies Last!

http://www.aracnet.com/~atari/specials.htm Details for Birthday Bash!

I love nothing more than someone elses Orphaned Atari Games & Computers! If you have unwanted Atari stuff! I'd be glad to Adopt! Think of it as a Birthday Gift! I'll give them a good home! E-Mail: Atari@aracnet.com

http://BensCatalogs.Atari.org or Call Ben AnyTime at (503)256-9974!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/birthday.htm Ben's Atari Birthday!
http://www.aracnet.com/~atari/maillist.htm Add to my E-Mailing list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1940. fyi: Atari auctions on ebay March 11 8pm

Newsgroup: comp.sys.atari.st
Date: 2004-03-11 09:13:36 UTC
From: rEs <resres3@yahoo.com>
Message-ID: <mab0509lqm84d35jctvki92fe090s1pn9g@4ax.com>
Source record: 20029

auctions start Thu Mar 11 2004 20:00 EST

GFA Draft
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3665974769

HiSoft Basic
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3665974496

Atari Explorer magazines
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3594452656

ST Format magazines
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3594454777

ST Review / ST User magazines
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3594456018

Tiger Cub Amiga
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3710419828

1941. Re: Coldfire 547x : more infos !

Newsgroup: comp.sys.atari.st
Date: 2004-03-11 11:16:07 UTC
From: Simon <simon@spamnococonutsmusume.co.uk>
Message-ID: <ITX3c.6939$sq2.3743@newsfe2-gui.server.ntli.net>
Source record: 20030

Robert Pagano wrote:
> Speaking of Coldfire...
> ...does anyone know if anything is going on with the "Atari Coldfire
> Project?"
> That project's website...
> http://acp.atari.org/
> ...has not been updated in a long time.

I wouldn't hold your breath...

<cough>vaporware<cough>

Simon

1942. DOOM V0.30 release !

Newsgroup: comp.sys.atari.st
Date: 2004-03-11 13:06:17 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <40506447$0$289$626a14ce@news.free.fr>
Source record: 20031

Seen on DHS webs site : www.dhs.com

Data of Trio released a new version of Doom for Atari recently.

The new version uses SDL 1.2.7beta which features brand new chunky-to-planar
routines (by Mikael Kalms / TBL). This should be good news for all
Doom-playing CT60-owners as the c2p-routs by kalms are really quick and
optimized for 68060.
Download PMDoom v0.30pre3
Visit the page of Data/trio (Patrice Mandin).

Regards

1943. Re: Falcon030 for sale

Newsgroup: comp.sys.atari.st
Date: 2004-03-11 14:20:55 UTC
From: William Greathouse <wgreath1@tampabay.rr.com>
Message-ID: <bB_3c.196213$B81.2792480@twister.tampabay.rr.com>
Source record: 20032

How much ya asking James?

James W. Krych wrote:

>Hi!
>
>This was used with the keyboard system at the church I belong to. It has:
>
>16Mb memory
>340Mb HD
>VGA adaptor
>14" VGA monitor
>Atari Mouse w/pad
>Speakers(I believe)
>
>Any takers?
>
>Jim
>
>
>
>

1944. Re: Coldfire 547x : more infos !

Newsgroup: comp.sys.atari.st
Date: 2004-03-11 15:03:02 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.03.11.15.03.02.430663@removenoaspam.atari-source.com>
Source record: 20033

On Thu, 11 Mar 2004 11:16:07 +0000, Simon wrote:

> Robert Pagano wrote:
>> Speaking of Coldfire...
>> ...does anyone know if anything is going on with the "Atari Coldfire
>> Project?"
>> That project's website...
>> http://acp.atari.org/
>> ...has not been updated in a long time.
>
> I wouldn't hold your breath...
>
> <cough>vaporware<cough>
>
> Simon

I have my doubts that the ACP is vaporware for any reason other than the developers might come to realize that the project is harder than they thought. Since Rodolphe knows all there is to know about that stuff and Atari, he might be able to help them out if they ask if the project makes it that far. Right now I think they need to focus on building a board which I would imagine isn't as hard as programming the FPGA logic - and possibly even worse, making TOS 4.04 or similar run on it ;)

Mark
http://portal.atari-source.com

1945. Re: Testing an AV-server

Newsgroup: comp.sys.atari.st
Date: 2004-03-11 16:45:28 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <HR%3c.6239$%x4.790684@news.siol.net>
Source record: 20034

Djordje Vukovic wrote:

> Oh, I did not meen that- but the other side: i.e. assuming that I have an
> AV-server, like Jinnee or Thing or some other, which application(s) can
> be used to test/demonstrate most/all of the diverse functions of the
> server.

If u have Thing, check its help files (hyp). Offers VA start
documentation.

Janez

1946. Re: DOOM V0.30 release !

Newsgroup: comp.sys.atari.st
Date: 2004-03-11 17:34:30 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4050a210$0$3686$c30e37c6@lon-reader.news.telstra.net>
Source record: 20035

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:40506447$0$289$626a14ce@news.free.fr...
> Seen on DHS webs site : www.dhs.com
>
> Data of Trio released a new version of Doom for Atari recently.
>
> The new version uses SDL 1.2.7beta which features brand new
chunky-to-planar
> routines (by Mikael Kalms / TBL). This should be good news for all
> Doom-playing CT60-owners as the c2p-routs by kalms are really quick and
> optimized for 68060.
> Download PMDoom v0.30pre3
> Visit the page of Data/trio (Patrice Mandin).
>

Doom, as in the original Doom? I used to run that on my 486 perfectly,
surely anything more then an '040 is overkill?

1947. Re: DOOM V0.30 release !

Newsgroup: comp.sys.atari.st
Date: 2004-03-11 17:35:36 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.03.11.17.35.35.359812@removenoaspam.atari-source.com>
Source record: 20036

On Fri, 12 Mar 2004 01:34:30 +0800, Clockmeister wrote:

>
> "Rodolphe Czuba" <rczuba@free.fr> wrote in message
> news:40506447$0$289$626a14ce@news.free.fr...
>> Seen on DHS webs site : www.dhs.com
>>
>> Data of Trio released a new version of Doom for Atari recently.
>>
>> The new version uses SDL 1.2.7beta which features brand new
> chunky-to-planar
>> routines (by Mikael Kalms / TBL). This should be good news for all
>> Doom-playing CT60-owners as the c2p-routs by kalms are really quick and
>> optimized for 68060.
>> Download PMDoom v0.30pre3
>> Visit the page of Data/trio (Patrice Mandin).
>>
>
> Doom, as in the original Doom? I used to run that on my 486 perfectly,
> surely anything more then an '040 is overkill?

The bottleneck is the video, so new c2p routines likely will help that.

Mark

1948. Re: 25% off Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-03-11 17:41:48 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4050a3c6$0$3686$c30e37c6@lon-reader.news.telstra.net>
Source record: 20037
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0403110049570.25237-100000@onyx.spiritone.com...
> This March I'm having a Birthday Bash and the Gifts are for you! Gifts are
> negotiable! And this March, the magic number is 25! Thats Right!Get a Gift
> on my Birthday Plus a 25% off the top on Your Atari Order! Thats right!Get
> a Gift Plus a Bonus! First Come, First Serve while Supplies Last!
>
> http://www.aracnet.com/~atari/specials.htm Details for Birthday Bash!
>
> I love nothing more than someone elses Orphaned Atari Games & Computers!
> If you have unwanted Atari stuff! I'd be glad to Adopt! Think of it as a
> Birthday Gift! I'll give them a good home! E-Mail: Atari@aracnet.com

No you won't, you will sell them for profit.

1949. Re: Atari and iBOOKG4 Ethernet link

Newsgroup: comp.sys.atari.st
Date: 2004-03-11 17:46:02 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <c2q8kr$20quvj$1@ID-40235.news.uni-berlin.de>
Source record: 20039

Sorry wrong page - late at night
http://www.dwade.freeserve.co.uk/atari/main.html

"John Oakes" <doyene@zetnet.co.uk> wrote in message
news:404fec2a$0$8564$4c56ba96@master.news.zetnet.net...
>
>
> David Wade wrote:
> >>>Dave
> >>>
> >>>
> >>
> >>Hello Dave.
> >> I am going to try my OSX Panther via router and Atari
> >>ethernec.
> >>
> >>regards
> >>
> >
> > John,
> > That will only give IP connectivity. The Atari does not have any kind
of
> > drive mapping software by default. If you take a look at at my page at
> > http://www.umich.edu/~archive/atari/ there is some info about
configuring
> > STING for use with a router.
> >
> >
> Thank Dave.
>
> I will take a look at that.
>
> regards
>

1950. Re: Falcon Speed

Newsgroup: comp.sys.atari.st
Date: 2004-03-11 17:49:54 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4050a5ac$0$3686$c30e37c6@lon-reader.news.telstra.net>
Source record: 20038

"Galen" <atarigalen@yahoo.com> wrote in message
news:4645be9.0403081316.4600c9a@posting.google.com...
> "Clockmeister" <no-one@nowhere.com> wrote in message
news:<40490ba5$0$41074$c30e37c6@lon-reader.news.telstra.net>...
> > "Galen" <ekaljuma@mtsac.edu> wrote in message
> > news:926a9946.0402251804.1b991288@posting.google.com...
>
> > > I don't have the details of Falcon speed I fear, but I've discovered
> > > that SoftPC is compatible with the CT60. 66Mhz 286 anyone?
> > >
> > Try the original Wolfenstein on that setup and watch the screen redraw
frame
> > by frame. Runs perfectly well on a real 286 though.
>
> Hmmm. I don't intend to play games on an emulated 286, but I found
> Quicken for DOS 8 just flys on the CT60. It's usable, but slow in
> regular Falcon mode.
>

I compiled a PASCAL program on my stock A500 under PC-Task (software PC
emulator for the Amiga) because my PC at the time had broken down and the
assignment was due the next day.

It took a little while, but the end result was a working program ;-)

1951. Re: DOOM V0.30 release !

Newsgroup: comp.sys.atari.st
Date: 2004-03-11 19:03:26 UTC
From: oesiii@hotmail.com
Message-ID: <38fe4aa3.0403111103.1f7df8e@posting.google.com>
Source record: 20040

It thing the website is:

http://dhs.nu/scenenews_2004.php

1952. Re: DOOM V0.30 release !

Newsgroup: comp.sys.atari.st
Date: 2004-03-11 19:07:46 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <2edq2c.pg1.ln@127.0.0.1>
Source record: 20042

Dans l'article
<pan.2004.03.11.17.35.35.359812@removenoaspam.atari-source.com>, "Mark D"
<mducksub@removenoaspam.atari-source.com> a tapotï¿½ avec ses petits doigts:

> The bottleneck is the video, so new c2p routines likely will help that.

The C2P routine will only be used if you select a 8bit video mode. The
default bit depth on Falcon is 16 bits. Read the README files to know how
to list available video modes and to select one.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

1953. Re: Jaguar

Newsgroup: comp.sys.atari.st
Date: 2004-03-11 20:12:56 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0403111212.2da408b8@posting.google.com>
Source record: 20041

sf0218@aol.com (SF0218) wrote in message
news:<20040310133759.06638.00001027@mb-m25.aol.com>...
> What's a decent price for a Jag, JagCD, and 14 games?
>
It depends a good deal on what the games are. Recent EBay sales have
ranged from $100 - $225 depending on the game's rarity. Of course, if
you have a BattleSphere ...

Galen

1954. Re: 25% off Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-03-11 21:37:49 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c2qm7c$gd8$1@titan.btinternet.com>
Source record: 20043
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi "Clockmeister"

> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0403110049570.25237-100000@onyx.spiritone.com...
> > This March I'm having a Birthday Bash and the Gifts are for you! Gifts
are
> > negotiable! And this March, the magic number is 25! Thats Right!Get a
Gift
> > on my Birthday Plus a 25% off the top on Your Atari Order! Thats
right!Get
> > a Gift Plus a Bonus! First Come, First Serve while Supplies Last!
> >
> > http://www.aracnet.com/~atari/specials.htm Details for Birthday Bash!
> >
> > I love nothing more than someone elses Orphaned Atari Games & Computers!
> > If you have unwanted Atari stuff! I'd be glad to Adopt! Think of it as a
> > Birthday Gift! I'll give them a good home! E-Mail: Atari@aracnet.com
>
> No you won't, you will sell them for profit.

Less %25 of course

--

Regards, Steve

http://nokbitch2.forumer.com/index.php?

1955. STGUIDE to UDO convertor

Newsgroup: comp.sys.atari.st
Date: 2004-03-11 22:37:04 UTC
From: LAFABRIE Florent <florent.nospam@lafabrie.net>
Message-ID: <4050ea0e$0$5918$7a628cd7@news.club-internet.fr>
Source record: 20044

Hello,
I look to the program STG2DO which makes it possible to export a file
STG towards UDO. The site of the author does not exist any more. If
somebody had that or the whole of the tools of convertion for UDO, I
will be with the angels. Thank you by advance.
Florent

--
LAFABRIE Florent
enlever le [nospam] de l'adresse mï¿½l pour me rï¿½pondre
http://wwww.lafabrie.net

Ordinateurs :
Atari Falcon 030 CT60 ï¿½ 100 Mhz 256 Mo de Ram
Atari Falcon 030 CT2B ï¿½ 50 Mhz 32 Mo de Ram
Atari Falcon 030 4 Mo de Ram

Programmes :
Icon Extract pour Atari Falcon/TT/Milan.../Magic PC/Magic Mac
Hardware pour Atari

1956. Re: 25% off Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-03-12 00:05:43 UTC
From: MrBiggles <mrbiggles909@yahoo.com>
Message-ID: <x974c.4759$Nj.3526@fed1read01>
Source record: 20045
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Clockmeister" <no-one@nowhere.com> wrote in message
news:4050a3c6$0$3686$c30e37c6@lon-reader.news.telstra.net...
>
> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0403110049570.25237-100000@onyx.spiritone.com...
> > This March I'm having a Birthday Bash and the Gifts are for you! Gifts
are
> > negotiable! And this March, the magic number is 25! Thats Right!Get a
Gift
> > on my Birthday Plus a 25% off the top on Your Atari Order! Thats
right!Get
> > a Gift Plus a Bonus! First Come, First Serve while Supplies Last!
> >
> > http://www.aracnet.com/~atari/specials.htm Details for Birthday Bash!
> >
> > I love nothing more than someone elses Orphaned Atari Games & Computers!
> > If you have unwanted Atari stuff! I'd be glad to Adopt! Think of it as a
> > Birthday Gift! I'll give them a good home! E-Mail: Atari@aracnet.com
>
> No you won't, you will sell them for profit.

Hehehe

1957. Re: Atari and iBOOKG4 Ethernet link

Newsgroup: comp.sys.atari.st
Date: 2004-03-12 04:31:19 UTC
From: John Oakes <doyene@zetnet.co.uk>
Message-ID: <40513d16$0$8567$4c56ba96@master.news.zetnet.net>
Source record: 19946

David Wade wrote:
> Sorry wrong page - late at night
> http://www.dwade.freeserve.co.uk/atari/main.html
>
Thanks again Dave.
I had a look at your site and will print the pages.

regards john

1958. St Guide to Udo convertor

Newsgroup: comp.sys.atari.st
Date: 2004-03-12 07:29:55 UTC
From: LAFABRIE Florent <florent@lafabrie.net.removethispartsvp>
Message-ID: <c2rothkia1@news-reader4.wanadoo.fr>
Source record: 19947

Hello,
I look to the program STG2DO which makes it possible to export a file
STG towards UDO. The site of the author does not exist any more. If
somebody had that or the whole of the tools of convertion for UDO, I
will be with the angels.
Thank you by advance.

Florent

--
Logiciels Icon Extract et Hardware pour ordinateurs Atari
Falcon 030 - TT - Milan et ordinateurs Mac et PC ï¿½quipï¿½s de Magic
Web : http://www.lafabrie.net
Mï¿½l : florent@lafabrie.net

1959. Re: Testing an AV-server

Newsgroup: comp.sys.atari.st
Date: 2004-03-12 08:31:01 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <c2rsg5cli2@tyfon.itea.ntnu.no>
Source record: 19948

Djordje Vukovic <vdjole@eunet.yu> wrote:

> couple of AV-protocol functions are plenty, but e.g. which one, if any,
> uses AV_FILEINFO or AV_COPYFILE (to get information on a file or to copy a
> file, respectively) ?

Taskbar use a few of these. IIRC (it's been a few months since I worked on
the AV-code) it use these AV-messages:

VA_START, AV_STARTPROG, AV_STARTED, AV_VIEW, AV_OPENWIND and AV_COPYFILE.

Taskbar still only works properly with N.AES and MagiC, ask me for a
current version if you don't have it.

--

```
/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

1960. Re: Atari and iBOOKG4 Ethernet link

Newsgroup: comp.sys.atari.st
Date: 2004-03-12 13:22:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <405164e41431701@comcast.net>
Source record: 19949

>Hello All.
> I have decided to link my Atari TT030 to my IBOOKG4. Any
>tips on how to link via Ethernec device. I tried to go via a PC but like
>life the sod did not want to play ball. So any clues will do.
>
>Regards John

I use the ftp protacol to link my Hades, STe and my wife's PC all
together. I would suggest going that route.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1961. Re: B-Net 3.03 / MagiC-Net

Newsgroup: comp.sys.atari.st
Date: 2004-03-12 13:22:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <405164e41431702@comcast.net>
Source record: 19950

>Hello,
>
>Could someone succeed in making B-Net 3.03 work under MagiC-Net ?
>Despites what is written in the HYP file, all I can get is an alert box : "The directory
X:\XXXXXX\ cannot be read! (TOS -35)" :-(
>One can get B-Net 3.03 for MagiC-Net here :
>http://users.otenet.gr/~papval/download/magicnet/BNeTs303.zip
>What I did :
>- MagiC-Net running perfectly, can ping all machines either with their
> IPs, name or alias ;
>- Folder \START containing BNET_S.APP & HOSTS.INF ;
>- Folder \XTENSION containing BNET.XFS and BNET_XFS.INF ;
>- Falcon's HOSTS.INF points to TT's IP and alias ;
>- TT's HOSTS.INF points to Falcon's IP and alias ;
>- ROUTE is defined in MAGX_RC.NET.
>Do I have to do something else ? Did I forgot something ?
>
>Thank-you,
>
>J.-Luc

Hello J.-Luc,

I have BNet working fine under Magic-Net on my Hades and under
Sting on my STe. Do both your machines have Magic-Net running? You
know that yo must have BNET running on both machines before things
will work. Email me and we will get it up and running....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1962. Re: Icons

Newsgroup: comp.sys.atari.st
Date: 2004-03-12 13:22:47 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <405164e41431703@comcast.net>
Source record: 19951

>How does one replace/edit icons in Magic using Magxdesk?
>
>Thanks
>Sam F.
>Virginia U.S.A.
>Seattle Seahawks Nut
>Atari Computer Nut
>C-Lab Falcon, 14mbram,540mb hdd.,
>& Historical Miniatures Wargaming Nut

Not sure really. Never used Magxdesk. I would get either Thing or
Jinnee as both of those desktops make it easy to adjust or replace
icons.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1963. READ THIS !

Newsgroup: comp.sys.atari.st
Date: 2004-03-12 16:57:44 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <4051ec03$0$279$636a15ce@news.free.fr>
Source record: 19952

http://topp.atari-users.net/

PERFECT !!

1964. Re: DOOM V0.30 release !

Newsgroup: comp.sys.atari.st
Date: 2004-03-12 16:59:12 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <4051ec5b$0$286$636a15ce@news.free.fr>
Source record: 19953

Yes, your're right !

Sorry !

oes wrote:
> It thing the website is:
>
> http://dhs.nu/scenenews_2004.php

1965. Re: Coldfire 547x : more infos !

Newsgroup: comp.sys.atari.st
Date: 2004-03-12 17:21:41 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <4051f1a0$0$316$636a15ce@news.free.fr>
Source record: 19954

Vapourware ?
Yes I think too.
Why ?

1- I was contacted in April 2002 to replace Fredi A. to design the board.
I told YES and proposed an architecture with some IO and selected chips to
be on the mainboard !
After 2 weeks they told me that they have selected an other guy (the Wilheim
story and you know that is was BIG vapourware too).
After I received no news from them !
Sure I heart Fredi was coming back partially, but...

2- There is no prototype photo, even not a image of a schematic, even
partially !
There is no features ! No IO descriptions, so no architecture fixed !
When I was designing CT60 I was able to put schematics & architecture
images on my web site !

Sure, they received a coldfire 5307 evalution kit....and what ?? That
prooves nothing !!
Maybe they will nextly show you a 5475 evaluation kit from motorola... eh eh
;-))
Tomorrow I could buy a kit at one Motorola distributors, and what ??
nothing too ! ;-))

I should begin designing a 5475 mb Flex ATX and I'm sure I would finish
before them, eh eh ;-))

This time I have to read all the sheets about 5475 and have a big
brainstorming ...
I need the advice of some developers about the coldfire performances with
68K emulation that is to be done...
If some dev want to help me...
It may be very quick to design a 5475 small board to plug on CT60 and allow
a crew of developers to design the emulation of the TOS and the software
running under TOS. Same for Magic and others OS on atari machines.
It is time to place order for sample at motorola after signing a NDA because
samples are planned for third quarter 2004.
This get enough time to design the board and design the emulation...

Thanks

Mark D wrote:
> On Thu, 11 Mar 2004 11:16:07 +0000, Simon wrote:
>
>> Robert Pagano wrote:

>>> Speaking of Coldfire...
>>> ...does anyone know if anything is going on with the "Atari Coldfire
>>> Project?"
>>> That project's website...
>>> http://acp.atari.org/
>>> ...has not been updated in a long time.
>>
>> I wouldn't hold your breath...
>>
>> <cough>vaporware<cough>
>>
>> Simon
>
> I have my doubts that the ACP is vaporware for any reason other than
> the developers might come to realize that the project is harder than
> they thought. Since Rodolphe knows all there is to know about that
> stuff and Atari, he might be able to help them out if they ask if the
> project makes it that far. Right now I think they need to focus on
> building a board which I would imagine isn't as hard as programming
> the FPGA logic - and possibly even worse, making TOS 4.04 or similar
> run on it ;)
>
> Mark
> http://portal.atari-source.com

1966. FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-12 17:32:38 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <pcHSfhBoHfUAFwOQ@btinternet.com>
Source record: 19955

Since the people who were interested didn't actually end up buying, I've
now had time to sort out eBay (I'm still baffled as to why I couldn't
list anything), and I have listed my Falcon there.

Essentially as new 4Mb, 0HD internal, 330Mb SCSI disk included for
housing in an external box (I don't have a suitable case). Will ship
anywhere with the usual caveats regarding cost etc.

Starting at ï¿½1, no reserve. If someone wants to bid ï¿½70 and that's all a
Falcon is worth, that's what they'll pay ;)

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3084498216

TV isn't included, of course.

Also listed - Commodore PET 2001-32N (again, ï¿½1), and soon to be added,
BBC Master 512 (quite a rare little beast ;)). Also some other stuff,
such as a Motorola 'Textphone' thingy (little mobile phone with a text
keyboard), an unusued, boxed and sealed 16K RAM upgrade for the Apple][
from 1977, and possibly a number of older die-cast cars.

Richard
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

1967. Re: FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-12 19:16:53 UTC
From: Rual Bunqk <untrue@bhangra.co.uk>
Message-ID: <40523864@news.greennet.net>
Source record: 19956

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:pcHSfhBoHfUAFwOQ@btinternet.com...
> Since the people who were interested didn't actually end up buying, I've
> now had time to sort out eBay (I'm still baffled as to why I couldn't
> list anything), and I have listed my Falcon there.
>
> Essentially as new 4Mb, 0HD internal, 330Mb SCSI disk included for
> housing in an external box (I don't have a suitable case). Will ship
> anywhere with the usual caveats regarding cost etc.
>
> Starting at £1, no reserve. If someone wants to bid £70 and that's all a
> Falcon is worth, that's what they'll pay ;)

yawn
so it could go for £1 now eh!!!?

`open w-i-d-e and swallow the following !!`

"you won't see me trying to get £70ish for my machine, because I,
and no other Falcon owner, would sell one for that -

You find a Falcon selling for less than £200 anywhere. You go buy that
one. Until then, stay with the dreamers"

1968. Re: FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-12 20:05:39 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <7yu2ELBNfhUAFwvm@btinternet.com>
Source record: 19957

In article <40523864@news.greennet.net>, Rual Bunqk
<untrue@bhangra.co.uk> writes
>
>"you won't see me trying to get ï¿½70ish for my machine, because I,
>and no other Falcon owner, would sell one for that -
>
>You find a Falcon selling for less than ï¿½200 anywhere. You go buy that
>one. Until then, stay with the dreamers"

So, put your money where your mouth is. Bid ï¿½70 on it. I dare you. If it
ends at that, you've got it - so what do you have to lose. I'll sell it
to you, if that's where it ends.

It hasn't closed at ï¿½1, so if you want to be a prat, wait until the
auction is over. I'll tell you what; if it finishes below ï¿½200, I will
apologise on the newsgroup for calling you a complete and utter tosser.
Since I just did.

FWIW, I don't know if one of the buyers didn't want it; they went quiet.
I tend to assume anyone who has to think about it, isn't going to buy.

Richard
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

1969. Re: FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-12 20:32:36 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.03.12.20.32.36.351534@removenoaspam.atari-source.com>
Source record: 19958

On Fri, 12 Mar 2004 20:05:39 +0000, Richard Kilpatrick wrote:

> In article <40523864@news.greennet.net>, Rual Bunqk
> <untrue@bhangra.co.uk> writes
>>
>>"you won't see me trying to get ï¿½70ish for my machine, because I,
>>and no other Falcon owner, would sell one for that -
>>
>>You find a Falcon selling for less than ï¿½200 anywhere. You go buy that
>>one. Until then, stay with the dreamers"
>
> So, put your money where your mouth is. Bid ï¿½70 on it. I dare you. If it
> ends at that, you've got it - so what do you have to lose. I'll sell it
> to you, if that's where it ends.
>

Alright I put my money where my mouth is. But it won't last long ;-)

Mark
http://portal.atari-source.com

1970. Re: READ THIS !

Newsgroup: comp.sys.atari.st
Date: 2004-03-12 20:34:32 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.03.12.20.34.32.756055@removenoaspam.atari-source.com>
Source record: 19959

On Fri, 12 Mar 2004 17:57:44 +0100, Rodolphe Czuba wrote:

> http://topp.atari-users.net/
>
> PERFECT !!

ermm.. what part. It's existence or a recent release? This has been
around for a while and a few people have been trying to drum up some
support for TOPP :)

Mark
http://portal.atari-source.com

1971. Re: Coldfire 547x : more infos !

Newsgroup: comp.sys.atari.st
Date: 2004-03-12 20:42:28 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.03.12.20.42.27.493091@removenoaspam.atari-source.com>
Source record: 19960

On Fri, 12 Mar 2004 18:21:41 +0100, Rodolphe Czuba wrote:

> Vapourware ?
> Yes I think too.
> Why ?
>
> 1- I was contacted in April 2002 to replace Fredi A. to design the board.
> I told YES and proposed an architecture with some IO and selected chips to
> be on the mainboard !
> After 2 weeks they told me that they have selected an other guy (the Wilheim
> story and you know that is was BIG vapourware too).
> After I received no news from them !
> Sure I heart Fredi was coming back partially, but...
>
> 2- There is no prototype photo, even not a image of a schematic, even
> partially !
> There is no features ! No IO descriptions, so no architecture fixed !
> When I was designing CT60 I was able to put schematics & architecture
> images on my web site !
>
> Sure, they received a coldfire 5307 evalution kit....and what ?? That
> prooves nothing !!
> Maybe they will nextly show you a 5475 evaluation kit from motorola... eh eh
> ;-))
> Tomorrow I could buy a kit at one Motorola distributors, and what ??
> nothing too ! ;-))
>
> I should begin designing a 5475 mb Flex ATX and I'm sure I would finish
> before them, eh eh ;-))
>
> This time I have to read all the sheets about 5475 and have a big
> brainstorming ...
> I need the advice of some developers about the coldfire performances with
> 68K emulation that is to be done...
> If some dev want to help me...
> It may be very quick to design a 5475 small board to plug on CT60 and allow
> a crew of developers to design the emulation of the TOS and the software
> running under TOS. Same for Magic and others OS on atari machines.
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> samples are planned for third quarter 2004.
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> Thanks
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That's not a bad idea at all, but sure why Coldfire? Why not PPC G4 1 GHz or something. The coldfire sounds different enough that it would be almost as challenging making TOS run on this platform as it would on PPC, except that on PPC you must use emutos and freemint for good features (no games/demos likely).

Coldfire sounds good of course, but it sounds like a dead end direction possibly whereas PPC does not. Just a thought.

If atari moved to ppc too we could build FAT binaries that run on both 68k and PPC. My roomate designed cool architecture for this, such as tos binary extension that allowed for storage of icon data and other metadata inside binaries themselves... Even better it required no source code modifications so uncooperative authors don't matter ;-) He was received with at best a lukewarm response. I say screw it, I am trying to set him to work on teradesk. He'll make it nice and make some good important changes to atari platform.

Mark
http://portal.atari-source.com

1972. Re: FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-12 21:34:39 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <uR1D8pCjyiUAFw$g@btinternet.com>
Source record: 19961

In article
<pan.2004.03.12.20.32.36.351534@removenoaspam.atari-source.com>, Mark D
<mducksub@removenoaspam.atari-source.com> writes

>Alright I put my money where my mouth is. But it won't last long ;-)

Oh, I don't know. /Apparently/ Falcons aren't worth much.

But in the interests of selling it - it's the ideal machine to put one
of Rodolphe's last batch of CT60s in! Perfect clean slate machine :D

Richard
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

1973. Re: Coldfire 547x : more infos !

Newsgroup: comp.sys.atari.st
Date: 2004-03-12 22:05:48 UTC
From: Simon <simon@spamnococonutsmusume.co.uk>
Message-ID: <Vtq4c.44$Hg.22@newsfe1-win>
Source record: 19962

Mark D wrote:
> Coldfire sounds good of course, but it sounds like a dead end direction
> possibly whereas PPC does not. Just a thought.

Yes, I agree. PPC is the future of the Atari platform.

I'm waiting to see what this Pegasos port of SpareMint will be...

Simon

1974. Re: Coldfire 547x : more infos !

Newsgroup: comp.sys.atari.st
Date: 2004-03-12 22:10:34 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <40523554$0$280$636a15ce@news.free.fr>
Source record: 19963

PPC means rewritting all TOS or an other OS !
This time nobody seems to be ready to do that in a decent delay.
ColdFire is a 68K compatible (not 100%) and needs only a partial emulation
for some addressing modes and some instructions.

Sure, from a C++ point of view, there is no difference between C F & PPC
except that PPC offer more support with existing things...(Linux).
BUT from an ASM point of view, the CF allows to all talentual ASM coders
(there are much of them yet on atari !) to continue to code ASM with a
minimal modification of their knowledges and habitudes... Ask them about
coding ASM on PPC ?! They don't want...

Sure this last way is different...but the PPC way is already taken by
Pegasos project... a second alternative PPC mb is maybe too late !
Pegasos has difficulties to survive...so why should it be different for a
PPC TOS mb ? It may be worse because there are less developers on Atari than
on Amiga... and the PPC on Amiga is here since several years ! This means we
have to pass several years to access to a capacity to develop a PPC mb about
software maturity ?! Too long !

There is no mb project with Coldfire, and it may be possible to find new
directions, especially with people coding yet ASM for embedded applications
that may allow these excellent coders to use their potential...I think
especially about swedish developers that support strongly this time the CT60
with their developements and demos/games.

That's my point of view now because...the most important CPU familly is (or
was) the 68K familly and the successor is the CF !
Using CF means staying in the bigger & most known CPU familly of the
industrial market and learning domain too.

A PPC is very expensive compared to a CF.
Sure not the same power too...

Mark D wrote:
> On Fri, 12 Mar 2004 18:21:41 +0100, Rodolphe Czuba wrote:
>
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>> Why ?
>>
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> matter ;-) He was received with at best a lukewarm response. I say
> screw it, I am trying to set him to work on teradesk. He'll make it
> nice and make some good important changes to atari platform.
>
> Mark
> http://portal.atari-source.com

1975. Re: FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-12 22:41:37 UTC
From: Rual Bunqk <untrue@bhangra.co.uk>
Message-ID: <4052685f@news.greennet.net>
Source record: 19964

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:7yu2ELBNfhUAFwvm@btinternet.com...
> In article <40523864@news.greennet.net>, Rual Bunqk
> <untrue@bhangra.co.uk> writes
> >
> >"you won't see me trying to get £70ish for my machine, because I,
> >and no other Falcon owner, would sell one for that -
> >
> >You find a Falcon selling for less than £200 anywhere. You go buy that
> >one. Until then, stay with the dreamers"
>
> So, put your money where your mouth is. Bid £70 on it. I dare you. If it
> ends at that, you've got it - so what do you have to lose. I'll sell it
> to you, if that's where it ends.

I never wanted a Falcon ever!, I thought them the a backward step for Atari, overpriced, slow and a late comer to the computer world, I just enjoy your ranting, discounts, and contradictions, my £10 STE is all I need from the Atari world

1976. Re: FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-12 23:21:13 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <tGFz55EiVkUAFw$X@btinternet.com>
Source record: 19965

In article <4052685f@news.greennet.net>, Rual Bunqk
<untrue@bhangra.co.uk> writes
>slow and a late comer to the computer world

Sounds like the perfect computer for you.

I haven't contradicted myself. I may have, if my Falcon fails to reach
ï¿½200. In which case I'll admit it.

Richard
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

1977. Re: B-Net 3.03 / MagiC-Net

Newsgroup: comp.sys.atari.st
Date: 2004-03-12 23:41:30 UTC
From: Jean-Luc <wd.wd@wd.com>
Message-ID: <13032004004148i2C00154KYXC0A80004@wanadoo.fr>
Source record: 19966

Edward S. Baiz Jr. <edbaizjr@comcast.net> a écrit dans le message :
405164e41431702@comcast.net

>>Hello,
>>
>>Could someone succeed in making B-Net 3.03 work under MagiC-Net ?
>
>Hello J.-Luc,
>
>I have BNet working fine under Magic-Net on my Hades and under
>Sting on my STe. Do both your machines have Magic-Net running? You
>know that yo must have BNET running on both machines before things
>will work. Email me and we will get it up and running....

Hello Edward,

Yes, both my machines run MagiC-Net and B-Net. And both my machines run MagiC 6.20 too, which, according to Vassilis, is not B-Net compatible, unless he tries and fixes it :-(

Regards,

J.-Luc

1978. Re: FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-12 23:52:04 UTC
From: Rual Bunqk <untrue@bhangra.co.uk>
Message-ID: <40528391$1@news.greennet.net>
Source record: 19968

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:tGFz55EiVkUAFw$X@btinternet.com...
> In article <4052685f@news.greennet.net>, Rual Bunqk
> <untrue@bhangra.co.uk> writes
> >slow and a late comer to the computer world
>
> Sounds like the perfect computer for you.

for my modest Atari needs it is perfect, and I can allways get another for
£10

>
> I haven't contradicted myself.

OH NO !! ?

If someone wants to bid £70 and that's all a
Falcon is worth, that's what they'll pay ;)

Quote
>>"you won't see me trying to get £70ish for my machine

may I suggest that you go and
insert your head in a pan of water which has achieved an overall
temperature lower than 10 degrees celsius cool down and come back out of
orbiting wonderland?

I second that :-)

Cheers from Belgium
Dennis

Still have all this othe junk for sale
Richard
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (
`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--'
`-'_)Morticia

1979. Re: READ THIS !

Newsgroup: comp.sys.atari.st
Date: 2004-03-13 00:37:42 UTC
From: webmaster@atari-users.net
Message-ID: <b8d63ca5.0403121637.fd9d027@posting.google.com>
Source record: 19967

And if anyone has or knows of some good apps released with the source code.. I'm sure Gokmase would appreciate a quick message on the TOPP forum about it.

http://topp.atari-users.net/forums.htm

Rob
webmaster
http://www.atari-users.net

"Rodolphe Czuba" <rczuba@free.fr> wrote in message news:<4051ec03$0$279$636a15ce@news.free.fr>...
> http://topp.atari-users.net/
>
> PERFECT !!

1980. Re: FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-13 00:46:13 UTC
From: Rual Bunqk <untrue@bhangra.co.uk>
Message-ID: <40528618@news.greennet.net>
Source record: 19969

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:tGFz55EiVkUAFw$X@btinternet.com...
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fungus, silverfish

>
> I haven't contradicted myself.(titter)

OH NO !! ?

" once again your reading skills fail
you."

" won't be able to get eBay sorted and list the item in the
timespan required" (Last week?) have you had an extension on your
timespan??

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`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--'
`-'_)Morticia

1981. Re: FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-13 00:46:54 UTC
From: Rual Bunqk <untrue@bhangra.co.uk>
Message-ID: <40528619@news.greennet.net>
Source record: 19971

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:tGFz55EiVkUAFw$X@btinternet.com...
> In article <4052685f@news.greennet.net>, Rual Bunqk
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`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--'
`-'_)Morticia

1982. Re: FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-13 00:47:27 UTC
From: Rual Bunqk <untrue@bhangra.co.uk>
Message-ID: <4052861a@news.greennet.net>
Source record: 19972

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:tGFz55EiVkUAFw$X@btinternet.com...
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http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--'
`-'_)Morticia

1983. Re: FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-13 00:48:27 UTC
From: Rual Bunqk <untrue@bhangra.co.uk>
Message-ID: <4052861b@news.greennet.net>
Source record: 19970

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:tGFz55EiVkUAFw$X@btinternet.com...
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http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--'
`-'_)Morticia

1984. Re: FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-13 01:23:02 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0403121723.6219c92c@posting.google.com>
Source record: 19973

"Rual Bunqk" <untrue@bhangra.co.uk> wrote in message

> *yawn*
> so it could go for ï¿½1 now eh!!!?
>
> open w-i-d-e and swallow the following !!

It is all quite simple, if you don't like the price tag
you don't have to do business.

Troll off.

1985. Atari Online News, Etc. #06-11

Newsgroup: comp.sys.atari.st
Date: 2004-03-13 02:37:23 UTC
From: danap8@aol.comno-spam
Message-ID: <20040312213723.22662.00001444@mb-m10.aol.com>
Source record: 19974

```
A-ONE #0611 03/12/04

~ Oracle, Feds to Court! ~ People Are Talking! ~ Anti-Spam Tactics!
~ PayPal Settles Probe! ~ Booze Site Get Kids! ~ PHP 5 Is Promising!
~ Spam Filters Too Much! ~ SCO's $50 Million! ~ New Atari Doom!
~ ~ PhillyClassic Expo! ~

-* Internet Radio Finds Groove! *-
-* Top E-Mail Providers Sue Spammers! *-
-* ICANN Approves Controversial Name Service! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj at atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

1986. Atari Megafile 220 volt in US?

Newsgroup: comp.sys.atari.st
Date: 2004-03-13 06:56:32 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <1055c50pgrtl8ff@corp.supernews.com>
Source record: 19975

Will a EU Megafile 30 work in the US if I plug it in to the 110 volts? I heard the STs have switching PS's. That true?

Tim

1987. Re: Atari Megafile 220 volt in US?

Newsgroup: comp.sys.atari.st
Date: 2004-03-13 09:06:59 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <4052ce50$0$22206$afc38c87@news.optusnet.com.au>
Source record: 19976

"Tim" <TjLaZer@NOSPAM.Mail.com> wrote in message
news:1055c50pgrtl8ff@corp.supernews.com...
> Will a EU Megafile 30 work in the US if I plug it in to the 110 volts? I
> heard the STs have switching PS's. That true?

Falcons do. I think that MegaSTE's and TT's did as well. But ST/E/F/FM's and
MegaST's don't.

Mark

1988. Re: FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-13 09:41:10 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <hvHgTxEobtUAFwsY@btinternet.com>
Source record: 19977

In article <4052861b@news.greennet.net>, Rual Bunqk
<untrue@bhangra.co.uk> writes
>> I haven't contradicted myself.(titter)
>
>OH NO !! ?

Wow, I must really have upset you, for all that effort.

No, it won't sell for ï¿½70. I'm very confident of that. Until that auction ends, you're in no place to suggest that I'll have sold the unit for that amount. Just because I start my auction in a fair manner without reserves doesn't mean that my Falcon is worth less than the others. In the unlikely event that it sells for so little, I'll be more than happy to accept that Falcon values aren't what they were, and it's my financial loss.

You have looked, haven't you? It's still got 9 days to go, and it's at ï¿½52.

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3084498216

Oh, and you can laugh at my house all you want, but it's 2,800 sq. ft, 9 bedrooms, built in the 1840s and I don't have a mortgage. It's also doubled in value in 18 months.

FWIW, my timespan was a self-imposed timescale for dealing with it. I can do what I like with it.

Richard
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

1989. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2004-03-13 10:43:56 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <4052e60e1527bf0@pandora.be>
Source record: 19978
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**game**
ftp://chapelie.rma.ac.be/atari/game/pmdoom-0.30pre3.zip
(318.420 bytes) Doom for Atari. Compiled for 68020 and higher

**mint**
ftp://chapelie.rma.ac.be/atari/mint/misc/sdl-devel-1.2.7-2-mint.tar.gz
(553.528 bytes) This library helps you to make
multi-platform multimedia software. Needs LDG

Have fun,
Martin

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

1990. Re: Coldfire 547x : more infos !

Newsgroup: comp.sys.atari.st
Date: 2004-03-13 17:51:14 UTC
From: Johannes Wischert <nospam@spamme.net>
Message-ID: <c2vhj3$9o3$1@online.de>
Source record: 19979

What could also be quite important is the pricing... A coldfire board will certanly be cheaper than a PPC one since a PPC is not cheap i think... And... a PPC is much to normal ;) everybody has a PPC ...but who has a coldfire?

"Rodolphe Czuba" <rczuba@free.fr> schrieb im Newsbeitrag news:40523554$0$280$636a15ce@news.free.fr...
> PPC means rewritting all TOS or an other OS !
> This time nobody seems to be ready to do that in a decent delay.
> ColdFire is a 68K compatible (not 100%) and needs only a partial emulation
> for some addressing modes and some instructions.
>
> Sure, from a C++ point of view, there is no difference between C F & PPC
> except that PPC offer more support with existing things...(Linux).
> BUT from an ASM point of view, the CF allows to all talentual ASM coders
> (there are much of them yet on atari !) to continue to code ASM with a
> minimal modification of their knowledges and habitudes... Ask them about
> coding ASM on PPC ?! They don't want...
>
> Sure this last way is different...but the PPC way is already taken by
> Pegasos project... a second alternative PPC mb is maybe too late !
> Pegasos has difficulties to survive...so why should it be different for a
> PPC TOS mb ? It may be worse because there are less developers on Atari
than
> on Amiga... and the PPC on Amiga is here since several years ! This means
we
> have to pass several years to access to a capacity to develop a PPC mb
about
> software maturity ?! Too long !
>
> There is no mb project with Coldfire, and it may be possible to find new
> directions, especially with people coding yet ASM for embedded
applications
> that may allow these excellent coders to use their potential...I think
> especially about swedish developers that support strongly this time the
CT60
> with their developements and demos/games.
>
> That's my point of view now because...the most important CPU familly is
(or
> was) the 68K familly and the successor is the CF !
> Using CF means staying in the bigger & most known CPU familly of the
> industrial market and learning domain too.
>

> A PPC is very expensive compared to a CF.
> Sure not the same power too...
>
>
>
>
> Mark D wrote:
> > On Fri, 12 Mar 2004 18:21:41 +0100, Rodolphe Czuba wrote:
> >
> >> Vapourware ?
> >> Yes I think too.
> >> Why ?
> >>
> >> 1- I was contacted in April 2002 to replace Fredi A. to design the
> >> board.
> >> I told YES and proposed an architecture with some IO and selected
> >> chips to be on the mainboard !
> >> After 2 weeks they told me that they have selected an other guy (the
> >> Wilheim story and you know that is was BIG vapourware too).
> >> After I received no news from them !
> >> Sure I heart Fredi was coming back partially, but...
> >>
> >> 2- There is no prototype photo, even not a image of a schematic, even
> >> partially !
> >> There is no features ! No IO descriptions, so no architecture fixed !
> >> When I was designing CT60 I was able to put schematics &
> >> architecture images on my web site !
> >>
> >> Sure, they received a coldfire 5307 evalution kit....and what ?? That
> >> prooves nothing !!
> >> Maybe they will nextly show you a 5475 evaluation kit from
> >> motorola... eh eh ;-))
> >> Tomorrow I could buy a kit at one Motorola distributors, and what ??
> >> nothing too ! ;-))
> >>
> >> I should begin designing a 5475 mb Flex ATX and I'm sure I would
> >> finish before them, eh eh ;-))
> >>
> >> This time I have to read all the sheets about 5475 and have a big
> >> brainstorming ...
> >> I need the advice of some developers about the coldfire performances
> >> with 68K emulation that is to be done...
> >> If some dev want to help me...
> >> It may be very quick to design a 5475 small board to plug on CT60
> >> and allow a crew of developers to design the emulation of the TOS
> >> and the software running under TOS. Same for Magic and others OS on
> >> atari machines.
> >> It is time to place order for sample at motorola after signing a NDA
> >> because samples are planned for third quarter 2004.
> >> This get enough time to design the board and design the emulation...

> >>
> >> Thanks
> >>
> >
> > That's not a bad idea at all, but sure why Coldfire? Why not PPC G4
> > 1 GHz or something. The coldfire sounds different enough that it
> > would be almost as challenging making TOS run on this platform as it
> > would on PPC, except that on PPC you must use emutos and freemint for
> > good features (no games/demos likely).
> >
> > Coldfire sounds good of course, but it sounds like a dead end
> > direction possibly whereas PPC does not. Just a thought.
> >
> > If atari moved to ppc too we could build FAT binaries that run on
> > both 68k and PPC. My roomate designed cool architecture for this,
> > such as tos binary extension that allowed for storage of icon data
> > and other metadata inside binaries themselves... Even better it
> > required no source code modifications so uncooperative authors don't
> > matter ;-) He was received with at best a lukewarm response. I say
> > screw it, I am trying to set him to work on teradesk. He'll make it
> > nice and make some good important changes to atari platform.
> >
> > Mark
> > http://portal.atari-source.com
>

1991. Re: Coldfire 547x : more infos !

Newsgroup: comp.sys.atari.st
Date: 2004-03-13 18:11:05 UTC
From: MERCIER Pascal <mercier.ps@free.fr>
Message-ID: <40534ec6$0$290$626a14ce@news.free.fr>
Source record: 19980

Johannes Wischert wrote:
> What could also be quite important is the pricing... A coldfire board will
> certanly be cheaper than a PPC one since a PPC is not cheap i think...
> And... a PPC is much to normal ;) everybody has a PPC ...but who has a
> coldfire?
>

Just somethings i want to know ... is it possible to make a multi CF MB ?

1992. Re: Coldfire 547x : more infos !

Newsgroup: comp.sys.atari.st
Date: 2004-03-13 20:24:34 UTC
From: Johannes Wischert <nospam@spamme.net>
Message-ID: <c2vqijoqb1@online.de>
Source record: 19981

"MERCIER Pascal" <mercier.ps@free.fr> schrieb im Newsbeitrag
news:40534ec6$0$290$626a14ce@news.free.fr...

> Just somethings i want to know ... is it possible to make a multi CF MB ?

Ofcourse it is possible but i don't think CF has build in multiprocessor
support so it will certanly not be very simple task and there will certanly
be a lot of problems with existing applications...

1993. USB for us, too?

Newsgroup: comp.sys.atari.st
Date: 2004-03-13 21:24:19 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0403131324.6c810475@posting.google.com>
Source record: 19982

Hi!

Just one question: If the Atari 2600 can have USB (even if it is
only for joysticks), why can't we?

Mike Freeman
mike [at] freeman-studio [dot] com

1994. Re: Falcon030 for sale

Newsgroup: comp.sys.atari.st
Date: 2004-03-13 21:27:58 UTC
From: "James W. Krych" <james.krych@us.army.mil>
Message-ID: <G8ydneor-chF4c7dRVn-ig@adelphia.com>
Source record: 19983

Nick!

Because I have three already!!! :)

Jim

<nick@1632systems.co.uk> wrote in message
news:c2enn7iif1@thorium.cix.co.uk...
> Hi Jim, why sale?
>
> --
> Nick Harlow
> 16/32 Systems
> Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
> Web Site: http://www.1632systems.co.uk

1995. Re: USB for us, too?

Newsgroup: comp.sys.atari.st
Date: 2004-03-13 21:31:23 UTC
From: sf0218@aol.com
Message-ID: <20040313163123.25073.00001252@mb-m07.aol.com>
Source record: 19984

That would truely be a nice benefit for us, and I would really like it!!

Does anyone know if we can use dvd drives to play dvds?

On our Falcons that is.

Thanks,
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

1996. Re: USB for us, too?

Newsgroup: comp.sys.atari.st
Date: 2004-03-13 23:06:34 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <u61z2VBgN5UAFwtc@btinternet.com>
Source record: 19985

In article <5c1cf651.0403131324.6c810475@posting.google.com>, Mike
Freeman <mail@freeman-studio.com> writes
>Hi!
>
> Just one question: If the Atari 2600 can have USB (even if it is
>only for joysticks), why can't we?

What have I missed here? 2600 with USB?!

And is there a 2600 clone out now which offers more than one player? My
gripe with the single joystick type is that it's only for one player,
making Pong etc rather pointless.

Richard

--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

1997. Re: Coldfire 547x : more infos !

Newsgroup: comp.sys.atari.st
Date: 2004-03-13 23:31:17 UTC
From: Simon <simon@spamnococonutsmusume.co.uk>
Message-ID: <IQM4c.453$nN6.389@newsfe1-win>
Source record: 19986

Rodolphe Czuba wrote:
> There is no mb project with Coldfire,

Rodolphe, if you or anybody else creates a Coldfire based motherboard, many people would be really interested. Specially if it has some sort of Falcon compatability (SuperVidel, DSP maybe?).

Simon

1998. Re: USB for us, too?

Newsgroup: comp.sys.atari.st
Date: 2004-03-14 05:08:06 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0403132108.2ec7c0ee@posting.google.com>
Source record: 19987

Richard Kilpatrick <richard@dmc12.demon.co.uk> wrote in message
news:<u61z2VBgN5UAFwtc@btinternet.com>...
> In article <5c1cf651.0403131324.6c810475@posting.google.com>, Mike
> Freeman <mail@freeman-studio.com> writes
> >Hi!
> >
> > Just one question: If the Atari 2600 can have USB (even if it is
> >only for joysticks), why can't we?
>
> What have I missed here? 2600 with USB?!

Sorry, I should have mentioned it's posted on Atari.Org. It's called
Stelladapter. It's a 2600 to USB adapter for using USB joysticks.

> And is there a 2600 clone out now which offers more than one player? My
> gripe with the single joystick type is that it's only for one player,
> making Pong etc rather pointless.

All the 2600's I've ever had included two joystick ports. I used to
play head-to-head pong against all of my friends and family way back
when... Is yours different?

Mike Freeman
mike [at] freeman-studio [dot] com

1999. Re: USB for us, too?

Newsgroup: comp.sys.atari.st
Date: 2004-03-14 06:41:29 UTC
From: puffpuffin@aol.comNOSPAM
Message-ID: <20040314014129.22733.00001316@mb-m10.aol.com>
Source record: 19988

>Sorry, I should have mentioned it's posted on Atari.Org. It's called
>Stelladapter. It's a 2600 to USB adapter for using USB joysticks.
>

You got it reversed. It's an Atari joystick adapter for PCs with USB. So now, a PC/Mac user can use Atari joysticks, paddles, keypads, etc with Windows/MacOS games, MAME and Atari emulators. I plan to get one as I _HATE_ playing arcade-type games with an analog joystick!

Check out their website:
http://www.pixelspast.com/products/

Someone in Australia is working on a USB adapter for the ST. I don't recall the website.

2000. Re: Falcon030 for sale

Newsgroup: comp.sys.atari.st
Date: 2004-03-14 10:39:18 UTC
From: a1_nocrap_exh@hotmail.com
Message-ID: <7f38b97b.0403140239.175ec768@posting.google.com>
Source record: 19989

> I have been trying to sell my Falcon for ages but maybe because I want the
> buyer to see working and collect in the Manchester UK area I have had no
> luck, one disastrous post of a rare item has made me deal this way,

I am at UMIST university some days. Where in manchester are you based?

> if anyone is interested and willing to leave an address here I
> will get back to you

If it's still for sale, despam my address and get back to me.

Cheers

Alex Holland
Thalion Webshrine
http://thalion.amiga.tm

2001. Re: Coldfire 547x : more infos !

Newsgroup: comp.sys.atari.st
Date: 2004-03-14 11:22:24 UTC
From: mjaap@atariuptodate.de
Message-ID: <f9b49853.0403140322.29945d1b@posting.google.com>
Source record: 19990

Hello Rodolphe,
"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:<4051f1a0$0$316$636a15ce@news.free.fr>...
> Vapourware ?
> Yes I think too.

I thought that your CT60 was vaporware, too. For a while it even
seemed that the card is incompatible with almost every Falcon
component. Anyway, it's still great to see the CT60 card out there.

> Why ?
>
> 1- I was contacted in April 2002 to replace Fredi A. to design the board.
> I told YES and proposed an architecture with some IO and selected chips to
> be on the mainboard !
> After 2 weeks they told me that they have selected an other guy (the Wilheim
> story and you know that is was BIG vapourware too).
> After I received no news from them !
> Sure I heart Fredi was coming back partially, but...
>
> 2- There is no prototype photo, even not a image of a schematic, even
> partially !

There is a prototype photo, it was published in the st-computer
magazine and the news was also published on many news sites. You were
still busy with the CT60 when they were discussing what to do after
Fredi left the project. The Wilhelm board was reality, it existed but
it was simply not suitable.

> There is no features ! No IO descriptions, so no architecture fixed !
> When I was designing CT60 I was able to put schematics & architecture
> images on my web site !

But you were also taking pre-orders.

>
> Sure, they received a coldfire 5307 evalution kit....and what ?? That
> prooves nothing !!
> Maybe they will nextly show you a 5475 evaluation kit from motorola... eh eh
> ;-))
> Tomorrow I could buy a kit at one Motorola distributors, and what ??
> nothing too ! ;-))

Look at Normans news on the coldfire website.

>
> I should begin designing a 5475 mb Flex ATX and I'm sure I would finish

> before them, eh eh ;-))

Right, and the 68060 accelerator was available so much sooner than the
060 cards for the Amiga computers ;-)
Oh, btw: let's not forget that you were involved in some vaporware
projects, too. It may not be your fault but I wouldn't talk so badly
about other hardware developers.

> It may be very quick to design a 5475 small board to plug on CT60 and allow
> a crew of developers to design the emulation of the TOS and the software
> running under TOS. Same for Magic and others OS on atari machines.

Those dev's should contact Norman Feske, he's already testing MiNT and
the (partial) 68k emulation.
There are not enough developers to support two coldfire projects and
right now the CT-CF is - unlike the ACP - vaporware.

If you feel like you could help the ACP team, simply contact them.
Maybe you could help their hardware designer - he just isn't the type
of guy who likes to publish every development step on the web.

Regards,
Matthias

2002. Misc Atari Items FS (USA)

Newsgroup: comp.sys.atari.st
Date: 2004-03-14 13:21:05 UTC
From: Fred Horvat <fmh@netzero.net>
Message-ID: <405304d3_2@newsfeed.slurp.net>
Source record: 19991

Hi,

Here's some Atari ST stuff that I'm not using
anymore. Those are my asking prices. I'm open to offers.
Buyer pays shipping. I am also open to trade offers.
E-mail me your list to fmh@netzero.net for
more info.

Last updated 01-14-04

HARDWARE

Atari 520ST Computer System. Unit is upgraded to 1 Meg of RAM.
Unit comes with mouse, power supply, floppy drive, and manuals
all in the original boxes! $50.00

Atari SC1224 Color Monitor. $30.00

Atari SM124 Mono Monitor. $30.00

Atari PC-1 Computer System. This is Atari's first attempt
at the IBM clone market. The IBM clone is in an Atari Mega ST
case with a 5 1/4" 360K floppy drive instead of the standard 3 1/2"
ST drive. It has an 4.77/8.0 mhz CPU with 512K RAM. Has dip
switched Video Adapter for MDA/CGA/EGA graphics. CPU comes with
an Atari IBM keyboard, Atari labeled MS/DOS, Atari labeled
GEM Operating system, and manuals that are photocopied. Serial
Number is #0007 so besides being very rare it's one of the First!
Also included is an Atari PCM124 mono MDA/CGA/EGA monitor in the
box with paperwork. For both computer and monitor
$250.00

Fast Fax by Michtron. This is the original fax hardware/software
for the Atari computers. Works with ST 520 to Falcon. This is a
special Michtron 9600 Send/Receive Fax Modem with software. The
software is very efficient, powerfull, and simple. Send, receive,
view, log, and print, faxes. has drivers for popular printers and the
SLM804/SLM605. Use a spare 520 or 1040 floppy only as a stand alone
fax machine. Comes with special fax modem, diskettes, and manual.
$25.00

Syquest 44 Meg Cartridges. These will be Atari HDX formatted
with no bad sectors. $10.00

Syquest EZ-135 Cartridges. These will be IBM DOS formatted with

with no bad sectors. $10.00

Syquest EZ-230 Cartridges. These will be IBM DOS formatted with
with no bad sectors. $10.00

SC 1224 monitor cover by Classic Covers. This is a brown cover
with the Fuji logo and underneath "Atari SC 1224 Color Monitor".
Perfect to protect your monitor from dust and have it look cool
too. $5.00

AtariSoft IBM Games
** Note ** these games are made for the IBM PC on 5 1/4" floppy
These were made in 1983 when Atari was making games for multiple
computer and video game consoles. All the games bellow are
BRAND NEW and never used! Games are $10.00 each.

Battlezone *sealed*
Centipede *sealed*
Defender *sealed*
Dig Dug *sealed*
Galaxian *sealed*
Gremlins *sealed*
Jungle Hunt *sealed*
Moon Patrol *sealed*
Pacman *sealed*
Robotron 2084 opened
Stargate *sealed*

GAMES

Annex by D. Pritchard. An DOOM Alien shootem up game.
Docs, disk $5.00

Bridge 4.0 by Artworx. A comphrehensive contract bridge-playing
program. Box, docs, disk $5.00

Captain Blood by InfoGrames. An involved space game of exploration.
Box, docs, disks. $5.00

Decimal Dungeon by Unicorn Software. An education program for
5th graders to Junior High. Uses a variety of decimal related math
problems to help you escape the evil dungeon and caves. Color
or mono. Box, docs, disks. $5.00

Magical Math by Atari. The scholastic series math tutor program
starring Bentley Bear. Box, Docs, Disk $5.00

Mickey Mouse The Computer Game by Gremlin. Help Mickey rescue
Merlin's Magic Wand in the enchanted Disney Castle.
Box, docs, disk. $5.00

NightBreed by Ocean. A game based on a Clive Barker book/movie.
Box, docs, disks. $5.00

Planetarium by Atari. The scholastic series observitory in your
own house. One of the better if not best scholastic programs by
Atari. Comes with box, docs, and disk. $5.00

Renegade by Mastertronic. A Star Raiders type space shooter
type game. Manual and disk. $4.00

S.D.I. by Mindscape. Complete with box, docs, and disks. $5.00

Sinbad and the Throne of the Falcon by Cinemaware. Docs and disks $5.00

Spelling Bee by Atari. The scholastic series spelling program
for kids. Comes with box, docs, and disks. $5.00

Their Finest Hour by LucasFilm Games. The Battle of Britain
flight sim. Box, docs, and disks. $10.00

Transartica by Silmarils. A Falcon030 game where you are
the captain of the a Train on the frozen planet. Docs, Disks. $15.00

MISC SOFTWARE

DC Shower by Double Click Software. Replaces the TOS "Show" button
when double clicking on a file from TOS. Many different types of files
can be manipulated like graphics, compressed files, and HEX.
Docs and disk $5.00

Degas by Batteries Included. The classic graphics and drawing
program for the Atari ST platform. Comes with book and disk $5.00

Emailer V2.3 by Application Systems Heidelberg (ASH). This is
the premier E-Mail package for the Atari platform. This is a
German version that can be upgraded to V2.3f which is the latest
for free via ASHï¿½s Web Site and can be in English via the free
RSC files also from ASHï¿½s Web Site.
For more info please goto
http://www.application-systems.de/emailer/index.html
This is new and come complete with 720K floppy, docs, registration
card, and packing envelope. $30.00

Flash by Antic Software. Complete Gem based telecomunications program.
Has VT-100, CIS, Vidtex Graphics capabilities and more.
Box, docs, and disk. $3.00

Grammar Expert by Phil Comeau Software. Grammar Expert provides easy

access to the rules of English grammar. It also provides advice on
effective writing. Docs and disk $5.00

Image CAT by Wiz Works. The complete graphics cataloging system
for all Atari computers. Print a catalog of image files that you
have on your Atari or view the images on your screen. Docs and disk $5.00

PrintMaster Plus by Unison World. The ultimate designing program
for the ST to create banners, cards, posters, calendars and more!
Box, disks, and docs $5.00

ST Control by Trio Engineering. A BASIC like language that
is closer to using normal language to program. Example
"Draw picture with Neochrome" Box and disk $3.00

Stalker 3 by Gribnif Software. A great GEM based telecomunications
package. The most complete telecomunications and terminal program
produced for the Atari. Can be run as a desktop accessory which then
allows background downloading and more. Box, docs, disk $5.00

STraTOS2 CD. This is a CD Magazine covering the Atari line of computers.
It is dated 1997 and is mostly in French but many of the programs are
in English. It covers and contains software for MINT, Linux, Games
including DOOM, Internet and more. It has a program that runs the magazine
and gets you to the software for automatic installation $10.00

Thunder by Batteries Included. Sophisticated writing tools including
spell checker, speed-typing word expander & corrector, and statistics
on your document like the number or words, lines and more.
Manual and disk $5.00

Time Link by Batteries Included. A time management software package.
Keep track of appointments and see them by the day, week, month,
or year. Manual and disk. $5.00

Ultimate Virus Killer by Oregon Research. Protect your ST and repair
progarms that were infected. Manual and disk $5.00

Universal Item Selector III by AD&D Software. Full Utility functions
from your item selector. Besides adding much need funtionality to TOS's
item selector you get to see available RAM, format floppies, print
directories
set file paths, set file attributes and much more. Docs and disk $5.00

WANTED

MagiCMac OSX
NDVI 5.XX full version or upgrade
Atari Jaguar Battlesphere

OTHER Platforms

I also have lists of software for other platforms like IBM DOS or Windows,
OS/2, Mac, BeOS, NeXT, and Amiga. If interested please request a list.

2003. Re: Atari Book Gallery

Newsgroup: comp.sys.atari.st
Date: 2004-03-14 16:10:40 UTC
From: nick@1632systems.co.uk
Message-ID: <c3205ujbo1@thorium.cix.co.uk>
Source record: 19992

Nice work, if you want I have some descriptions on my web shop you can
add... manily the etxt from the rear cover of the book

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

2004. Re: FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-14 16:53:00 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c322la$7oo$3@hercules.btinternet.com>
Source record: 19993

Hi Richard

> >> I haven't contradicted myself.(titter)
> >
> >OH NO !! ?
>
> Wow, I must really have upset you, for all that effort.

Why waste your breath with these arseholes, just blank the fukka's.

Its a buyers market out there and that if it looks like your falc wont sell that you wont just bid a couple of thousand of your own money just so you can say "I told you so" to these rectums, either way you can have the last laugh on them.

--

Regards, Steve

http://nokbitch2.forumer.com/index.php?

2005. Re: Atari Megafile 220 volt in US?

Newsgroup: comp.sys.atari.st
Date: 2004-03-14 16:53:02 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c322lc$7oo$4@hercules.btinternet.com>
Source record: 19994

Hi Tim

"Tim" <TjLaZer@NOSPAM.Mail.com> wrote in message
news:1055c50pgrtl8ff@corp.supernews.com...
> Will a EU Megafile 30 work in the US if I plug it in to the 110 volts? I
> heard the STs have switching PS's. That true?

Its not that easy!, there are a number of links in the power supply that
will need moving to convert to 110v volt usage.

--

Regards, Steve

http://nokbitch2.forumer.com/index.php?

2006. Re: St Guide to Udo convertor

Newsgroup: comp.sys.atari.st
Date: 2004-03-14 16:53:04 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c322le$7oo$5@hercules.btinternet.com>
Source record: 19995

Hi "LAFABRIE Florent"

> I look to the program STG2DO which makes it possible to export a file
> STG towards UDO. The site of the author does not exist any more. If
> somebody had that or the whole of the tools of convertion for UDO, I
> will be with the angels.

So if you get this software you're gonna die right?? 8~) Must be a killer App!!

--

Regards, Steve

http://nokbitch2.forumer.com/index.php?

2007. Keyboard problem

Newsgroup: comp.sys.atari.st
Date: 2004-03-14 17:33:28 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <c32518ljq1@thorium.cix.co.uk>
Source record: 19896

Repost from comp.sys.atari.st.tech:

I'm having a strange problem with the keyboard on my wife's STFM.
I replaced some of the cups that had become damaged and stopped
the Alt key and K and M from working. Everything seemed to be OK
after I reassembled the keyboard, but now I suddenly find that
[Left-Shift][L] is not producing anything at all although
[Left-Shift] anything else works fine, and [Right-Shift][L]
works OK.

Any ideas? Is it likely to be a trace problem? I do have a spare
keyboard I can use, but it would be nice to get the original
working properly!

Regards, /Peter/

2008. Re: FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-14 19:51:44 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <g4eQG$ALZLVAFwFL@btinternet.com>
Source record: 19897

In article <c322la$7oo$3@hercules.btinternet.com>, Steve Sweet
<steve.sweet@btopen-2-viri-world.com> writes
>Its a buyers market out there and that if it looks like your falc wont sell
>that you wont just bid a couple of thousand of your own money just so you
>can say "I told you so" to these rectums, either way you can have the last
>laugh on them.

I wouldn't do that. My Falcon is already over ï¿½70 with 8 days to go.
Just like cars, if my confidence in the values is misplaced, I'll accept
it. Nothing is /that/ important, you know ;)

Apart from anything else, shill bidding is 'illegal', so to speak.

Richard
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

2009. Re: FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-14 22:17:27 UTC
From: Rual Bungk <passthesp@maround.co.uk>
Message-ID: <405507c9@news.greennet.net>
Source record: 19898

just bid a couple of thousand of your own money just so you can say "I told
you so" > Regards, Steve
>
> http://nokbitch2.forumer.com/index.php?
>
>
>
>

Nice one Ste Thanks, what a SNOB this guy is EH!!

2010. Re: FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-14 22:27:17 UTC
From: Rual Bungk <passthesp@maround.co.uk>
Message-ID: <40550b98@news.greennet.net>
Source record: 19899

just bid a couple of thousand of your own money just so you can say "I told
you so" > Regards, Steve
>
> http://nokbitch2.forumer.com/index.php?
>
>
>
>

Nice one Steve Thanks!!, what a Bragging SNOB this guy is EH!!

" My house is 2,800 sq. ft, 9
bedrooms, built in the 1840s and I don't have a mortgage. It's also
doubled in value in 18 months."??????????????????

Yeah and I have just traded in my old cabin cruiser for a 43 Ft ?145.000
model so fucking what?

2011. ACF is alive

Newsgroup: comp.sys.atari.st
Date: 2004-03-14 23:22:04 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <4054e912$0$300$626a14ce@news.free.fr>
Source record: 19900

I received an email from Norman Feske about Atari ColdFire project !

It seems it is not vapourware !
The project is not dead and they put some news yesterday on their web site.

Sorry telling it was vapourware...

So, wait & see...

2012. Re: ACF is alive

Newsgroup: comp.sys.atari.st
Date: 2004-03-15 01:58:23 UTC
From: Simon <simon@spamnococonutsmusume.co.uk>
Message-ID: <t485c.53$4v5.31@newsfe3-win.server.ntli.net>
Source record: 19901

Rodolphe Czuba wrote:
> I received an email from Norman Feske about Atari ColdFire project !
>
> It seems it is not vapourware !
> The project is not dead and they put some news yesterday on their web site.
>
> Sorry telling it was vapourware...

I'm sorry for it also.

I hope something good happens!

Simon

2013. Re: USB for us, too?

Newsgroup: comp.sys.atari.st
Date: 2004-03-15 03:12:46 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0403141912.39f84f49@posting.google.com>
Source record: 19902

puffpuffin@aol.comNOSPAM (PuffPuffin) wrote in message
news:<20040314014129.22733.00001316@mb-m10.aol.com>...
> >Sorry, I should have mentioned it's posted on Atari.Org. It's called
> >Stelladapter. It's a 2600 to USB adapter for using USB joysticks.
> >
>
> You got it reversed. It's an Atari joystick adapter for PCs with USB. So now,
> a PC/Mac user can use Atari joysticks, paddles, keypads, etc with Windows/MacOS
> games, MAME and Atari emulators. I plan to get one as I _HATE_ playing
> arcade-type games with an analog joystick!
>
> Check out their website:
> http://www.pixelspast.com/products/
>
> Someone in Australia is working on a USB adapter for the ST. I don't recall
> the website.

Ok, sorry, I mis-read. Well, we need USB anyway, so I'm glad to hear
it's being worked on! Thanks for the correction!

Mike Freeman
mike [at] freeman-studio [dot] com

2014. virus question / internal floppy wanted

Newsgroup: comp.sys.atari.st
Date: 2004-03-15 03:14:38 UTC
From: wboblitt@comcast.net
Message-ID: <83ffb5ca.0403141914.2af26d65@posting.google.com>
Source record: 19903

Is it possible for a virus to spread with the write protect switch open (protected)? I think I have a weird virus spreading onto some of my original disks. I also think my drives and possibly floppy controller chips are all going bad too so it's hard to tell which disks are bad or not, but if it is totally impossible for a virus to spread with the tab in protect mode I'll worry less. Also does anyone know if it is possible to fry a floppy controller by using PC floppy drives? I know about flipping the data cable around already when you use a PC drive but I had also heard that you can fry or partially damage your floppy controller if you don't do some other technical thing as well (forgot what it was, but I know I hadn't done it). If anyone can give me any advice I would appreciate it, thanks. I really hope I didn't fry my Lethal Xcess original disks! Also if anyone has one or two internal double sided floppies that are in good working condition, to sell, let me know I would be interested. -SaTcom2

2015. Re: USB for us, too?

Newsgroup: comp.sys.atari.st
Date: 2004-03-15 03:22:19 UTC
From: oes <oes@deja.com>
Message-ID: <Lj95c.234802$B81.3256041@twister.tampabay.rr.com>
Source record: 19904

"PuffPuffin" <puffpuffin@aol.comNOSPAM> wrote in message
>
> You got it reversed. It's an Atari joystick adapter for PCs with USB. So
now,
> a PC/Mac user can use Atari joysticks, paddles, keypads, etc with
Windows/MacOS
> games, MAME and Atari emulators. I plan to get one as I _HATE_ playing
> arcade-type games with an analog joystick!

Yes but it will be compatabile with any Windows or Mac emulators that
support USB joysticks. It will see the Atari stick as a regular system
joystick. It's being marketed for the 2600 because the Z26 emulator will
support the paddle and driving controllers as well.

I'm confident many emulators in the future including Steem, Nostalgian, and
Hatari for the ST will provide drivers and more support for this great
gadget.

2016. Re: Alternative Hardware

Newsgroup: comp.sys.atari.st
Date: 2004-03-15 05:13:09 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0403142113.21dc170c@posting.google.com>
Source record: 19905

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:<4048d9c9$0$295$626a14ce@news.free.fr>...

>
> It is simply possible that the 060 is defectuous...
>
> But the connection on the mb is surely the problem with your stability....
>
> It is connected without solders ?
> If yes, there is somethings to check :
> - R216, R221 & R222 must be 33 ohms
> - is there something added on U63 GAL ? I mean a 74F04/08 chip.
>
You are impressive, Rodolphe! R216, 221, and 222 are missing!
Instead one of the solder points is attached to a 74F04 chip
piggybacked to U63. Measuring at the solder points gives 12, 7.5 and
8 ohms for R216, R221, and R22 respectively.

Now what do I do?

Galen

2017. Re: virus question / internal floppy wanted

Newsgroup: comp.sys.atari.st
Date: 2004-03-15 07:49:05 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <c33ngg$l1c$1@reader11.wxs.nl>
Source record: 19906

CrimKingson wrote:
> Is it possible for a virus to spread with the write protect switch
> open (protected)?

Theoretically yes, although it depends on the drive. Some drives are physically unable to write when the disk is protected, others just report it to the computer but can still write when told to. I noticed this when I tried to use a HD-drive on an ST with a *cough*Atin*cough* interface. One of the problems I had with the interface was that it ignored the write-protect signal, and I was able to write and even format write-protected disks. So if you also have a drive that doesn't physically block its writing process, a virus could write to it as long as it circumvents the routines that check write-protection.

As for your connection question, I have no idea.. anyone else? :)

Maurits.

2018. Re: USB for us, too?

Newsgroup: comp.sys.atari.st
Date: 2004-03-15 08:46:12 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <c33q8v$60q$1@pegasus.csx.cam.ac.uk>
Source record: 19907

"Mike Freeman" <mail@freeman-studio.com> wrote in message
news:5c1cf651.0403141912.39f84f49@posting.google.com...
> puffpuffin@aol.comNOSPAM (PuffPuffin) wrote in message
news:<20040314014129.22733.00001316@mb-m10.aol.com>...

< cut >

> >
> > Someone in Australia is working on a USB adapter for the ST. I
don't recall
> > the website.
>
> Ok, sorry, I mis-read. Well, we need USB anyway, so I'm glad to hear
> it's being worked on! Thanks for the correction!
>

Actually there are a couple of different people wourking on USB for
Atari Systems, Guus Assmann is working on one for the 8 bit XL/XE
system and someone else is working on one for the ST. As the second
person has basically copied Guus's circuit they will be virtually
identical, both plugging into the cartridge port.
It is however my opinion that their approch is flawed and having
informed them of the reasons for my opinion they seem confident that
they are correct, time will tell. I happen to be working on a USB
Joystick to Jaguar adaptor, if I can get it to work it will be easy to
convert the hardware to connect to a cartridge port for use with an
Atari computer although someone would need to write the software.
You should note though that due to the fast through put of data from
some USB devices most Atari users will probably be limited to low
speed devices such as Joystick, Printers and possibly Scanners as the
computers just wont be fast enough to read in the data.

Stephen Moss

2019. Re: Atari Book Gallery

Newsgroup: comp.sys.atari.st
Date: 2004-03-15 10:36:59 UTC
From: nick@1632systems.co.uk
Message-ID: <c34109gmu1@thorium.cix.co.uk>
Source record: 19908

OK I will try to find time later today

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

2020. Re: St Guide to Udo convertor

Newsgroup: comp.sys.atari.st
Date: 2004-03-15 10:45:09 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC7B39B5.F585%derryck@nospam.cix.co.uk.invalid>
Source record: 19909

In article c2rothkia1@news-reader4.wanadoo.fr, LAFABRIE Florent at florent@lafabrie.net.removethispartsvp wrote on 12/3/04 07:29:

> I look to the program STG2DO which makes it possible to export a file
> STG towards UDO. The site of the author does not exist any more. If

I can't find this or any support files either, so I'd like a copy to my de-spammed email address as well please!

--
Cheers,

Derryck

2021. Re: virus question / internal floppy wanted

Newsgroup: comp.sys.atari.st
Date: 2004-03-15 12:30:03 UTC
From: Beno&#65533;t Morrissette <benoitmorrissetteNO@SPAMvideotron.ca>
Message-ID: <flh5c.63450$Ae1.883432@weber.videotron.net>
Source record: 19910

"CrimKingson" <wboblitt@comcast.net> a &#65533;crit dans le message de
news:83ffb5ca.0403141914.2af26d65@posting.google.com...
> Is it possible for a virus to spread with the write protect switch
> open (protected)?

With the olds Atari drive, no. The write protect switch physicaly
disconnect the write signal. But as Maurits, newest drives are another
matter.

> I think I have a weird virus spreading onto some of
> my original disks. I also think my drives and possibly floppy
> controller chips are all going bad too so it's hard to tell which
> disks are bad or not, but if it is totally impossible for a virus to
> spread with the tab in protect mode I'll worry less. Also does anyone
> know if it is possible to fry a floppy controller by using PC floppy
> drives?

Yes, i did! More about that below.

> I know about flipping the data cable around already

In a properly designed system, flipping the data cable around should'nt do
any harm as it was designed so. In a cheaply designed system...

>when you
> use a PC drive but I had also heard that you can fry or partially
> damage your floppy controller if you don't do some other technical
> thing as well (forgot what it was, but I know I hadn't done it).

It is called "termination resistor". IBM did design the system differently
and the termination is different. Sometimes it work, sometimes it does'nt.
You need a multi-meter to find out. Chech for terminatin around 1000 ohms.

>If
> anyone can give me any advice I would appreciate it, thanks. I really
> hope I didn't fry my Lethal Xcess original disks! Also if anyone has
> one or two internal double sided floppies that are in good working
> condition, to sell, let me know I would be interested. -SaTcom2

2022. Re: USB for us, too?

Newsgroup: comp.sys.atari.st
Date: 2004-03-15 15:22:59 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <4055ca46$0$301$626a14ce@news.free.fr>
Source record: 19911

For CT60 I may use the same chip too !
What will surely simplify the routs between ST & Falcon !

Stephen Moss wrote:
> "Mike Freeman" <mail@freeman-studio.com> wrote in message
> news:5c1cf651.0403141912.39f84f49@posting.google.com...
>> puffpuffin@aol.comNOSPAM (PuffPuffin) wrote in message
> news:<20040314014129.22733.00001316@mb-m10.aol.com>...
>
> < cut >
>
>>>
>>> Someone in Australia is working on a USB adapter for the ST. I
>>> don't recall the website.
>>
>> Ok, sorry, I mis-read. Well, we need USB anyway, so I'm glad to hear
>> it's being worked on! Thanks for the correction!
>>
>
> Actually there are a couple of different people wourking on USB for
> Atari Systems, Guus Assmann is working on one for the 8 bit XL/XE
> system and someone else is working on one for the ST. As the second
> person has basically copied Guus's circuit they will be virtually
> identical, both plugging into the cartridge port.
> It is however my opinion that their approch is flawed and having
> informed them of the reasons for my opinion they seem confident that
> they are correct, time will tell. I happen to be working on a USB
> Joystick to Jaguar adaptor, if I can get it to work it will be easy to
> convert the hardware to connect to a cartridge port for use with an
> Atari computer although someone would need to write the software.
> You should note though that due to the fast through put of data from
> some USB devices most Atari users will probably be limited to low
> speed devices such as Joystick, Printers and possibly Scanners as the
> computers just wont be fast enough to read in the data.
>
> Stephen Moss

2023. Incredible...

Newsgroup: comp.sys.atari.st
Date: 2004-03-15 15:33:51 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <4055ccd2$0$288$626a14ce@news.free.fr>
Source record: 19912

Hello,

A friend trying to help me attempted to contact Vernal Elm as a dummy
vendor of 060 (the same chips I ordered to them and payed
and never received !).

Big suprise, because they answered to him and the guy that answered is
Philip, this same guy that was dealing with me at the beginning of my
business with Vernal Elm !
The web site address has changed and there is now a password ! They try to
be more discretious ...
On their web site page there is always the link to my web site
(www.czuba-tech.com) !!
They continue to do bad business with people !?
I don't understand ...how it is possible...

What can we do to get back my money ??

I joined below the exact mail my friend received :

I'm terribly sorry for the delay in our response; I overlooked your message
when responding to inquiries.
Our parts are actually ideal for stocking spare CPUs. We guarantee them
for 30 days, so if any are damaged in shipment or are defective (very rare
-- less than 1%), we can ensure that you have a reliable stock of quality
68060s.

We can actually offer you a significant wholesale discount at quantity 10
(our retail price is $89).

(10) 68060/50 CPUs : $73/each

We have a dealer pricing page available for other quantity breaks at:

http://dealers.vernalelm.com
user: dealers
password: coldfire

We also guarantee our prices to be the lowest in the market, so we'll be
happy to beat a competitive offer by 10%.

Shipping to france is as follows:

US Postal Express (via DHL): $32
(2-3 days usually) (customs brokerage normally not required for postal
shipments)

UPS Expedited International: $57
(2-3 days guaranteed) (includes any custom brokerage fees)

Please don't hesitate to ask if you have any further questions or if you'd like to proceed with the order (we accept paypal, visa, mastercard, discover, and bank wires).

Thanks very much,

Philip
Vernal Elm LLC

2024. Re: Can we still buy old games?

Newsgroup: comp.sys.atari.st
Date: 2004-03-15 16:00:15 UTC
From: JEDIDIAH <jedi@nomad.mishnet>
Message-ID: <slrnc5bkhi.27q.jedi@nomad.mishnet>
Source record: 19913

On 2004-03-03, Galen <ekaljuma@mtsac.edu> wrote:
> Sklenge <sklenge@yahoo.co.uk> wrote in message
news:<BC6B7160.140C%sklenge@yahoo.co.uk>...
>
>>
>> I thought you could download ST games off the net for free nowadays.
>
> Not legally -- copyright lasts a very long time. However, the odds of
> being prosecuted aren't particularly high, and in many cases it is
> practically impossible to find a certain piece of software on the open
> market.
>
> That said, there are plenty of freely released games to enjoy, and as
> a matter of principle I do not possess any pirated software.

If you PAID for it, then it isn't "pirated".

The original poster's licences didn't expire just because
his disks did.

--
There's no reason not to contribute to the stone soup if those |||
contributions are not critical to your competitive edge. / | \

2025. Re: USB for us, too?

Newsgroup: comp.sys.atari.st
Date: 2004-03-15 16:07:03 UTC
From: JEDIDIAH <jedi@nomad.mishnet>
Message-ID: <slrnc5bkua.27q.jedi@nomad.mishnet>
Source record: 19914

On 2004-03-14, PuffPuffin <puffpuffin@aol.comNOSPAM> wrote:
>>Sorry, I should have mentioned it's posted on Atari.Org. It's called
>>Stelladapter. It's a 2600 to USB adapter for using USB joysticks.
>>
>
> You got it reversed. It's an Atari joystick adapter for PCs with USB. So now,
> a PC/Mac user can use Atari joysticks, paddles, keypads, etc with Windows/MacOS
> games, MAME and Atari emulators. I plan to get one as I _HATE_ playing
> arcade-type games with an analog joystick!
>
> Check out their website:
> http://www.pixelspast.com/products/
>
> Someone in Australia is working on a USB adapter for the ST. I don't recall
> the website.

Is it going to be a full USB port or just something that supports mice
and joysticks? There are some very interesting doo-dads available in
USB these days (<homer>Ummm DWL-122...</homer>).

--
There's no reason not to contribute to the stone soup if those |||
contributions are not critical to your competitive edge. / | \

2026. Re: USB for us, too?

Newsgroup: comp.sys.atari.st
Date: 2004-03-15 16:12:25 UTC
From: sf0218@aol.com
Message-ID: <20040315111225.01774.00001537@mb-m22.aol.com>
Source record: 19915

Alright Rodolphe!!!!

You know, at the rate your going, you'll end up developing a completely new Falcon mainboard!!! :)

Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

2027. Re: Atari Megafile 220 volt in US?

Newsgroup: comp.sys.atari.st
Date: 2004-03-15 16:53:10 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <cyd$0fxG9dVAFwiz@btinternet.com>
Source record: 19916

In article <4052ce50$0$22206$afc38c87@news.optusnet.com.au>, Mark
Bedingfield <atari030@nospampleaseoptusnet.com.au> writes
>> Will a EU Megafile 30 work in the US if I plug it in to the 110 volts? I
>> heard the STs have switching PS's. That true?
>
>Falcons do.

Are you sure? Mine just says 220-240V on the base. If it really is the
case I will update my auction, as I'm prepared to ship to the US.

I'm staying with Ataris, btw - still got my XE VGS, 800, STE, Jaguar and
Lynx ;)

Richard
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

2028. Re: Incredible...

Newsgroup: comp.sys.atari.st
Date: 2004-03-15 16:53:10 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <ESc5s7wA8dVAFwDn@btinternet.com>
Source record: 19917

In article <4055ccd2$0$288$626a14ce@news.free.fr>, Rodolphe Czuba
<rczuba@free.fr> writes
>They continue to do bad business with people !?
>I don't understand ...how it is possible...
>
>What can we do to get back my money ??

If they were based in Scotland, I could get your money back /no/ problem
;)

(hides baseball bat).

Seriously - if you know anyone closer to where there are based, then you
would be amazed at what turning up on the doorstep of someone who thinks
they can rip people off because they are hundreds of miles away can do.
If they've never met you in person, they don't know it /isn't/ you, you
know ;)

Richard
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

2029. Re: ACF is alive

Newsgroup: comp.sys.atari.st
Date: 2004-03-15 16:54:25 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4055e105$0$65572$c30e37c6@lon-reader.news.telstra.net>
Source record: 19918

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:4054e912$0$300$626a14ce@news.free.fr...
> I received an email from Norman Feske about Atari ColdFire project !
>
> It seems it is not vapourware !
> The project is not dead and they put some news yesterday on their web
site.
>
> Sorry telling it was vapourware...
>

It's still vapourware until the day you can go out and buy one.

2030. AVI players/viewers

Newsgroup: comp.sys.atari.st
Date: 2004-03-15 19:13:57 UTC
From: sf0218@aol.com
Message-ID: <20040315141357.09401.00001354@mb-m12.aol.com>
Source record: 19919

What do I need to be able to play demos such as the "Snowman" and the
"Califronia Raisins" on my Falcon?

Thanks to all,
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

2031. Re: Incredible...

Newsgroup: comp.sys.atari.st
Date: 2004-03-15 21:18:44 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <40561da6$0$304$636a15ce@news.free.fr>
Source record: 19920

I can't do that !

I offer a CT60 + 20 % of the amount get back for me (my initial payement was 1780 $ US) to the guy who can go (with or without baseball bat, I don't care !) and ask them my money, and take them my money (just asking is not enough I think... ;-)) ...

It is a serious offer !

lp wrote:
> in article ESc5s7wA8dVAFwDn@btinternet.com, Richard Kilpatrick at
> richard@dmc12.demon.co.uk wrote on 3/15/04 11:53 AM:
>
>> In article <4055ccd2$0$288$626a14ce@news.free.fr>, Rodolphe Czuba
>> <rczuba@free.fr> writes
>>> They continue to do bad business with people !?
>>> I don't understand ...how it is possible...
>>>
>>> What can we do to get back my money ??
>>
>> If they were based in Scotland, I could get your money back /no/
>> problem ;)
>>
>> (hides baseball bat).
>>
>> Seriously - if you know anyone closer to where there are based, then
>> you would be amazed at what turning up on the doorstep of someone
>> who thinks they can rip people off because they are hundreds of
>> miles away can do. If they've never met you in person, they don't
>> know it /isn't/ you, you know ;)
>
> I think you are right, apparently the guy is still there and someone
> needs to confront him in person.

2032. Re: Incredible...

Newsgroup: comp.sys.atari.st
Date: 2004-03-15 23:06:56 UTC
From: Simon <simon@spamnococonutsmusume.co.uk>
Message-ID: <fGq5c.211$PA5.168@newsfe1-win>
Source record: 19921

Rodolphe Czuba wrote:
> I can't do that !
>
> I offer a CT60 + 20 % of the amount get back for me (my initial payement was
> 1780 $ US) to the guy who can go (with or without baseball bat, I don't care
> !) and ask them my money, and take them my money (just asking is not enough
> I think... ;-)) ...
>
> It is a serious offer !

Somebody take him up on this!

Has anybody managed to get any information on a possible address for
these people?

Simon

2033. Re: Incredible...

Newsgroup: comp.sys.atari.st
Date: 2004-03-15 23:37:31 UTC
From: Big Vern <love@thyneighbour.con>
Message-ID: <405669f2@news.greennet.net>
Source record: 19923

"Simon" <simon@spamnococonutsmusume.co.uk> wrote in message
news:fGq5c.211$PA5.168@newsfe1-win...
> Rodolphe Czuba wrote:
> > I can't do that !
> >
> > I offer a CT60 + 20 % of the amount get back for me (my initial payement
was
> > 1780 $ US) to the guy who can go (with or without baseball bat, I don't
care
> > !) and ask them my money, and take them my money (just asking is not
enough
> > I think... ;-)) ...
> >
> > It is a serious offer !
>
> Somebody take him up on this!

Shooting kneecaps off $500 each
Rupturing Spleen $350
Breaking ribs $150 each (minium order 5)
Baseball bat clubbing $200 per 5 seconds (minium order 15 seconds)
Breaking one arm $300
Both on same visit special offer $450
Breaking Leg $300
Both on same visit special offer $450
Mix "n" match breaking arms and legs any two $450, any three $550, save $50
and have all done for $650
Full Taking out $5000

2034. Re: Incredible...

Newsgroup: comp.sys.atari.st
Date: 2004-03-15 23:44:57 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <hANQ4jCG$jVAFwG7@btinternet.com>
Source record: 19922

In article <fGq5c.211$PA5.168@newsfe1-win>, Simon
<simon@spamnococonutsmusume.co.uk> writes
>
>Somebody take him up on this!
>
>Has anybody managed to get any information on a possible address for
>these people?

Goddam it. If I wasn't selling my Falcon, and lived in the US, I'd be on my way to their door (business and private) right now. Assuming the $ means they are US based.

I have the look of someone you don't argue with. And slightly European. No accent, though, so I'd have to be an 'associate of Rodolphe'.

Oh, and when in the US, I usually have a car with a three body capacity trunk. With a plastic sheet in it.[1]

Richard
[1] This is actually to protect the rental's carpets from sand and stuff, or indeed when I had my Cadillac, just to stop the many fluids carried in the back from spilling and ruining the floor. But they're not going to know that. And always wear black and a long coat, which could easily conceal a shotgun. *grin*
--
Acorn: B/B+, Master, AIV, ABC210+ACW, A3/4/540/3K/5K |\ _,,,---,,_
Apple: Mac+/Spectre/C/CII/CC040/G4/G5/PBG412" /,`.-'`' -. ;-;;,
Atari: 800/XEVGS/STE/Falcon030. Others: PET, Amiga |,4-))-,_. ,\ (`'::.
http://www.dmc12.demon.co.uk/retrotech/ '----''(_/--' `-'_)Morticia

2035. Re: Can we still buy old games?

Newsgroup: comp.sys.atari.st
Date: 2004-03-16 01:15:57 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0403151715.4223b1c6@posting.google.com>
Source record: 19924

JEDIDIAH <jedi@nomad.mishnet> wrote in message news:<slrnc5bkhi.27q.jedi@nomad.mishnet>...
> On 2004-03-03, Galen <ekaljuma@mtsac.edu> wrote:
> > Sklenge <sklenge@yahoo.co.uk> wrote in message
news:<BC6B7160.140C%sklenge@yahoo.co.uk>...
> >
> >>
> >> I thought you could download ST games off the net for free nowadays.
> >
> > Not legally -- copyright lasts a very long time. However, the odds of
> > being prosecuted aren't particularly high, and in many cases it is
> > practically impossible to find a certain piece of software on the open
> > market.
> >
> > That said, there are plenty of freely released games to enjoy, and as
> > a matter of principle I do not possess any pirated software.
>
> If you PAID for it, then it isn't "pirated".
>
> The original poster's licences didn't expire just because
> his disks did.

Agreed. My response was not to the original poster, and I'm not sure
how it ended up in this thread.

Galen

2036. Re: Incredible...

Newsgroup: comp.sys.atari.st
Date: 2004-03-16 01:55:33 UTC
From: Johannes Wischert <nospam@spamme.net>
Message-ID: <c35mor$r2b$1@online.de>
Source record: 19925

look what i found ;)

Registration Service Provided By: RegisterFly.com
Contact: support@RegisterFlysupport.com
Visit: http://www.RegisterFly.com

Domain name: vernalelm.com

Registrant Contact:
Vernal Elm LLC
Ben Berkowitz (ben@vernalelm.com)
203-752-0814
Fax: 720-294-4128
239B Front St.New Haven, CT 06513
US

Administrative Contact:
Vernal Elm LLC
Ben Berkowitz (ben@vernalelm.com)
203-752-0814
Fax: 720-294-4128
239B Front St.New Haven, CT 06513
US

Technical Contact:
Vernal Elm LLC
Philip Hill (philip@vernalelm.com)
203-752-0814
Fax: 720-294-4128
239B Front St.New Haven, CT 06513
US

Billing Contact:
Vernal Elm LLC
Ben Berkowitz (ben@vernalelm.com)
203-752-0814
Fax: 720-294-4128
239B Front St.New Haven, CT 06513
US

Status: registrar-lock

Name Servers:
NS1.RACKSHACK.NET
NS2.RACKSHACK.NET

Creation date: 28 Mar 2002 00:00:00
Expiration date: 28 Mar 2004 16:03:14

"Simon" <simon@spamnococonutsmusume.co.uk> schrieb im Newsbeitrag
news:fGq5c.211$PA5.168@newsfe1-win...
> Rodolphe Czuba wrote:
> > I can't do that !
> >
> > I offer a CT60 + 20 % of the amount get back for me (my initial payement
was
> > 1780 $ US) to the guy who can go (with or without baseball bat, I don't
care
> > !) and ask them my money, and take them my money (just asking is not
enough
> > I think... ;-)) ...
> >
> > It is a serious offer !
>
> Somebody take him up on this!
>
> Has anybody managed to get any information on a possible address for
> these people?
>
> Simon

2037. HELP: AdSCSI Micro ST for Mega ST

Newsgroup: comp.sys.atari.st
Date: 2004-03-16 02:08:49 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <105codh3sfe2194@corp.supernews.com>
Source record: 19926
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a AdSCSI Micro ST adaptor, DMA cable and Bracket, but do not have the power cable. Does anyone know where I can get one and where the HD will be powered from? Can I use a regular power cable?

Thanks!
Tim

2038. Re: ACF is alive

Newsgroup: comp.sys.atari.st
Date: 2004-03-16 08:39:27 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <c36em2rhe1@reader10.wxs.nl>
Source record: 19927

Clockmeister wrote:

> It's still vapourware until the day you can go out and buy one.

If you consider anything unfinished "vapourware", the term becomes useless.

Maurits.

2039. Re: Atari Megafile 220 volt in US?

Newsgroup: comp.sys.atari.st
Date: 2004-03-16 10:10:18 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <4056d1b6$0$8357$afc38c87@news.optusnet.com.au>
Source record: 19928

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:cyd$0fxG9dVAFwiz@btinternet.com...
> In article <4052ce50$0$22206$afc38c87@news.optusnet.com.au>, Mark
> Bedingfield <atari030@nospampleaseoptusnet.com.au> writes
> >> Will a EU Megafile 30 work in the US if I plug it in to the 110 volts?
I
> >> heard the STs have switching PS's. That true?
> >
> >Falcons do.
>
> Are you sure? Mine just says 220-240V on the base. If it really is the
> case I will update my auction, as I'm prepared to ship to the US.

Hang on, bugger you are right. Just had a look underneath the one in front
of me:-). 220-240 v. Can't recall where I heard that they were switching,
though. Never had a 110v power source to try.

>
> I'm staying with Ataris, btw - still got my XE VGS, 800, STE, Jaguar and
> Lynx ;)

I could not live without my Falcons, or TT or Mega's or ST's or Lynx or Jag,
ohhh My Precious, come to Smeagol.

Mark

2040. TOPP updated - sources for COPS and Running-2

Newsgroup: comp.sys.atari.st
Date: 2004-03-16 12:51:14 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0403160451.10e1dd08@posting.google.com>
Source record: 19929

Hi all,

The time has come for yet another update of The Orphaned Projects
Page:

COPS: This is to the best of our knowledge the very first time that
the sources for a control panel accessory has been made available. As
COPS is the only one presenting CPX:s in a (fully) resizeable GEM
window, we're very pleased to have these sources resqued so that they
can be put to use in the future!

RUNNING-2: Games are not really common on TOPP, hence we're happy to
see another one now! Running-2 was a project to create a 1st person
shoot'em up for Ataris, and seems to have at least reached the alpha
state. (If anyone has a screenshot of this, please contact us!)

Furthermore, the applications aMail (email client) and Platon
(Electronic CAD) have been added to the wishlist on TOPP.

Regards,

Joakim

http://topp.atari-users.net
http://xaaes.atariforge.net
http://www.ataricq.org

2041. Re: ACF is alive

Newsgroup: comp.sys.atari.st
Date: 2004-03-16 15:24:20 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <c376ee$q0c$1@reader10.wxs.nl>
Source record: 19932

Janez Valant wrote:

> Perosnaly i consider wapourware stuff which only exist in talk and
> bragging arround..

In that case, ACP is indeed not vaporware. :)

Maurits.

2042. Re: ACF is alive

Newsgroup: comp.sys.atari.st
Date: 2004-03-16 16:19:30 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <gYE5c.6431$%x4.844155@news.siol.net>
Source record: 19930

Maurits van de Kamp wrote:

> Clockmeister wrote:
>
>> It's still vapourware until the day you can go out and buy one.
>
> If you consider anything unfinished "vapourware", the term becomes
> useless.

Perosnaly i consider wapourware stuff which only exist in talk and bragging arround.. As soon its in actual development, and even if on end dot came true, its not vapourware, imho...

Janez

P.S i guess term vapourware is not wery spirir lifting for developers as well...

2043. Re: AVI players/viewers

Newsgroup: comp.sys.atari.st
Date: 2004-03-16 16:20:35 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <hZE5c.6432$%x4.844155@news.siol.net>
Source record: 19931

SF0218 wrote:

> What do I need to be able to play demos such as the "Snowman" and the
> "Califronia Raisins" on my Falcon?

An ST :) For demos rather check Falcon direcories of ftp's :)

Janez

2044. Re: ACF is alive

Newsgroup: comp.sys.atari.st
Date: 2004-03-16 18:10:23 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <405741e8$0$65558$c30e37c6@lon-reader.news.telstra.net>
Source record: 19933

"Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message
news:c376ee$q0c$1@reader10.wxs.nl...
> Janez Valant wrote:
>
> > Perosnaly i consider wapourware stuff which only exist in talk and
> > bragging arround..
>
> In that case, ACP is indeed not vaporware. :)
>

It is. Plenty of products have been designed, developed and produced and
even advertised but never saw the light of day as a consumer product.

Until it's physically obtainable it is vapour, by definition.

2045. Falcon to PC psu

Newsgroup: comp.sys.atari.st
Date: 2004-03-16 20:07:49 UTC
From: sf0218@aol.com
Message-ID: <20040316150749.20529.00001638@mb-m24.aol.com>
Source record: 19934

Hello all,

How does one connect a Falcon to an AT or ATX power supply?

Thanks in advance,
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

2046. Re: ACF is alive

Newsgroup: comp.sys.atari.st
Date: 2004-03-16 21:46:54 UTC
From: Simon <simon@spamnococonutsmusume.co.uk>
Message-ID: <uzK5c.15$_x.9@newsfe1-gui.server.ntli.net>
Source record: 19935

Maurits van de Kamp wrote:
> Clockmeister wrote:
>
>> It's still vapourware until the day you can go out and buy one.
>
>
> If you consider anything unfinished "vapourware", the term becomes useless.
>
> Maurits.
>

dictionary.com says this:

vaporware - New software that has been announced or marketed but has not
been produced.

What is also intersting is the bottom sentance:

"Products announced far in advance of
any release (which may or may not actually take place). The
term came from Atari users and was later applied by
Infoworld to Microsoft's continuous lying about Microsoft
Windows."

Yay us :)

Simon

2047. Re: Falcon to PC psu

Newsgroup: comp.sys.atari.st
Date: 2004-03-16 21:59:35 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.03.16.21.59.33.644933@nossspamXXatari-source.com>
Source record: 19936

On Tue, 16 Mar 2004 20:07:49 +0000, SF0218 wrote:

> Hello all,
>
> How does one connect a Falcon to an AT or ATX power supply?
>

The best way one would connect an ATX power supply to a falcon is through a sophisticated adapter board known as a "CT60". This adapter board is plug and play and will allow you to hook up the ATX power supply with no wire cutting or anything.

just kidding ;-)

As far as I remember you just have to find the 5v 12v and ground lines on an atx main power connector. on the falcon power connector, black is ground, 5v is red (I THINK) and 12v is blue (I THINK!) Now I could have these backwards so make sure this is correct!

Basically, the way to hook it up is to do some wire hacking. You also have to install a switch on the atx power wire (which would also be handled by a ct60 ;-))

I've found that you can simply slice 1 wire from the ATX power connector for each thing, gnd, +5V or +12V to the 3 or 4 wires from each on the falcon power connector and all works perfectly. Why the falcon has so many parallel connections is beyond me. Seems a bit overkill.

Thanks,
Mark
http://portal.atari-source.com

2048. Re: Incredible...

Newsgroup: comp.sys.atari.st
Date: 2004-03-16 22:11:49 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.03.16.22.11.48.74567@nossspamXXatari-source.com>
Source record: 19937

On Mon, 15 Mar 2004 23:06:56 +0000, Simon wrote:

> Rodolphe Czuba wrote:
>> I can't do that !
>>
>> I offer a CT60 + 20 % of the amount get back for me (my initial payement was
>> 1780 $ US) to the guy who can go (with or without baseball bat, I don't care
>> !) and ask them my money, and take them my money (just asking is not enough
>> I think... ;-)) ...
>>
>> It is a serious offer !
>
> Somebody take him up on this!
>
> Has anybody managed to get any information on a possible address for
> these people?
>
> Simon

I am taking him up on this, though I can't verify the address. It looks to be somewhat of an inner city type area so I'll not be driving my BMW and will be bringing some larger friends (several are 6ft+ tall and know Kung Fu ;-), though if I find the guy is black, I'm probably turning around - not to say I am racist but I think it's more likely that I could end up dead or something if it's a ghetto type rapper guy. But with a partner's name like "Ben Bercowitz" sounds Jewish to me which generally can be more easily threatened with physical violence ;-)

I've got maps and the domain records as well as aerial photos, and I'm also going to be talking to local police, registerfly and some others. At very least I'm going to get his website shut down. At most, get Rodolphe's money back. But first it's an effort from my chair before driving up there.

Anyone who wishes to coordinate an effort should do so through me, though I will not mention in a public forum when I plan to drive there. I will likely photograph the building and surrounding areas and formulate a plan based on that and execute in the weeks after. I'd like to keep this as legal as possible so as to not threaten my own life and family but I may take whatever steps are necessary to at least get answers as to why this fraud is happening. i.e. drug habit, etc. It's not often that drug dealers/users are intelligent enough to prey on rare and alternative architectures... most would rather just push fraudulent Powerbook G4 auctions on eBay.

Anyway, I know several people in the military, law enforcement and other domains so unfortunately, Philip has defrauded the wrong individuals.

Tee hee, and I even have a vehicle to drive with Connecticut tags ;-)

One way or another we will at the very least get answers.

Thanks,
Mark

2049. "Baby Blue" phone dialer?

Newsgroup: comp.sys.atari.st
Date: 2004-03-16 23:49:27 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <boM5c.12765$t16.7456861@newssvr28.news.prodigy.com>
Source record: 19938

Way back when there was a program for the ST called 'Baby Blue' that was
a phone dialer that did DTMF, CCITT and some other types of touch tone
signalling.
Does anyone know if a copy of the this program still exists?

Steve

2050. Re: Incredible...

Newsgroup: comp.sys.atari.st
Date: 2004-03-16 23:54:11 UTC
From: Big Vern <love@thyneighbour.con>
Message-ID: <4057bf5c@news.greennet.net>
Source record: 19939

Good Luck, I bet you will find a bespectacled chicken shit wimpo nerd, No self respectin black thug type would even know about Falcons!!, give him a kick for me

2051. Re: Incredible...

Newsgroup: comp.sys.atari.st
Date: 2004-03-17 00:15:59 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.03.17.00.15.59.336754@nossspamXXatari-source.com>
Source record: 19940

On Tue, 16 Mar 2004 17:11:49 -0500, Mark D wrote:

> On Mon, 15 Mar 2004 23:06:56 +0000, Simon wrote:
>
>> Rodolphe Czuba wrote:
>>> I can't do that !
>>>
>>> I offer a CT60 + 20 % of the amount get back for me (my initial payement was
>>> 1780 $ US) to the guy who can go (with or without baseball bat, I don't care
>>> !) and ask them my money, and take them my money (just asking is not enough
>>> I think... ;-)) ...
>>>
>>> It is a serious offer !
>>
>> Somebody take him up on this!
>>
>> Has anybody managed to get any information on a possible address for
>> these people?
>>

The plot thickens! It's possible we may have a good resolution to this
but it's "vaporware" for now. Resume your angry rants until we have that
resolution.

Thanks,
Mark
http://portal.atari-source.com

2052. Re: "Baby Blue" phone dialer?

Newsgroup: comp.sys.atari.st
Date: 2004-03-17 00:17:43 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.03.17.00.17.43.406642@nossspamXXatari-source.com>
Source record: 19941

On Tue, 16 Mar 2004 23:49:27 +0000, Steven J Tucker wrote:

> Way back when there was a program for the ST called 'Baby Blue' that was
> a phone dialer that did DTMF, CCITT and some other types of touch tone
> signalling.
> Does anyone know if a copy of the this program still exists?
>
> Steve

Wow,

I remember this program. It was a nifty thing. I remember since the ST had the yamaha three channel tone gen it happened to be really useful for telephone type stuff xxxx boxes and the like. I don't know if the program I had was called "baby blue" but it did DTMF for sure. I however am sure that if I did have it on a floppy, that floppy has long been discarded. On the bright side, this type of software should take nearly 5 minutes to write ;-)

Mark
http://portal.atari-source.com

2053. Orphaned Drivers

Newsgroup: comp.sys.atari.st
Date: 2004-03-17 01:05:39 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <DvN5c.106699$Wa.30817@news-server.bigpond.net.au>
Source record: 19942

Hi guys, I am thinking of developing a web site to cater for old Atari Hardware drivers. Having so much trouble getting drivers for older cards I have has prompted me. Any thoughts? Legal issues? Requests?

Mark Bedingfield

2054. Re: Falcon to PC psu

Newsgroup: comp.sys.atari.st
Date: 2004-03-17 02:58:32 UTC
From: webmaster@atari-users.net
Message-ID: <b8d63ca5.0403161858.28dea8a@posting.google.com>
Source record: 19943

Hi Sam,

Check out Stimpy's Falcon re-casing article on MyAtari. He has
details on connecting an ATX PSU in the article.

http://www.myatari.net/issues/dec2001/casemod.htm

Rob
webmaster
http://www.atari-users.net

sf0218@aol.com (SF0218) wrote in message
news:<20040316150749.20529.00001638@mb-m24.aol.com>...
> Hello all,
>
> How does one connect a Falcon to an AT or ATX power supply?
>
> Thanks in advance,
> Sam F.
> Virginia U.S.A.
> Seattle Seahawks Nut
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,
> & Historical Miniatures Wargaming Nut

2055. Re: Incredible...

Newsgroup: comp.sys.atari.st
Date: 2004-03-17 03:11:22 UTC
From: webmaster@atari-users.net
Message-ID: <b8d63ca5.0403161911.104a259a@posting.google.com>
Source record: 19944

I've tried going throught the CT Attorney Generals Office to file a complaint. NO response from them at all. Which pisses me off!

To my knowledge, the address is correct. I've also looked up his name(Ben Berkowitz) and number in the internet based phone book (superpages.com and google also) and they come up as the same information as in the domain registration contact information.

I'm about an hours drive from his location, I just haven't had time to do anything.

Mark.. let me know when you plan to go.. I might join you.

Rob
webmaster
http://www.atari-users.net

2056. Re: Atari Megafile 220 volt in US?

Newsgroup: comp.sys.atari.st
Date: 2004-03-17 04:06:51 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <v9Q5c.289$g07.224106@newshog.newsread.com>
Source record: 19945

```
On 16 Mar 2004 21:10:18 , "Mark Bedingfield" wrote:
>
>"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
>news:cyd$0fxG9dVAFwiz@btinternet.com...
>> In article <4052ce50$0$22206$afc38c87@news.optusnet.com.au>, Mark
>> Bedingfield <atari030@nospampleaseoptusnet.com.au> writes
>> >> Will a EU Megafile 30 work in the US if I plug it in to the 110 volts?
>I
>> >> heard the STs have switching PS's. That true?
>> >

I believe the term "switching" used in power supplies is not related to
the input volts but rather the method to produce the output(s).

John

P.S.
To Reply by E-mail, please remove -NOT- from my address!
```

2057. Re: Atari Megafile 220 volt in US?

Newsgroup: comp.sys.atari.st
Date: 2004-03-17 05:29:02 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <ymR5c.106934$Wa.101008@news-server.bigpond.net.au>
Source record: 19846

John Garone wrote:

> On 16 Mar 2004 21:10:18 , "Mark Bedingfield" wrote:
>
>>"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
>>news:cyd$0fxG9dVAFwiz@btinternet.com...
>>
>>>In article <4052ce50$0$22206$afc38c87@news.optusnet.com.au>, Mark
>>>Bedingfield <atari030@nospampleaseoptusnet.com.au> writes
>>>
>>>>Will a EU Megafile 30 work in the US if I plug it in to the 110 volts?
>>
>>I
>>
>>>>heard the STs have switching PS's. That true?
>>>>
>>>
> I believe the term "switching" used in power supplies is not related to
> the input volts but rather the method to produce the output(s).

In this case yes. It is a switched mode PSU. It is a much more advanced
than the ST's:-) Next time I will look for myself rather than take posts
for granted.

Mark

2058. Re: TOPP updated - sources for COPS and Running-2

Newsgroup: comp.sys.atari.st
Date: 2004-03-17 06:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200403170700.a47186@wun.maus.de>
Source record: 19862

Hallo Joakim!

JH>Running-2 was a project to create a 1st person shoot'em up for Ataris,
JH>and seems to have at least reached the alpha state.

It's far beyond that. Running 1 (Running Falcon) has been sold commercially for the Falcon, and is fully playable there. Running 2 was intended to run on the Milan, and wasn't finished because the Milan 2 did never appear and therefore the market was too small. It's mainly using the same maps and the same engine as Running Falcon, but with some extensions for the Milan.

IIRC, the main problem with games on the Milan is missing IKBD emulation for the keyboard, so that movement is very clumsy. Running 2 addresses this, and has got means for directly checking the keyboard.

IIRC there are many assembly files, with comments (if any) mostly in german.

I've got Running Falcon (bought it on a German computer fair back in 1998), and enjoyed playing it very much.

With best regards
Ekkehard

2059. Re: Incredible...

Newsgroup: comp.sys.atari.st
Date: 2004-03-17 06:01:32 UTC
From: roughley@vanc.igsPAM.net
Message-ID: <1garf81.szkcz31qpxdq6N%roughley@vanc.igsPAM.net>
Source record: 19848

Mark D <mducksub@nossspamXXatari-source.com> wrote:

> I am taking him up on this, though I can't verify the address. It looks
> to be somewhat of an inner city type area so I'll not be driving my BMW
> and will be bringing some larger friends (several are 6ft+ tall and know
> Kung Fu ;-), though if I find the guy is black, I'm probably turning
> around - not to say I am racist but I think it's more likely that I could
> end up dead or something if it's a ghetto type rapper guy. But with a
> partner's name like "Ben Bercowitz" sounds Jewish to me which generally
> can be more easily threatened with physical violence ;-)
>
> I've got maps and the domain records as well as aerial photos, and I'm
> also going to be talking to local police, registerfly and some others. At
> very least I'm going to get his website shut down. At most, get
> Rodolphe's money back. But first it's an effort from my chair before
> driving up there.
>
> Anyone who wishes to coordinate an effort should do so through me, though
> I will not mention in a public forum when I plan to drive there. I will
> likely photograph the building and surrounding areas and formulate a plan
> based on that and execute in the weeks after. I'd like to keep this as
> legal as possible so as to not threaten my own life and family but I may
> take whatever steps are necessary to at least get answers as to why this
> fraud is happening. i.e. drug habit, etc. It's not often that drug
> dealers/users are intelligent enough to prey on rare and alternative
> architectures... most would rather just push fraudulent Powerbook G4
> auctions on eBay.
>
> Anyway, I know several people in the military, law enforcement and other
> domains so unfortunately, Philip has defrauded the wrong individuals.
>
> Tee hee, and I even have a vehicle to drive with Connecticut tags ;-)
>
> One way or another we will at the very least get answers.

This reminds me of a story related in an interview with a well-known
film producer (either James Ivory or Ismail Merchant... I don't recall).
They were owed money from a local distributor in some part of Europe,
and sent two burly actors portraying mafioso-style gangsters to pay his
office a visit. The performance was so effective that the distributor
paid up.

<< Neil >>

2060. Re: Falcon to PC psu

Newsgroup: comp.sys.atari.st
Date: 2004-03-17 06:15:50 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0403162215.6ae12059@posting.google.com>
Source record: 19847

sf0218@aol.com (SF0218) wrote in message
news:<20040316150749.20529.00001638@mb-m24.aol.com>...
> Hello all,
>
> How does one connect a Falcon to an AT or ATX power supply?
>
I don't know what an AT supply looks like, but...

For an ATX supply, first obtain one that has an on/off switch. (I'm not kidding -- many do not have one.) Note that the Falcon pulls around 60 watts, and anything you connect (CT60, hard drive, etc.) will also use power. I'd suggest a power supply of at least 100 watts and as quiet as your pocketbook will allow.

Connect the green wire to one of the black wires, which bypasses the internal power switch you don't have on a Falcon. Alternatively, see http://www.gideontech.com/guides/psu_powerup/ to see how to wire an internal switch. Connect three red wires to the three power prongs farthest from the keyboard. These are +5V. Connect four black wires to the next four prongs. These are grounds. Finally, connect one YELLOW wire to the prong closest to the keyboard. This is +12V.

If your Falcon has a built in power supply that you no longer need, it is helpful to cut off the cable so you can reuse the eight prong connector instead of soldering. By combining the Falcon cable with a few PC MOLEX cables you can easily build an adapter cable that will allow you to disconnect the power supply should the need require. If you use electrical twist caps, you don't even have to know how to solder. If you do use the Falcon cable, HEAD THIS WARNING! PC POWER CABLES USE BLUE WIRE TO MEAN -12V. THE FALCON NEEDS +12V. That means that you will be connecting the blue Falcon wire to a YELLOW ATX wire.

Galen

2061. Re: ACF is alive

Newsgroup: comp.sys.atari.st
Date: 2004-03-17 07:22:42 UTC
From: rEs <resres3@yahoo.com>
Message-ID: <j5vf505dc0k4i48dtua4m0h383imgfshc2@4ax.com>
Source record: 19849

website???

>I received an email from Norman Feske about Atari ColdFire project !
>
>It seems it is not vapourware !
>The project is not dead and they put some news yesterday on their web site.
>
>Sorry telling it was vapourware...
>
>So, wait & see...
>
>

2062. Re: ACF is alive

Newsgroup: comp.sys.atari.st
Date: 2004-03-17 07:51:04 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <c39019$4s2$1@reader13.wxs.nl>
Source record: 19850

Clockmeister wrote:
> It is. Plenty of products have been designed, developed and produced and
> even advertised but never saw the light of day as a consumer product.
>
> Until it's physically obtainable it is vapour, by definition.

So in your definition, everything unfinished is vaporware. Which makes
the definition useless.

Maurits.

2063. Re: ACF is alive

Newsgroup: comp.sys.atari.st
Date: 2004-03-17 07:52:07 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <c39037$4s2$2@reader13.wxs.nl>
Source record: 19851

Simon wrote:

> any release (which may or may not actually take place). The
> term came from Atari users

lol :)

Maurits.

2064. Re: Orphaned Drivers

Newsgroup: comp.sys.atari.st
Date: 2004-03-17 10:37:35 UTC
From: JM <>
Message-ID: <ehag50tvv31t3a7p03l9fegjcdr8gngd3p@4ax.com>
Source record: 19852

On Wed, 17 Mar 2004 01:05:39 GMT, Mark Bedingfield
<mark@nomorespamplease.computercom.com.au> wrote:

> Requests?

Hi,

I've been looking for the original Viking board drivers for some time
now... Would be great if you could unearth them.

JM

2065. Re: Falcon to PC psu

Newsgroup: comp.sys.atari.st
Date: 2004-03-17 12:41:13 UTC
From: sf0218@aol.com
Message-ID: <20040317074113.02929.00001517@mb-m15.aol.com>
Source record: 19853

Thanks Mark and btw......I will be getting a CT60....but it will have to wait till the next (hopefully there will be one) rollout. I just simpy don't have $400 to shell out and.....I do like to sleep in my bed.....as opposed to the couch or car! Acually, I have about half the funds now, but there's no way I can come up with the balance by April 16th.

Oh well, crossing my fingers for the next rollout, and I've got a gut feeling there will be one.....perhaps with usb capability!!

Thanks
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

2066. Re: Incredible...

Newsgroup: comp.sys.atari.st
Date: 2004-03-17 12:46:57 UTC
From: LS <me@email.net>
Message-ID: <5NX5c.31319$po.290270@attbi_s52>
Source record: 19854

I contacted a local attorney in the area and he wanted both parties info, so we'll see what he can do. I also contacted the local police in the area.

Lannie

"Mark D" <mducksub@nossspamXXatari-source.com> wrote in message news:pan.2004.03.16.22.11.48.74567@nossspamXXatari-source.com...
> On Mon, 15 Mar 2004 23:06:56 +0000, Simon wrote:
>
> > Rodolphe Czuba wrote:
> >> I can't do that !
> >>
> >> I offer a CT60 + 20 % of the amount get back for me (my initial payement was
> >> 1780 $ US) to the guy who can go (with or without baseball bat, I don't care
> >> !) and ask them my money, and take them my money (just asking is not enough
> >> I think... ;-)) ...
> >>
> >> It is a serious offer !
> >
> > Somebody take him up on this!
> >
> > Has anybody managed to get any information on a possible address for
> > these people?
> >
> > Simon
>
> I am taking him up on this, though I can't verify the address. It looks
> to be somewhat of an inner city type area so I'll not be driving my BMW
> and will be bringing some larger friends (several are 6ft+ tall and know
> Kung Fu ;-), though if I find the guy is black, I'm probably turning
> around - not to say I am racist but I think it's more likely that I could
> end up dead or something if it's a ghetto type rapper guy. But with a
> partner's name like "Ben Bercowitz" sounds Jewish to me which generally
> can be more easily threatened with physical violence ;-)
>
> I've got maps and the domain records as well as aerial photos, and I'm
> also going to be talking to local police, registerfly and some others. At
> very least I'm going to get his website shut down. At most, get
> Rodolphe's money back. But first it's an effort from my chair before
> driving up there.
>
> Anyone who wishes to coordinate an effort should do so through me, though

> I will not mention in a public forum when I plan to drive there. I will
> likely photograph the building and surrounding areas and formulate a plan
> based on that and execute in the weeks after. I'd like to keep this as
> legal as possible so as to not threaten my own life and family but I may
> take whatever steps are necessary to at least get answers as to why this
> fraud is happening. i.e. drug habit, etc. It's not often that drug
> dealers/users are intelligent enough to prey on rare and alternative
> architectures... most would rather just push fraudulent Powerbook G4
> auctions on eBay.
>
> Anyway, I know several people in the military, law enforcement and other
> domains so unfortunately, Philip has defrauded the wrong individuals.
>
> Tee hee, and I even have a vehicle to drive with Connecticut tags ;-)
>
> One way or another we will at the very least get answers.
>
> Thanks,
> Mark
>

2067. Re: Falcon to PC psu

Newsgroup: comp.sys.atari.st
Date: 2004-03-17 12:51:02 UTC
From: sf0218@aol.com
Message-ID: <20040317075102.02929.00001518@mb-m15.aol.com>
Source record: 19855

Thanks Rob,

Ya know, I've got the very webpage in my favorites but totally forgot about!

Thanks,
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

2068. Re: Falcon to PC psu

Newsgroup: comp.sys.atari.st
Date: 2004-03-17 12:54:40 UTC
From: sf0218@aol.com
Message-ID: <20040317075440.02929.00001519@mb-m15.aol.com>
Source record: 19856

Hey, Thanks a lot Galen!!!

Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

2069. Re: Orphaned Drivers

Newsgroup: comp.sys.atari.st
Date: 2004-03-17 13:56:19 UTC
From: mjaap@atariuptodate.de
Message-ID: <f9b49853.0403170556.77939857@posting.google.com>
Source record: 19857

Hi Mark,

Mark Bedingfield <mark@nomorespamplease.computercom.com.au> wrote in message
news:<DvN5c.106699$Wa.30817@news-server.bigpond.net.au>...
> Hi guys, I am thinking of developing a web site to cater for old Atari
> Hardware drivers. Having so much trouble getting drivers for older cards
> I have has prompted me. Any thoughts? Legal issues? Requests?

Sure there are legal issues if the original company did not release
the drivers as freeware. But I would't really worry about that since
you obviously need the original hardware to use the drivers ;) Plus I
don't that there will be any commercial re-releases of old Atari
hardware drivers.

I really like the idea, maybe I find some old driver disks if you
start your project

>Requests?

I often read that the Falcon Speed driver disk is requested.

Regards,
Matthias

2070. Re: Incredible...

Newsgroup: comp.sys.atari.st
Date: 2004-03-17 14:23:37 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <40585f59$0$283$626a14ce@news.free.fr>
Source record: 19858
Body handling: Binary attachment payload not displayed: wink.gif

3 days ago I get an answer (miracle after 6 months !!) from Philip H. of Vernal Elm.
To get this answer I wrote him again BUT this time after putting an public message on atari.org, what seems to be a certain effect ;-)

You can read that on dhs !
And you read too my answer !

Now Ben, one of the two bosses is reponding me and speak me as a stupid business man I should be !
Here is the copy of what I just sent a few seconds, commenting each ideas of his letter !

I'm a bit nervous when he told me that I did nothing and so it is my fault if I let them think that I had received well the packet !!
I have here a FAX acknowledge paper in November 3rd !! I'm not so stupid to do business !
I think if he continues to say me it's my fault if no answers were done to my emails and fax, I will spread all around the net the copy of the FAX ! Oh sure, the fax machine maye send me an acknoledge and not print the paper... but there are some other strange things in all this story... maybe only some bad coincidences and bad things accumulations : I'm not stupid and can accept simply WE had no chance on this affair...

And let people think what there is to be thought !

---

sales@vernalelm.com wrote:
> Rodolphe,
> I'm sure that Philip is going to respond to you,

I hope because there was some precise questions to allow me to better understand what happened...

> but I would like to have my ownresponse.
>1'st of all You are totally out of line. You have
> not
> attempted to contact usonce since we resent the package.

oh, STOP !
As I sent in my previous email to Philip (you didn't read it !?) I send several emails to you after the OCTOBER 8th !
I sent a ZIP folder will all emails ! Check them please and see that I send email in october & november !
I sent too a fax in November 3rd ! I have here the paper copy and the

receipt acknoledge from your fax !! This means the paper is well arrived at you, no ???
Before telling a such thing, you have to verify my arguments !
They are true ! I'm honnest !
I didn't phone you because I don't find a phone number for that !
The only thing I could do was the fax because I had no news by email way !
And I did it ! Do you want I fax again this fax ???
You speak below about my professional attitude ??
No answer to a customer fax is ??
It si enough to give me doubts ! What I did at this period !
This was near 1 month after the last email from Philip !
Again, I repeat, I received no email from him after the last he sent me telling me that he will send again the packet !
After that NOTHING !
Even no email to inform me that the packet was gone !
So I don't know when it should be gone to me !!
Difficult to search at french post office, ok ??

> 2'nd of all It explicitly says on our site that you will be
> responsible
> for shiping chargesafter ground mail. You never asked for anything
> else..this is your fault and you canlet all your customers know.

OK It's my fault to choose the postal way !
But this not explaining all the story, so far !

> 3'rd of all I highly suggest that you stop what I'm guessing are
> physical threats(people looking for Philip) . This is for two reasons: 1) it
> sounds pathetic andthere is nothing scary about it 2) the Better
> Business Bureau will not look fondly onyour side of the story if you
> are offering physical threats.

What is amazing is that I was thinking about BBB to help me to get news from you !
After I did all what was possible for me to contact you (after a FAX, what could I do, pay a plane to USA ?!), It was suggsted to me to use BBB because their first (and only ?) mission is to help to solve problems !
I just received 3 days ago a letter from them about the status of the affair :
THEY DIDN't success to contact you !!
Professional attitude you told me ?? how is it possible that a company in your country is not able to get an answer from you about me ??? you have a phisical address it seems and so I consider they sent you a paper letter, no ??
2 days before this letter (so many things are happening this times ;-)) a friend sent me an email copy of the answer from Phlip about a 060 request he did to him, just to test is your company is alive or not !
This was a big surprise to read that :

I'm terribly sorry for the delay in our response; I overlooked your message

When responding to inquiries.
Our parts are actually ideal for stocking spare CPUs. We guarantee them for 30 days, so if any are damaged in shipment or are defective (very rare -- less than 1%), we can ensure that you have a reliable stock of quality 68060s.

We can actually offer you a significant wholesale discount at quantity 10

We have a dealer pricing page available for other quantity breaks at:

http://dealers.vernalelm.com

We also guarantee our prices to be the lowest in the market, so we'll be happy to beat a competitive offer by 10%.

Shipping to france is as follows:

US Postal Express (via DHL): $32
(2-3 days usually) (customs brokerage normally not required for postal shipments)

UPS Expedited International: $57
(2-3 days guaranteed) (includes any custom brokerage fees)

Please don't hesitate to ask if you have any further questions or if you'd like to proceed with the order (we accept paypal, visa, mastercard, discover, and bank wires).

Thanks very much,

Philip
Vernal Elm LLC

I was very nervous after that !!
I was thinking they continue business or start again after a 2 months meriod of total black out about my emails and fax ??
HEY GUY, could you take my place and imagine what I can think when, after a good period of business and a good communication from Philip, there is no answers at all and suddently ??!!!
My last action was to put on atari.org a message - oh everybody on atari market already knew my problem with Vernal Elm since november, so it changed nothing, except what I wanted and hope : a reaction from you !
And I did ! What a miracle !
Now I receive several mails from Phlip and you ...that's perfect....and professional ... ;-)
I just don't undestand why I never received them in october and november and later ...
We are not at stone age as I know....so why so many efforts from me to get an answer about this packet ???!

Just a question :
Philip explained in his email to this friend that you can send :

- US Postal Express (via DHL): $32
- (2-3 days usually) (customs brokerage normally not required for postal
- shipments)

How was it done for me (hey, I really can accept that you sent the packet
!!) ?
If DHL, is there not a tracking number ?
You know that I remember that on my previous (good) business with you,
Philip sent me traking number.
Can you give me the exact date the packet was sent ?

> 4'th)On the subject of the Better Business Bureau, there are two sides to
> every storyand I'm sure that they will understand that you have no
> real argument when they see that the mailing difficulty is attributed
your
> overestimation of your country's mail by only providing the standard fee
for ground shipping.

OK, but this not explains why you didn't answer to my emails and fax and why
I was not informed that the second packet was gone !
My last email was : did you send the packet ?? and I never received a answer
! It is like you were subitely all two dead !
The BBB can understand that too in one of the 2 sides ...
It is what I explained in my complain to explain WHY I asked help from them
!
It is more easy to them to contact them than for me...sure, after I tried
severl times !

> 5'th)(and the final point) we offered to send you the cpu's again.

That's a nice and generous offer, but after 6 month you can understand I do
not need more the 060.
It is a long time now that some of my board customers had to find it
themwelves (maybe at you ;-)) and for the others I found some pieces to
other sources ...
Now, what should I do with them ?? Sell them ? No easy to sell them alone...
It is your speciality, not mine...
But if the packet is somewhere, why not ! I paid and you sent them, so...the
business is done and finished and there is no problems.
Finding them is my affair, with your help, at least, for the date of
shipping (I do not know it !!).

> We are also out the same amount of money as the cpu's never came back to
> us.

If the french post get the packet, it is possible (I have no faith in the
French Postal
Service too : they already lost one CT60 in france !) that french post keep
the packet because it was dammaged (no correct address) and did not want to
sent it back to USA because of the cost : I will ask them if they can not
send back a packet...) I assume you address was on it, so I consider first
thge packet should have sent back to you, ok ? But 'not doing correctely
things' is a speciality of the french post ! :-((

> It is not our responsibility to let us know that you got the
> chips (that point is rediculous, please stop and think twice about what
you are saying)

???? again I was not silent !! I sent several emails and one FAX !!
Please read the .eml in the ZIP folder ! You don't know all the story I
wrote to Philip !
Please inform you and give me your opinion AFTER, please.

> I see that Philip was trying to maintain a relationship with his offer,

Yes, we always had good relation Philip and me !
It was an other reason to not understand why he didn't answer to me after
October 8 th !
And because at the same period I heart about some people that have delay
problems with Vernal Elm, I was really thinking that your company had some
big trouble (what I can understand !), my money was burnt, my packet not
gone and Phlip was moved out of the company....that was for me the only
logic explanation to this silence ... !
Be agree that your silence (volontary or not !) is a fault, no ?
Maybe all emails were lost because of a problem on your server...and your
fax machine sent an acknowledge without printing the fax , maybe....why
not...
On my side, if Philip sent me email after october 8th, I can assure you that
I had no problems with my computer and my email provider...
And my fax is working fine too...
the number I used is : (720) 294-4128

Other strange thing for me : I was never informed when you shipped the first
packet !
In fact I was informed that the^packet was sent back to you by customs ...

NOW PLEASE, HAVE A LOOK on this email
It was sent to me the October 4th 2003 :

Rodolphe,
A customer of ours from Sweden contacted me to ask about your order. I
just wanted to make sure you received this message from last week?
Thanks,

Philip
Vernal Elm LLC

> Date: Fri, 26 Sep 2003 14:03:43 -0400
> To: "Rodolphe Czuba" <rczuba@free.fr>
> From: Philip Hill <philip@vernalelm.com>
> Subject: Re: ???????????
> At 11:05 AM 9/25/03 +0200, you wrote:
>> ??????????????????????????????
>
> Rodolphe,
> I checked on your packet, and it is sitting on our shipping counter,
> returned, with a customs return stamp. Sorry about this, I assumed you

> received the packet weeks ago.
> Send me a your address to verify that it is correct, and a phone number to
> mark on the package so that this doesn't happen again, and we'll get the
> package out express ASAP.
> Regards,
>
> Philip

I sent back my address and phone number !
Two things :
- I never was informed by customs about a packet in standby at them !!
- I never received the email from Philip the September 25th !!
Lucky that a swedish guy ask to him and he sent a copy of his original
email.

This demonstrates only two things :
- You wrote some emails that were never sent (it is impossible ok ?)
- There was a technical problem somewhere between you and me, no ?

> but as his 50/50 partner I will
> reccomend to him that on the part of a lack of communication from you
> and your failure to try and get your package from the french Postal
> system

??? I never told that !
To search a such packet I would know when it was sent ...
Give the shipping date...and I will search at the french central post where
all undistributed packet are stocked for 1 year !
It is at Libourn.

> that we assume that you refuse
> the offerfor the cpu's and will now offer nothing as compensation for
> your errors. (there areno tracking numbers for the delivery type you
> got, you should know
> that...after all it was your money)

Can my money I sent you allow you do search at DHL because it seems THEY
transport the packet betwwen USA & France, no ?
Here is a part of a mail from Philip in July 24th, 4 days before I paid :
>> happier to not deal with solder or pin bending, etc. As always, we will
>> guarantee all of the chips to be at 100% performance and accept your
>> returns whenever it is necessary.
>>
>> Total merchandise cost: $1625.00 USD
>>
>> Shipping options:
>>
>> UPS Express (2-3 business days) - $65 -- we will include extremely low
>> customs values
>> OR
>> Postal Express - $30
>

> I take postal because it is not urgent.
>
>>
>> UPS Total: $1690 USD
>
>> Postal Total: $1655 USD
>
> + 73 because I need now 22 full
> = 1728
>
I effectively choosed Postal Express !
And it is by DHL... I think they should confirm that they get the packet !
Up this time you assume that thepacket is lost in france...but it may be
lost in USA too !
After a coming back (second !) if the return address is bad or
destroyed...where should it go ??
So, please check DHL in USA too.

> Now that you understand (though I'm sure you don't want to)

:-)) that's a stupid remark ! I'm not here to faulse the reality !
I just want to know what happened !

> that you are in the wrong I suggest that you stay out of chat groups with
our business
> name as I promise to return the same fire with a much more credible story.
> I truly am sorry that you were never able to acquire the chips,

me too... I lost 1728$ and you lost nothing...

> but
> as you
> can see ifyou had approached this situation with more professional

Did you not received my fax in November 3rd ?
Not professional approach ??
when a company is not respnding to fax & emails and you can't find a phone
numbern what would you do at my place ???
Choose a third party like BBB ...and when this one can't get answer too and
you have news that the company is alive and continue business, what wuould
you think about this business ? Professional and honnest business ? I don't
think you could think that if you were me ! And it what anybody would think
too...
I'm sincere and honnest and all the atari community knows me and nobody will
think that I'm a bad guy using lies to keep the face !

> and timely behavior thismay not have happened. I would still try and find
out
> if there is a package floatingaround in the mail.
> Anyways, make sure to not be cheap and pay for insurance next time.
> Especially on products you take full payments for two years in
> advance. (Now that's bad business ifyou ask me...come to think of it I

> can see why you might need to put some blame on someone else if you got yourself in a position where you were
> late with delivery)

I had no problems with delivery of CT60 : people who ordered it were informed at each step of the development (ask them !) and I begin shipping the board in June 2003 with the 060 I bought to you in the past ...
Up to this time, only 2 guys cancelled their order : one because leaving atari computer world and one because money problems and I get back to them money ! People know that I just design CT60 to help community at the beginning and that I needed the money by advance because I was jobless with money problem and I was un able to pay the CT60 design from my pocket !!
That was a deal their accepted and I thank them... At bebruary 2002 I foound a good job in switzerland and was anable to finish the design...and I finished it only from May to June 2003... no secret about that !
After shipping more than 100 boards... I just decided to order again at you to finish shipping !
At this time my delivrey was late because I didn't received the 060...
Nobody blaimed me about that...some accept to receive CT60 without the 060...and some others accepted to wait up I find other 060 and have money to buy them (my business is so small that loosing 1728 $ was a catastroph for me and my familly : ask my wife if you dont believe that !!!). I ask help to several US and swedish guys to try to contact you...
Time after time I get a bit money and bought some small qty of CPU...
I was lucky because a german guy proposed me 24 CPU with E41J mask at 40 EUR each... at the good moment.
With them, I was abble to deliver more other CT60.
After, only 20 units were not delivered and no customers cancelled their order, they all wait for me and my 060...

Ben
> Disgusted Co-Owner of Vernal Elm LLC

Rodolphe
> Designer of CT60 and not business man but not so stupid ...

[One or more binary attachments are retained only in the source text.]

2071. Re: ACF is alive

Newsgroup: comp.sys.atari.st
Date: 2004-03-17 16:11:21 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <40587780$0$65561$c30e37c6@lon-reader.news.telstra.net>
Source record: 19859

"Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message news:c39037$4s2$2@reader13.wxs.nl...
> Simon wrote:
>
> > any release (which may or may not actually take place). The
> > term came from Atari users
>
> lol :)
>

So I was right, apology accepted ;-)

2072. Re: Messages from Vernal Elm

Newsgroup: comp.sys.atari.st
Date: 2004-03-17 17:37:21 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <40588cc0$0$279$626a14ce@news.free.fr>
Source record: 19860

You can read the first message I get from Vernal Elm after 6 months
on DHS.
My answer too.

On atari.org there is the new message I received from Ben of Vernal Elm.
You can read too my answer I wrote today...

Now I wait for soe reponses about some clear questions...

It is possible all this story is a stupid communication problem ...

For his time, I ask to stop all and do nothing against Vernal Elm...

I just hope that we will find an arrangement...

Thank you

Rodolphe Czuba wrote:
> Hello,
>
> A friend trying to help me attempted to contact Vernal Elm as a dummy
> vendor of 060 (the same chips I ordered to them and payed
> and never received !).
>
> Big suprise, because they answered to him and the guy that answered
> is Philip, this same guy that was dealing with me at the beginning of
> my business with Vernal Elm !
> The web site address has changed and there is now a password ! They
> try to be more discretious ...
> On their web site page there is always the link to my web site
> (www.czuba-tech.com) !!
> They continue to do bad business with people !?
> I don't understand ...how it is possible...
>
> What can we do to get back my money ??
>
> I joined below the exact mail my friend received :
>
> ----
> I'm terribly sorry for the delay in our response; I overlooked your
> message when responding to inquiries.
> Our parts are actually ideal for stocking spare CPUs. We guarantee
> them for 30 days, so if any are damaged in shipment or are defective
> (very rare -- less than 1%), we can ensure that you have a reliable
> stock of quality 68060s.
>

> We can actually offer you a significant wholesale discount at
> quantity 10 (our retail price is $89).
>
> (10) 68060/50 CPUs : $73/each
>
> We have a dealer pricing page available for other quantity breaks at:
>
> http://dealers.vernalelm.com
> user: dealers
> password: coldfire
>
> We also guarantee our prices to be the lowest in the market, so we'll
> be happy to beat a competitive offer by 10%.
>
> Shipping to france is as follows:
>
> US Postal Express (via DHL): $32
> (2-3 days usually) (customs brokerage normally not required for
> postal shipments)
>
> UPS Expedited International: $57
> (2-3 days guaranteed) (includes any custom brokerage fees)
>
> Please don't hesitate to ask if you have any further questions or if
> you'd like to proceed with the order (we accept paypal, visa,
> mastercard, discover, and bank wires).
>
> Thanks very much,
>
> Philip
> Vernal Elm LLC
> ----

2073. ACP

Newsgroup: comp.sys.atari.st
Date: 2004-03-17 17:41:44 UTC
From: Matthias Alles <alles@rhrk.uni-kl.de>
Message-ID: <c3a2kockn1@news.uni-kl.de>
Source record: 19861

Hi!

Have a look: acp.atari.org
Now there is a logbook about the Hardware-development.

Matthias

2074. Re: ACP

Newsgroup: comp.sys.atari.st
Date: 2004-03-17 18:38:19 UTC
From: BMaedicke@t-online.de
Message-ID: <1gat508.1pj7i4e12vbmt4N%BMaedicke@t-online.de>
Source record: 19863

Matthias Alles <alles@rhrk.uni-kl.de> wrote:

> Now there is a logbook about the Hardware-development.

Why use a PS2 interface and not USB?

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

2075. Re: Falcon to PC psu

Newsgroup: comp.sys.atari.st
Date: 2004-03-17 19:46:49 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.03.17.19.46.49.576385@nossspamXXatari-source.com>
Source record: 19864

On Wed, 17 Mar 2004 12:41:13 +0000, SF0218 wrote:

> Thanks Mark and btw......I will be getting a CT60....but it will have to wait
> till the next (hopefully there will be one) rollout. I just simpy don't have
> $400 to shell out and.....I do like to sleep in my bed.....as opposed to the
> couch or car! Acually, I have about half the funds now, but there's no way I
> can come up with the balance by April 16th.
>
> Oh well, crossing my fingers for the next rollout, and I've got a gut feeling
> there will be one.....perhaps with usb capability!!
>

Yeah,

I could afford the money if I didn't already have one, but I do so I can't
justify it in my head. My money is better spent on the next clone, or the
PCI/AGP interface for the CT60 - and of course to pray I never fry my own
CT60.

Thanks,
Mark

2076. Re: Incredible...

Newsgroup: comp.sys.atari.st
Date: 2004-03-17 20:04:00 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.03.17.20.03.55.769172@nossspamXXatari-source.com>
Source record: 19865

This message is rediculous,

The fault is obviously on their end, but instead of attempting to smooth things over all they simply do is insult you (Czuba) as a business man. This game of "name calling" is about as unprofessional as it gets. This is REDICULOUS Vernal elm! Nevermind the fact that I emailed about 6 months ago in regards to my DEFECTIVE 060 FROM YOU and I NEVER RECEIVED a response! I say fuck you! What about it taking people 1-2 months to receive their shipments? Ahem. PROFESSIONAL!? WTF!?

Mark
http://portal.atari-source.com

On Wed, 17 Mar 2004 15:23:37 +0100, Rodolphe Czuba wrote:

> 3 days ago I get an answer (miracle after 6 months !!) from Philip H. of
> Vernal Elm.
> To get this answer I wrote him again BUT this time after putting an public
> message on atari.org, what seems to be a certain effect ;-)
>
> You can read that on dhs !
> And you read too my answer !
>
> Now Ben, one of the two bosses is reponding me and speak me as a stupid
> business man I should be !
> Here is the copy of what I just sent a few seconds, commenting each ideas of
> his letter !
>
> I'm a bit nervous when he told me that I did nothing and so it is my fault
> if I let them think that I had received well the packet !!
> I have here a FAX acknowledge paper in November 3rd !! I'm not so stupid to
> do business !
> I think if he continues to say me it's my fault if no answers were done to
> my emails and fax, I will spread all around the net the copy of the FAX ! Oh
> sure, the fax machine maye send me an acknoledge and not print the paper...
> but there are some other strange things in all this story... maybe only some
> bad coincidences and bad things accumulations : I'm not stupid and can
> accept simply WE had no chance on this affair...
>
> And let people think what there is to be thought !
>
> ------
>
> sales@vernalelm.com wrote:
>> Rodolphe,

>> I'm sure that Philip is going to respond to you,
>
> I hope because there was some precise questions to allow me to better
> understand what happened...
>
>
>> but I would like to have my ownresponse.
>>1'st of all You are totally out of line. You have
>> not
>> attempted to contact usonce since we resent the package.
>
> oh, STOP !
> As I sent in my previous email to Philip (you didn't read it !?) I send
> several emails to you after the OCTOBER 8th !
> I sent a ZIP folder will all emails ! Check them please and see that I send
> email in october & november !
> I sent too a fax in November 3rd ! I have here the paper copy and the
> receipt acknoledge from your fax !! This means the paper is well arrived at
> you, no ???
> Before telling a such thing, you have to verify my arguments !
> They are true ! I'm honnest !
> I didn't phone you because I don't find a phone number for that !
> The only thing I could do was the fax because I had no news by email way !
> And I did it ! Do you want I fax again this fax ???
> You speak below about my professional attitude ??
> No answer to a customer fax is ??
> It si enough to give me doubts ! What I did at this period !
> This was near 1 month after the last email from Philip !
> Again, I repeat, I received no email from him after the last he sent me
> telling me that he will send again the packet !
> After that NOTHING !
> Even no email to inform me that the packet was gone !
> So I don't know when it should be gone to me !!
> Difficult to search at french post office, ok ??
>
>
>> 2'nd of all It explicitly says on our site that you will be
>> responsible
>> for shiping chargesafter ground mail. You never asked for anything
>> else..this is your fault and you canlet all your customers know.
>
> OK It's my fault to choose the postal way !
> But this not explaining all the story, so far !
>
>
>> 3'rd of all I highly suggest that you stop what I'm guessing are
>> physical threats(people looking for Philip) . This is for two reasons:
> 1) it
>> sounds pathetic andthere is nothing scary about it 2) the Better
>> Business Bureau will not look fondly onyour side of the story if you

>> are offering physical threats.
>
> What is amazing is that I was thinking about BBB to help me to get news from
> you !
> After I did all what was possible for me to contact you (after a FAX, what
> could I do, pay a plane to USA ?!), It was suggsted to me to use BBB because
> their first (and only ?) mission is to help to solve problems !
> I just received 3 days ago a letter from them about the status of the affair
> :
> THEY DIDN't success to contact you !!
> Professional attitude you told me ?? how is it possible that a company in
> your country is not able to get an answer from you about me ??? you have a
> phisical address it seems and so I consider they sent you a paper letter, no
> ??
> 2 days before this letter (so many things are happening this times ;-)) a
> friend sent me an email copy of the answer from Phlip about a 060 request he
> did to him, just to test is your company is alive or not !
> This was a big surprise to read that :
>
> -----
> I'm terribly sorry for the delay in our response; I overlooked your message
> When responding to inquiries.
> Our parts are actually ideal for stocking spare CPUs. We guarantee them
> for 30 days, so if any are damaged in shipment or are defective (very rare
> -- less than 1%), we can ensure that you have a reliable stock of quality
> 68060s.
>
> We can actually offer you a significant wholesale discount at quantity 10
>
> We have a dealer pricing page available for other quantity breaks at:
>
> http://dealers.vernalelm.com
>
> We also guarantee our prices to be the lowest in the market, so we'll be
> happy to beat a competitive offer by 10%.
>
> Shipping to france is as follows:
>
> US Postal Express (via DHL): $32
> (2-3 days usually) (customs brokerage normally not required for postal
> shipments)
>
> UPS Expedited International: $57
> (2-3 days guaranteed) (includes any custom brokerage fees)
>
> Please don't hesitate to ask if you have any further questions or if you'd
> like to proceed with the order (we accept paypal, visa, mastercard,
> discover, and bank wires).
>
> Thanks very much,

>
> Philip
> Vernal Elm LLC
> ----
>
> I was very nervous after that !!
> I was thinking they continue business or start again after a 2 months meriod
> of total black out about my emails and fax ??
> HEY GUY, could you take my place and imagine what I can think when, after a
> good period of business and a good communication from Philip, there is no
> answers at all and suddently ??!!!
> My last action was to put on atari.org a message - oh everybody on atari
> market already knew my problem with Vernal Elm since november, so it changed
> nothing, except what I wanted and hope : a reaction from you !
> And I did ! What a miracle !
> Now I receive several mails from Phlip and you ...that's perfect....and
> professional ... ;-)
> I just don't undestand why I never received them in october and november and
> later ...
> We are not at stone age as I know....so why so many efforts from me to get
> an answer about this packet ???!
>
> Just a question :
> Philip explained in his email to this friend that you can send :
>
> - US Postal Express (via DHL): $32
> - (2-3 days usually) (customs brokerage normally not required for postal
> - shipments)
>
> How was it done for me (hey, I really can accept that you sent the packet
> !!) ?
> If DHL, is there not a tracking number ?
> You know that I remember that on my previous (good) business with you,
> Philip sent me traking number.
> Can you give me the exact date the packet was sent ?
>
>
>> 4'th)On the subject of the Better Business Bureau, there are two sides to
>> every storyand I'm sure that they will understand that you have no
>> real argument when they see that the mailing difficulty is attributed
> your
>> overestimation of your country's mail by only providing the standard fee
> for ground shipping.
>
> OK, but this not explains why you didn't answer to my emails and fax and why
> I was not informed that the second packet was gone !
> My last email was : did you send the packet ?? and I never received a answer
> ! It is like you were subitely all two dead !
> The BBB can understand that too in one of the 2 sides ...
> It is what I explained in my complain to explain WHY I asked help from them

> !
> It is more easy to them to contact them than for me...sure, after I tried
> severl times !
>
>
>> 5'th)(and the final point) we offered to send you the cpu's again.
>
> That's a nice and generous offer, but after 6 month you can understand I do
> not need more the 060.
> It is a long time now that some of my board customers had to find it
> themwelves (maybe at you ;-)) and for the others I found some pieces to
> other sources ...
> Now, what should I do with them ?? Sell them ? No easy to sell them alone...
> It is your speciality, not mine...
> But if the packet is somewhere, why not ! I paid and you sent them, so...the
> business is done and finished and there is no problems.
> Finding them is my affair, with your help, at least, for the date of
> shipping (I do not know it !!).
>
>
>> We are also out the same amount of money as the cpu's never came back to
>> us.
>
> If the french post get the packet, it is possible (I have no faith in the
> French Postal
> Service too : they already lost one CT60 in france !) that french post keep
> the packet because it was dammaged (no correct address) and did not want to
> sent it back to USA because of the cost : I will ask them if they can not
> send back a packet...) I assume you address was on it, so I consider first
> thge packet should have sent back to you, ok ? But 'not doing correctely
> things' is a speciality of the french post ! :-((
>
>
>> It is not our responsibility to let us know that you got the
>> chips (that point is rediculous, please stop and think twice about what
> you are saying)
>
> ???? again I was not silent !! I sent several emails and one FAX !!
> Please read the .eml in the ZIP folder ! You don't know all the story I
> wrote to Philip !
> Please inform you and give me your opinion AFTER, please.
>
>
>> I see that Philip was trying to maintain a relationship with his offer,
>
> Yes, we always had good relation Philip and me !
> It was an other reason to not understand why he didn't answer to me after
> October 8 th !
> And because at the same period I heart about some people that have delay
> problems with Vernal Elm, I was really thinking that your company had some

> big trouble (what I can understand !), my money was burnt, my packet not
> gone and Phlip was moved out of the company....that was for me the only
> logic explanation to this silence ... !
> Be agree that your silence (volontary or not !) is a fault, no ?
> Maybe all emails were lost because of a problem on your server...and your
> fax machine sent an acknowledge without printing the fax , maybe....why
> not...
> On my side, if Philip sent me email after october 8th, I can assure you that
> I had no problems with my computer and my email provider...
> And my fax is working fine too...
> the number I used is : (720) 294-4128
>
> Other strange thing for me : I was never informed when you shipped the first
> packet !
> In fact I was informed that the^packet was sent back to you by customs ...
>
> NOW PLEASE, HAVE A LOOK on this email
> It was sent to me the October 4th 2003 :
> ---
> Rodolphe,
> A customer of ours from Sweden contacted me to ask about your order. I
> just wanted to make sure you received this message from last week?
> Thanks,
>
> Philip
> Vernal Elm LLC
>
>> Date: Fri, 26 Sep 2003 14:03:43 -0400
>> To: "Rodolphe Czuba" <rczuba@free.fr>
>> From: Philip Hill <philip@vernalelm.com>
>> Subject: Re: ???????????
>> At 11:05 AM 9/25/03 +0200, you wrote:
>>> ??????????????????????????????
>>
>> Rodolphe,
>> I checked on your packet, and it is sitting on our shipping counter,
>> returned, with a customs return stamp. Sorry about this, I assumed you
>> received the packet weeks ago.
>> Send me a your address to verify that it is correct, and a phone number to
>> mark on the package so that this doesn't happen again, and we'll get the
>> package out express ASAP.
>> Regards,
>>
>> Philip
> ----
> I sent back my address and phone number !
> Two things :
> - I never was informed by customs about a packet in standby at them !!
> - I never received the email from Philip the September 25th !!
> Lucky that a swedish guy ask to him and he sent a copy of his original

> email.
>
> This demonstrates only two things :
> - You wrote some emails that were never sent (it is impossible ok ?)
> - There was a technical problem somewhere between you and me, no ?
>
>
>> but as his 50/50 partner I will
>> reccomend to him that on the part of a lack of communication from you
>> and your failure to try and get your package from the french Postal
>> system
>
> ??? I never told that !
> To search a such packet I would know when it was sent ...
> Give the shipping date...and I will search at the french central post where
> all undistributed packet are stocked for 1 year !
> It is at Libourn.
>
>
>> that we assume that you refuse
>> the offerfor the cpu's and will now offer nothing as compensation for
>> your errors. (there areno tracking numbers for the delivery type you
>> got, you should know
>> that...after all it was your money)
>
> Can my money I sent you allow you do search at DHL because it seems THEY
> transport the packet betwwen USA & France, no ?
> Here is a part of a mail from Philip in July 24th, 4 days before I paid :
>>> happier to not deal with solder or pin bending, etc. As always, we will
>>> guarantee all of the chips to be at 100% performance and accept your
>>> returns whenever it is necessary.
>>>
>>> Total merchandise cost: $1625.00 USD
>>>
>>> Shipping options:
>>>
>>> UPS Express (2-3 business days) - $65 -- we will include extremely low
>>> customs values
>>> OR
>>> Postal Express - $30
>>
>> I take postal because it is not urgent.
>>
>>>
>>> UPS Total: $1690 USD
>>
>>> Postal Total: $1655 USD
>>
>> + 73 because I need now 22 full
>> = 1728

>>
> I effectively choosed Postal Express !
> And it is by DHL... I think they should confirm that they get the packet !
> Up this time you assume that thepacket is lost in france...but it may be
> lost in USA too !
> After a coming back (second !) if the return address is bad or
> destroyed...where should it go ??
> So, please check DHL in USA too.
>
>
>> Now that you understand (though I'm sure you don't want to)
>
> :-)) that's a stupid remark ! I'm not here to faulse the reality !
> I just want to know what happened !
>
>
>> that you are in the wrong I suggest that you stay out of chat groups with
> our business
>> name as I promise to return the same fire with a much more credible story.
>> I truly am sorry that you were never able to acquire the chips,
>
>
> me too... I lost 1728$ and you lost nothing...
>
>
>> but
>> as you
>> can see ifyou had approached this situation with more professional
>
> Did you not received my fax in November 3rd ?
> Not professional approach ??
> when a company is not respnding to fax & emails and you can't find a phone
> numbern what would you do at my place ???
> Choose a third party like BBB ...and when this one can't get answer too and
> you have news that the company is alive and continue business, what wuould
> you think about this business ? Professional and honnest business ? I don't
> think you could think that if you were me ! And it what anybody would think
> too...
> I'm sincere and honnest and all the atari community knows me and nobody will
> think that I'm a bad guy using lies to keep the face !
>
>
>> and timely behavior thismay not have happened. I would still try and find
> out
>> if there is a package floatingaround in the mail.
>> Anyways, make sure to not be cheap and pay for insurance next time.
>> Especially on products you take full payments for two years in
>> advance. (Now that's bad business ifyou ask me...come to think of it I
>> can see why you might need to put some blame on someone else if you got
> yourself in a position where you were

>> late with delivery)
>
> I had no problems with delivery of CT60 : people who ordered it were
> informed at each step of the development (ask them !) and I begin shipping
> the board in June 2003 with the 060 I bought to you in the past ...
> Up to this time, only 2 guys cancelled their order : one because leaving
> atari computer world and one because money problems and I get back to them
> money ! People know that I just design CT60 to help community at the
> beginning and that I needed the money by advance because I was jobless with
> money problem and I was un able to pay the CT60 design from my pocket !!
> That was a deal their accepted and I thank them... At bebruary 2002 I foound
> a good job in switzerland and was anable to finish the design...and I
> finished it only from May to June 2003... no secret about that !
> After shipping more than 100 boards... I just decided to order again at you
> to finish shipping !
> At this time my delivrey was late because I didn't received the 060...
> Nobody blaimed me about that...some accept to receive CT60 without the
> 060...and some others accepted to wait up I find other 060 and have money to
> buy them (my business is so small that loosing 1728 $ was a catastroph for
> me and my familly : ask my wife if you dont believe that !!!). I ask help to
> several US and swedish guys to try to contact you...
> Time after time I get a bit money and bought some small qty of CPU...
> I was lucky because a german guy proposed me 24 CPU with E41J mask at 40 EUR
> each... at the good moment.
> With them, I was abble to deliver more other CT60.
> After, only 20 units were not delivered and no customers cancelled their
> order, they all wait for me and my 060...
>
>
> Ben
>> Disgusted Co-Owner of Vernal Elm LLC
>
> Rodolphe
>> Designer of CT60 and not business man but not so stupid ...

2077. Re: Falcon to PC psu

Newsgroup: comp.sys.atari.st
Date: 2004-03-17 20:11:58 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c3abedaop1@hercules.btinternet.com>
Source record: 19866

HI Galen

> For an ATX supply, first obtain one that has an on/off switch. (I'm
> not kidding -- many do not have one.) Note that the Falcon pulls
> around 60 watts, and anything you connect (CT60, hard drive, etc.)
> will also use power. I'd suggest a power supply of at least 100 watts
> and as quiet as your pocketbook will allow.

I doubt you'd be able to get one less that 250W. Seems to be the min spec
for ATX

--

Regards, Steve

http://nokbitch2.forumer.com/index.php?

2078. Re: FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-17 20:13:56 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c3abi3$b0c$1@hercules.btinternet.com>
Source record: 19867

Hi

"Rual Bungk" <passthesp@maround.co.uk> wrote in message
news:405507c9@news.greennet.net...
>
> just bid a couple of thousand of your own money just so you can say "I
told
> you so" > Regards, Steve
> >
> > http://nokbitch2.forumer.com/index.php?
> >
> >
> >
> >
>
> Nice one Ste Thanks, what a SNOB this guy is EH!!

Actually no!, i think you got hold of the wrong end of the stick, you see
I'm defending him and I think your an arsehole.

--

Regards, Steve

http://nokbitch2.forumer.com/index.php?

2079. Re: ACP

Newsgroup: comp.sys.atari.st
Date: 2004-03-17 20:18:52 UTC
From: sf0218@aol.com
Message-ID: <20040317151852.03317.00001396@mb-m23.aol.com>
Source record: 19868

>Why use a PS2 interface and not USB?

Why have both for use?

Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

2080. Re: Falcon to PC psu

Newsgroup: comp.sys.atari.st
Date: 2004-03-17 22:01:08 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.03.17.22.01.08.234384@nossspamXXatari-source.com>
Source record: 19869

On Wed, 17 Mar 2004 20:11:58 +0000, Steve Sweet wrote:

> HI Galen
>
>> For an ATX supply, first obtain one that has an on/off switch. (I'm
>> not kidding -- many do not have one.) Note that the Falcon pulls
>> around 60 watts, and anything you connect (CT60, hard drive, etc.)
>> will also use power. I'd suggest a power supply of at least 100 watts
>> and as quiet as your pocketbook will allow.
>
> I doubt you'd be able to get one less that 250W. Seems to be the min spec
> for ATX

I've seen them as low as 60W in small versions and I have one that is 160W

Mark

2081. Re: ACP

Newsgroup: comp.sys.atari.st
Date: 2004-03-17 22:31:54 UTC
From: sf0218@aol.com
Message-ID: <20040317173154.26415.00001731@mb-m20.aol.com>
Source record: 19870

>Why use a PS2 interface and not USB?

I meant to say: Why not have both to use?

It's been a crazy day.

Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

2082. Re: Messages from Vernal Elm

Newsgroup: comp.sys.atari.st
Date: 2004-03-17 23:53:56 UTC
From: Richard Kilpatrick <old.computers@btconnect.ocm>
Message-ID: <1703200423535617 31%old.computers@btconnect.ocm>
Source record: 19871

In article <40588cc0$0$279$626a14ce@news.free.fr>, Rodolphe Czuba
<rczuba@free.fr> wrote:

> It is possible all this story is a stupid communication problem ...

Rodople, you are far, far too trusting of these people... I hope that
it is resolved soon, however.

Richard
--
Sigless due to PC expiry.

2083. Re: Incredible...

Newsgroup: comp.sys.atari.st
Date: 2004-03-18 05:41:15 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.03.18.05.41.14.387517@removenoaspam.atari-source.com>
Source record: 19872

On Wed, 17 Mar 2004 18:14:13 -0500, lp wrote:

> The name Philip Hill has been on my mind since someone posted it a few
> messages back. Sometime in 2001 I purchased 2 full 060s from a Philip Hill
> via ebay on behalf of some friends and reshipped them to Germany. Having
> just went back thru my PayPal history it appears it was none other than this
> Philip Hill I got them from. There was no mention of the company name,
> I assumed it was an individual at the time. The transactions themselves
> where so-so, and I'd describe the seller as unresponsive. As in didn't
> bother to follow up on notices and so on, so you had no idea if money was
> received or if items were shipped. Needless to say the items did arrive and
> I am feeling very lucky, but on the other had I am not that far from CT
> either. This was 2 separate transactions, so was I lucky twice?!
>
> Anyway his email address was logged in my paypal history, so you can go to
> ebay and look up the profile for philipctla@yahoo.com and you will find the
> account has been suspended. Check out the negative feedback.
> How's that for professional?
>
> Someone just pointed this out, go to this site and click the paypal logo
> http://www.vernalelm.com/
>
> You should see "This recipient is currently unable to receive money."
> How's that for professional?
>
> I then went to PayPal and tried to send Mr Hill some cents as a test.
> Guess what? Account philipctla@yahoo.com reports:
> "This recipient is currently unable to receive money." No doubt and
> alias for Vernal Elm or Mr. Hill has serious problems outside the company
> as well.
>
> So what's the odds I got the wrong guy? I'd guess next to nil.
>
> Maybe Ben Berkowitz should do background checks before hiring!
> Maybe Ben should research his own employees before attempting to
> backup lies. All in all, this Vernal Elm is VERY unprofessional.
>
> Suspended ebay account and a PayPal account in limbo.
> Pretty much speaks for itself...

Maybe I'm too trusting but there's a lot of people that did in the end
receive their merchandise. I guess we just have to stay tuned and see if
they give Rodolphe a tracking number. Not that the chips help rodolphe
now that he already purchased from another supplier probably, but hey, at
least he gets something. And in the end, could work out good for us,

maybe more CT60's will get produced. More CT60 = more falcons = more high performance atari users to help us get shared libs and VM in MiNT ;-)

Mark
http://portal.atari-source.com

2084. Re: FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-18 06:01:58 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <Cb$+6brWtTWAFwas@my-ste.davjam.org>
Source record: 19882

On Wed, 17 Mar 2004, Steve Sweet <steve.sweet@btopen-2-viri-world.com>
wrote:-

<snip>

>Actually no!, i think you got hold of the wrong end of the stick, you see
>I'm defending him and I think your an arsehole.

Please don't insult an arse hole by making that comparison. At least
arse holes have a use, unlike this troll.

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 63 Mnodes/s: http://www.distributed.net/
AMD 1800 1Gb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 9.0
AMD 1300 512Mb SuSE 9.0 | A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11
Falcon 14Mb TOS 4.02 | STE 4Mb TOS 1.62

2085. Re: Incredible...

Newsgroup: comp.sys.atari.st
Date: 2004-03-18 06:04:04 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.03.18.06.04.03.923644@removenoaspam.atari-source.com>
Source record: 19874

On Wed, 17 Mar 2004 18:14:13 -0500, lp wrote:
> Suspended ebay account and a PayPal account in limbo.
> Pretty much speaks for itself...

I just carefully read over the email trail between Philip, Ben, and Rodolphe and I now have reason to believe that they have read the threads on comp.sys.atari.st, so everyone wave hi to Philip and Ben. Hi. *waves*. Rest assured there was never any physical threats against you, but when businesses don't deliver, what do people do? Have you ever read any reviews on Tom's hardware guide? They go to the place, they take photographs of the address, and they attempt to start a dialog with the person spraying what could amount to lies. This is what happened with Michael's Computers and some set-top box on hardOCP. If these huge review sites choose this method I am sure it is a perfectly reasonable process to inform the public about what they might be dealing with.

Now as far as the threats are concerned, I don't know if I ever made any but you don't have to worry about me. I'm not a physical harm kind of guy. I just feel I need to have some guys with me for protection (yes, it's exactly the opposite). No telling what the accused might do when people show up on their doorstep with a video camera. And remember, if anyone intimidates you, it would only be to get back what is rightfully theirs anyway, I don't know a single Atarian that speaks his mind around here that is likely a criminal and hence making open threats to your life(s).

What is more likely to happen is that the IRS, those nice guys that they are, will take a sudden interest in overseas profits that might have been unreported, the local New Haven police are probably very interested judging by what I see, and I'm sure the BBB will have something to say (and I doubt it will be in your defense, considering they aren't important enough for you to respond to them).

Now just to see about whether or not Vernal Elm is a registered business or not, and if they have to be in New Haven. I know in most places they need to be - but hey.. Ever locale is different.

But alas I have done nothing yet, besides collect some information which is publicly available. Alas you seem to have a lot of people pissed off at you, and I can't speak for them.

Just trying to be nice here :-)

Mark

2086. Re: AdSCSI Micro ST for Mega ST

Newsgroup: comp.sys.atari.st
Date: 2004-03-18 06:05:40 UTC
From: jon
Message-ID: <h_a6c.11330$xg.7595@fed1read04>
Source record: 19873
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi Tim,
I had 2 of those and sold them both. I can tell you that the
hard drive is powered from the power connector on the motherboard next to
the power supply connector. I found from experience that the ST's power
supply can't handle the drain from the hard drive. I even used a beefed up
Best power supply and had the same symptoms (screen flicker, drive resets
etc...). You may find a power connector at Best Electronics or B&C
Computervisions.

The ICD Link II is a much better way to go IMHO. I have one on a mini
tower with 5 hard drives, a cdrom and a Sysquest 200 meg drive that runs
flawlessly.

Jon

"Tim" <TjLaZer@NOSPAM.Mail.com> wrote in message
news:105codh3sfe2194@corp.supernews.com...
> I have a AdSCSI Micro ST adaptor, DMA cable and Bracket, but do not have
the
> power cable. Does anyone know where I can get one and where the HD will
be
> powered from? Can I use a regular power cable?
>
> Thanks!
> Tim
>
>

2087. Re: ACP

Newsgroup: comp.sys.atari.st
Date: 2004-03-18 06:47:01 UTC
From: BMaedicke@t-online.de
Message-ID: <1gau2nv.1938zl9z7m8s2N%BMaedicke@t-online.de>
Source record: 19875

SF0218 <sf0218@aol.com> wrote:

> I meant to say: Why not have both to use?

I think, it doesn't make sense.
PS2 is for mouse and keyboard. But there are mouses and keyboards for
USB too. Why then the PS2 interface?

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

2088. Re: ACP

Newsgroup: comp.sys.atari.st
Date: 2004-03-18 07:23:48 UTC
From: Matthias Alles <alles@rhrk.uni-kl.de>
Message-ID: <c3biq4cln1@news.uni-kl.de>
Source record: 19876

> I think, it doesn't make sense.
> PS2 is for mouse and keyboard. But there are mouses and keyboards for
> USB too. Why then the PS2 interface?

There are no USB-Drivers for any Atari yet. I think it would take much
more time to develop these for the first time than using a simple
PS/2-interface.

2089. Re: Incredible...

Newsgroup: comp.sys.atari.st
Date: 2004-03-18 08:12:15 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.03.18.08.12.15.631955@nossspamXXatari-source.com>
Source record: 19877

On Wed, 17 Mar 2004 18:14:13 -0500, lp wrote:

> Suspended ebay account and a PayPal account in limbo.
> Pretty much speaks for itself...

Their equifax ssl cert is expired too, and has been expired since July
30th 2003! Professional?

Mark

2090. ADV: 25% off Atari & Gifts of DooM!

Newsgroup: comp.sys.atari.st
Date: 2004-03-18 08:21:15 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0403180018040.15476-100000@onyx.spiritone.com>
Source record: 19878
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm having a Birthday Bash and the Gifts are yours! Get a Complete Atari Jaguar Network and Play Networked DooM. Just like on the PC except with a bigger Screen! Make an Atari Order of $50 or more and get a gift! Atari 8 Bit Gifts, your choice, Star Wars from Parker Brothers or Summer Games by Epyx (Disk version)! Or most any Game! For the Atari ST line, you can choose from most any ST Games-Software! And this March, the magic number is 25! Thats Right! Your getting a Gift on my Birthday Plus 25% off! Thats right! Get my Gift Plus a Discount Bonus! Discount Covers Classic Atari 8 Bit & Atari ST Computer Lines! Software-Games, Books-References! First Come, First Serve while Supplies Last! Shipping & selling to anywhere the Law allows! E-Mail: Atari@aracnet.com or Call Ben NOW at (503)256-9974!

http://www.aracnet.com/~atari/specials.htm Details for Birthday Bash!

I love nothing more than someone elses Orphaned Atari Games & Computers! If you have unwanted Atari stuff! I'd be glad to Adopt! Think of it as a Birthday Gift! I'll give them a good home! E-Mail: Atari@aracnet.com

http://BensCatalogs.Atari.org or Call Ben AnyTime at (503)256-9974!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/birthday.htm Ben's Atari Birthday!
http://www.aracnet.com/~atari/maillist.htm Add to my E-Mailing list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2091. MACE

Newsgroup: comp.sys.atari.st
Date: 2004-03-18 10:20:04 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <405977cb$1@news.alphalink.com.au>
Source record: 19879

This Sunday 21st March..the MACE (Melb Atari Comp Enthus) monthly meeting..Banks St Sth Melbourne...in the PC Ushers Group building...meeting starts at about 10.30 am..

be there....coffee and biscuits supplied :)

gra

2092. Re: ACP

Newsgroup: comp.sys.atari.st
Date: 2004-03-18 13:30:16 UTC
From: Johannes Wischert <nospam@spamme.net>
Message-ID: <c3c877$4vc$1@online.de>
Source record: 19880

"Bernd Maedicke" <BMaedicke@t-online.de> schrieb im Newsbeitrag
news:1gau2nv.1938zl9z7m8s2N%BMaedicke@t-online.de...
> SF0218 <sf0218@aol.com> wrote:
>
> > I meant to say: Why not have both to use?
>
> I think, it doesn't make sense.
> PS2 is for mouse and keyboard. But there are mouses and keyboards for
> USB too. Why then the PS2 interface?
>
> Ciao, Bernd
> --
> Url: <http://x-com.atari.org/>

Another problem is that by now there are more ps2 peripherals lying around
than USB...

But i still think USB is better since you can not only connect mice and
keyboards but a lot of other peripherals like usb harddisks scanners and
stuff....

2093. Re: "Baby Blue" phone dialer?

Newsgroup: comp.sys.atari.st
Date: 2004-03-18 18:10:14 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c3cokq$57m$1@news.freedom2surf.net>
Source record: 19881

"Mark D" <mducksub@nossspamXXatari-source.com> wrote in message
news:pan.2004.03.17.00.17.43.406642@nossspamXXatari-source.com...
> On Tue, 16 Mar 2004 23:49:27 +0000, Steven J Tucker wrote:
>
> > Way back when there was a program for the ST called 'Baby Blue' that was
> > a phone dialer that did DTMF, CCITT and some other types of touch tone
> > signalling.
> > Does anyone know if a copy of the this program still exists?
> >
> > Steve
>
> Wow,
>
> I remember this program. It was a nifty thing. I remember since the ST
> had the yamaha three channel tone gen it happened to be really useful for
> telephone type stuff xxxx boxes and the like. I don't know if the program
> I had was called "baby blue" but it did DTMF for sure. I however am sure
> that if I did have it on a floppy, that floppy has long been discarded.
> On the bright side, this type of software should take nearly 5 minutes to
> write ;-)
>
> Mark
> http://portal.atari-source.com
>

I wrote a program that did this. It had a CCITT DTMF keypad which was
reprogrammable for custom frequencies, and did single and dual tone
generation. I wrote it with the intention of using it as a war dialler but
it became more complex.

Marks right. It would take 5 mins to write one, though I used GFA basic and
it took me days cos I was crap :-).

Coda.

2094. Re: ACP

Newsgroup: comp.sys.atari.st
Date: 2004-03-18 18:58:11 UTC
From: BMaedicke@t-online.de
Message-ID: <1gav0e3.ht24i91da7txmN%BMaedicke@t-online.de>
Source record: 19883

Johannes Wischert <nospam@spamme.net> wrote:

> Another problem is that by now there are more ps2 peripherals lying around
> than USB...

I think, you can use many PS2 mice on an USB interface with a small
adapter unit.

> But i still think USB is better since you can not only connect mice and
> keyboards but a lot of other peripherals like usb harddisks scanners and
> stuff....

Surely. But we need drivers for all this devices

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

2095. Re: ACP

Newsgroup: comp.sys.atari.st
Date: 2004-03-18 19:41:50 UTC
From: Johannes Wischert <nospam@spamme.net>
Message-ID: <c3ctvssq1@online.de>
Source record: 19884

"Bernd Maedicke" <BMaedicke@t-online.de> schrieb im Newsbeitrag
news:1gav0e3.ht24i91da7txmN%BMaedicke@t-online.de...
> Johannes Wischert <nospam@spamme.net> wrote:
>
> > Another problem is that by now there are more ps2 peripherals lying
around
> > than USB...
>
> I think, you can use many PS2 mice on an USB interface with a small
> adapter unit.
>

it also works the other way round and many modern mice already have this
adapter delivered with them...

> > But i still think USB is better since you can not only connect mice and
> > keyboards but a lot of other peripherals like usb harddisks scanners
and
> > stuff....
>
> Surely. But we need drivers for all this devices
>

we still have linux ;) and as far as i can see porting drivers from linux to
mint or another os should not be impossible

> Ciao, Bernd
> --
> Url: <http://x-com.atari.org/>

2096. Re: 25% off Atari & Gifts of DooM!

Newsgroup: comp.sys.atari.st
Date: 2004-03-18 19:42:33 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <c3cu3vpnv1@news5.svr.pol.co.uk>
Source record: 19885

How many birthdays do you have per year?

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0403180018040.15476-100000@onyx.spiritone.com...
> I'm having a Birthday Bash and the Gifts are yours!

2097. Re: Alternative Hardware

Newsgroup: comp.sys.atari.st
Date: 2004-03-18 20:01:48 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c3cv79$180$1@sparta.btinternet.com>
Source record: 19886

Hi There

"Galen" <atarigalen@yahoo.com> wrote in message
news:4645be9.0403142113.21dc170c@posting.google.com...

> You are impressive, Rodolphe! R216, 221, and 222 are missing!
> Instead one of the solder points is attached to a 74F04 chip
> piggybacked to U63. Measuring at the solder points gives 12, 7.5 and
> 8 ohms for R216, R221, and R22 respectively.
>
> Now what do I do?

RTFM??

--

Regards, Steve

http://nokbitch2.forumer.com/index.php?

2098. Re: Incredible...

Newsgroup: comp.sys.atari.st
Date: 2004-03-18 20:01:53 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c3cv7e$180$2@sparta.btinternet.com>
Source record: 19887

Hi there "Mark D"

> I am taking him up on this, though I can't verify the address. It looks
> to be somewhat of an inner city type area so I'll not be driving my BMW
> and will be bringing some larger friends (several are 6ft+ tall and know
> Kung Fu ;-), though if I find the guy is black, I'm probably turning
> around - not to say I am racist but I think it's more likely that I could
> end up dead or something if it's a ghetto type rapper guy. But with a
> partner's name like "Ben Bercowitz" sounds Jewish to me which generally
> can be more easily threatened with physical violence ;-)

You sound like a total arsehole.

--

Regards, Steve

http://nokbitch2.forumer.com/index.php?

2099. Re: FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-18 21:18:36 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c3d3nbnbl1@titan.btinternet.com>
Source record: 19888

Hi David

"David Bolt" <blacklist-me@davjam.org> wrote in message
news:Cb$+6brWtTWAFwas@my-ste.davjam.org...
> On Wed, 17 Mar 2004, Steve Sweet <steve.sweet@btopen-2-viri-world.com>
> wrote:-
>
> <snip>
>
> >Actually no!, i think you got hold of the wrong end of the stick, you see
> >I'm defending him and I think your an arsehole.
>
> Please don't insult an arse hole by making that comparison. At least
> arse holes have a use, unlike this troll.

My bad!! 8~)

--

Regards, Steve

http://nokbitch2.forumer.com/index.php?

2100. Re: Incredible...

Newsgroup: comp.sys.atari.st
Date: 2004-03-18 21:21:44 UTC
From: webmaster@atari-users.net
Message-ID: <b8d63ca5.0403181321.2e3da58e@posting.google.com>
Source record: 19889

And the "sales@vernalelm.com" account on PayPal I think is suspended.
If you click on the PayPal button on the main page you get a message
from PayPal "This recipient is currently unable to receive money."

Someone said the Ebay account of one of them was also suspended.

Rob

Mark D <mducksub@nossspamXXatari-source.com> wrote in message
news:<pan.2004.03.18.08.12.15.631955@nossspamXXatari-source.com>...
> On Wed, 17 Mar 2004 18:14:13 -0500, lp wrote:
>
> > Suspended ebay account and a PayPal account in limbo.
> > Pretty much speaks for itself...
>
> Their equifax ssl cert is expired too, and has been expired since July
> 30th 2003! Professional?
>
> Mark

2101. Re: 25% off Atari & Gifts of DooM!

Newsgroup: comp.sys.atari.st
Date: 2004-03-18 21:23:32 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c3d40jflp1@hercules.btinternet.com>
Source record: 19890

Hi Tom

"Tom McEwan" <captaininsanity@ONAYAMSPAYuk2.co.uk> wrote in message
news:c3cu3vpnv1@news5.svr.pol.co.uk...
> How many birthdays do you have per year?
>
> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0403180018040.15476-100000@onyx.spiritone.com...
> > I'm having a Birthday Bash and the Gifts are yours!

So you've twigged as well, join the spam club dude.

--

Regards, Steve

http://nokbitch2.forumer.com/index.php?

2102. Re: Orphaned Drivers

Newsgroup: comp.sys.atari.st
Date: 2004-03-18 22:44:29 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <405a256b$0$16496$afc38c87@news.optusnet.com.au>
Source record: 19891

"Matthias Jaap" <mjaap@atariuptodate.de> wrote in message
news:f9b49853.0403170556.77939857@posting.google.com...
> Hi Mark,
>
> Mark Bedingfield <mark@nomorespamplease.computercom.com.au> wrote in
message news:<DvN5c.106699$Wa.30817@news-server.bigpond.net.au>...
> > Hi guys, I am thinking of developing a web site to cater for old Atari
> > Hardware drivers. Having so much trouble getting drivers for older cards
> > I have has prompted me. Any thoughts? Legal issues? Requests?
>
> Sure there are legal issues if the original company did not release
> the drivers as freeware. But I would't really worry about that since
> you obviously need the original hardware to use the drivers ;) Plus I
> don't that there will be any commercial re-releases of old Atari
> hardware drivers.

Ok, I think it will be possible, I will probably have to contact the
original manufacturers/Authors for safety reasons.
>
> I really like the idea, maybe I find some old driver disks if you
> start your project
>
Better get cracking hadn't I? :-)
> >Requests?
>
> I often read that the Falcon Speed driver disk is requested.

Yeah, me in particular. First idea is to list all the devices I guess.

Hows this?

Emulators
Video Cards
Network Cards
Scanners
Drives
Accelerators
Ram Upgrades

And that about covers it I guess. Any more to add?

Mark

2103. Re: FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-18 23:10:17 UTC
From: Rual Bungk <Passthespa@maround.com>
Message-ID: <405a58bf@news.greennet.net>
Source record: 19893

> NERD David Bolt

Thanks for taking the time to reply, plus listing the contents of your dustbin??????????????????

>
> --
> Member of Team Acorn checking nodes at 63 Mnodes/s:
http://www.distributed.net/
> AMD 1800 1Gb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE
9.0
> AMD 1300 512Mb SuSE 9.0 | A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11
> Falcon 14Mb TOS 4.02 | STE 4Mb TOS 1.62

2104. Re: FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-18 23:11:13 UTC
From: Rual Bungk <Passthespa@maround.com>
Message-ID: <405a58c1@news.greennet.net>
Source record: 19892

"Steve Sweet" <steve.sweet@btopen-2-viri-world.com> wrote in message
news:c3abi3$b0c$1@hercules.btinternet.com...
> Hi
>
> "Rual Bungk" <passthesp@maround.co.uk> wrote in message
> news:405507c9@news.greennet.net...
> >
> > just bid a couple of thousand of your own money just so you can say "I
> told
> > you so" > Regards, Steve
> > >
> > > http://nokbitch2.forumer.com/index.php?
> > >
> > >
> > >
> > >
> > >
> > > Nice one Ste Thanks, what a SNOB this guy is EH!!
>
> Actually no!, i think you got hold of the wrong end of the stick, you see
> I'm defending him and I think your an arsehole.
>
>
> --
>
> Regards, Steve
>
> http://nokbitch2.forumer.com/index.php?
>
>
>
Te He!! you are a wag Steve!!, see you in the pub on Tuesday as usual, 8.30
Pint of Guinness waiting for you Cheers

2105. Re: Incredible...

Newsgroup: comp.sys.atari.st
Date: 2004-03-18 23:26:09 UTC
From: Richard Kilpatrick <richard@dmc12.daemon.co.uk>
Message-ID: <1803200423260686 87%richard@dmc12.daemon.co.uk>
Source record: 19894

In article <BC7F8832.57C2%gfabasic@mint.net>, lp <gfabasic@mint.net>
wrote:

> In reality such things really don't
> happen anyway. Ben's reaction is comical at best.

Not the implied violence, no. However, in reality, such dodgy dealings
do come back to get you.

I once bought a car that had been MOTd (a safety test) just a week
before, and the garage had passed it despite the undercarriage being
rotten beyond any safe standards. The seller didn't want to know, as in
their opinion it had passed an MOT. I decided that the people
responsible were the ones who were going to reimburse me.

Now, with 16 year old cars, you don't expect much luck. However, I
walked away from that garage with ï¿½700 and a VW Scirocco worth another
ï¿½700 in exchange for a scrap Fiat X1/9 worth nothing and an older
Scirocco worth ï¿½120. (I drove in in one, and was expecting ï¿½1000, they
only had ï¿½700 on them, so I offered to trade my 1983 1.6 Auto for their
1987 1.8 GT-S). I didn't threaten or intimidate them in any way, I just
pointed out that if I had disposed of my X1/9 to any interested party
for my asking price, I wouldn't be able to call the Vehicle
Inspectorate who would examine it and scrap it, leaving me with
nothing. They clearly felt sorry for me, and their decision had nothing
to do with the fact that they would lose their business.

Oh, and for whoever was being mildly racist - the garage owner was
considerably larger than me and had access to many tools. He could
easily have threatened me with violence. Generally when people who have
done wrong are confronted with it in a reasonable and logical manner,
with an easy get-out route, they will respond favourably. Going in all
guns blazing is a bad idea. I believe the term people includes everyone
from WASPs to ghetto dudes to Jews and moslems, and I expect the same
response from anyone.

Richard
(Of course, should I not get that response and get violence/idiocy, I
am quite capable of remaining cool and ending up with what I want
anyway).

2106. Re: Orphaned Drivers

Newsgroup: comp.sys.atari.st
Date: 2004-03-18 23:27:05 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c3db88$153$1@hercules.btinternet.com>
Source record: 19895

Hi Mark

"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:DvN5c.106699$Wa.30817@news-server.bigpond.net.au...
> Hi guys, I am thinking of developing a web site to cater for old Atari
> Hardware drivers. Having so much trouble getting drivers for older cards
> I have has prompted me. Any thoughts? Legal issues? Requests?

I've got an odd graphics card in my MegaSTe and as far as I'm aware I've got
the only copy of this specific driver. Its a Megavision MV300, i can donate
copies of these seeing as how they are now good to anyone but an MV300
owner.

--

Regards, Steve

http://nokbitch2.forumer.com/index.php?

2107. Re: Orphaned Drivers

Newsgroup: comp.sys.atari.st
Date: 2004-03-18 23:39:23 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <405a324a$0$8359$afc38c87@news.optusnet.com.au>
Source record: 19796

"Steve Sweet" <steve.sweet@btopen-2-viri-world.com> wrote in message
news:c3db88$153$1@hercules.btinternet.com...
> Hi Mark
>
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:DvN5c.106699$Wa.30817@news-server.bigpond.net.au...
> > Hi guys, I am thinking of developing a web site to cater for old Atari
> > Hardware drivers. Having so much trouble getting drivers for older cards
> > I have has prompted me. Any thoughts? Legal issues? Requests?
>
> I've got an odd graphics card in my MegaSTe and as far as I'm aware I've
got
> the only copy of this specific driver. Its a Megavision MV300, i can
donate
> copies of these seeing as how they are now good to anyone but an MV300
> owner.

Thanks Steve, MSA or Zip I guess will do fine. The replay address is real
bar the spam filter. You still use this in your paked Box? Actually I might
even got to the trouble of providing details and specs of the devices.

Mark

2108. Re: Incredible...

Newsgroup: comp.sys.atari.st
Date: 2004-03-19 01:55:22 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.03.19.01.55.21.293122@removenoaspam.atari-source.com>
Source record: 19797

On Thu, 18 Mar 2004 23:26:09 +0000, Richard Kilpatrick wrote:

> In article <BC7F8832.57C2%gfabasic@mint.net>, lp <gfabasic@mint.net>
> wrote:
>
>> In reality such things really don't
>> happen anyway. Ben's reaction is comical at best.
>
> Not the implied violence, no. However, in reality, such dodgy dealings
> do come back to get you.
>
> I once bought a car that had been MOTd (a safety test) just a week
> before, and the garage had passed it despite the undercarriage being
> rotten beyond any safe standards. The seller didn't want to know, as in
> their opinion it had passed an MOT. I decided that the people
> responsible were the ones who were going to reimburse me.
>
> Now, with 16 year old cars, you don't expect much luck. However, I
> walked away from that garage with ï¿½700 and a VW Scirocco worth another
> ï¿½700 in exchange for a scrap Fiat X1/9 worth nothing and an older
> Scirocco worth ï¿½120. (I drove in in one, and was expecting ï¿½1000, they
> only had ï¿½700 on them, so I offered to trade my 1983 1.6 Auto for their
> 1987 1.8 GT-S). I didn't threaten or intimidate them in any way, I just
> pointed out that if I had disposed of my X1/9 to any interested party
> for my asking price, I wouldn't be able to call the Vehicle
> Inspectorate who would examine it and scrap it, leaving me with
> nothing. They clearly felt sorry for me, and their decision had nothing
> to do with the fact that they would lose their business.
>
> Oh, and for whoever was being mildly racist - the garage owner was
> considerably larger than me and had access to many tools. He could
> easily have threatened me with violence. Generally when people who have
> done wrong are confronted with it in a reasonable and logical manner,
> with an easy get-out route, they will respond favourably. Going in all
> guns blazing is a bad idea. I believe the term people includes everyone
> from WASPs to ghetto dudes to Jews and moslems, and I expect the same
> response from anyone.
>
> Richard
> (Of course, should I not get that response and get violence/idiocy, I
> am quite capable of remaining cool and ending up with what I want
> anyway).

Well this is true but I don't think this is the type of situation we are
dealing with. Consider this shop is a full storefront shop with other

customers around, employees, etc. A *real* business.

Now consider what vernal elm could be. A business designed from the ground up to be fraudulent or at least uncaring about timeliness at all in any way, run by 2 people, possibly not registered, and with possibly *nothing* to lose. In fact, from what they wrote, they're suggesting that showing up at the business address's door step isn't good? Well why not, it's a business? This is all hypothetical, I know nothing for sure, but a lengthy track record of unprofessional behavior is nothing to flinch at.

Unfortunately, it would seem that we could be discussing two different circumstances.

Mark

2109. Re: Incredible...

Newsgroup: comp.sys.atari.st
Date: 2004-03-19 02:03:36 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.03.19.02.03.36.746104@removenoaspam.atari-source.com>
Source record: 19798

On Thu, 18 Mar 2004 20:01:53 +0000, Steve Sweet wrote:
>
> You sound like a total arsehole.

Guilty as charged. But what can you do, I'm not the one accused of
ripping people off am I?

Mark

2110. Re: ADV: 25% off Atari & Gifts of DooM!

Newsgroup: comp.sys.atari.st
Date: 2004-03-19 02:11:17 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <105klpl2flpu569@corp.supernews.com>
Source record: 19799
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Bravo Sierra Computers wrote:
> Get a Complete Atari
> Jaguar Network and Play Networked DooM. Just like on the PC except with a
> bigger Screen!

And more crashes...

the Mav

--

"Never give up -- never surrender!" Commander Peter Quincy Taggart

2111. Bad spacebar key on Falcon.

Newsgroup: comp.sys.atari.st
Date: 2004-03-19 05:31:31 UTC
From: Claude Bourgoin <claude@pivot.net>
Message-ID: <405a5b23_4@corp.newsgroups.com>
Source record: 19800

I wasa wondering if anyone out there has had a problem with the Falcon Keyboard, especially with the space bar. All the keys on the Falcon work fine except the spacebar. When I press the spacebar I do not get any response from the falcon. For example, when I am typing in QED and press the spacebar the cursor doesn't move.

Thanks in advance to all.

Claude Bourgoin

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 100,000 Newsgroups - 19 Different Servers! =-----

2112. ST RAM

Newsgroup: comp.sys.atari.st
Date: 2004-03-19 06:28:05 UTC
From: Michele Smith <pamsfolks@sympatico.ca>
Message-ID: <405A92F5.A9A36852@sympatico.ca>
Source record: 19801

Hi. I'm looking for 18 pin dip Ram for a mega 2. Would anyone know where to find it? Thanks.

2113. Re: ADV: 25% off Atari & Gifts of DooM!

Newsgroup: comp.sys.atari.st
Date: 2004-03-19 07:26:02 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <405a9f5e$0$96237$c30e37c6@lon-reader.news.telstra.net>
Source record: 19802
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

```
"The Maverick" <themaverick@volcano.net> wrote in message
news:105klpl2flpu569@corp.supernews.com...
> Bravo Sierra Computers wrote:
> > Get a Complete Atari
> > Jaguar Network and Play Networked DooM. Just like on the PC except with
a
> > bigger Screen!
>
> And more crashes...
>

Doom crashes??? No way, surely not even on Atari?!
```

2114. Re: 25% off Atari & Gifts of DooM!

Newsgroup: comp.sys.atari.st
Date: 2004-03-19 07:27:39 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <405a9fbe$0$96242$c30e37c6@lon-reader.news.telstra.net>
Source record: 19803

"Steve Sweet" <steve.sweet@btopen-2-viri-world.com> wrote in message
news:c3d40jflp1@hercules.btinternet.com...
> Hi Tom
>
> "Tom McEwan" <captaininsanity@ONAYAMSPAYuk2.co.uk> wrote in message
> news:c3cu3vpnv1@news5.svr.pol.co.uk...
> > How many birthdays do you have per year?
> >
> > "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> > news:Pine.LNX.4.44.0403180018040.15476-100000@onyx.spiritone.com...
> > > I'm having a Birthday Bash and the Gifts are yours!
>
> So you've twigged as well, join the spam club dude.
>

Retarded people can have as many birthdays as they want.

2115. Re: ADV: 25% off Atari & Gifts of DooM!

Newsgroup: comp.sys.atari.st
Date: 2004-03-19 09:19:22 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0403190116340.17781-100000@onyx.spiritone.com>
Source record: 19804
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Engage the Omega 13!" Commander Peter Quincy Taggart ===Ben===

On Thu, 18 Mar 2004, The Maverick wrote:

> Bravo Sierra Computers wrote:
> > Get a Complete Atari
> > Jaguar Network and Play Networked DooM. Just like on the PC except with a
> > bigger Screen!
>
> And more crashes...
>
> the Mav
>
>
> --
>
> "Never give up -- never surrender!" Commander Peter Quincy Taggart

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2116. HDDriver/Formatting

Newsgroup: comp.sys.atari.st
Date: 2004-03-19 13:14:14 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <GmC6c.352$g07.317308@newshog.newsread.com>
Source record: 19805

Hi All (and Ewe :),
Reformatting a Hawk 4gig drive on a Falcon, is it normal for my system
to take an hour to react to HDDriver (8.04)? The hard drive light stayed on
steady during that time. After that, a sector test was performed and the
drive light flashed until done. Partitioning went ok!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

2117. Re: FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-19 13:26:21 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0403190526.22108f0e@posting.google.com>
Source record: 19806

"Rual Bungk" <Passthespa@maround.com> wrote in message

> Thanks for taking the time to reply, plus listing the contents of your
> dustbin??????????????????

"Rual", you do realize you are making a fool out of yourself here, right?
I almost feel sorry for you.

2118. Re: HDDriver/Formatting

Newsgroup: comp.sys.atari.st
Date: 2004-03-19 13:31:44 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <c3eso0$25j0rj$1@ID-27442.news.uni-berlin.de>
Source record: 19807

John Garone wrote:
> Hi All (and Ewe :),
> Reformatting a Hawk 4gig drive on a Falcon, is it normal for my system
> to take an hour to react to HDDriver (8.04)? The hard drive light stayed on
> steady during that time. After that, a sector test was performed and the
> drive light flashed until done. Partitioning went ok!

Yes, some drives can take that long, or even longer. That's why
formatting a drive can be a waste of time, as long as it does not have
bad sectors.

--

Dr. Uwe Seimet http://www.seimet.de

2119. Re: ACP

Newsgroup: comp.sys.atari.st
Date: 2004-03-19 15:02:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1079942698-139167AEicMi@gmx.net>
Source record: 19775

From: "Johannes Wischert" <nospam@spamme.net>
Date: Thu, 18 Mar 2004 20:41:50 +0100

Hi Johannes,

>it also works the other way round and many modern mice already have this
>adapter delivered with them...

Sure...
But unfortunately printers, scanners, camera's, memory sticks... you name
it, aren't delivered with these.
BTW, *modern* mice and keyboards use bluetooth technology....

The cost of adding extra USB and Firewire ports to the computer are not
worth mentioning, even if there are no drivers, these ports *should* be
included. It's not like a new clone makes its appearance on this platform
every month. If it ever materialises I would like to see not only USB &
Firewire but also an S-ATA interface and the brandnew PCI-X interface
included as well. Unlike a PC this computer will be used much longer then
a couple of measly years, so the developers *got* to make sure that the
very latest technology is incorporated.

Besides, USB and/or Firewire are a must...
What would you propose to a prospective buyer who's planning to attach a
scanner and printer to it? To go and look for something suitable on ebay?
This is 2004, I expect a new computer to reflect this. The vapourware they
are proposing right now is already outdated before it's even here, except
for the processor and faster RAM it's identical to a Milan or Hades. Are
the developers perhaps shortsighted? That vapourware computer has been in
the pipeline for three years now....

>we still have linux ;) and as far as i can see porting drivers from linux
>to mint or another os should not be impossible

We? Speak for yourself... :-/
Stop dreaming, wake up, and take a good look around you...

Cheers from Belgium
Dennis

2120. MyPDF

Newsgroup: comp.sys.atari.st
Date: 2004-03-19 15:49:09 UTC
From: sf0218@aol.com
Message-ID: <20040319104909.00909.00000014@mb-m18.aol.com>
Source record: 19808

Does anyone no if this is still being worked on? I've checked out the webpage and according to it they are working on it, and it's up to beta v0.13 (16.12.2003).

I'm just wondering if the beta version is available for download.

Thanks,
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

2121. Re: Bad spacebar key on Falcon.

Newsgroup: comp.sys.atari.st
Date: 2004-03-19 19:43:07 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <QuYqHyjL10WAFwqI@my-ste.davjam.org>
Source record: 19809

On Thu, 18 Mar 2004, Claude Bourgoin <claude@pivot.net> wrote:-

>I wasa wondering if anyone out there has had a problem with the Falcon
>Keyboard, especially with the space bar. All the keys on the Falcon work
>fine except the spacebar. When I press the spacebar I do not get any
>response from the falcon. For example, when I am typing in QED and press the
>spacebar the cursor doesn't move.

It's possible that something has managed to get inside the rubber cup
under the space bar and is not allowing an electrical connection when
you press on it. Unfortunately, if this is the cause of the problem, the
only cure I know of is to strip down the keyboard[0] and clean the dirt
from the rubber cup and/or on the keyboard circuit board.

Just a few things to make a note of:

there is space for 2 cups under the return key, although only one is
used, so don't think you've a missing cup just because the holder is
empty;

when disassembling, sometimes the cups will stick to the circuit board
and then fall off just after it's removed so take care to watch for them
falling;

when re-assembling, I found that by balancing the keyboard face down
between a couple of books, all the cups remained in their holders, and
it allowed me to easily realign the LEDs.

[0] After stripping several ST keyboards[1], which appear to be
identical to the Falcon keyboards, this isn't something I look forward
to having to do.

[1] Usually to fix broken mouse/joystick ports[2].

[2] Whoever decided to put the mouse and joystick ports there still
needs to be shot.

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 63 Mnodes/s: http://www.distributed.net/
AMD 1800 1Gb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 9.0
AMD 1300 512Mb SuSE 9.0 | A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11
Falcon 14Mb TOS 4.02 | STE 4Mb TOS 1.62

2122. Re: ADV: 25% off Atari & Gifts of DooM!

Newsgroup: comp.sys.atari.st
Date: 2004-03-19 20:33:45 UTC
From: Charles Shannon Hendrix <shannon@news.widomaker.com>
Message-ID: <9flf3c.rmm.ln@escape.shannon.net>
Source record: 19810
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On 2004-03-18, Bravo Sierra Computers <atari@aracnet.com> wrote:

[35 exclamation points snipped]

You have violated the Usenet bang-per-post limit.

--
shannon "AT" widomaker.com -- ["The object of war is not to die for your country but to make the other bastard die for his." -- General George S. Patton]

2123. Re: AVI players/viewers

Newsgroup: comp.sys.atari.st
Date: 2004-03-19 21:13:53 UTC
From: sf0218@aol.com
Message-ID: <20040319161353.08390.00000024@mb-m10.aol.com>
Source record: 19811

Janez,

The reason I'm asking is because I kept those two demos from my ST days, and I would like to be able to run them again.

Anybody?

Thanks,
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

2124. Re: Incredible...

Newsgroup: comp.sys.atari.st
Date: 2004-03-19 21:44:41 UTC
From: Rual Bungk <Passthespa@maround.com>
Message-ID: <405b957f@news.greennet.net>
Source record: 19819

"Steve Sweet" <steve.sweet@btopen-2-viri-world.com> wrote in message
news:c3cv7e$180$2@sparta.btinternet.com...
> Hi there "Mark D"
>
> You sound like a total arsehole.
>
> --
>
> Regards, Steve
>
> http://nokbitch2.forumer.com/index.php?
>
>

Hmm???? More arseholes, Steves fave Put down!!, Must have had a problem with some, all I can say is I have no complaints about the way he kisses mine

2125. Re: FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-19 21:47:11 UTC
From: Rual Bungk <Passthespa@maround.com>
Message-ID: <405b9615@news.greennet.net>
Source record: 19815

"Joakim H?gberg" <gokmase@bigfoot.com> wrote in message
news:366c6d2a.0403190526.22108f0e@posting.google.com...
> "Rual Bungk" <Passthespa@maround.com> wrote in message
>
> > Thanks for taking the time to reply, plus listing the contents of your
> > dustbin??????????????????
>
> "Rual", you do realize you are making a fool out of yourself here, right?
> I almost feel sorry for you.

Thanks but I don't need your sorrow, but I do feel sorrow for you with a
name like Joakim!!

2126. Re: B-Net 3.03 / MagiC-Net

Newsgroup: comp.sys.atari.st
Date: 2004-03-19 22:26:13 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <405b1eaa8807b2@comcast.net>
Source record: 19813

>Edward S. Baiz Jr. <edbaizjr@comcast.net> a 'ecrit dans le message :
>405164e41431702@comcast.net
>
>>>Hello,
>>>
>>>Could someone succeed in making B-Net 3.03 work under MagiC-Net ?
>>
>>Hello J.-Luc,
>>
>>I have BNet working fine under Magic-Net on my Hades and under
>>Sting on my STe. Do both your machines have Magic-Net running? You
>>know that yo must have BNET running on both machines before things
>>will work. Email me and we will get it up and running....
>
>Hello Edward,
>
>Yes, both my machines run MagiC-Net and B-Net. And both my machines run MagiC
>6.20 too, which, according to Vassilis, is not B-Net compatible,
> unless he tries and fixes it :-(
>
>Regards,
>
>J.-Luc

I would just switch back to 6.1. I have both roms on my hard drive
and use one version when my situation calls for it. I mainly use
Magic 6.1 since the MagicNet Cab.ovl file is not compatible with
Magic 6.2.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2127. Re: MyPDF

Newsgroup: comp.sys.atari.st
Date: 2004-03-19 22:26:13 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <405b1eaa8807b3@comcast.net>
Source record: 19814

>Does anyone no if this is still being worked on? I've checked out the webpage
>and according to it they are working on it, and it's up to beta v0.13
>(16.12.2003).
>
>I'm just wondering if the beta version is available for download.
>
>Thanks,
>Sam F.
>Virginia U.S.A.
>Seattle Seahawks Nut
>Atari Computer Nut

As far as I know it is still being worked on. I would just get
Porthos. I did and I love it and it is still being upgraded...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2128. Re: FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-19 22:38:07 UTC
From: Richard Kilpatrick <richard@dmc12.daemon.co.uk>
Message-ID: <1903200422380620 54%richard@dmc12.daemon.co.uk>
Source record: 19816

In article <405b9615@news.greennet.net>, Rual Bungk
<Passthespa@maround.com> wrote:

> Thanks but I don't need your sorrow, but I do feel sorrow for you with a
> name like Joakim!!

Remarkable. Not only stupid, but racist too.
What an offensive waste of oxygen.
I feel sorry for your parents. It must have been a hard decision for
them to choose to both get sterilised in case any more came out.

Richard

--
Apple: PowerMac G5 Dual 2.0GHz 20" LCD, RME, Logic etc.
Atari: 800/XEVGS/STE/Jaguar/LynxII
Others: Acorns, PC (resting), CBM, PS2 Linux
http://www.dmc12.demon.co.uk/

2129. Re: AVI players/viewers

Newsgroup: comp.sys.atari.st
Date: 2004-03-19 22:52:14 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <uYJ6c.6617$%x4.876636@news.siol.net>
Source record: 19812

Sam,

> The reason I'm asking is because I kept those two demos from my ST days,
> and I would like to be able to run them again.

I didnt meant to pull a joke. VERY small ammount of ST demos will run on any non ST machine. With respect to your taste, there is many many better demos as those 2, for which its worth to have ST and/or STE. Demos which use overscan, can also be picky about ST variant (ST vs STFM, not ST vs STE), so on Falcon there is not much hope demos will run. Backward allows many ST games to run on Falcon, but more complex (or if u wish dirty writen) games and demos generally dont run. So either, u have spare ST/E for demos/games, or Steem.

Janez

2130. Re: MyPDF

Newsgroup: comp.sys.atari.st
Date: 2004-03-19 22:59:45 UTC
From: sf0218@aol.com
Message-ID: <20040319175945.24808.00001881@mb-m26.aol.com>
Source record: 19817

How much does that app cost?

Thanks
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

2131. Re: AVI players/viewers

Newsgroup: comp.sys.atari.st
Date: 2004-03-19 23:01:50 UTC
From: sf0218@aol.com
Message-ID: <20040319180150.24808.00001883@mb-m26.aol.com>
Source record: 19818

Okay Janez. I hope I didn't offend you. However, I did think you being sarcastic. :)

Take care and Thanks!!!!!!!!!!
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

2132. Re: MyPDF

Newsgroup: comp.sys.atari.st
Date: 2004-03-19 23:16:08 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <405b818038b5220@pandora.be>
Source record: 19821

on Fri 19-03-2004 22:26 Edward S. Baiz Jr. wrote:

>>Does anyone no if this is still being worked on? I've checked out the webpage
>>and according to it they are working on it, and it's up to beta v0.13
>>(16.12.2003).
>>
>>I'm just wondering if the beta version is available for download.
>>
>>Thanks,
>>Sam F.
>>Virginia U.S.A.
>>Seattle Seahawks Nut
>>Atari Computer Nut
>
>As far as I know it is still being worked on. I would just get
>Porthos. I did and I love it and it is still being upgraded...

Is that so? The last update of Porthos dates from 13 june 2003.
Anyway it's a great application indeed. I'm a registrated user myself.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2133. Re: MyPDF

Newsgroup: comp.sys.atari.st
Date: 2004-03-19 23:25:10 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <405b818038b5221@pandora.be>
Source record: 19820

on Fri 19-03-2004 22:59 Sf0218 wrote:

>How much does that app cost?

See <URL:http://www.dsd.net/prod/atari/porthos.php>

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2134. Re: Incredible...

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 00:11:32 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c3g27i$j5c$1@sparta.btinternet.com>
Source record: 19825

Hi Mark

"Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message
news:pan.2004.03.19.02.03.36.746104@removenoaspam.atari-source.com...
> On Thu, 18 Mar 2004 20:01:53 +0000, Steve Sweet wrote:
> >
> > You sound like a total arsehole.
>
> Guilty as charged. But what can you do, I'm not the one accused of
> ripping people off am I?

No!, you're the racist bigot who claimed you can fix it on their behalf but
then showed what a pussy you really were.

--
Regards, Steve

Assistant Admin., Hel8itch Forumz.

Own a Nokia mobile? Check here for Nokia related chat
http://nokbitch2.forumer.com/index.php?

2135. Re: FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 00:11:34 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c3g27k$j5c$2@sparta.btinternet.com>
Source record: 19823

Hi There

"lp" <gfabasic@mint.net> wrote in message
news:BC808AC1.57FD%gfabasic@mint.net...
> in article 366c6d2a.0403190526.22108f0e@posting.google.com, Joakim H?gberg
> at gokmase@bigfoot.com wrote on 3/19/04 8:26 AM:
>
> > "Rual Bungk" <Passthespa@maround.com> wrote in message
> >
> >> Thanks for taking the time to reply, plus listing the contents of your
> >> dustbin??????????????????
> >
> > "Rual", you do realize you are making a fool out of yourself here,
right?
> > I almost feel sorry for you.
>
> He joined club killfile quite a few msg's ago on my end. ;-)

Oooh!, i have neighbours!!

--
Regards, Steve

Assistant Admin., Hel8itch Forumz.

Own a Nokia mobile? Check here for Nokia related chat
http://nokbitch2.forumer.com/index.php?

2136. Re: FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 00:11:35 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c3g27m$j5c$3@sparta.btinternet.com>
Source record: 19826

Hi "Rual Bungk"

> > > just bid a couple of thousand of your own money just so you can say
"I told
> > > you so" > Regards, Steve
> > > >
> > > > http://nokbitch2.forumer.com/index.php?

> > > Nice one Ste Thanks, what a SNOB this guy is EH!!
> >
> > Actually no!, i think you got hold of the wrong end of the stick, you
see
> > I'm defending him and I think your an arsehole.
> >
> >
> > --
> >
> > Regards, Steve
> >
> > http://nokbitch2.forumer.com/index.php?
> >
> >
> >
> Te He!! you are a wag Steve!!, see you in the pub on Tuesday as usual,
8.30
> Pint of Guinness waiting for you Cheers

Newcastle brown for me please, helps with the constipation.

--
Regards, Steve

Assistant Admin., Hel8itch Forumz.

Own a Nokia mobile? Check here for Nokia related chat
http://nokbitch2.forumer.com/index.php?

2137. Re: 25% off Atari & Gifts of DooM!

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 00:11:37 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c3g27n$j5c$4@sparta.btinternet.com>
Source record: 19822

Hi "Clockmeister"

> > > How many birthdays do you have per year?
> > >
> > > "Bravo Sierra Computers" <atari@aracnet.com> wrote in message

> > > > I'm having a Birthday Bash and the Gifts are yours!
> >
> > So you've twigged as well, join the spam club dude.
> >
>
> Retarded people can have as many birthdays as they want.

So since he's a retarded butt-fuck, can he also have as many Christmas as he wants??

--
Regards, Steve

Assistant Admin., Hel8itch Forumz.

Own a Nokia mobile? Check here for Nokia related chat
http://nokbitch2.forumer.com/index.php?

2138. Re: Orphaned Drivers

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 00:11:39 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c3g27p$j5c$5@sparta.btinternet.com>
Source record: 19824

Hi Mark

> > "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> > message news:DvN5c.106699$Wa.30817@news-server.bigpond.net.au...
> > > Hi guys, I am thinking of developing a web site to cater for old Atari
> > > Hardware drivers. Having so much trouble getting drivers for older
cards
> > > I have has prompted me. Any thoughts? Legal issues? Requests?
> >
> > I've got an odd graphics card in my MegaSTe and as far as I'm aware I've
got
> > the only copy of this specific driver. Its a Megavision MV300, i can
donate
> > copies of these seeing as how they are now good to anyone but an MV300
> > owner.
>
> Thanks Steve, MSA or Zip I guess will do fine. The replay address is real
> bar the spam filter. You still use this in your paked Box? Actually I
might
> even got to the trouble of providing details and specs of the devices.

OK, I'll get around to this, remind me if i don't do it soon!.

I don't actually use the PAK'd beast much at all these days, I've got a
Pentium powered XP-Pro toaster that does everything i want within just a
handful of apps.

Perhaps I'll put it on ebay one day and see it fly past the Falcons!!.

--
Regards, Steve

Assistant Admin., Hel8itch Forumz.

Own a Nokia mobile? Check here for Nokia related chat
http://nokbitch2.forumer.com/index.php?

2139. HDDriver/Format

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 00:47:43 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <PwM6c.372$g07.335920@newshog.newsread.com>
Source record: 19827

sorry if this posted more than once!

Hi All (and Ewe :),
Reformatting a Hawk 4gig drive on a Falcon, is it normal for my system
to take an hour to react to HDDriver (8.04)? The hard drive light stayed on
steady during that time. After that, a sector test was performed and the
drive light flashed until done. Partitioning went ok!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

2140. Re: MyPDF

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 00:49:19 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.03.20.00.49.16.900426@removenoaspam.atari-source.com>
Source record: 19828

On Sat, 20 Mar 2004 00:16:08 +0100, Martin "Nightowl" Byttebier wrote:

> on Fri 19-03-2004 22:26 Edward S. Baiz Jr. wrote:
>
>>>Does anyone no if this is still being worked on? I've checked out the webpage
>>>and according to it they are working on it, and it's up to beta v0.13
>>>(16.12.2003).
>>>
>>>I'm just wondering if the beta version is available for download.
>>>
>>>Thanks,
>>>Sam F.
>>>Virginia U.S.A.
>>>Seattle Seahawks Nut
>>>Atari Computer Nut
>>
>>As far as I know it is still being worked on. I would just get
>>Porthos. I did and I love it and it is still being upgraded...
>
> Is that so? The last update of Porthos dates from 13 june 2003.
> Anyway it's a great application indeed. I'm a registrated user myself.
>

Porthos LOOKS really nice to me and I'd probably spend money on it as well
except for the unfortunate problem that I have *never* gotten it to render
a single pdf page ever without crashing. Even it's own user manual. It
simply does NOT work for me on ANY machine, any platform, magic or mint.

Mark

2141. Re: Incredible...

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 01:07:23 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.03.20.01.07.23.247514@removenoaspam.atari-source.com>
Source record: 19829

On Sat, 20 Mar 2004 00:11:32 +0000, Steve Sweet wrote:

> Hi Mark
>
> "Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message
> news:pan.2004.03.19.02.03.36.746104@removenoaspam.atari-source.com...
>> On Thu, 18 Mar 2004 20:01:53 +0000, Steve Sweet wrote:
>> >
>> > You sound like a total arsehole.
>>
>> Guilty as charged. But what can you do, I'm not the one accused of
>> ripping people off am I?
>
> No!, you're the racist bigot who claimed you can fix it on their behalf but
> then showed what a pussy you really were.
>

I'm not a racist nor a bigot. You live in west Philadelphia, PA, USA for a couple years and see how you feel. You can't beat down the statistics with a 10 foot steel pipe. They're right there in black and white (no pun intended).

Most black guys are large - I won't fight them. Stereotypical maybe, not racist. The inner city types can be very threatening and as a result of their wealth or bigotry against the rest of society don't have much to lose.
Most jewish people are more hrmm.. normal sized. As in more easily intimidated if need be. In general with all the people I know they tend to want to handle situations without violent confrontation. It's just a general observation - I forgot those aren't okay these days in the politically correct world of Steeve Sweet!

As for being a pussy. Well shit, I apologize for carefully controlling my words on a public forum so that I don't get arrested and thrown in jail for something as stupid and lame as assault or terroristic threats. Yeah what good would it be for my macho image when bubba is pounding me daily behind bars? And besides, why would I want to do something foolish like commit battery against someone who was perfectly willing to have negotiations. My opinion changed more than slightly when they actually answered Rodolphe.

It's just simple strategy not an underlying Dr. Phil type problem that you're looking for. As for bigotry, I'd tend to believe you are much more of a bigot than I ever could be with your sheep fucking eliteness. I've got plenty of black and Jewish friends so.... But I guess since they don't tote guns and drugs and wear gang signs I'm a bigot. Fuck you too.

Man I'd LOVE to see you live in an inner city.

Piss off,
Mark

2142. Re: MyPDF

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 01:15:25 UTC
From: sf0218@aol.com
Message-ID: <20040319201525.25986.00000033@mb-m23.aol.com>
Source record: 19830

So which pdf viewer do you suggest?

Thanks
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

2143. Re: Orphaned Drivers

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 02:32:15 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <405bac4e$0$31905$afc38c87@news.optusnet.com.au>
Source record: 19831

"Steve Sweet" <steve.sweet@btopen-2-viri-world.com> wrote in message
news:c3g27p$j5c$5@sparta.btinternet.com...
> Hi Mark
>
> > > "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> > > message news:DvN5c.106699$Wa.30817@news-server.bigpond.net.au...
> > > > Hi guys, I am thinking of developing a web site to cater for old
Atari
> > > > Hardware drivers. Having so much trouble getting drivers for older
> cards
> > > > I have has prompted me. Any thoughts? Legal issues? Requests?
> > >
> > > I've got an odd graphics card in my MegaSTe and as far as I'm aware
I've
> got
> > > the only copy of this specific driver. Its a Megavision MV300, i can
> donate
> > > copies of these seeing as how they are now good to anyone but an MV300
> > > owner.
> >
> > Thanks Steve, MSA or Zip I guess will do fine. The replay address is
real
> > bar the spam filter. You still use this in your paked Box? Actually I
> might
> > even got to the trouble of providing details and specs of the devices.
>
> OK, I'll get around to this, remind me if i don't do it soon!.

Done.

>
> I don't actually use the PAK'd beast much at all these days, I've got a
> Pentium powered XP-Pro toaster that does everything i want within just a
> handful of apps.
>
> Perhaps I'll put it on ebay one day and see it fly past the Falcons!!.

Flame bait if ever I saw it;-), how well does it bench against a CT2? It
should kill the average TT or F030. 50Mhz isn't it?
Incedently, does it use drivers? Or is it a 100% hardware solution?

Mark

2144. the other way to put an atari-formatted floppy in a pc-floppy drive

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 03:08:27 UTC
From: erikst@freemail.nl
Message-ID: <cb573659.0403191908.37ecb94a@posting.google.com>
Source record: 19832

For one day I did search for the answer. Still it is not clear to me. I want to transfer 300 MIDIfiles on my Atari-formatted floppies to my PC harddisk.

Is there another way than this: 1. Format a dd floppy 'B' in a PC. 2. Go to your Atari. 3. Copy the MIDI files from A(Tos) to B(Dos/Windows). 4. Go to your PC and open the files. ?

I red about emulators. But I am afraid to try. The moment I put a dd (Atari formatted) floppy in my PC-floppy drive, my PC starts formatting it (automatically). I lost a lot nice MIDI files by trying.. :'(

I own an Atari 1040 STFM, Old Tos (1989)

Is there anyone out there who want to give me The Right Answer?

2145. Re: FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 05:25:10 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0403192125.24fe791b@posting.google.com>
Source record: 19833

"Rual Bungk" <Passthespa@maround.com> wrote in message
news:<405b9615@news.greennet.net>...

> Thanks but I don't need your sorrow, but I do feel sorrow for you with a
> name like Joakim!!

Surely, you do realize nobody can take any of your comments regarding the
Falcon sale seriously anymore? (Which is what this thread used to be about)

Troll away..

2146. Re: B-Net 3.03 / MagiC-Net

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 09:00:23 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC81B8A7.F8A0%derryck@nospam.cix.co.uk.invalid>
Source record: 19834

In article 405b1eaa8807b2@comcast.net, Edward S. Baiz Jr. at
edbaizjr@comcast.net wrote on 19/3/04 22:26:

>> Yes, both my machines run MagiC-Net and B-Net. And both my machines run MagiC
>> 6.20 too, which, according to Vassilis, is not B-Net compatible,
>> unless he tries and fixes it :-(

> I would just switch back to 6.1. I have both roms on my hard drive

Not a ROM as such, but...

> and use one version when my situation calls for it. I mainly use
> Magic 6.1 since the MagicNet Cab.ovl file is not compatible with
> Magic 6.2.

My experience is that that overlay (I assume you mean the recompiled MiNT
one) works perfectly with MagiC 6.20 BTW.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

2147. Re: ACP

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 09:02:10 UTC
From: nf2@inf.tu-dresden.de
Message-ID: <102afcf7.0403200102.367d3e6c@posting.google.com>
Source record: 19835

Hello,

> we still have linux ;) and as far as i can see porting drivers from linux to
> mint or another os should not be impossible

I assume you are joking. Do you have any idea about the complexity
of the USB stack in Linux? At our research group, there
was a (talented) student who ported the Linux-USB stack
to another x86 (!) operating system (DROPS) - it took him a half
year of work (it was his diploma thesis). Anyone who wants
to do such a thing is welcome to join the ACP team.

In contrast, the PS2 protocol is very simple and - indeed -
a Linux driver could relatively easy be used.

There is no either-or situation. The coldfire CPU feautures
USB support. Thus, any coldfire based computer can feature
USB for free.

Greetings,
Norman

2148. Re: Bad spacebar key on Falcon.

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 09:09:00 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC81B90F.F8A1%derryck@nospam.cix.co.uk.invalid>
Source record: 19836

In article QuYqHyjL10WAFwqI@my-ste.davjam.org, David Bolt at
blacklist-me@davjam.org wrote on 19/3/04 19:43:

> [1] Usually to fix broken mouse/joystick ports[2].

It's well worth while touching up those joints with a soldering iron and
some solder "just in case"!

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

2149. Re: the other way to put an atari-formatted floppy in a pc-floppy drive

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 09:39:10 UTC
From: Clayton Murray <claytone@foxinternet.com>
Message-ID: <2jU6c.880$Wc4.3072@bcandid.telisphere.com>
Source record: 19837

Hi Gijzelaar-

This would only work if you have your Atari hooked up to an external SCSI drive.... AND your PC has the capability to access the same drive. You can transfer all your MID files onto the external drive, then hook it up to the PC. There is a small program called GemExplorer. It will allow the PC to read the Atari formatted hard drive, but I think it will only recognize the first partition. Does anyone know if that program will allow the PC to recognize an Atari formatted FLOPPY?

I've also heard of linking the 2 computers via the printer port. Maybe someone else can elaborate on that.

-Clayton Murray
Seattle, WA USA

Gijzelaar <erikst@freemail.nl> wrote in message news:cb573659.0403191908.37ecb94a@posting.google.com...
> For one day I did search for the answer. Still it is not clear to me.
> I want to transfer 300 MIDIfiles on my Atari-formatted floppies to my
> PC harddisk.
>
> Is there another way than this: 1. Format a dd floppy 'B' in a PC. 2.
> Go to your Atari. 3. Copy the MIDI files from A(Tos) to
> B(Dos/Windows). 4. Go to your PC and open the files. ?
>
> I red about emulators. But I am afraid to try. The moment I put a dd
> (Atari formatted) floppy in my PC-floppy drive, my PC starts
> formatting it (automatically). I lost a lot nice MIDI files by
> trying.. :'(
>
> I own an Atari 1040 STFM, Old Tos (1989)
>
> Is there anyone out there who want to give me The Right Answer?

2150. Re: virus question / internal floppy wanted

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 10:45:57 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <548o5095o1i38rcqit2fupq59hdug63fc6@4ax.com>
Source record: 19838

On Mon, 15 Mar 2004 07:30:03 -0500, "Benoï¿½t Morrissette"
<benoitmorrissetteNO@SPAMvideotron.ca> wrote:

>
>"CrimKingson" <wboblitt@comcast.net> a ï¿½crit dans le message de
>news:83ffb5ca.0403141914.2af26d65@posting.google.com...
>> Is it possible for a virus to spread with the write protect switch
>> open (protected)?
>
>With the olds Atari drive, no. The write protect switch physicaly
>disconnect the write signal. But as Maurits, newest drives are another
>matter.
>

Do note that many original disks (notably games) have executable
bootsectors, making use of the same principle of bootsector viruses. If you
erase them with a virus killer or some such program, the original game will
cease working.
Check out www.uvk2000.com for a decent virus killer, that can also restore
many 'original game' bootsectors.

2151. Re: Orphaned Drivers

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 11:06:32 UTC
From: Richard Kilpatrick <old.computers@btconnect.ocm>
Message-ID: <20032004l106322992%old.computers@btconnect.ocm>
Source record: 19839

In article <c3g27p$j5c$5@sparta.btinternet.com>, Steve Sweet
<steve.sweet@btopen-2-viri-world.com> wrote:

> I don't actually use the PAK'd beast much at all these days, I've got a
> Pentium powered XP-Pro toaster that does everything i want within just a
> handful of apps.
>
> Perhaps I'll put it on ebay one day and see it fly past the Falcons!!.

<Raul Bunqk> But it's just a slow modified STE. It's worth ï¿½10. </RB>

Other than the fact that it's faster than a TT or Falcon, isn't it also
astonishingly rare? That usually makes for good eBay viewing ;)

Richard (I'm always curious to know what my prototype Acorns would do
on eBay, but they're not for sale ;)).

--
Signature AWOL.

2152. FA: Falcon 030 - 2 days to go.

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 11:20:44 UTC
From: Richard Kilpatrick <old.computers@btconnect.ocm>
Message-ID: <20032004112044087%old.computers@btconnect.ocm>
Source record: 19840

Just in case people looking for one have missed the original post due to expiry...

2 days left on my mint, boxed Falcon. 4Mb, as new, no internal HD. In the interests of making the system pretty much useable, and because I found I have spares, if the auction reaches ï¿½150 not only is the 330Mb SCSI HD included, but I will also include a SCSI CD-ROM drive, and if I find one, a case to hold them (one CD-ROM drive I have is already cased, but it's an Apple case and I'd rather not part with it).

Will ship US, Australia, Europe and of course UK.

Dennis Vermeire assures me that he's shipped several Falcons to the US and they /have/ worked on 110V despite the 220-240V labelling. So it could be the case that the Falcon PSU is genuinely switch mode /and/ switching. I have a 110V adaptor but no cable to try this out!

Auction URL is here:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3084498216

Richard

2153. Re: ACP

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 11:43:07 UTC
From: Johannes Wischert <nospam@spamme.net>
Message-ID: <c3hamsmck1@online.de>
Source record: 19841

"Norman Feske" <nf2@inf.tu-dresden.de> schrieb im Newsbeitrag
news:102afcf7.0403200102.367d3e6c@posting.google.com...
> Hello,
>
> > we still have linux ;) and as far as i can see porting drivers from
linux to
> > mint or another os should not be impossible
>
> I assume you are joking. Do you have any idea about the complexity
> of the USB stack in Linux? At our research group, there
> was a (talented) student who ported the Linux-USB stack
> to another x86 (!) operating system (DROPS) - it took him a half
> year of work (it was his diploma thesis). Anyone who wants
> to do such a thing is welcome to join the ACP team.
>
> In contrast, the PS2 protocol is very simple and - indeed -
> a Linux driver could relatively easy be used.
>
> There is no either-or situation. The coldfire CPU feautures
> USB support. Thus, any coldfire based computer can feature
> USB for free.
>
> Greetings,
> Norman

Of coursethe PS2 protocol is much simpler than USB to include i won't deny
that fact and implementing USB might not be as easy as i thought after
looking a bit deeper at the whole usb driver structure....
But you can put enough of USB handling code into a only 512kb (or even
smaller) big BIOS of a PC that you can use USB mice and keyboards such a
thing would be enough for the beginning... it's of course still far away
from generic USB handling but it would be enough to use keyboard and mice
and we would not need to have a PS2...
And since i'm beginning to study computer siences in some weeks I might
perhapse do my diploma thesis on something atari releated ;) but I hope that
ACP already brought out the board then ;)

2154. Re: the other way to put an atari-formatted floppy in a pc-floppy drive

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 13:42:15 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <c3hhno$28jdjh$1@ID-40235.news.uni-berlin.de>
Source record: 19842

"Clayton Murray" <claytone@foxinternet.com> wrote in message
news:2jU6c.880$Wc4.3072@bcandid.telisphere.com...
> Hi Gijzelaar-
>
> This would only work if you have your Atari hooked up to an
> external SCSI drive.... AND your PC has the capability to access
> the same drive. You can transfer all your MID files onto the
> external drive, then hook it up to the PC. There is a small
> program called GemExplorer. It will allow the PC to read the
> Atari formatted hard drive, but I think it will only recognize
> the first partition. Does anyone know if that program will allow
> the PC to recognize an Atari formatted FLOPPY?
>
> I've also heard of linking the 2 computers via the printer port.
> Maybe someone else can elaborate on that.
>

http://joy.sophics.cz/parcp/index.htm
I made my cable by chopping the centronics plug off a cable and putting on
my own. Very good
You can also use Ethernet. see http:/hardware.atari.org/ A bit fidley but
quicker.

> -Clayton Murray
> Seattle, WA USA
> ----------------------------
>
> Gijzelaar <erikst@freemail.nl> wrote in message
> news:cb573659.0403191908.37ecb94a@posting.google.com...
> > For one day I did search for the answer. Still it is not clear
> to me.
> > I want to transfer 300 MIDIfiles on my Atari-formatted floppies
> to my
> > PC harddisk.
> >
> > Is there another way than this: 1. Format a dd floppy 'B' in a
> PC. 2.
> > Go to your Atari. 3. Copy the MIDI files from A(Tos) to
> > B(Dos/Windows). 4. Go to your PC and open the files. ?
> >
> > I red about emulators. But I am afraid to try. The moment I put
> a dd
> > (Atari formatted) floppy in my PC-floppy drive, my PC starts
> > formatting it (automatically). I lost a lot nice MIDI files by
> > trying.. :'(

> >
> > I own an Atari 1040 STFM, Old Tos (1989)
> >
> > Is there anyone out there who want to give me The Right Answer?
>
>

2155. Re: MyPDF

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 13:59:09 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2004.03.20.13.59.08.671038@pandora.be>
Source record: 19843

Op Fri, 19 Mar 2004 19:49:19 -0500, schreef Mark D:

> On Sat, 20 Mar 2004 00:16:08 +0100, Martin "Nightowl" Byttebier wrote:
>
>
>>>As far as I know it is still being worked on. I would just get
>>>Porthos. I did and I love it and it is still being upgraded...
>>
>> Is that so? The last update of Porthos dates from 13 june 2003.
>> Anyway it's a great application indeed. I'm a registrated user myself.
>>
>
> Porthos LOOKS really nice to me and I'd probably spend money on it as well
> except for the unfortunate problem that I have *never* gotten it to render
> a single pdf page ever without crashing. Even it's own user manual. It
> simply does NOT work for me on ANY machine, any platform, magic or mint.

Hm, all I can say it work just good here on the Hades and TT030 running
freeMiNT 1.15.15/N_AES 2.0.0 and on the Mac G3 running MagicMac.
AFAIK, the only things that are needed are wdialog (in case of MiNT or
Magic < 3) and NVDI 5.0 and newer.

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2156. Re: MyPDF

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 14:40:04 UTC
From: Jean-Luc <wd.wd@wd.com>
Message-ID: <20032004160444i2C00154WRSC0A80004@wanadoo.fr>
Source record: 19844

Mark D <mducksub@removenoaspam.atari-source.com> a écrit dans le
message : pan.2004.03.20.00.49.16.900426@removenoaspam.atari-source.com

>Porthos LOOKS really nice to me and I'd probably spend money on it as
>well except for the unfortunate problem that I have *never* gotten it
>to render a single pdf page ever without crashing. Even it's own
>user manual. It simply does NOT work for me on ANY machine, any
>platform, magic or mint.
>
Hello,

No problem here, on my FalCT60 running MagiC! 6.20, NVDI 5.03, as well as on my TT030, same environment.
Found a file causing it to crash one time, then sent it to the author who fixed it.
A great and reliable work IMO, worth every cent I payd for it.

J.-Luc

--
«From» est un anti-pourriels. Pour me répondre, lire mon adresse en
zig-zagant dans la boîte ci-dessous (utilisez une fonte fixe, svp).
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read my
adress zigzaging in the box below (use a non-prop font, please).

```
+----------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+----------------------------+
```

2157. MagiC-Net CAB.OVL (ex: B-Net 3.03 / MagiC-Net)

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 15:00:14 UTC
From: Jean-Luc <wd.wd@wd.com>
Message-ID: <20032004160444i2C00254WSGC0A80004@wanadoo.fr>
Source record: 19845

Derryck Croker <derryck@nospam.cix.co.uk.invalid> a écrit dans le
message : BC81B8A7.F8A0%derryck@nospam.cix.co.uk.invalid

>> and use one version when my situation calls for it. I mainly use
>> Magic 6.1 since the MagicNet Cab.ovl file is not compatible with
>> Magic 6.2.
>
>My experience is that that overlay (I assume you mean the recompiled MiNT
>one) works perfectly with MagiC 6.20 BTW.

Hello,

Is it the one in the MagX-Net package ?
This one couldn't even print the google page : I interrupted it after 21 timeouts :-(
If not, which one are you talking about ?

J.-Luc

--
«From» est un anti-pourriels. Pour me répondre, lire mon adresse en
zig-zagant dans la boîte ci-dessous (utilisez une fonte fixe, svp).
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read my
adress zigzaging in the box below (use a non-prop font, please).

```
+---------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+---------------------------+
```

2158. FS: Toshiba CD ROM

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 15:34:45 UTC
From: John Smith <john.smith@microsoft.com>
Message-ID: <c3hoat$2f2$1@bagan.srce.hr>
Source record: 19746

tested with Extendos and Metados, working with ST TT Falcon

link:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2795812891&category=33871&sspagename=STRK%3AMESSE%3AIT&rd=1

2159. Re: Orphaned Drivers

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 17:26:42 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c3husgqfr1@titan.btinternet.com>
Source record: 19748

Hi Mark

> > I don't actually use the PAK'd beast much at all these days, I've got a
> > Pentium powered XP-Pro toaster that does everything i want within just a
> > handful of apps.
> >
> > Perhaps I'll put it on ebay one day and see it fly past the Falcons!!.
>
> Flame bait if ever I saw it;-), how well does it bench against a CT2? It
> should kill the average TT or F030. 50Mhz isn't it?
> Incedently, does it use drivers? Or is it a 100% hardware solution?

Moi!, auther de flame fest, I'm offended!!

I've not compared it against a CT, i don't think there's any universal
software that would do the job not that I've looked anyway.

There is no software involved, its purely a hardware solution.

--

Regards from STeve & his nice warm cosy PAK'd MegaSTe.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
* Magic - NVDI - Jinnee - Scripter - Freedom - HDDriver - Extendos
*

2160. Re: FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 17:26:44 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c3husiqfr2@titan.btinternet.com>
Source record: 19749

Hi Joakim

> "Rual Bungk" <Passthespa@maround.com> wrote in message
news:<405b9615@news.greennet.net>...
>
> > Thanks but I don't need your sorrow, but I do feel sorrow for you with a
> > name like Joakim!!
>
> Surely, you do realize nobody can take any of your comments regarding the
> Falcon sale seriously anymore? (Which is what this thread used to be
about)

What do you mean by 'anymore', that implies we did to start with!

--
Regards, Steve

Assistant Admin., Hel8itch Forumz.

Own a Nokia mobile? Check here for Nokia related chat
http://nokbitch2.forumer.com/index.php?

2161. Re: MagiC-Net CAB.OVL (ex: B-Net 3.03 / MagiC-Net)

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 19:23:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200403202023.a47212@wun.maus.de>
Source record: 19761

Hallo Jean-Luc!

JL>Is it the one in the MagX-Net package ?

The one I'm using sometimes is
41836 03.12.01 22:04:34 cab.ovl

If you don't have it, drop me a line.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

2162. Re: DOOM V0.30 release !

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 19:31:07 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <405c9bfb.0@entanet>
Source record: 19753

On 11 Mar 2004 20:07:46 , Patrice Mandin wrote:
>Dans l'article
><pan.2004.03.11.17.35.35.359812@removenoaspam.atari-source.com>, "Mark D"
><mducksub@removenoaspam.atari-source.com> a tapot avec ses petits doigts:
>
>> The bottleneck is the video, so new c2p routines likely will help that.
>
>The C2P routine will only be used if you select a 8bit video mode. The
>default bit depth on Falcon is 16 bits. Read the README files to know how
>to list available video modes and to select one.
>
>--
>Patrice Mandin
>WWW: http://membres.lycos.fr/pmandin/
>Programmeur Linux, Atari
>Sp cialit : D veloppement, jeux
>.

```
I am trying to get the new version running on my Milan60. I've
not been able to get recent versions working. I think the last
stable one was 0.26

I am running Doom like this from bash:

/d/games/pmdoom.30/doom.ttp /d/games/pmdoom.30/doom1.wad
-video=gem kbd=gemdos mouse=xbios

The window opens for a fraction of a second and I get this
in the Toswin window:

pmdoom-0.30pre3
Game mode indeterminate.
Public DOOM - v1.10
Keyboard.: SDL
Mouse....: SDL
Joystick.: SDL
Sound....: SDL
Video....: SDL
Network..: Unix sockets

M_LoadDefaults: Load system defaults.
Z_Init: Init zone memory allocation daemon.
8192 Kbytes allocated for zone
W_Init: Init WADfiles.
Error: W_InitFiles: no files found
```

This suggests to me that it is not finding the WAD file. What have I done wrong ? Do I have to install SDL ?

Thanks in advance.

Peter

2163. Re: Atari Megafile 220 volt in US?

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 19:31:45 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <c3i671$ht0$1@thorium.cix.co.uk>
Source record: 19750

In message <ymR5c.106934$Wa.101008@news-server.bigpond.net.au>,
mark@nomorespamplease.computercom.com.au said:

>> I believe the term "switching" used in power supplies is not related to
>> the input volts but rather the method to produce the output(s).
>
>In this case yes. It is a switched mode PSU. It is a much more advanced
>than the ST's:-) Next time I will look for myself rather than take posts
>for granted.

You are quite right. Switch-=mode does away with bulky and heavy
transformers, since it works at much higher frequencies where the
amount of magnetic material can be greatly reduced. (It also
pollutes the power suply with harminics - but that's a nother
matter!)

The complication is that /some/ switched-mode power supplies are
auto-adapting to the supply voltage - often anything between 90
and 250 V will do. But I doubt if that's the case in the Megafile
- usually it's things like battery chargers.

Regards, /Peter/

2164. Re: MyPDF

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 19:31:45 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <c3i671$ht1$1@thorium.cix.co.uk>
Source record: 19752

In message <pan.2004.03.20.00.49.16.900426@removenoaspam.atari-source.com>,
mducksub@removenoaspam.atari-source.com said:

>Porthos LOOKS really nice to me and I'd probably spend money on it as well
>except for the unfortunate problem that I have *never* gotten it to render
>a single pdf page ever without crashing. Even it's own user manual. It
>simply does NOT work for me on ANY machine, any platform, magic or mint.

My copy works fine on my 14 MB Falcon. So far it has never
crashed, though it can take some time to do anything with large
PDFs. Perhaps you are short of RAM? Or have a corrupted file?

Regards, /Peter/

2165. Re: the other way to put an atari-formatted floppy in a pc-floppy drive

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 19:31:46 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <c3i672$ht2$1@thorium.cix.co.uk>
Source record: 19751

In message <cb573659.0403191908.37ecb94a@posting.google.com>, erikst@freemail.nl said:

>For one day I did search for the answer. Still it is not clear to me.
>I want to transfer 300 MIDIfiles on my Atari-formatted floppies to my
>PC harddisk.
>
>Is there another way than this: 1. Format a dd floppy 'B' in a PC. 2.
>Go to your Atari. 3. Copy the MIDI files from A(Tos) to
>B(Dos/Windows). 4. Go to your PC and open the files. ?
>
>I red about emulators. But I am afraid to try. The moment I put a dd
>(Atari formatted) floppy in my PC-floppy drive, my PC starts
>formatting it (automatically). I lost a lot nice MIDI files by
>trying.. :'(
>
> I own an Atari 1040 STFM, Old Tos (1989)
>
>Is there anyone out there who want to give me The Right Answer?

Provided your Atari disks were formatted to the normal 80 tracks
with 9 sectors/track and double-sided (I *think* all 1040s except
the very first had double-sided drives), you can write a new boot
sector to them so that the disk can be read by a PC. For safety's
sake make a backup copy to another disk first.

The program you need on the Atari is called DISKMOD.TOS and is used
with a file BLOCK0.DAT that contains the actual PC-type boot sector.
The two together are only 8 kB. If you can't find them on the web,
I could mail them to you. Can you handle MIMed and ZIPped files?

Alternatively, set up a large RAM-disk on the Atari so that you
can copy the whole Atari floppy to it in one go, then copy out of
the RAM disk to a DD floppy formatted on the PC (presumably your
machine can format DD disks - Windows XP for instance can't, only
HD disks :-(- and that's meant to be progress?)

Regards, /Peter/

2166. Re: Bad spacebar key on Falcon.

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 19:45:20 UTC
From: Claude Bourgoin <claude@pivot.net>
Message-ID: <405c74c4$1_4@corp.newsgroups.com>
Source record: 19747

David,

I tried your suggestion of checking the suction cups, I cleaned all the cups
and cleaned off the circuit board now all the keys are working.

Thanks again.

Claude B

"David Bolt" <blacklist-me@davjam.org> wrote in message
news:QuYqHyjL10WAFwqI@my-ste.davjam.org...
> On Thu, 18 Mar 2004, Claude Bourgoin <claude@pivot.net> wrote:-
>
> >I wasa wondering if anyone out there has had a problem with the Falcon
> >Keyboard, especially with the space bar. All the keys on the Falcon work
> >fine except the spacebar. When I press the spacebar I do not get any
> >response from the falcon. For example, when I am typing in QED and press
the
> >spacebar the cursor doesn't move.
>
> It's possible that something has managed to get inside the rubber cup
> under the space bar and is not allowing an electrical connection when
> you press on it. Unfortunately, if this is the cause of the problem, the
> only cure I know of is to strip down the keyboard[0] and clean the dirt
> from the rubber cup and/or on the keyboard circuit board.
>
> Just a few things to make a note of:
>
> there is space for 2 cups under the return key, although only one is
> used, so don't think you've a missing cup just because the holder is
> empty;
>
> when disassembling, sometimes the cups will stick to the circuit board
> and then fall off just after it's removed so take care to watch for them
> falling;
>
> when re-assembling, I found that by balancing the keyboard face down
> between a couple of books, all the cups remained in their holders, and
> it allowed me to easily realign the LEDs.
>
>
> [0] After stripping several ST keyboards[1], which appear to be
> identical to the Falcon keyboards, this isn't something I look forward
> to having to do.
>

> [1] Usually to fix broken mouse/joystick ports[2].
>
> [2] Whoever decided to put the mouse and joystick ports there still
> needs to be shot.
>
>
> Regards,
> David Bolt
>
> --
> Member of Team Acorn checking nodes at 63 Mnodes/s:
http://www.distributed.net/
> AMD 1800 1Gb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE
9.0
> AMD 1300 512Mb SuSE 9.0 | A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11
> Falcon 14Mb TOS 4.02 | STE 4Mb TOS 1.62

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 100,000 Newsgroups - 19 Different Servers! =-----

2167. Re: Alternative Hardware

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 22:24:49 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0403201424.8b6cc12@posting.google.com>
Source record: 19754

"Steve Sweet" <steve.sweet@btopen-2-viri-world.com> wrote in message
news:<c3cv79$180$1@sparta.btinternet.com>...
> > R216, 221, and 222 are missing!
> > Instead one of the solder points of each is attached to a 74F04 chip
> > piggybacked to U63. Measuring at the solder points gives 12, 7.5 and
> > 8 ohms for R216, R221, and R22 respectively.
> >
> > Now what do I do?
>
> RTFM??

Doesn't help. The manual just says to return the Falcon to its
original configuration. I know they are supposed to be 33 Ohm
resistors, but what traces were cut or modified when installing the
74F04?

For that matter, the data regarding the clock modification was in the
with solders/accelerated bus section. Since I was not attempting to
accelerate the Falcon's MB, I hadn't thought the section applied to
me.

Galen

2168. Re: DOOM V0.30 release

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 22:28:31 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <figi3c.5jm.ln@127.0.0.1>
Source record: 19755

Dans l'article <405c9bfb.0@entanet>, "Peter Slegg"
<peterslegg@===anti-spam===scubadivers.co.uk> a tapotï¿½ avec ses petits
doigts:

> I am running Doom like this from bash:
>
> /d/games/pmdoom.30/doom.ttp /d/games/pmdoom.30/doom1.wad -video=gem
> kbd=gemdos mouse=xbios

You don't need to do all that. I updated the README files to show what the
current Atari specific command-lines are. The old ones are not valid
anymore. Just put the wad and program in the same directory, and run the
program:

$ ls
doom1.wad doom.ttp
$ ./doom.gtp -sound off

I just advice to add '-sound off' because the current audio part of SDL on
Atari is not good.

You can also just double-click the program if you're a GEM addict,
provided the window where the WAD file is, is the active one.

> W_Init: Init WADfiles.
> Error: W_InitFiles: no files found
>
> This suggests to me that it is not finding the WAD file. What have I
> done wrong ? Do I have to install SDL ?

The WAD file must be in the current (active) path. You can not specify it
on the command line (only additionnals WADs).

You don't need to install SDL, except if you want to code SDL applications
or games. SDL is used for Doom, because I put as much auto detection I
could find, so what SDL finds for audio, video, etc... should work without
any hassle.

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

2169. Re: the other way to put an atari-formatted floppy in a pc-floppy drive

Newsgroup: comp.sys.atari.st
Date: 2004-03-20 23:11:56 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <405ccfac52161d0@tripnet.se>
Source record: 19756

In comp.sys.atari.st <c3i672$ht2$1@thorium.cix.co.uk>
xlator@cix.compulink.co.uk wrote on Sat 20-03-2004 19:31 (GMT):

>In message <cb573659.0403191908.37ecb94a@posting.google.com>,
>erikst@freemail.nl said:
>
>>For one day I did search for the answer. Still it is not clear to me.
>>I want to transfer 300 MIDIfiles on my Atari-formatted floppies to my
>>PC harddisk.
>>
>>Is there another way than this: 1. Format a dd floppy 'B' in a PC. 2.
>>Go to your Atari. 3. Copy the MIDI files from A(Tos) to
>>B(Dos/Windows). 4. Go to your PC and open the files. ?
>>
>>I red about emulators. But I am afraid to try. The moment I put a dd
>>(Atari formatted) floppy in my PC-floppy drive, my PC starts
>>formatting it (automatically). I lost a lot nice MIDI files by
>>trying.. :'(

Write protected?? If not you only have to blame yourself for the loss...

Any "non Windows" floppy that you put inside a Windows (-95 and up, I
think) computer will be written to (in the bootsector) even if you only
list the contents in a window! Sic!

>> I own an Atari 1040 STFM, Old Tos (1989)

Must be TOS 1.4 then? If the floppies were formatted with the desktop
format function (DS, 9 sectors, 80 tracks)they should be readable under
Windows right away. TOS 1.0 (1985) and TOS 1.2 (1987) are different.

>>Is there anyone out there who want to give me The Right Answer?
>
>Provided your Atari disks were formatted to the normal 80 tracks
>with 9 sectors/track and double-sided (I *think* all 1040s except
>the very first had double-sided drives), you can write a new boot
>sector to them so that the disk can be read by a PC. For safety's
>sake make a backup copy to another disk first.
>
>The program you need on the Atari is called DISKMOD.TOS and is used
>with a file BLOCK0.DAT that contains the actual PC-type boot sector.
>The two together are only 8 kB. If you can't find them on the web,
>I could mail them to you. Can you handle MIMed and ZIPped files?
>
>Alternatively, set up a large RAM-disk on the Atari so that you
>can copy the whole Atari floppy to it in one go, then copy out of

>the RAM disk to a DD floppy formatted on the PC (presumably your
>machine can format DD disks - Windows XP for instance can't, only
>HD disks :-(- and that's meant to be progress?)

At least Windows 2000 can actually format DD disks as well. But you can't do it the "normal" way. Use the FORMAT command with proper arguments in a DOS window to format DD disks.

There may also be an alignment error between your floppy drives.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2170. Re: the other way to put an atari-formatted floppy in a pc-floppy drive

Newsgroup: comp.sys.atari.st
Date: 2004-03-21 00:15:14 UTC
From: Johannes Wischert <nospam@spamme.net>
Message-ID: <c3imp1$d1m$1@online.de>
Source record: 19757

"Gijzelaar" <erikst@freemail.nl> schrieb im Newsbeitrag
news:cb573659.0403191908.37ecb94a@posting.google.com...

> I red about emulators. But I am afraid to try. The moment I put a dd
> (Atari formatted) floppy in my PC-floppy drive, my PC starts
> formatting it (automatically). I lost a lot nice MIDI files by
> trying.. :'(
>
there are some "unformat" utilities out there... but i'm not sure if they
help in this case...
you can also try to run a data rescue progrma over it but i don't know of a
program that can retrieve midi files automaticaly...
the last resort could be trying with an hexeditor... but that is only if you
know the file /filesystem structure....

and probbaly windows did not quickformat the disk but formated it completely
so the chances to retrieve your data are quite small....

> I own an Atari 1040 STFM, Old Tos (1989)
>
> Is there anyone out there who want to give me The Right Answer?

2171. Re: Orphaned Drivers

Newsgroup: comp.sys.atari.st
Date: 2004-03-21 01:19:16 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c3iqij$nl3$1@hercules.btinternet.com>
Source record: 19759

Hi Richard

> > I don't actually use the PAK'd beast much at all these days, I've got a
> > Pentium powered XP-Pro toaster that does everything i want within just a
> > handful of apps.
> >
> > Perhaps I'll put it on ebay one day and see it fly past the Falcons!!.
>
> <Raul Bunqk> But it's just a slow modified STE. It's worth £10. </RB>

Funny!, i spent £800 on upgrading this!!, that's after i bought the machine
for £400

> Other than the fact that it's faster than a TT or Falcon, isn't it also
> astonishingly rare? That usually makes for good eBay viewing ;)

Very rare, here's the spec, currently running 256 colours at 1024 x 768

--

Regards from STeve & his nice warm cosy PAK'd MegaSTe.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2172. Re: Atari Megafile 220 volt in US?

Newsgroup: comp.sys.atari.st
Date: 2004-03-21 01:19:17 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c3iqik$nl3$2@hercules.btinternet.com>
Source record: 19758

Hi Pete

> >> I believe the term "switching" used in power supplies is not related
to
> >> the input volts but rather the method to produce the output(s).
> >
> >In this case yes. It is a switched mode PSU. It is a much more advanced
> >than the ST's:-) Next time I will look for myself rather than take posts
> >for granted.
>
> You are quite right. Switch-=mode does away with bulky and heavy
> transformers, since it works at much higher frequencies where the
> amount of magnetic material can be greatly reduced. (It also
> pollutes the power suply with harminics - but that's a nother
> matter!)
>
> The complication is that /some/ switched-mode power supplies are
> auto-adapting to the supply voltage - often anything between 90
> and 250 V will do. But I doubt if that's the case in the Megafile
> - usually it's things like battery chargers.

There's a good chance it will work, I've had 26Inch widescreen TV's running
on 80 VAC on a variac before now, its a required stability test for some
makes.

--
Regards, Steve

Assistant Admin, Hel8itch Forumz.

Own a Nokia mobile? Check here for Nokia related chat
http://nokbitch2.forumer.com/index.php?

2173. Re: Alternative Hardware

Newsgroup: comp.sys.atari.st
Date: 2004-03-21 01:22:24 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c3iqof$o1l$1@hercules.btinternet.com>
Source record: 19760

Hi Galen

"Galen" <atarigalen@yahoo.com> wrote in message
news:4645be9.0403201424.8b6cc12@posting.google.com...
> "Steve Sweet" <steve.sweet@btopen-2-viri-world.com> wrote in message
news:<c3cv79$180$1@sparta.btinternet.com>...
> > > R216, 221, and 222 are missing!
> > > Instead one of the solder points of each is attached to a 74F04 chip
> > > piggybacked to U63. Measuring at the solder points gives 12, 7.5 and
> > > 8 ohms for R216, R221, and R22 respectively.
> > >
> > > Now what do I do?
> >
> > RTFM??
>
> Doesn't help. The manual just says to return the Falcon to its
> original configuration. I know they are supposed to be 33 Ohm
> resistors, but what traces were cut or modified when installing the
> 74F04?
>
> For that matter, the data regarding the clock modification was in the
> with solders/accelerated bus section. Since I was not attempting to
> accelerate the Falcon's MB, I hadn't thought the section applied to
> me.
>
My interpretation is that you remove the extra chip and replace the 33R's

--
Regards, Steve

Assistant Admin, Hel8itch Forumz.

Own a Nokia mobile? Check here for Nokia related chat
http://nokbitch2.forumer.com/index.php?

2174. Re: AdSCSI Micro ST for Mega ST

Newsgroup: comp.sys.atari.st
Date: 2004-03-21 09:23:58 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <105qnpdoqtlc2ca@corp.supernews.com>
Source record: 19762
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Thanks Jon.

I got it working finally. I had a scrap 1040 PS that I stole the connector from! I hooked up a really slim SCSI Quantum Trailblazer 810MB drive and she seems to be working fine... Hopefully I won't have a power issue....

Tim

"jon" <jonm2no_@__@spam@cox.net> wrote in message
news:h_a6c.11330$xg.7595@fed1read04...
> Hi Tim,
> I had 2 of those and sold them both. I can tell you that the
> hard drive is powered from the power connector on the motherboard next to
> the power supply connector. I found from experience that the ST's power
> supply can't handle the drain from the hard drive. I even used a beefed
up
> Best power supply and had the same symptoms (screen flicker, drive resets
> etc...). You may find a power connector at Best Electronics or B&C
> Computervisions.
>
> The ICD Link II is a much better way to go IMHO. I have one on a mini
> tower with 5 hard drives, a cdrom and a Sysquest 200 meg drive that runs
> flawlessly.
>
> Jon
>
> "Tim" <TjLaZer@NOSPAM.Mail.com> wrote in message
> news:105codh3sfe2194@corp.supernews.com...
> > I have a AdSCSI Micro ST adaptor, DMA cable and Bracket, but do not have
> the
> > power cable. Does anyone know where I can get one and where the HD will
> be
> > powered from? Can I use a regular power cable?
> >
> > Thanks!
> > Tim
> >
> >
>
>

2175. Atari Online News, Etc. #06-12

Newsgroup: comp.sys.atari.st
Date: 2004-03-21 13:31:05 UTC
From: danap8@aol.comno-spam
Message-ID: <20040321083105.01301.00000111@mb-m13.aol.com>
Source record: 19763

```
A-ONE #0612 03/19/04

~ PayPal Safety Warning! ~ People Are Talking! ~ Google Local Search
~ Detecting Pedophiles! ~ States After Music P2P ~ Hotmail Waylaid!
~ PhillyClassic News! ~ Phatboy Danger Lowered ~ Steem 3.1 Released!
~ Anti-Spam Law Useless? ~ Take-Two Probe ShakeUp ~ Famous Wills Online

-* EU: No Deal For Microsoft! *-
-* Spam Eroding U.S. Trust In E-Mail! *-
-* EU Backs Commission Plan Against Microsoft *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
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-| o o |- E-mail subscription: dpj at atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

2176. Re: DOOM V0.30 release !

Newsgroup: comp.sys.atari.st
Date: 2004-03-21 17:38:20 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0403210938.67694799@posting.google.com>
Source record: 19764

peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg) wrote in message news:<405c9bfb.0@entanet>...

> I am trying to get the new version running on my Milan60. I've
> not been able to get recent versions working. I think the last
> stable one was 0.26

I also have problems getting the newer version working. Doom 0.28 is the latest one I get working. Newer binaries will show the background pic at load time, and then freeze.

Interestingly, same thing seems to apply to Heretic: I only get 0.24 release working. This makes me wonder whether it might be something with SDL?

Regards,

Joakim

2177. Arcview Help

Newsgroup: comp.sys.atari.st
Date: 2004-03-21 18:17:27 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <405ddc37.0@entanet>
Source record: 19765

I seem to have done something that has broken Arcview.

I am still able to open and list the files in a Zip but
it is not possible to extract or view any of the contents.
It just reports this error:

Error -34 while Dsetpath(\tmp\ARCVIEW.TMP\)

and bleeps.

On my G partition there is a /tmp folder and inside
that there is an ARCVIEW.TMP folder when arcview
is running. I am using Arcview 0.82

Any ideas ?

Regards,

Peter

2178. Re: DOOM V0.30 release !

Newsgroup: comp.sys.atari.st
Date: 2004-03-21 19:40:19 UTC
From: Richard Stevens <ilikeu@btopenworld.com>
Message-ID: <c3kr33$5s3$1@titan.btinternet.com>
Source record: 19766

Hi,

I also cannot get pmdoom.030 working with my Milan 060, I tried
various command line args but with no luck.

The furthest it gets is when I specify the fullscreen mode option, it then
gets just past the 'init playloop' message. Not sure where exactly because
it disappears of my screen too quickly.

Also have any Milan 060 owners had any luck getting Running2 working?

Richard.

"Joakim H?gberg" <gokmase@bigfoot.com> wrote in message
news:366c6d2a.0403210938.67694799@posting.google.com...
> peterslegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg) wrote in message
news:<405c9bfb.0@entanet>...
>
>
> > I am trying to get the new version running on my Milan60. I've
> > not been able to get recent versions working. I think the last
> > stable one was 0.26
>
> I also have problems getting the newer version working. Doom 0.28 is
> the latest one I get working. Newer binaries will show the background
> pic at load time, and then freeze.
>
> Interestingly, same thing seems to apply to Heretic: I only get 0.24
> release working. This makes me wonder whether it might be something
> with SDL?
>
> Regards,
>
> Joakim

2179. Re: the other way to put an atari-formatted floppy in a pc-floppy drive

Newsgroup: comp.sys.atari.st
Date: 2004-03-21 21:26:49 UTC
From: erikst@freemail.nl
Message-ID: <cb573659.0403211326.662dd048@posting.google.com>
Source record: 19767

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:<405ccfac52161d0@tripnet.se>...
> In comp.sys.atari.st <c3i672$ht2$1@thorium.cix.co.uk>
> xlator@cix.compulink.co.uk wrote on Sat 20-03-2004 19:31 (GMT):
>
> >In message <cb573659.0403191908.37ecb94a@posting.google.com>,
> >erikst@freemail.nl said:

cut

> >> I own an Atari 1040 STFM, Old Tos (1989)
>
> Must be TOS 1.4 then? If the floppies were formatted with the desktop
> format function (DS, 9 sectors, 80 tracks)they should be readable under
> Windows right away. TOS 1.0 (1985) and TOS 1.2 (1987) are different.

I don't know, because my Atari can't read a dd floppy which is
formatted to 720k on my Win98 PC (in dos). "Data on the disk in drive
B: may be damaged".
That points to an earlier version than 1.4 I think. Don't you?
Dos tells me the disk had 730112 bytes free space, Atari says 728064.

cut

Thank you -and all others- for answering.

2180. Re: the other way to put an atari-formatted floppy in a pc-floppy drive

Newsgroup: comp.sys.atari.st
Date: 2004-03-21 21:40:15 UTC
From: erikst@freemail.nl
Message-ID: <cb573659.0403211340.396105b3@posting.google.com>
Source record: 19768

xlator@cix.compulink.co.uk wrote in message news:<c3i672$ht2$1@thorium.cix.co.uk>...
> In message <cb573659.0403191908.37ecb94a@posting.google.com>, erikst@freemail.nl said:
>
> >For one day I did search for the answer. Still it is not clear to me.
> >I want to transfer 300 MIDIfiles on my Atari-formatted floppies to my
> >PC harddisk.
> >
> >Is there another way than this: 1. Format a dd floppy 'B' in a PC. 2.
> >Go to your Atari. 3. Copy the MIDI files from A(Tos) to
> >B(Dos/Windows). 4. Go to your PC and open the files. ?
> >
> >I red about emulators. But I am afraid to try. The moment I put a dd
> >(Atari formatted) floppy in my PC-floppy drive, my PC starts
> >formatting it (automatically). I lost a lot nice MIDI files by
> >trying.. :'(
> >
> > I own an Atari 1040 STFM, Old Tos (1989)
> >
> >Is there anyone out there who want to give me The Right Answer?
>
> Provided your Atari disks were formatted to the normal 80 tracks
> with 9 sectors/track and double-sided (I *think* all 1040s except
> the very first had double-sided drives), you can write a new boot
> sector to them so that the disk can be read by a PC. For safety's
> sake make a backup copy to another disk first.
>
> The program you need on the Atari is called DISKMOD.TOS and is used
> with a file BLOCK0.DAT that contains the actual PC-type boot sector.
> The two together are only 8 kB. If you can't find them on the web,
> I could mail them to you. Can you handle MIMed and ZIPped files?
>
> Alternatively, set up a large RAM-disk on the Atari so that you
> can copy the whole Atari floppy to it in one go, then copy out of
> the RAM disk to a DD floppy formatted on the PC (presumably your
> machine can format DD disks - Windows XP for instance can't, only
> HD disks :-(- and that's meant to be progress?)
>
> Regards, /Peter/

Thanks. I'm only connected to internet by my PC. The problem remains
how to put the programs on my Atari.
I still prefer a soloution for my Win98SE PC (no XP for me, I don't
like that look&feel) so that it can read an Atari-formatted floppy.

2181. Re: the other way to put an atari-formatted floppy in a pc-floppy drive

Newsgroup: comp.sys.atari.st
Date: 2004-03-21 22:31:18 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <405e17a4a207fd0@tripnet.se>
Source record: 19769

In comp.sys.atari.st <cb573659.0403211326.662dd048@posting.google.com>
Gijzelaar wrote on Sun 21-03-2004 13:26 (-0800):

>"Kenneth Medin" <kennethm@tripnet.se> wrote in message
>news:<405ccfac52161d0@tripnet.se>...
>> In comp.sys.atari.st <c3i672$ht2$1@thorium.cix.co.uk>
>> xlator@cix.compulink.co.uk wrote on Sat 20-03-2004 19:31 (GMT):
>>
>> >In message <cb573659.0403191908.37ecb94a@posting.google.com>,
>> >erikst@freemail.nl said:
>
>cut
>
>> >> I own an Atari 1040 STFM, Old Tos (1989)
>>
>> Must be TOS 1.4 then? If the floppies were formatted with the desktop
>> format function (DS, 9 sectors, 80 tracks)they should be readable under
>> Windows right away. TOS 1.0 (1985) and TOS 1.2 (1987) are different.
>
>I don't know, because my Atari can't read a dd floppy which is
>formatted to 720k on my Win98 PC (in dos). "Data on the disk in drive
>B: may be damaged".
>That points to an earlier version than 1.4 I think. Don't you?

No, it does not. Might be an alignment error. Does the pc and Atari read
other floppies written by other computers well?

I had a strange behaviour here. Windows -95 pc could read all my Atari
floppies, both DD and HD. It could also write HD floppies on the pc
readble on the Atari side but not DD!!

If I tried to write anything to a DD floppy with that pc it could read it
itself afterwards but none of my Ataris ("Data may be damaged"). Really
strange as it worked perfectly with HD formatted floppies.

This was btw how I first discovered that Windows _writes_ to the
bootsector of any floppy formatted on a non-Windows computer: bootsector
no longer readble on any Atari.

>Dos tells me the disk had 730112 bytes free space, Atari says 728064.

Nothing to bother about.

Just a tip:

format a DD floppy on both your Atari and pc and find another pc and test
both floppies. This might get you on the right track to find out what

your problem is.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2182. Re: DOOM V0.30 release

Newsgroup: comp.sys.atari.st
Date: 2004-03-21 23:25:58 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.03.21.23.25.58.210589@removenoaspam.atari-source.com>
Source record: 19770

On Sat, 20 Mar 2004 23:28:31 +0100, Patrice Mandin wrote:

> Dans l'article <405c9bfb.0@entanet>, "Peter Slegg"
> <peterslegg@===anti-spam===scubadivers.co.uk> a tapotï¿½ avec ses petits
> doigts:
>
>> I am running Doom like this from bash:
>>
>> /d/games/pmdoom.30/doom.ttp /d/games/pmdoom.30/doom1.wad -video=gem
>> kbd=gemdos mouse=xbios
>

Hey guys,

Just to let you know 0.30 works perfectly on my falcon with or without
sound. Thought it might be pertinent.

Mark
http://portal.atari-source.com

2183. FS: Atari ST keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-03-22 00:14:18 UTC
From: designer4hire <xx_webdesignerforhire@hotmail.com>
Message-ID: <c3lb89tt1$830fa79d@news.demon.co.uk>
Source record: 19771

Tested, cleaned, £7.50 plus shipping. UK based.

Few other spares (Cases, floppy drives, PSU's, bits) available.

[Remove xx_ from email address]

2184. Re: the other way to put an atari-formatted floppy in a pc-floppy drive

Newsgroup: comp.sys.atari.st
Date: 2004-03-22 03:07:25 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <c3ll9dfiv1@reader1.panix.com>
Source record: 19772

From my personal experience, nothing but formatting on a PC works.

Yes, windows 95 was the only version of windows that followed the microsoft boot sector standard. It would read any disk, formated to any number of tracks and sectors, because it had to read 1.62 meg disks for their last floppy disk distribution of windows.

After that, and I forgot what version, a PC could read a disk from my TT, but a windows application could not read it. Whatever they had for a file selector could read it, and then clicking on the file name opened the application. In simpler terms, I took an Excell file to Kinkos to print, and the fellow there showed me a workaround that worked.

The last time, on Windows XP, my TT's disks were not read. I formatted one there, tried it in another PC with Windows XP, and it read, took that disk home to write on it with my TT, and took it back to the Windoze XP machine to do something with it.

It is not a matter of alignment. I do not know what it is a matter of.

Do have MiNT. Have not tried making the floppy drive a long file name drive, and that might make a difference.

But until and unless, I would not assume that a recent Windoze version will read a disk from my TT, which does not have a wrong-boot-sector problem. Windoze sucks, yes.

Jim

Kenneth Medin <kennethm@tripnet.se> writes:

: In comp.sys.atari.st <cb573659.0403211326.662dd048@posting.google.com>
: Gijzelaar wrote on Sun 21-03-2004 13:26 (-0800):

: >"Kenneth Medin" <kennethm@tripnet.se> wrote in message
: >news:<405ccfac52161d0@tripnet.se>...
: >> In comp.sys.atari.st <c3i672$ht2$1@thorium.cix.co.uk>
: >> xlator@cix.compulink.co.uk wrote on Sat 20-03-2004 19:31 (GMT):
: >>
: >> >In message <cb573659.0403191908.37ecb94a@posting.google.com>,
: >> >erikst@freemail.nl said:
: >
: >cut
: >
: >> >> I own an Atari 1040 STFM, Old Tos (1989)
: >>
: >> Must be TOS 1.4 then? If the floppies were formatted with the desktop

: >> format function (DS, 9 sectors, 80 tracks)they should be readable under
: >> Windows right away. TOS 1.0 (1985) and TOS 1.2 (1987) are different.
: >
: >I don't know, because my Atari can't read a dd floppy which is
: >formatted to 720k on my Win98 PC (in dos). "Data on the disk in drive
: >B: may be damaged".
: >That points to an earlier version than 1.4 I think. Don't you?

2185. Re: the other way to put an atari-formatted floppy in a pc-floppy drive

Newsgroup: comp.sys.atari.st
Date: 2004-03-22 05:08:10 UTC
From: Clayton Murray <claytone@foxinternet.com>
Message-ID: <_wu7c.893$Wc4.3234@bcandid.telisphere.com>
Source record: 19773

Hi agai Gijelaar-

I just tried "GemExplorer" and it works for floppies too. Very simple to install on your PC. Once you read the floppy, you can drag and copy it to a WhineDoze folder, and read it with your PC. The program is very small, and you should be able to find it using any searcher. The intro text to the program says it will allow your PC to read Atari formatted floppies and hard drives. I think this should do what you need. I tried it using a file I created on my older ST (I now have TOS 4.04 in my Falcon) and it was NOT recognized by the DOS reader, but it WAS recognized when I clicked on "Read non-DOS disk". I was then able to copy that file to the PC's hard drive, and access it with the PC.

Hope that helps,

-Clayton Murray
Seattle, WA USA

Gijzelaar <erikst@freemail.nl> wrote in message news:cb573659.0403211340.396105b3@posting.google.com...
> xlator@cix.compulink.co.uk wrote in message news:<c3i672$ht2$1@thorium.cix.co.uk>...
> > In message <cb573659.0403191908.37ecb94a@posting.google.com>, erikst@freemail.nl said:
> >
> > >For one day I did search for the answer. Still it is not clear to me.
> > >I want to transfer 300 MIDIfiles on my Atari-formatted floppies to my
> > >PC harddisk.
> > >
> > >Is there another way than this: 1. Format a dd floppy 'B' in a PC. 2.
> > >Go to your Atari. 3. Copy the MIDI files from A(Tos) to
> > >B(Dos/Windows). 4. Go to your PC and open the files. ?
> > >
> > >I red about emulators. But I am afraid to try. The moment I put a dd
> > >(Atari formatted) floppy in my PC-floppy drive, my PC starts
> > >formatting it (automatically). I lost a lot nice MIDI files by
> > >trying.. :'(
> > >

> > > I own an Atari 1040 STFM, Old Tos (1989)
> > >
> > >Is there anyone out there who want to give me The Right
Answer?
> >
> > Provided your Atari disks were formatted to the normal 80
tracks
> > with 9 sectors/track and double-sided (I *think* all 1040s
except
> > the very first had double-sided drives), you can write a new
boot
> > sector to them so that the disk can be read by a PC. For
safety's
> > sake make a backup copy to another disk first.
> >
> > The program you need on the Atari is called DISKMOD.TOS and
is used
> > with a file BLOCK0.DAT that contains the actual PC-type boot
sector.
> > The two together are only 8 kB. If you can't find them on the
web,
> > I could mail them to you. Can you handle MIMed and ZIPped
files?
> >
> > Alternatively, set up a large RAM-disk on the Atari so that
you
> > can copy the whole Atari floppy to it in one go, then copy
out of
> > the RAM disk to a DD floppy formatted on the PC (presumably
your
> > machine can format DD disks - Windows XP for instance can't,
only
> > HD disks :-(- and that's meant to be progress?)
> >
> > Regards, /Peter/
>
> Thanks. I'm only connected to internet by my PC. The problem
remains
> how to put the programs on my Atari.
> I still prefer a soloution for my Win98SE PC (no XP for me, I
don't
> like that look&feel) so that it can read an Atari-formatted
floppy.

2186. Re: DOOM V0.30 release

Newsgroup: comp.sys.atari.st
Date: 2004-03-22 06:09:23 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <nqv7c.458$g07.421604@newshog.newsread.com>
Source record: 19774

On 21 Mar 2004 18:25:58 , Mark D wrote:
>On Sat, 20 Mar 2004 23:28:31 +0100, Patrice Mandin wrote:
>
>> Dans l'article <405c9bfb.0@entanet>, "Peter Slegg"
>> <peterslegg@===anti-spam===scubadivers.co.uk> a tapot avec ses petits
>> doigts:
>>
>>> I am running Doom like this from bash:
>>>
>>> /d/games/pmdoom.30/doom.ttp /d/games/pmdoom.30/doom1.wad -video=gem
>>> kbd=gemdos mouse=xbios
>>
>
>Hey guys,
>
>Just to let you know 0.30 works perfectly on my falcon with or without
>sound. Thought it might be pertinent.
>
>Mark
>http://portal.atari-source.com

does your joystick fire button shoot?

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

2187. Re: apps that use fpu68881/882 ?

Newsgroup: comp.sys.atari.st
Date: 2004-03-22 09:01:56 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <%Ux7c.72301$p77.32439@bignews3.bellsouth.net>
Source record: 19776

> >> Just wondering if its worth finding a fpu for a falcon030,
> >> and what apps take advantage of it?

Add to the list of known apps posted here so far:

These have FPU versions for sure:

Photoline (Disks have ST and TT(030) binaries...with and without FPU)
FPU is well worth it with Photoline! Does not use DSP at all that I know
of...
Studio Son (Distribution includes with-FPU and without-FPU binary...uses DSP)
FPU nice to have for this one, but not essential.
PovRay (versions for both, with or without FPU)
FPU well worth it for Ray Tracing!
Pretty much anything you compile on your mintnet setup with the fpu flag enabled
that actually does floating point math. Also, there were quite a few
precompiled binary packages for mint set to use a 68020 or better with FPU.

Might use the FPU if present?
True Image/True Paint (Uses DSP when present for sure!)
Zero X (Manual mentions it briefly, but there is not a seperate binary)

No...CueBase Audio does not use the FPU.

Brian

2188. Re: the other way to put an atari-formatted floppy in a pc-floppy drive

Newsgroup: comp.sys.atari.st
Date: 2004-03-22 09:15:23 UTC
From: erikst@freemail.nl
Message-ID: <cb573659.0403220115.183cf34e@posting.google.com>
Source record: 19777

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:<405e17a4a207fd0@tripnet.se>...
> In comp.sys.atari.st <cb573659.0403211326.662dd048@posting.google.com>
> Gijzelaar wrote on Sun 21-03-2004 13:26 (-0800):
>
> >"Kenneth Medin" <kennethm@tripnet.se> wrote in message
> >news:<405ccfac52161d0@tripnet.se>...
> >> In comp.sys.atari.st <c3i672$ht2$1@thorium.cix.co.uk>
> >> xlator@cix.compulink.co.uk wrote on Sat 20-03-2004 19:31 (GMT):
> >>
> >> >In message <cb573659.0403191908.37ecb94a@posting.google.com>,
> >> >erikst@freemail.nl said:
> >> >
> >cut
> >> >
> >> >> I own an Atari 1040 STFM, Old Tos (1989)
> >>
> >> Must be TOS 1.4 then? If the floppies were formatted with the desktop
> >> format function (DS, 9 sectors, 80 tracks)they should be readable under
> >> Windows right away. TOS 1.0 (1985) and TOS 1.2 (1987) are different.
> >>
> >I don't know, because my Atari can't read a dd floppy which is
> >formatted to 720k on my Win98 PC (in dos). "Data on the disk in drive
> >B: may be damaged".
> >That points to an earlier version than 1.4 I think. Don't you?
>
> No, it does not. Might be an alignment error. Does the pc and Atari read
> other floppies written by other computers well?
>
> I had a strange behaviour here. Windows -95 pc could read all my Atari
> floppies, both DD and HD. It could also write HD floppies on the pc
> readble on the Atari side but not DD!!
>
> If I tried to write anything to a DD floppy with that pc it could read it
> itself afterwards but none of my Ataris ("Data may be damaged"). Really
> strange as it worked perfectly with HD formatted floppies.
>
> This was btw how I first discovered that Windows _writes_ to the
> bootsector of any floppy formatted on a non-Windows computer: bootsector
> no longer readble on any Atari.
>
> >Dos tells me the disk had 730112 bytes free space, Atari says 728064.
>
> Nothing to bother about.

>
> Just a tip:
>
> format a DD floppy on both your Atari and pc and find another pc and test
> both floppies. This might get you on the right track to find out what
> your problem is.

Strange xperiences do you have! Like life. You can't tell a boy fits a
girl with the same age, but sometimes -don't ask me why- it does. ;-)

This was my experience...
: I tried also to copy -on my Win98SE PC- from floppy to harddisk in
MS-Dos mode. This failed too... Normally! I discovered just yesterday!

I put 'MF-2DD' floppies of TDK ('80Tracks-135TPI')and MCN (some Dutch
label) in my floppy-drive. My computer -in dos-mode- could read
them!!! I looked for the disks which were unreadable; they all were
'MFD-2DD' from Sony. So in my mind grows the axiom that it's about the
difference between MFD and MF or the brand/label, but maybe it's
something else.

Unexpected, my problem is solved. That's to say 'moved'. Because the
midi-files were not readable on my PC :'(.

2189. Re: Arcview Help

Newsgroup: comp.sys.atari.st
Date: 2004-03-22 13:56:41 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC849E0D.F988%derryck@nospam.cix.co.uk.invalid>
Source record: 19778

In article 405ddc37.0@entanet, Peter Slegg at
peterslegg@===ANTI-SPAM===scubadivers.co.uk wrote on 21/3/04 18:17:

> I seem to have done something that has broken Arcview.
>
> I am still able to open and list the files in a Zip but
> it is not possible to extract or view any of the contents.
> It just reports this error:
>
> Error -34 while Dsetpath(\tmp\ARCVIEW.TMP\)

Sounds like you've broken something - have you got something like this in
your env variables?

#_ENV TEMP=L:\ArcViewTemp\

I suppose I could have left the folder name out, ArcView would then have
created its ARCVIEW.TMP folder in the main directory.

The temp folder is needed for ArcView to extract to even if viewing a file.

Latest ArcView version is 0.83 BTW.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

2190. Re: MagiC-Net CAB.OVL (ex: B-Net 3.03 / MagiC-Net)

Newsgroup: comp.sys.atari.st
Date: 2004-03-22 13:56:42 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC849EEB.F989%derryck@nospam.cix.co.uk.invalid>
Source record: 19779

In article 20032004160444i2C00254WSGC0A80004@wanadoo.fr, Jean-Luc at
wd.wd@wd.com wrote on 20/3/04 15:00:

>> My experience is that that overlay (I assume you mean the recompiled MiNT
>> one) works perfectly with MagiC 6.20 BTW.
>
> Hello,
>
> Is it the one in the MagX-Net package ?

I'm afraid I don't remember where it came from, Vassilis himself I believe!

> This one couldn't even print the google page : I interrupted it after 21
> timeouts :-(

I'm not sure that I tried it to print anything though...

--

Cheers

Derryck

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

2191. Re: AdSCSI Micro ST for Mega ST

Newsgroup: comp.sys.atari.st
Date: 2004-03-22 17:36:42 UTC
From: jon
Message-ID: <uuF7c.15861$xg.503@fed1read04>
Source record: 19780
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I wish you good luck. I read somewhere that some of the mega's had a
"good" power supply and didn't have the issues I had with mine.

Jon

"Tim" <TjLaZer@NOSPAM.Mail.com> wrote in message
news:105qnpdoqtlc2ca@corp.supernews.com...
> Thanks Jon.
>
> I got it working finally. I had a scrap 1040 PS that I stole the
connector
> from! I hooked up a really slim SCSI Quantum Trailblazer 810MB drive and
> she seems to be working fine... Hopefully I won't have a power issue....
>
> Tim
>
> "jon" <jonm2no_@__@spam@cox.net> wrote in message
> news:h_a6c.11330$xg.7595@fed1read04...
> > Hi Tim,
> > I had 2 of those and sold them both. I can tell you that
the
> > hard drive is powered from the power connector on the motherboard next
to
> > the power supply connector. I found from experience that the ST's
power
> > supply can't handle the drain from the hard drive. I even used a
beefed
> up
> > Best power supply and had the same symptoms (screen flicker, drive
resets
> > etc...). You may find a power connector at Best Electronics or B&C
> > Computervisions.
> >
> > The ICD Link II is a much better way to go IMHO. I have one on a mini
> > tower with 5 hard drives, a cdrom and a Sysquest 200 meg drive that runs
> > flawlessly.
> >
> > Jon
> >
> > "Tim" <TjLaZer@NOSPAM.Mail.com> wrote in message
> > news:105codh3sfe2194@corp.supernews.com...
> > > I have a AdSCSI Micro ST adaptor, DMA cable and Bracket, but do not
have
> > the

> > > power cable. Does anyone know where I can get one and where the HD
will
> > be
> > > powered from? Can I use a regular power cable?
> > >
> > > Thanks!
> > > Tim
> > >
> > >
> >
> >
>
>

2192. What's it worth?

Newsgroup: comp.sys.atari.st
Date: 2004-03-22 18:02:10 UTC
From: jon
Message-ID: <mSF7c.15866$xg.14224@fed1read04>
Source record: 19781

I need some input on this.

First, let me describe the system:

Mega ST2 upgraded to 4 megs ram
Extra Mega ST4 for parts with working motherboard/PS
ICD Adspeed 8/16 processor upgrade
Megafile 30
Megafile 60
Mono Monitor
Pristine SLM804 laser printer (w/new drum and 3 toners $200)

This was Atari's DTP system with 2 added hard drives.

Due to my anal attitude when buying this stuff, there is no yellowing anywhere and all this stuff works like a charm. What I am looking for is a realistic value on this stuff. If there are any offers also, I will entertain them.

Thanks

2193. Re: What's it worth?

Newsgroup: comp.sys.atari.st
Date: 2004-03-22 18:08:58 UTC
From: Richard Kilpatrick <old.computers@btconnect.ocm>
Message-ID: <220320041808585319%old.computers@btconnect.ocm>
Source record: 19782

In article <mSF7c.15866$xg.14224@fed1read04>, jon
<jonm2no_@__@spam@cox.net> wrote:

> I need some input on this.
>
> First, let me describe the system:
>
> Mega ST2 upgraded to 4 megs ram

Probably $50-100, depending on demand.

> Extra Mega ST4 for parts with working motherboard/PS

Included above.

> ICD Adspeed 8/16 processor upgrade

Hmmm. Probably pushes the above combination to around $150.

> Megafile 30
> Megafile 60

Probably $50.

> Mono Monitor

Included.

> Pristine SLM804 laser printer (w/new drum and 3 toners $200)

Difficult. Maybe $100? So maybe $300-400 for the system depending on
who you're aiming at.

eBay is always a good way to get a value.

Some people on here may suggest it's worth 50 cents, though ;)

Richard

--
Acorn: BBC B, B+128K, Master, Master AIV (Domesday), Master 512, Master
Compact, Cambridge Workstation, ABC-310 (80286 co-pro). Atari: 800, XEVGS,
Lynx, Jag, STE. Apple: Mac Plus, Classic, Classic II, Colour Classic, eMate,
Powerbook G4 12", G5 dual 2.0GHz. Some other stuff prolly forgotten.

2194. Re: the other way to put an atari-formatted floppy in a pc-floppy drive

Newsgroup: comp.sys.atari.st
Date: 2004-03-22 18:59:07 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <c3nd1r$155$1@thorium.cix.co.uk>
Source record: 19783

In message <cb573659.0403211326.662dd048@posting.google.com>, erikst@freemail.nl said:

>> Must be TOS 1.4 then? If the floppies were formatted with the desktop
>> format function (DS, 9 sectors, 80 tracks)they should be readable under
>> Windows right away. TOS 1.0 (1985) and TOS 1.2 (1987) are different.
>
>I don't know, because my Atari can't read a dd floppy which is
>formatted to 720k on my Win98 PC (in dos). "Data on the disk in drive
>B: may be damaged".
>That points to an earlier version than 1.4 I think. Don't you?
>Dos tells me the disk had 730112 bytes free space, Atari says 728064.

730112 is the normal Atari readout. Perhaps the diskl has some bad
sectors, or more reserved for the boot sector than the normal 1
cluster of the Atari.

BUT all Ataris should be able to read PC-formatted disks - it's
the other way round that gives problems with TOS before 1.4! As
suggested by someone before, it's possible that your head tracking
is out. What happens with Drive A:? Or is that single-sided?

Regards, /Peter/

2195. STEEM and Xenon 2: can't get keys to work as joystick

Newsgroup: comp.sys.atari.st
Date: 2004-03-22 20:56:59 UTC
From: Ben Hall <benj@seriously-productions.freeserve.co.uk>
Message-ID: <c3nk58qec1@newsg2.svr.pol.co.uk>
Source record: 19784

Hi guys,

I'm having a little noSTalgia with Steem. :)

I can run Xenon 2 fine (Automation version) but for the life of me cannot get the game to work with the keyboard as joystick. It is setup correctly in Steem's joystick config pages, and when I press the mapped keys on the keyboard the onscreen joystick moves fine - however, when in the game, the keys have no effect.

Anyone else got this working or had similar issues..?

Cheers,

Ben Hall
www.benhall.co.uk

2196. Re: DOOM V0.30 release

Newsgroup: comp.sys.atari.st
Date: 2004-03-22 21:54:28 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <405f6094.0@entanet>
Source record: 19785

On 20 Mar 2004 23:28:31 , Patrice Mandin wrote:
>Dans l'article <405c9bfb.0@entanet>, "Peter Slegg"
><peterslegg@===anti-spam===scubadivers.co.uk> a tapot&#65533; avec ses petits
>doigts:
>
>> I am running Doom like this from bash:
>>
>> /d/games/pmdoom.30/doom.ttp /d/games/pmdoom.30/doom1.wad -video=gem
>> kbd=gemdos mouse=xbios
>
>You don't need to do all that. I updated the README files to show what the
>current Atari specific command-lines are. The old ones are not valid
>anymore. Just put the wad and program in the same directory, and run the
>program:
>
>$ ls
>doom1.wad doom.ttp
>$ ./doom.gtp -sound off

```
I tried that and got a similar result.

bash-2.05a# /d/games/pmdoom.30/doom.ttp -sound off
pmdoom-0.30pre3
Game mode indeterminate.
Public DOOM - v1.10
Keyboard.: SDL
Mouse....: SDL
Joystick.: SDL
Sound....: Off
Video....: SDL
Network..: Unix sockets

M_LoadDefaults: Load system defaults.
Z_Init: Init zone memory allocation daemon.
8192 Kbytes allocated for zone
W_Init: Init WADfiles.
Error: W_InitFiles: no files found

>I just advice to add '-sound off' because the current audio part of SDL on
>Atari is not good.
>
>You can also just double-click the program if you're a GEM addict,
>provided the window where the WAD file is, is the active one.
```

I prefer to run from GEM but since I wasn't seeing anything
I tried it from bash. From GEM I don't even see the window.

>> W_Init: Init WADfiles.
>> Error: W_InitFiles: no files found
>>
>> This suggests to me that it is not finding the WAD file. What have I
>> done wrong ? Do I have to install SDL ?
>
>The WAD file must be in the current (active) path. You can not specify it
>on the command line (only additionnals WADs).
>

Ok.

I am running Naes 1.2 and Mint 1.15.12

Regards,

Peter

2197. Re: DOOM V0.30 release

Newsgroup: comp.sys.atari.st
Date: 2004-03-22 21:54:29 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <405f6095.0@entanet>
Source record: 19786

On 20 Mar 2004 23:28:31 , Patrice Mandin wrote:
>Dans l'article <405c9bfb.0@entanet>, "Peter Slegg"
><peterslegg@===anti-spam===scubadivers.co.uk> a tapot avec ses petits
>doigts:
>
>
>$ ls
>doom1.wad doom.ttp
>$ ./doom.gtp -sound off
>
>I just advice to add '-sound off' because the current audio part of SDL on
>Atari is not good.
>

I renamed the .ttp to .gtp and double-clicked the program.
Adding the -sound off option it runs fine. :-)

Thanks Patrice.

Peter

2198. Re: STEEM and Xenon 2: can't get keys to work as joystick

Newsgroup: comp.sys.atari.st
Date: 2004-03-22 21:54:35 UTC
From: Ben Hall <benj@seriously-productions.freeserve.co.uk>
Message-ID: <c3nnfpknc1@newsg3.svr.pol.co.uk>
Source record: 19787

Never mind. Figured it out. :)

Ben Hall
www.benhall.co.uk

2199. Re: MagiC-Net CAB.OVL (ex: B-Net 3.03 / MagiC-Net)

Newsgroup: comp.sys.atari.st
Date: 2004-03-22 22:13:44 UTC
From: Jean-Luc <wd.wd@wd.com>
Message-ID: <22032004231432i2C001550B1C0A80004@wanadoo.fr>
Source record: 19788

Derryck Croker <derryck@nospam.cix.co.uk.invalid> a écrit dans le
message : BC849EEB.F989%derryck@nospam.cix.co.uk.invalid

>In article 20032004160444i2C00254WSGC0A80004@wanadoo.fr, Jean-Luc at
>wd.wd@wd.com wrote on 20/3/04 15:00:
>
>> This one couldn't even print the google page : I interrupted it after
>21
>> timeouts :-(
>
>I'm not sure that I tried it to print anything though...

Sometimes, I tend to use words for others :-/
The correct word was /display/, not /print/ :-(

J.-Luc

--
«From» est un anti-pourriels. Pour me répondre, lire mon adresse en
zig-zagant dans la boîte ci-dessous (utilisez une fonte fixe, svp).
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read my
adress zigzaging in the box below (use a non-prop font, please).

```
+----------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+----------------------------+
```

2200. Re: What's it worth?

Newsgroup: comp.sys.atari.st
Date: 2004-03-22 23:01:55 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c3nr92$d71$1@hercules.btinternet.com>
Source record: 19789

Hi Guys

> > I need some input on this.
> >
> > First, let me describe the system:
> >
> > Mega ST2 upgraded to 4 megs ram
>
> Probably $50-100, depending on demand.
>
> > Extra Mega ST4 for parts with working motherboard/PS
>
> Included above.
>
> > ICD Adspeed 8/16 processor upgrade
>
> Hmmm. Probably pushes the above combination to around $150.

Hm!, i have one of them, 4Meg, Graphics card, FPU. TOS 1.04

I really must visit eBay one day.

--
Regards, Steve

Assistant Admin, Hel8itch Forumz.

Own a Nokia mobile? Check here for Nokia related chat
http://nokbitch2.forumer.com/index.php?

2201. Re: What's it worth?

Newsgroup: comp.sys.atari.st
Date: 2004-03-23 00:12:53 UTC
From: Ray Zorblade <zzzzzzzz@zzzzzzzz.com>
Message-ID: <405fab3d@news.greennet.net>
Source record: 19791

"Steve Sweet" <steve.sweet@btopen-2-viri-world.com> wrote in message
news:c3nr92$d71$1@hercules.btinternet.com...
> Hi Guys
>
> > > I need some input on this.
> > >
> > > First, let me describe the system:
> > >
> > > Mega ST2 upgraded to 4 megs ram
> >
> > Probably $50-100, depending on demand.
> >
> > > Extra Mega ST4 for parts with working motherboard/PS
> >
> > Included above.
> >
> > > ICD Adspeed 8/16 processor upgrade
> >
> > Hmmm. Probably pushes the above combination to around $150.
>
> Hm!, i have one of them, 4Meg, Graphics card, FPU. TOS 1.04
>
> I really must visit eBay one day.
>
>
> --
> Regards, Steve
>
> Assistant Admin, Hel8itch Forumz.
>
> Own a Nokia mobile? Check here for Nokia related chat
> http://nokbitch2.forumer.com/index.php?
>
>
>
You should, it is a wonderland and just registering will bring you about 500
spams per day and introduce you to some of the best scams around, great if
you are lonely

2202. Re: HDDriver/Format

Newsgroup: comp.sys.atari.st
Date: 2004-03-23 00:15:41 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <NkL7c.495$g07.458672@newshog.newsread.com>
Source record: 19790

On 20 Mar 2004 00:47:43 , John Garone wrote:
> sorry if this posted more than once!
>
>Hi All (and Ewe :),
> Reformatting a Hawk 4gig drive on a Falcon, is it normal for my system
>to take an hour to react to HDDriver (8.04)? The hard drive light stayed on
>steady during that time. After that, a sector test was performed and the
>drive light flashed until done. Partitioning went ok!
>

please note that at times I don't see all the posts so if there are any
to this one (don't see any) please reply by E-mail (remove "-NOT-" from
above address)

Thanks,
John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

2203. when atariOne

Newsgroup: comp.sys.atari.st
Date: 2004-03-23 00:21:44 UTC
From: robertb@inet.hr
Message-ID: <405F8317.38A561F9@inet.hr>
Source record: 19792

is there a chance for production of AtariOne -- some kind of equivalent
of AmigaOne with G3/dualG4/G5 PowerPerformanceChip RISC CPU ?

Which OS would it run ?

AtariOS 4.0 pureRISC ?
GNU/Linux PPC ?
MacOS X._ ?
Some MiNT-oide ?
Some BSD-oide (Free-, Open-, Net-) ?
Some TOS/GEM-oide ?
Or something else...

What can You recommend to Amiga & Linux user ?
Falcon -- TT -- Medusa -- Milan -- Hades ?

2204. Re: the other way to put an atari-formatted floppy in a pc-floppy drive

Newsgroup: comp.sys.atari.st
Date: 2004-03-23 02:00:44 UTC
From: Clayton Murray <claytone@foxinternet.com>
Message-ID: <gTM7c.905$Wc4.3438@bcandid.telisphere.com>
Source record: 19793

Hi Gijzelaar

I found GemExplorer on Tim Conrardy's really great site for
Ataris and MIDI. If you haven't already been there, GO!!! He's
done a wonderful job organizing it. There is a FAQ on the topic
of file transfers, and he even has gemexplorer right there to
download. Let us know how things go for you.

http://tamw.atari-users.net/download.htm

-Clayton Murray
Seattle, WA USA

Clayton Murray <claytone@foxinternet.com> wrote in message
news:_wu7c.893$Wc4.3234@bcandid.telisphere.com...
> Hi agai Gijelaar-
>
> I just tried "GemExplorer" and it works for floppies too. Very
> simple to install on your PC. Once you read the floppy, you can
> drag and copy it to a WhineDoze folder, and read it with your
PC.
> The program is very small, and you should be able to find it
> using any searcher. The intro text to the program says it will
> allow your PC to read Atari formatted floppies and hard drives.
I
> think this should do what you need. I tried it using a file I
> created on my older ST (I now have TOS 4.04 in my Falcon) and
it
> was NOT recognized by the DOS reader, but it WAS recognized
when
> I clicked on "Read non-DOS disk". I was then able to copy that
> file to the PC's hard drive, and access it with the PC.
>
> Hope that helps,
>
> -Clayton Murray
> Seattle, WA USA
> ---
>
> Gijzelaar <erikst@freemail.nl> wrote in message
> news:cb573659.0403211340.396105b3@posting.google.com...
> > xlator@cix.compulink.co.uk wrote in message
> news:<c3i672$ht2$1@thorium.cix.co.uk>...
> > > In message

<cb573659.0403191908.37ecb94a@posting.google.com>,
> erikst@freemail.nl said:
> > >
> > > >For one day I did search for the answer. Still it is not
> clear to me.
> > > >I want to transfer 300 MIDIfiles on my Atari-formatted
> floppies to my
> > > >PC harddisk.

2205. Re: DOOM V0.30 release

Newsgroup: comp.sys.atari.st
Date: 2004-03-23 03:00:52 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.03.23.03.00.52.455312@removenoaspam.atari-source.com>
Source record: 19794

On Mon, 22 Mar 2004 06:09:23 +0000, John Garone wrote:

>
> does your joystick fire button shoot?
>
> John
> P.S.
> To Reply by E-mail, please remove -NOT- from my address!

Did not try joystick. Used keyboard control which worked fine.

Mark
http://portal.atari-source.com

2206. Re: when atariOne

Newsgroup: comp.sys.atari.st
Date: 2004-03-23 09:39:47 UTC
From: Eric Bozon <no.spams@no.spams.cn>
Message-ID: <c3p1fkjnq1@news-reader5.wanadoo.fr>
Source record: 19795

<robertb@inet.hr> a ?crit dans le message de news:
405F8317.38A561F9@inet.hr...
> is there a chance for production of AtariOne -- some kind of equivalent
> of AmigaOne with G3/dualG4/G5 PowerPerformanceChip RISC CPU ?
>

ColdFire or PPC is the current way for projects. But it's just projects !
ASM programers prefer ColdFire way (most compatibility with 68xxx than PPC)

> Which OS would it run ?
>
> AtariOS 4.0 pureRISC ?
> GNU/Linux PPC ?
> MacOS X._ ?

MacOS is not ATARI !

> Some MiNT-oide ?
> Some BSD-oide (Free-, Open-, Net-) ?
> Some TOS/GEM-oide ?
> Or something else...
>
> What can You recommend to Amiga & Linux user ?
> Falcon -- TT -- Medusa -- Milan -- Hades ?

Falcon + CT060 (expensive, but the best hardware)
http://www.czuba-tech.com
and possibility to add (in futur) a ColdFire or a PPC

or

A PC with Linux and ARAnyM (power without the price !!!)

2207. Re: MagiC-Net CAB.OVL (ex: B-Net 3.03 / MagiC-Net)

Newsgroup: comp.sys.atari.st
Date: 2004-03-23 10:07:57 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC85BB3C.FA08%derryck@nospam.cix.co.uk.invalid>
Source record: 19696

In article 220320042314321i2C001550B1C0A80004@wanadoo.fr, Jean-Luc at
wd.wd@wd.com wrote on 22/3/04 22:13:

>> I'm not sure that I tried it to print anything though...
>
> Sometimes, I tend to use words for others :-/
> The correct word was /display/, not /print/ :-(

Ah right, in that case there were no problems here - good for me, not so
good for you :-(

Have you emailed Vassilis about this?

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

2208. CT60 & FreeMinT

Newsgroup: comp.sys.atari.st
Date: 2004-03-23 10:44:02 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <406014e5$0$298$626a14ce@news.free.fr>
Source record: 19697

I'm happy to announce you that Frank Naumann just sent me an email to get a
CT60 !

:-))

2209. Re: FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-23 17:37:46 UTC
From: methanoid@NOSPAM.hotMALE.com
Message-ID: <oet060hnj1kkrin5ttpdvq586bl37j7c6a@4ax.com>
Source record: 19698

On Fri, 12 Mar 2004 17:32:38 +0000 (UTC), Richard Kilpatrick
<richard@dmc12.demon.co.uk> wrote:

>Since the people who were interested didn't actually end up buying, I've
>now had time to sort out eBay (I'm still baffled as to why I couldn't
>list anything), and I have listed my Falcon there.
>
>Essentially as new 4Mb, 0HD internal, 330Mb SCSI disk included for
>housing in an external box (I don't have a suitable case). Will ship
>anywhere with the usual caveats regarding cost etc.
>
>Starting at ï¿½1, no reserve. If someone wants to bid ï¿½70 and that's all a
>Falcon is worth, that's what they'll pay ;)
>
>http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3084498216
>
>TV isn't included, of course.
>
>Also listed - Commodore PET 2001-32N (again, ï¿½1), and soon to be added,
>BBC Master 512 (quite a rare little beast ;)). Also some other stuff,
>such as a Motorola 'Textphone' thingy (little mobile phone with a text
>keyboard), an unusued, boxed and sealed 16K RAM upgrade for the Apple][
>from 1977, and possibly a number of older die-cast cars.
>
>Richard

Now Richard's auction has finished I may well start mine... main
differences being no official box but with additonal 14Mb Ram, 170Mb
or 1200Mb, PC keyboard interface, RGB and VGA adaptors, spare
keyboard.

Anyone wishing to make pre-Ebay offers by all means email me methanoid
AT hot MALE dot KOM unless your name is Rual!! ;-)

2210. Re: FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-23 19:03:09 UTC
From: Richard Kilpatrick <old.computers@btconnect.ocm>
Message-ID: <230320041903099720%old.computers@btconnect.ocm>
Source record: 19699

In article <oet060hnj1kkrin5ttpdvq586bl37j7c6a@4ax.com>,
<methanoid@NOSPAM.hotMALE.com> wrote:

> Now Richard's auction has finished I may well start mine... main
> differences being no official box but with additonal 14Mb Ram, 170Mb
> or 1200Mb, PC keyboard interface, RGB and VGA adaptors, spare
> keyboard.

I take it you're quite relieved that Falcons aren't worthless after
all, then :)

Richard

--
Acorn: BBC B, B+128K, Master, Master AIV (Domesday), Master 512, Master
Compact, Cambridge Workstation, ABC-310 (80286 co-pro). Atari: 800, XEVGS,
Lynx, Jag, STE. Apple: Mac Plus, Classic, Classic II, Colour Classic, eMate,
Powerbook G4 12", G5 dual 2.0GHz. Some other stuff prolly forgotten.

2211. Re: the other way to put an atari-formatted floppy in a pc-floppy drive

Newsgroup: comp.sys.atari.st
Date: 2004-03-23 20:35:21 UTC
From: erikst@freemail.nl
Message-ID: <cb573659.0403231235.b062b6c@posting.google.com>
Source record: 19700

xlator@cix.compulink.co.uk wrote in message news:<c3nd1r$155$1@thorium.cix.co.uk>...
> In message <cb573659.0403211326.662dd048@posting.google.com>, erikst@freemail.nl said:
>
> >> Must be TOS 1.4 then? If the floppies were formatted with the desktop
> >> format function (DS, 9 sectors, 80 tracks)they should be readable under
> >> Windows right away. TOS 1.0 (1985) and TOS 1.2 (1987) are different.
> >
> >I don't know, because my Atari can't read a dd floppy which is
> >formatted to 720k on my Win98 PC (in dos). "Data on the disk in drive
> >B: may be damaged".
> >That points to an earlier version than 1.4 I think. Don't you?
> >Dos tells me the disk had 730112 bytes free space, Atari says 728064.
>
> 730112 is the normal Atari readout. Perhaps the diskl has some bad
> sectors, or more reserved for the boot sector than the normal 1
> cluster of the Atari.
>
> BUT all Ataris should be able to read PC-formatted disks - it's
> the other way round that gives problems with TOS before 1.4! As
> suggested by someone before, it's possible that your head tracking
> is out. What happens with Drive A:? Or is that single-sided?
>
> Regards, /Peter/

What is head tracking? I could not find it on the internet.
Drive A? It's my only drive and it is double sided.
Thanks 4 bothering

In the mean time I discovered that my computer can read some
Atari-formatted disks.
In DOS mode it can read 'MF-2DD' floppies of TDK
('80Tracks-135TPI')and MCN (some Dutch label). All the Sony 'MFD-2DD'
floppies were unreadable.
With Gem explorer I can read the same floppies plus SOME of the Sony
ones!
Strange!

2212. Re: the other way to put an atari-formatted floppy in a pc-floppy drive

Newsgroup: comp.sys.atari.st
Date: 2004-03-23 20:39:16 UTC
From: erikst@freemail.nl
Message-ID: <cb573659.0403231239.33c79ad9@posting.google.com>
Source record: 19701

"Clayton Murray" <claytone@foxinternet.com> wrote in message
news:<gTM7c.905$Wc4.3438@bcandid.telisphere.com>...
> Hi Gijzelaar
>
> I found GemExplorer on Tim Conrardy's really great site for
> Ataris and MIDI. If you haven't already been there, GO!!! He's
> done a wonderful job organizing it. There is a FAQ on the topic
> of file transfers, and he even has gemexplorer right there to
> download. Let us know how things go for you.
>
> http://tamw.atari-users.net/download.htm
>
> -Clayton Murray
> Seattle, WA USA
> ----------

Thanks.
In the mean time I did discover my computer can read some
Atari-formatted disks. (In DOS mode it can read 'MF-2DD' floppies of
TDK ('80Tracks-135TPI')and MCN (some Dutch label). All the Sony
'MFD-2DD' floppies were unreadable.)

With Gem explorer I can read the same floppies plus SOME of the Sony
ones!
There is some profit here.

2213. Re: the other way to put an atari-formatted floppy in a pc-floppy drive

Newsgroup: comp.sys.atari.st
Date: 2004-03-23 21:05:46 UTC
From: erikst@freemail.nl
Message-ID: <cb573659.0403231305.367e3415@posting.google.com>
Source record: 19702

erikst@freemail.nl (Gijzelaar) wrote in message
news:<cb573659.0403220115.183cf34e@posting.google.com>...
> "Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:<405e17a4a207fd0@tripnet.se>...
> > In comp.sys.atari.st <cb573659.0403211326.662dd048@posting.google.com>
> > Gijzelaar wrote on Sun 21-03-2004 13:26 (-0800):
> >
> > >"Kenneth Medin" <kennethm@tripnet.se> wrote in message
> > >news:<405ccfac52161d0@tripnet.se>...
> > >> In comp.sys.atari.st <c3i672$ht2$1@thorium.cix.co.uk>
> > >> xlator@cix.compulink.co.uk wrote on Sat 20-03-2004 19:31 (GMT):
> > >>
> > >> >In message <cb573659.0403191908.37ecb94a@posting.google.com>,
> > >> >erikst@freemail.nl said:
> > >
> > >cut
> > >
> > >> >> I own an Atari 1040 STFM, Old Tos (1989)
> > >>
> > >> Must be TOS 1.4 then? If the floppies were formatted with the desktop
> > >> format function (DS, 9 sectors, 80 tracks)they should be readable under
> > >> Windows right away. TOS 1.0 (1985) and TOS 1.2 (1987) are different.
> > >
> > >I don't know, because my Atari can't read a dd floppy which is
> > >formatted to 720k on my Win98 PC (in dos). "Data on the disk in drive
> > >B: may be damaged".
> > >That points to an earlier version than 1.4 I think. Don't you?
> >
> > No, it does not. Might be an alignment error. Does the pc and Atari read
> > other floppies written by other computers well?
> >
> > I had a strange behaviour here. Windows -95 pc could read all my Atari
> > floppies, both DD and HD. It could also write HD floppies on the pc
> > readble on the Atari side but not DD!!
> >
> > If I tried to write anything to a DD floppy with that pc it could read it
> > itself afterwards but none of my Ataris ("Data may be damaged"). Really
> > strange as it worked perfectly with HD formatted floppies.
> >
> > This was btw how I first discovered that Windows _writes_ to the
> > bootsector of any floppy formatted on a non-Windows computer: bootsector
> > no longer readble on any Atari.
> >
> > >Dos tells me the disk had 730112 bytes free space, Atari says 728064.

> >
> > Nothing to bother about.
> >
> > Just a tip:
> >
> > format a DD floppy on both your Atari and pc and find another pc and test
> > both floppies. This might get you on the right track to find out what
> > your problem is.
>
> Strange xperiences do you have! Like life. You can't tell a boy fits a
> girl with the same age, but sometimes -don't ask me why- it does. ;-)
>
> This was my experience...
> : I tried also to copy -on my Win98SE PC- from floppy to harddisk in
> MS-Dos mode. This failed too... Normally! I discovered just yesterday!
>
> I put 'MF-2DD' floppies of TDK ('80Tracks-135TPI')and MCN (some Dutch
> label) in my floppy-drive. My computer -in dos-mode- could read
> them!!! I looked for the disks which were unreadable; they all were
> 'MFD-2DD' from Sony. So in my mind grows the axiom that it's about the
> difference between MFD and MF or the brand/label, but maybe it's
> something else.
>
> Unexpected, my problem is solved. That's to say 'moved'. Because the
> midi-files were not readable on my PC :'(.

With Gem explorer I can read the same floppies plus SOME of the Sony ones!
And I can read midi-files.
I'm out of trouble, looking for new.

2214. Re: FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-23 23:25:44 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c3qh1h$t6i$1@titan.btinternet.com>
Source record: 19704

Hi Dudes

> > Now Richard's auction has finished I may well start mine... main
> > differences being no official box but with additonal 14Mb Ram, 170Mb
> > or 1200Mb, PC keyboard interface, RGB and VGA adaptors, spare
> > keyboard.
>
> I take it you're quite relieved that Falcons aren't worthless after
> all, then :)

I've got £2 here. will that cover postage as well? 8~)

--
Regards, Steve

Assistant Admin, Hel8itch Forumz.

Own a Nokia mobile? Check here for Nokia related chat
http://nokbitch2.forumer.com/index.php?

2215. Re: What's it worth?

Newsgroup: comp.sys.atari.st
Date: 2004-03-23 23:25:56 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c3qh1r$t6i$2@titan.btinternet.com>
Source record: 19703

Hi Ray

> > > > I need some input on this.
> > > >
> > > > First, let me describe the system:
> > > >
> > > > Mega ST2 upgraded to 4 megs ram
> > >
> > > Probably $50-100, depending on demand.
> > >
> > > > Extra Mega ST4 for parts with working motherboard/PS
> > >
> > > Included above.
> > >
> > > > ICD Adspeed 8/16 processor upgrade
> > >
> > > Hmmm. Probably pushes the above combination to around $150.
> >
> > Hm!, i have one of them, 4Meg, Graphics card, FPU. TOS 1.04
> >
> > I really must visit eBay one day.

> You should, it is a wonderland and just registering will bring you about
500
> spams per day and introduce you to some of the best scams around, great if
> you are lonely

Only 500, seems hardly worth the effort!

--
Regards, Steve

Assistant Admin, Hel8itch Forumz.

Own a Nokia mobile? Check here for Nokia related chat
http://nokbitch2.forumer.com/index.php?

2216. Re: What's it worth?

Newsgroup: comp.sys.atari.st
Date: 2004-03-24 00:13:14 UTC
From: Ray Zorblade <zzzzzzzz@zzzzzzzz.com>
Message-ID: <4060fcc9@news.greennet.net>
Source record: 19705

"Steve Sweet" <steve.sweet@btopen-2-viri-world.com> wrote in message
news:c3qh1r$t6i$2@titan.btinternet.com...
> Hi Ray
>
> > > > > > I need some input on this.
> > > > > >
> > > > > > First, let me describe the system:
> > > > > >
> > > > > > Mega ST2 upgraded to 4 megs ram
> > > > >
> > > > > Probably $50-100, depending on demand.
> > > > >
> > > > > > Extra Mega ST4 for parts with working motherboard/PS
> > > > >
> > > > > Included above.
> > > > >
> > > > > > ICD Adspeed 8/16 processor upgrade
> > > > >
> > > > > Hmmm. Probably pushes the above combination to around $150.
> > > >
> > > > Hm!, i have one of them, 4Meg, Graphics card, FPU. TOS 1.04
> > > >
> > > > I really must visit eBay one day.
> >
> > You should, it is a wonderland and just registering will bring you about
> 500
> > spams per day and introduce you to some of the best scams around, great
if
> > you are lonely
> >
> Only 500, seems hardly worth the effort!
>
>
> --
> Regards, Steve
>
> Assistant Admin, Hel8itch Forumz.
>
> Own a Nokia mobile? Check here for Nokia related chat
> http://nokbitch2.forumer.com/index.php?
>
>
I kiss you
I love you

I love the EEC
My Donkey love you
My Donkey love the EEC
You have girlfriend?
I only have Donkey!
But she nice!
I like sexy disco shagges and men for my mouth
we like also golden rains

2217. Software for sale - final week

Newsgroup: comp.sys.atari.st
Date: 2004-03-24 08:27:20 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <c3rgmrhvh1@pegasus.csx.cam.ac.uk>
Source record: 19706

Just one week left so if your interest in something better say so now.

All items are original and complete with boxes, manuals and overlays
(where applicable) and are all in as new condition unless otherwise
stated.
All prices include postage - US purchaser should add £2 to cover the
additional postage costs involved.

List updated (24/3/2004)
ST Software: £5.00 each unless stated otherwise

Archer McClean Pool: **** NEW ITEM 24/3/2004 ****
UK 8 Ball, US 8 Ball and US 9 Ball pool from the programmer of Jimmy
Whites Whirlwind Snooker.

Battle Command:
Airdropped by Stealth Helecoptor you must use your Battletank to
compete various missions, extra
weapons become available upon mission completion (weapon depends upon
mission).

M1 Tank Platoon:
Tank commander simulator - mission based, command your 4 tank platoon
and various support units
in night, day, summer and winter action against the red forces, youcan
also take direct control of 4 positions in any of the units in your
platonn.
1 Meg required.

Dog Fight:
Flight simulator, complete missions in WW1, WW2, Vietman, Falklands,
Sirria, or dogfight any two planes against each other
1 Meg required.

TV Sports Football:
American Football (no box) - £3

Corporation:
Infiltrait the Corportation in this 1st person game use guns, bombs,
electronic lock pick
and other devices to find the corporations evil secrets. (Box scuffed
along edges)

Reach for the Skies:
WW2 Flight simulator, fly for Germany or Britian, you will end up
looking around for those 109's

Leisure Suit Larry 2:
Serria adventure

Dragons Lair:
Don Bluth game, not much game play but excellent catroon style
animation, see what the humble ST
can really do (originaly cost £50 - eek)
1 Meg required.

Speed Ball 2:
Beat Em up handball/basket ball cross, similar to Rolarball if you've
seen the film.

3 Pack (Basic, Warp 9 & GDOS-E):
Basic - Metacombo, UK revised edition as supplied with new ST's (no
box)
Warp 9 - screen accellerator V3.72 (no box)
GDOS-E (disk only)

Payment:
========
I will accecpt payments by PayPal, UK residents can also pay by cheque

If your interested in any of these items please PM me by 1st April
2004, thanks,
Stephen Moss

2218. Re: when atariOne

Newsgroup: comp.sys.atari.st
Date: 2004-03-24 09:57:17 UTC
From: Simon <simon@spamnococonutsmusume.co.uk>
Message-ID: <1Xc8c.60$Rn4.3@newsfe1-win>
Source record: 19707

robertb@inet.hr wrote:
> is there a chance for production of AtariOne -- some kind of equivalent
> of AmigaOne with G3/dualG4/G5 PowerPerformanceChip RISC CPU ?
>

Kind of

Mint is being ported to run on the Pegasos PPC board with 600MHz G3 or
1GHz G4 CPU.

Simon

2219. Re: What's it worth?

Newsgroup: comp.sys.atari.st
Date: 2004-03-24 09:59:53 UTC
From: Simon <simon@spamnococonutsmusume.co.uk>
Message-ID: <tZc8c.68$Rn4.5@newsfe1-win>
Source record: 19708

Ray Zorblade wrote:

> I kiss you
> I love you
> I love the EEC
> My Donkey love you
> My Donkey love the EEC
> You have girlfriend?
> I only have Donkey!
> But she nice!
> I like sexy disco shagges and men for my mouth
> we like also golden rains

Oddest post ever

Simon

2220. A Home Cooked Memory allocator

Newsgroup: comp.sys.atari.st
Date: 2004-03-24 12:49:13 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <dtf8c.102694$EI2.21039@amsnews05.chello.com>
Source record: 19709
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

LS

There is a new version available on my home page (in sig)

Improved handling of large blocks.
ST-Guide hypertext reference manual.
There is also a plain unzipped text for direct viewing.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

2221. Re: when atariOne

Newsgroup: comp.sys.atari.st
Date: 2004-03-24 18:30:18 UTC
From: opichals@seznam.cz
Message-ID: <ad950bae.0403241030.316785b2@posting.google.com>
Source record: 19710

> robertb@inet.hr wrote:
> > is there a chance for production of AtariOne -- some kind of equivalent
> > of AmigaOne with G3/dualG4/G5 PowerPerformanceChip RISC CPU ?
>
> Mint is being ported to run on the Pegasos PPC board with 600MHz G3 or
> 1GHz G4 CPU.

Nice vapourware, sorry. ;)

ARAnyM is the way to go in case you want to see machine upgreading
along with the other PCs for free.

STan

2222. Re: What's it worth?

Newsgroup: comp.sys.atari.st
Date: 2004-03-24 18:30:19 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c3sk3ketc4@hercules.btinternet.com>
Source record: 19711

Hi "Ray Zorblade"

> > > > > > I need some input on this.

> > > > > > First, let me describe the system:
> > > > > > Mega ST2 upgraded to 4 megs ram

> > > > Hm!, i have one of them, 4Meg, Graphics card, FPU. TOS 1.04

> > > > I really must visit eBay one day.

> > > You should, it is a wonderland and just registering will bring you
about 500
> > > spams per day and introduce you to some of the best scams around,
great if
> > > you are lonely
> > >
> > Only 500, seems hardly worth the effort!

> I kiss you
> I love you
> I love the EEC
> My Donkey love you
> My Donkey love the EEC
> You have girlfriend?
> I only have Donkey!
> But she nice!
> I like sexy disco shagges and men for my mouth
> we like also golden rains

Hm!, how imaginative!! I prefer sheep myself

--

Regards Steve

Rope me a sheep and I'll make it smile.

2223. Re: when atariOne

Newsgroup: comp.sys.atari.st
Date: 2004-03-24 19:59:25 UTC
From: Simon <simon@spamnococonutsmusume.co.uk>
Message-ID: <JKl8c.431$%i7.178@newsfe1-gui.server.ntli.net>
Source record: 19712

Standa Opichal wrote:
>>robertb@inet.hr wrote:
>>
>>>is there a chance for production of AtariOne -- some kind of equivalent
>>>of AmigaOne with G3/dualG4/G5 PowerPerformanceChip RISC CPU ?
>>
>>Mint is being ported to run on the Pegasos PPC board with 600MHz G3 or
>>1GHz G4 CPU.
>
>
> Nice vapourware, sorry. ;)

You are joking right? The Pegasos is alive and real, and currently at
version2. www.pegasosppc.com

http://www.pegasosppc.com/operating_systems.php look at the list, oo,
Sparemint is listed...

Simon

2224. Re: when atariOne

Newsgroup: comp.sys.atari.st
Date: 2004-03-24 20:38:43 UTC
From: Matthias Alles <alles@rhrk.uni-kl.de>
Message-ID: <c3srkj$38$1@news.uni-kl.de>
Source record: 19713

> http://www.pegasosppc.com/operating_systems.php look at the list, oo,
> Sparemint is listed...

Ehem, who is porting sparemint?!?

2225. Re: What's it worth?

Newsgroup: comp.sys.atari.st
Date: 2004-03-24 20:51:42 UTC
From: IVOR BIGBOTTOM <BELT@NBRACES.UP.NORTH.COM>
Message-ID: <4062208d@news.greennet.net>
Source record: 19714

```
>
> I really must visit eBay one day.
>
>
> --
> Regards, Steve
>
> Assistant Admin, Hel8itch Forumz.
>
> Own a Nokia mobile? Check here for Nokia related chat
> http://nokbitch2.forumer.com/index.php?
>
>
>
Tha'd be better off visitin the Yorkshire site E.Bay Eck lad!!
```

2226. Re: Arcview Help

Newsgroup: comp.sys.atari.st
Date: 2004-03-24 21:24:32 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <4061fc90.0@entanet>
Source record: 19715

On 22 Mar 2004 13:56:41 , Derryck Croker wrote:
>In article 405ddc37.0@entanet, Peter Slegg at
>peterslegg@===ANTI-SPAM===scubadivers.co.uk wrote on 21/3/04 18:17:
>
>> I seem to have done something that has broken Arcview.
>>
>> I am still able to open and list the files in a Zip but
>> it is not possible to extract or view any of the contents.
>> It just reports this error:
>>
>> Error -34 while Dsetpath(\tmp\ARCVIEW.TMP\)
>
>Sounds like you've broken something - have you got something like this in
>your env variables?
>
>#_ENV TEMP=L:\ArcViewTemp\

Well I've got the normal tmp directory stuff in mint.cnf:

setenv TMP u:\tmp
setenv TEMP u:\tmp
setenv TMPDIR u:\tmp

but that hasn't changed in ages.

>I suppose I could have left the folder name out, ArcView would then have
>created its ARCVIEW.TMP folder in the main directory.
>
>The temp folder is needed for ArcView to extract to even if viewing a file.
>
>Latest ArcView version is 0.83 BTW.

I seem to remember this error popping up now and again when using Arcview
but it never seemed to make any difference. I must have changed something
but I am struggling to work out what it is at the moment.

Regards,

Peter

2227. Re: when atariOne

Newsgroup: comp.sys.atari.st
Date: 2004-03-24 23:08:51 UTC
From: Simon <simon@spamnococonutsmusume.co.uk>
Message-ID: <ayo8c.50$HF.34@newsfe1-win>
Source record: 19716

Matthias Alles wrote:

>
>> http://www.pegasosppc.com/operating_systems.php look at the list, oo,
>> Sparemint is listed...
>
>
> Ehem, who is porting sparemint?!?

No idea...

Simon

2228. Atari HD floppy?

Newsgroup: comp.sys.atari.st
Date: 2004-03-25 02:11:59 UTC
From: testophebe@yahoo.com
Message-ID: <627f3946.0403241811.72de28e@posting.google.com>
Source record: 19717

Can Atari ST machines read PC HD floppies?

Thanks

Al

2229. Re: Atari HD floppy?

Newsgroup: comp.sys.atari.st
Date: 2004-03-25 06:03:56 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <1064tich54lnie1@corp.supernews.com>
Source record: 19718

"Atari Lover" <testophebe@yahoo.com> wrote in message
news:627f3946.0403241811.72de28e@posting.google.com...
> Can Atari ST machines read PC HD floppies?
>
> Thanks
>
> Al

If the ST has a HD drive installed and working (with applicable TOS
version), Yes...

Tim

2230. IMG and base 64

Newsgroup: comp.sys.atari.st
Date: 2004-03-25 07:20:21 UTC
From: dhunt@zetnet.co.uk
Message-ID: <40628832$0$8570$4c56ba96@master.news.zetnet.net>
Source record: 19719

Hi Atarians

Age has at last caught up with me or Im more senial than I thought. I know the answer is out there somewhere but I just cant bring it to the fore.

What the heck am I bubbling off about ? Well Ive benn going through my floppy disc collection and some I bought as a job lot at a boot sale.There are a few with an IMG tag (but not pictures) and some text that quotes base 64, I have completely forgotten how to use either. Could someone please elaborate and point me in the right direction.

With thanks

Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

2231. Re: Atari HD floppy?

Newsgroup: comp.sys.atari.st
Date: 2004-03-25 07:58:38 UTC
From: jvas@hu.imshealth.com
Message-ID: <df09c25f.0403242358.2470ccc@posting.google.com>
Source record: 19720

testophebe@yahoo.com (Atari Lover) wrote in message
news:<627f3946.0403241811.72de28e@posting.google.com>...
> Can Atari ST machines read PC HD floppies?
>
> Thanks
>
> Al

You can format HD floppies to 720KB

2232. Re: Atari HD floppy?

Newsgroup: comp.sys.atari.st
Date: 2004-03-25 08:22:12 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <406296927cbc70@tripnet.se>
Source record: 19721

In comp.sys.atari.st <627f3946.0403241811.72de28e@posting.google.com>
Atari Lover wrote on Wed 24-03-2004 18:11 (-0800):

>Can Atari ST machines read PC HD floppies?

A question like "Can an IBM compatible pc read HD floppies?" can't be
answered either...

But to help you a little further:

Yes and no. Depends on TOS version. With proper hardware and 2.6/3.6,
yes.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2233. ADV: 25% off Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-03-25 10:25:09 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0403250220100.28276-100000@onyx.spiritone.com>
Source record: 19722
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm having a Birthday Bash and the Gifts are yours! Make an Atari Order of $50 or more and get a gift! Atari 8 Bit Gifts, your choice, Star Wars from Parker Brothers or Summer Games by Epyx (Disk version)! Or most any Game! For the Atari ST line, you can choose from most any ST Games-Software! And this March, the magic number is 25! Thats Right! Your getting a Gift on my Birthday Plus 25% off! Thats right! Get my Gift Plus a Bonus Discount! Discount Covers Classic Atari 8 Bit & Atari ST Computer Lines! Software-Games, Books-References! First Come, First Serve while Supplies Last! Shipping & selling to anywhere the Law allows! E-Mail: Atari@aracnet.com or Call Ben NOW at (503)256-9974!

http://www.aracnet.com/~atari/specials.htm Details for Birthday Bash!

I love nothing more than someone elses Orphaned Atari Games & Computers! If you have unwanted Atari stuff! I'd be glad to Adopt! Think of it as a Birthday Gift! I'll give them a good home! E-Mail: Atari@aracnet.com

http://BensCatalogs.Atari.org or Call Ben AnyTime at (503)256-9974!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/birthday.htm Ben's Atari Birthday!
http://www.aracnet.com/~atari/maillist.htm Add to my E-Mailing list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2234. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-03-25 10:29:41 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0403250225220.28276-100000@onyx.spiritone.com>
Source record: 19723
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2235. ADV: Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-03-25 10:32:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0403250229550.28276-100000@onyx.spiritone.com>
Source record: 19724
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2236. Re: when atariOne

Newsgroup: comp.sys.atari.st
Date: 2004-03-25 14:40:17 UTC
From: Simon <simon@spamnococonutsmusume.co.uk>
Message-ID: <0aC8c.74$v36.61@newsfe1-win>
Source record: 19725

Simon wrote:
> Matthias Alles wrote:
>
>>
>>> http://www.pegasosppc.com/operating_systems.php look at the list, oo,
>>> Sparemint is listed...
>>
>>
>>
>> Ehem, who is porting sparemint?!?
>
>
> No idea...
>
> Simon

I've been given the name Rob Mahlert by Genesi

I don't know who he is :)

Simon

2237. FS: Jag System

Newsgroup: comp.sys.atari.st
Date: 2004-03-25 15:26:21 UTC
From: sf0218@aol.com
Message-ID: <20040325102621.16880.00000073@mb-m28.aol.com>
Source record: 19726

Here ya go people:

The system consists of:

Jaguar Console, Jaguar CD, 1 controller, all boxes and manuals.
The boxes the Console and CD came in are a bit roughed up each on one side, but
are still usable.

CARTS
AVP, RAIDEN, RAYMAN, ZOOL2, VAL d'ISERE, KASUMI NINJA, THEME PARK, TREVOR
MCFUR, FIGHT FOR LIFE, CYBERMORPH(no box, came with Jag).

CDs
MYST, BLUE LIGHTNING, GRID VID (note: last 2 came with JagCD).

BOOK
Jaguar Official Gamers Guide.

Please email your questions.

Thanks folks,
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

2238. Re: Atari HD floppy?

Newsgroup: comp.sys.atari.st
Date: 2004-03-25 20:28:29 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4063410f$0$14400$cc9e4d1f@news.dial.pipex.com>
Source record: 19727

"Atari Lover" <testophebe@yahoo.com> wrote in message
news:627f3946.0403241811.72de28e@posting.google.com...
> Can Atari ST machines read PC HD floppies?
>
> Thanks
>
> Al

http://www.cps-electronics.co.uk/projects/article/article.htm

2239. Re: FA:Falcon 030, UK

Newsgroup: comp.sys.atari.st
Date: 2004-03-25 22:05:54 UTC
From: methanoid@NOSPAM.hotMALE.com
Message-ID: <ntl6609gc3qqgase77jnnn0gf28de6ooc0@4ax.com>
Source record: 19728

On Tue, 23 Mar 2004 23:25:44 +0000 (UTC), "Steve Sweet"
<steve.sweet@btopen-2-viri-world.com> wrote:

>Hi Dudes
>
>> > Now Richard's auction has finished I may well start mine... main
>> > differences being no official box but with additonal 14Mb Ram, 170Mb
>> > or 1200Mb, PC keyboard interface, RGB and VGA adaptors, spare
>> > keyboard.
>>
>> I take it you're quite relieved that Falcons aren't worthless after
>> all, then :)
>
>I've got ï¿½2 here. will that cover postage as well? 8~)

Ummm I'm not RUAL guys!! ;-)

2240. stuff for sale

Newsgroup: comp.sys.atari.st
Date: 2004-03-25 23:01:57 UTC
From: John Smith <john.smith@microsoft.com>
Message-ID: <c3vodt$77l$1@bagan.srce.hr>
Source record: 19729

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2795812891&category=33871&sspagename=STRK%3AMESSE%3AIT&rd=1

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2797225630&category=3759&sspagename=STRK%3AMESSE%3AIT&rd=1

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2797226373&category=39971&sspagename=STRK%3AMESSE%3AIT&rd=1

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3470616239&category=172&sspagename=STRK%3AMESSE%3AIT&rd=1

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3470616409&category=172&sspagename=STRK%3AMESSE%3AIT&rd=1

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2797227393&category=1247&sspagename=STRK%3AMESSE%3AIT&rd=1

2241. Re: the other way to put an atari-formatted floppy in a pc-floppy drive

Newsgroup: comp.sys.atari.st
Date: 2004-03-25 23:47:10 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <c3vr1u$7e3$1@thorium.cix.co.uk>
Source record: 19730

In message <cb573659.0403231235.b062b6c@posting.google.com>, erikst@freemail.nl said:

>> >I don't know, because my Atari can't read a dd floppy which is
>> >formatted to 720k on my Win98 PC (in dos). "Data on the disk in drive
>> >B: may be damaged".
^^
>Drive A? It's my only drive and it is double sided.

I asked because of the quote above. On the Atari desktop, if there
is no second floppy drive, you still have two icons on the desktop
which refer to different disks A: and B: in the same drive - that
way you can copy one disk to another (albeit slowly, because TOS
does it file by file). Before you got the above message you must
have told TOS to read B:

>What is head tracking? I could not find it on the internet.

The drive contains a servo mechanism that keeps the read head in
the same relative position from the centre it was in during
writing - in other way ensures that during reading it follows the
same path as during writing. That servo system controls what is
called head tracking, as it keeps the head on track(s).

>In the mean time I discovered that my computer can read some
>Atari-formatted disks.
>In DOS mode it can read 'MF-2DD' floppies of TDK
>('80Tracks-135TPI')and MCN (some Dutch label). All the Sony 'MFD-2DD'
>floppies were unreadable.
>With Gem explorer I can read the same floppies plus SOME of the Sony
>ones!
>Strange!

Could be due to differences in the magnetic material, but normally
DD disks are much of a muchness. Perhaps the magnetization has
faded for some reason on the Sonys? Try reading them on another
computer if possible.

Regards, /Peter/

2242. Re: IMG and base 64

Newsgroup: comp.sys.atari.st
Date: 2004-03-25 23:47:10 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <c3vr1u$7e4$1@thorium.cix.co.uk>
Source record: 19731

In message <40628832$0$8570$4c56ba96@master.news.zetnet.net>, dhunt@zetnet.co.uk said:

> What the heck am I bubbling off about ? Well Ive benn going
> through my floppy disc collection and some I bought as a job lot
> at a boot sale.There are a few with an IMG tag (but not
> pictures) and some text that quotes base 64, I have completely
> forgotten how to use either. Could someone please elaborate and
> point me in the right direction.

IMG extenders should be bitmap images, but they possibly may by
disk images for use on an Atari emulator.

base 64 is a mimng format that allows 8-bit binaries to be sent
over servers that only handle 7-bit code (i.e. up to ASCII 127)
which includes all letters, numbers and a few punctuation marks.

A PC with WINZIP will usually decode this automatically. On an
Atari you need something like MUNPACK.TTP or ESS Code to convert
it back to 8-bit, using the MIME decode function. Normally such
messages are also archived with ZIP or LZH before miming them, so
you need suitable archive programs (ZIP.JR, UNLZH ...) to obtain
the final version.

Regards, /Peter/

2243. Re: stuff for sale

Newsgroup: comp.sys.atari.st
Date: 2004-03-26 00:52:03 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c3vupn$lo0$1@news.freedom2surf.net>
Source record: 19732

Well someone might want this junk.

"John Smith" <john.smith@microsoft.com> wrote in message
news:c3vodt$77l$1@bagan.srce.hr...
>
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2795812891&category=33871
&sspagename=STRK%3AMESSE%3AIT&rd=1
>
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2797225630&category=3759&
sspagename=STRK%3AMESSE%3AIT&rd=1
>
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2797226373&category=39971
&sspagename=STRK%3AMESSE%3AIT&rd=1
>
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3470616239&category=172&s
spagename=STRK%3AMESSE%3AIT&rd=1
>
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3470616409&category=172&s
spagename=STRK%3AMESSE%3AIT&rd=1
>
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2797227393&category=1247&
sspagename=STRK%3AMESSE%3AIT&rd=1
>
>
>

2244. Re: the other way to put an atari-formatted floppy in a pc-floppy drive

Newsgroup: comp.sys.atari.st
Date: 2004-03-26 01:02:38 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <c3vvfe$842$1@reader1.panix.com>
Source record: 19733

Head tracking, head alignment. Used to be a problem, and some people in
school computer repair labs were good at bending the head into proper
position. I have a head alignment disk, which runs on TOS 1.0 only, and
cost a bundle.

My take on this is that drag on the head guide rails causes the modern
version of this problem, and when I have had one that did not seem to work
right, I put a toothpick-sized drop load of light oil on the rails, and it
worked again.

Today it seems to be a solved quality control problem.

Jim

xlator@cix.compulink.co.uk writes:

: In message <cb573659.0403231235.b062b6c@posting.google.com>, erikst@freemail.nl said:

: >> >I don't know, because my Atari can't read a dd floppy which is
: >> >formatted to 720k on my Win98 PC (in dos). "Data on the disk in drive
: >> >B: may be damaged".
: ^^
: >Drive A? It's my only drive and it is double sided.

: I asked because of the quote above. On the Atari desktop, if there
: is no second floppy drive, you still have two icons on the desktop
: which refer to different disks A: and B: in the same drive - that
: way you can copy one disk to another (albeit slowly, because TOS
: does it file by file). Before you got the above message you must
: have told TOS to read B:

: >What is head tracking? I could not find it on the internet.

: The drive contains a servo mechanism that keeps the read head in
: the same relative position from the centre it was in during
: writing - in other way ensures that during reading it follows the
: same path as during writing. That servo system controls what is
: called head tracking, as it keeps the head on track(s).

: >In the mean time I discovered that my computer can read some
: >Atari-formatted disks.
: >In DOS mode it can read 'MF-2DD' floppies of TDK
: >('80Tracks-135TPI')and MCN (some Dutch label). All the Sony 'MFD-2DD'
: >floppies were unreadable.
: >With Gem explorer I can read the same floppies plus SOME of the Sony
: >ones!
: >Strange!

: Could be due to differences in the magnetic material, but normally
: DD disks are much of a muchness. Perhaps the magnetization has
: faded for some reason on the Sonys? Try reading them on another
: computer if possible.

: Regards, /Peter/

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

2245. Re: Atari HD floppy?

Newsgroup: comp.sys.atari.st
Date: 2004-03-26 02:12:45 UTC
From: Ray Zorblade <zzzzzzzz@zzzzzzzz.com>
Message-ID: <4063bbcc@news.greennet.net>
Source record: 19734

"Atari Lover" <testophebe@yahoo.com> wrote in message
news:627f3946.0403241811.72de28e@posting.google.com...
> Can Atari ST machines read PC HD floppies?
>
> Thanks
>
> Al
Anything is possible with the right amount of money

2246. Re: stuff for sale

Newsgroup: comp.sys.atari.st
Date: 2004-03-26 02:13:47 UTC
From: Ray Zorblade <zzzzzzzz@zzzzzzzz.com>
Message-ID: <4063bc09$1@news.greennet.net>
Source record: 19735

"Coda" <info@janthomas.f2s.nospam.com> wrote in message
news:c3vupn$lo0$1@news.freedom2surf.net...
> Well someone might want this junk.

cheeky monkey!!

2247. Re: virus question / internal floppy wanted

Newsgroup: comp.sys.atari.st
Date: 2004-03-26 12:57:28 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <YMV8c.22006$tY6.641305@bgtnsc04-news.ops.worldnet.att.net>
Source record: 19736

> . . . Also if anyone has
> one or two internal double sided floppies that are in good working
> condition, to sell, let me know I would be interested. -SaTcom2

Which style internal floppy drive do you need? Atari used various sizes and models over the years (the older style had the trapezoidal shape faceplate trim). I do have one of the newer style (1" high) drives left over from my Computer STudo parts department. Its a brand new, never used, Epson SMD-380 with Atari's rectangular face plate installed (the type used on later ST models). The original Atari price for this replacement drive was $120 (Zoweeee, those Atari parts were really expensive back then). You can have it for $20 plus shipping ($5 within the continental US lower 48 states only) if you want.

Sheldon

2248. Re: stuff for sale

Newsgroup: comp.sys.atari.st
Date: 2004-03-26 18:44:39 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c41tkj$a1l$1@news.freedom2surf.net>
Source record: 19737

Sorry, I read it very late at night and was tired. What I meant to say was
"Well someone might want this 'expensive' junk" :-P

"Ray Zorblade" <zzzzzzzz@zzzzzzzz.com> wrote in message
news:4063bc09$1@news.greennet.net...
>
> "Coda" <info@janthomas.f2s.nospam.com> wrote in message
> news:c3vupn$lo0$1@news.freedom2surf.net...
> > Well someone might want this junk.
>
> cheeky monkey!!
>
>

2249. Re: Arcview Help

Newsgroup: comp.sys.atari.st
Date: 2004-03-26 21:49:18 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <4064a55e.0@entanet>
Source record: 19738

On 24 Mar 2004 21:24:32 , Peter Slegg wrote:
>On 22 Mar 2004 13:56:41 , Derryck Croker wrote:
>>In article 405ddc37.0@entanet, Peter Slegg at
>>peterslegg@===ANTI-SPAM===scubadivers.co.uk wrote on 21/3/04 18:17:
>>
>>> I seem to have done something that has broken Arcview.
>>>
>>> I am still able to open and list the files in a Zip but
>>> it is not possible to extract or view any of the contents.
>>> It just reports this error:
>>>
>>> Error -34 while Dsetpath(\tmp\ARCVIEW.TMP\)
>>
>>Sounds like you've broken something - have you got something like this in
>>your env variables?
>>
>>#_ENV TEMP=L:\ArcViewTemp\
>
>Well I've got the normal tmp directory stuff in mint.cnf:
>
>setenv TMP u:\tmp
>setenv TEMP u:\tmp
>setenv TMPDIR u:\tmp
>
>but that hasn't changed in ages.
>
>>I suppose I could have left the folder name out, ArcView would then have
>>created its ARCVIEW.TMP folder in the main directory.
>>
>>The temp folder is needed for ArcView to extract to even if viewing a file.
>>
>>Latest ArcView version is 0.83 BTW.
>
>I seem to remember this error popping up now and again when using Arcview
>but it never seemed to make any difference. I must have changed something
>but I am struggling to work out what it is at the moment.

I found it :-)

It's my own fault (naturally) I have been trying to disentangle some
utlities from the N_aes folder so that eventually I can switch to
XaAES without too much problem.

Anyway to cut a long story short I missed one entry in the
c:/N_AES/M_AES.CNF which should have read:

export TOSRUN=c:\gemsys\apps\tw-call.app

tw-call must be involved in what ever mechanism allows Arcview
to call the archive program.

I often wonder about these little Mint utilities. Are they updated
often ?

Regards,

Peter

2250. Re: Arcview Help

Newsgroup: comp.sys.atari.st
Date: 2004-03-26 22:08:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <406454fe7e1642@comcast.net>
Source record: 19739

>I seem to have done something that has broken Arcview.
>
>I am still able to open and list the files in a Zip but
>it is not possible to extract or view any of the contents.
>It just reports this error:
>
>Error -34 while Dsetpath(\tmp\ARCVIEW.TMP\)
>
>and bleeps.
>
>On my G partition there is a /tmp folder and inside
>that there is an ARCVIEW.TMP folder when arcview
>is running. I am using Arcview 0.82
>
>Any ideas ?
>
>Regards,
>
>Peter

Yes, something seems to be broken probably the CFG file. Can you
extract LZH files? Might be the "extract" command for the ZIP
files is messed up or else the path is screwy. YOu just want to
re-install it again. BTW, I have version 0.83.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2251. Re: Atari HD floppy?

Newsgroup: comp.sys.atari.st
Date: 2004-03-26 22:08:43 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <406454fe7e1643@comcast.net>
Source record: 19740

>Can Atari ST machines read PC HD floppies?
>
>Thanks
>
>Al

Yes if the ST is equipped with a HD drive which would take some
modifications on the ST. I have a Hades060 which had a HD drive in
it and it can read HD PC disks with ease.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2252. Re: MyPDF

Newsgroup: comp.sys.atari.st
Date: 2004-03-26 22:08:43 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <406454fe7e1645@comcast.net>
Source record: 19741

>How much does that app cost?
>
>Thanks
>Sam F.
>Virginia U.S.A.
>Seattle Seahawks Nut
>Atari Computer Nut
>C-Lab Falcon, 14mbram,540mb hdd.,
>& Historical Miniatures Wargaming Nut

I believe Porthos was around $40 in price. Great program...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2253. [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-26 22:08:43 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0403261408.58102c2e@posting.google.com>
Source record: 19742

The sources for NEWSie has been released under GPL.

From www.atari-users.net:
==========

Yes, that is right: NEWSie! This application has probably been the
first internet application for many Atari users through the years,
offering support for usenet and pop-mail as well as ftp. Even though
NEWSie has not been updated in ages, it has been put to good use by
many users that are active on usenet. As any application that has not
had an update for years and years, there are things that isn't working
as smoothly as one might wish. And also bugs that would need to be
squashed.

For anyone interested in either doing a major rehaul, fixing bugs or
perhaps just learn more about how to do FTP/USENET/POP-MAIL, the
sources are now available

==========

Regards,

Joakim

2254. Re: MyPDF

Newsgroup: comp.sys.atari.st
Date: 2004-03-26 22:08:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <406454fe7e1646@comcast.net>
Source record: 19743

>on Fri 19-03-2004 22:26 Edward S. Baiz Jr. wrote:

>>As far as I know it is still being worked on. I would just get
>>Porthos. I did and I love it and it is still being upgraded...
>
>Is that so? The last update of Porthos dates from 13 june 2003.
>Anyway it's a great application indeed. I'm a registrated user myself.
>
>TTFN
>Martin
>
>http://www.againsttcpa.com | In 2002 began the war for digital freedom

Hey, for an Atari program that is pretty darn good. I know another
upgrade is coming as I was talking with it's author about some
little quirks I am experiencing. Still, I love the program....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2255. News from Vernal Elm

Newsgroup: comp.sys.atari.st
Date: 2004-03-26 23:00:38 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <4064b614$0$14039$626a14ce@news.free.fr>
Source record: 19744

I had news : we exchanged several emails and arrived to an agree :

They send me again the CPU.
They proopose too 20% rabat at them for all of you who helped me to contact them.
I inspect in france to see if the packet is not somewhere.
I remove my complain at BBB conecticut.

I just ask them if I can do a public announcement with that and explain why they never received my emails after october 8th (technical server problems)....
It was the 18th ...

Since this day, received nothing from them ...
I sent 2 emails after to be sure...

I understand nothing to what happens :-(

PS : I checked french post and DHL and no packet in standby ...

2256. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-27 00:13:38 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <4064d760a824f50@europe-shareware.org>
Source record: 19646

Hello,

in article <366c6d2a.0403261408.58102c2e@posting.google.com> (comp.sys.atari.st),
Joakim H?gberg wrote on Fri 26-03-2004 14:08 (-0800):

> The sources for NEWSie has been released under GPL.

That's good news!

Bye,
/Pascal/

2257. Re: MyPDF

Newsgroup: comp.sys.atari.st
Date: 2004-03-27 01:12:32 UTC
From: johnblighe@notonyournelly.com
Message-ID: <4y49c.11751512$Of.1968458@news.easynews.com>
Source record: 19745

On 26-Mar-2004, "Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote:

> The last update of Porthos dates from 13 june 2003.
> >Anyway it's a great application indeed. I'm a registrated user myself.
> >

So am I but I can't get it to run on anything! Does it only work under Magic or Mint? If so, that's my problem because I don't use either having a mere STe at 4meg.

2258. Falcon overclocking?

Newsgroup: comp.sys.atari.st
Date: 2004-03-27 02:00:08 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <1069o19ddbct06e@corp.supernews.com>
Source record: 19647

I have seen Falcons sporting faster than 16MHz on the net. How are they doing it? I have seen 24MHz, 30 and up to 40MHz. Are they simply overclocking the 030? Is it just as simple as swapping out the oscillator?

Tim

2259. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-27 02:19:30 UTC
From: Joey JoJo Junior Shabadoo <moestavern@springfield.org>
Message-ID: <moestavern-C559F7.21193026032004@news.bellglobal.com>
Source record: 19649

In article <BC8A48E7.5918%gfabasic@mint.net>, lp <gfabasic@mint.net>
wrote:

> Awesome! Now if someone would just add usenet filtering it would be the
> biggest update newsie has ever seen. ;-)

make it a BIG button - with a picture of Sinclap on it :)
--
making the Internet safer - one troll at a time!

2260. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-27 02:22:05 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.03.27.02.22.05.270752@nossspamXXatari-source.com>
Source record: 19648

On Fri, 26 Mar 2004 14:08:43 -0800, Joakim H?gberg wrote:

> The sources for NEWSie has been released under GPL.
>
>
> From www.atari-users.net:
> ========================
>
> Yes, that is right: NEWSie! This application has probably been the
> first internet application for many Atari users through the years,
> offering support for usenet and pop-mail as well as ftp. Even though
> NEWSie has not been updated in ages, it has been put to good use by
> many users that are active on usenet. As any application that has not
> had an update for years and years, there are things that isn't working
> as smoothly as one might wish. And also bugs that would need to be
> squashed.
>
> For anyone interested in either doing a major rehaul, fixing bugs or
> perhaps just learn more about how to do FTP/USENET/POP-MAIL, the
> sources are now available
>

Congrats joakim! Congrats atarians! As cool as Troll is, it's not free
and it doesn't work (for me) ;-)

Mark
http://portal.atari-source.com

2261. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-27 05:06:33 UTC
From: webmaster@atari-users.net
Message-ID: <b8d63ca5.0403262106.6a6bfdfa@posting.google.com>
Source record: 19650

Now.. who is interested in adding the HighWire rendering engine to
Newsie for a kickass mail reader??? This would make a very nice html
e-mail client.

RobM
webmaster {at} Atari-Users.Net
http://www.atari-users.net

gokmase@bigfoot.com (Joakim H?gberg) wrote in message
news:<366c6d2a.0403261408.58102c2e@posting.google.com>...
> The sources for NEWSie has been released under GPL.
>
>
> From www.atari-users.net:
> ========================
>
> Yes, that is right: NEWSie! This application has probably been the
> first internet application for many Atari users through the years,
> offering support for usenet and pop-mail as well as ftp. Even though
> NEWSie has not been updated in ages, it has been put to good use by
> many users that are active on usenet. As any application that has not
> had an update for years and years, there are things that isn't working
> as smoothly as one might wish. And also bugs that would need to be
> squashed.
>
> For anyone interested in either doing a major rehaul, fixing bugs or
> perhaps just learn more about how to do FTP/USENET/POP-MAIL, the
> sources are now available
>
> ==========================
>
>
> Regards,
>
> Joakim

2262. Question on the "ancien" game Starglider 2...

Newsgroup: comp.sys.atari.st
Date: 2004-03-27 07:13:08 UTC
From: St&#65533;phane Smirnow <smirnow.stephane@brutele.be>
Message-ID: <c439i5$cg0$1@news.brutele.be>
Source record: 19651

Hello all,

I played again that game on my old Atari ST, but this time (13 years after I first tried it) I really try to finish it. My actual problem is that, following the story book, I should destroy the Egron projectors on the Millway planet's moons to slow down the main beam base contruction. But in the game, when you destroy one of those base, you don't even have time to leave the moon and go back to your home planet that the base is already reconstructed. Shooting bases after bases should not be a big deal, but in that case you would not have enough time to jump from planets to planets to find the needed composants of the final neutron bomb, before all the destroyed base are rebuilt again! Furthermore, the main time counter is designed to go to 9999 units, and only after 0750, even after having destroyed one Egron base (just for the fun, true), the main beam base fired and destroyed the far distant home world. The game continues after that, but that should be gameover. Is it a bug? A time synchronisation problem? Does anyone remember what should be do to prevent such an end?

Thank you very much for any help.

Stef

2263. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-27 09:20:50 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <40654bc8701e40@pandora.be>
Source record: 19652

on Fri 26-03-2004 21:22 Mark D wrote:

>On Fri, 26 Mar 2004 14:08:43 -0800, Joakim H?gberg wrote:
>
>> The sources for NEWSie has been released under GPL.
>>
>>
>> From www.atari-users.net:
>> ========================
>>
>> Yes, that is right: NEWSie! This application has probably been the
>> first internet application for many Atari users through the years,
>> offering support for usenet and pop-mail as well as ftp. Even though
>> NEWSie has not been updated in ages, it has been put to good use by
>> many users that are active on usenet. As any application that has not
>> had an update for years and years, there are things that isn't working
>> as smoothly as one might wish. And also bugs that would need to be
>> squashed.
>>
>> For anyone interested in either doing a major rehaul, fixing bugs or
>> perhaps just learn more about how to do FTP/USENET/POP-MAIL, the
>> sources are now available
>>
>
>Congrats joakim! Congrats atarians! As cool as Troll is, it's not free
>and it doesn't work (for me) ;-)

Hm, Newsie is not my thing. For some reason I never loved it. In the
past I tried to used it but ... no love at all. My favourite newsreader
is Okami. Unfortunately the developement of Okami seems to be stopped.

Anyway, I'm glad to hear Troll doesn't work for you too. On my system I
can't get Troll pass the authentication.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2264. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-27 09:30:56 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <40654bc8701e41@pandora.be>
Source record: 19653

on Fri 26-03-2004 21:06 webmaster at atari-users.net wrote:

>Now.. who is interested in adding the HighWire rendering engine to
>Newsie for a kickass mail reader??? This would make a very nice html
>e-mail client.

Why do you need a html e-mail client? html is not intended to be used
with mail.

See <URL:http://efn.no/html-bad.html>

Also read "How do I quote correctly in Usenet?"
<URL:http://www.netmeister.org/news/learn2quote.html>

HTH,
Martin
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2265. Re: Falcon overclocking?

Newsgroup: comp.sys.atari.st
Date: 2004-03-27 10:09:38 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c43jqp$r74$1@news.freedom2surf.net>
Source record: 19654

"Tim" <TjLaZer@NOSPAM.Mail.com> wrote in message
news:1069o19ddbct06e@corp.supernews.com...
> I have seen Falcons sporting faster than 16MHz on the net. How are they
> doing it? I have seen 24MHz, 30 and up to 40MHz. Are they simply
> overclocking the 030? Is it just as simple as swapping out the
oscillator?
>

No, The CPU shares the clock with some major components on the motherboard. You can need to isolate the clock between the CPU and the rest of the motherboard.

You may see figures like this: 50/25mhz, or 32/20mhz which means CPU is 50 Bus is 25, and CPU 32, BUS is 20 respectively. The clock in the standard Falcon is 32mhz, which gets divided /2 to feed the CPU and bus. You could just put a 50mhz crystal in there to get 25mhz cpu and bus, but then you will find that the keyboard/mouse/midi doesnt work. The DMA divides the 32mhz clock to give a 500khz signal to feed the ACIA chips that drive the keyboard, mouse and MIDI, so If you do this you will have to also cut off the ACIA clock and make another 500khz signal (theres not another one on the board anywhere) and connect it to the ACIA.

The CT60 card is going to be produced again in the next few weeks, and orders are being taken at www.czuba-tech.com , if you can afford one, this is the fastest card yet for the falcon. If not financially viable then you should be able to find someone willing to part with an Afterburner or CT2 accellerator. If THAT is still too costly, then you should be able to make your own cpu accellerator if you look at this page: http://atari.nvg.org and click on hardware. There are accellerators for your DSP and FPU there too.

Hope this helps.

2266. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-27 10:23:09 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC8B0536.FBFC%derryck@nospam.cix.co.uk.invalid>
Source record: 19655

In article 40654bc8701e41@pandora.be, Martin "Nightowl" Byttebier at
donotusethisaddress@tiscali.be wrote on 27/3/04 09:30:

> Why do you need a html e-mail client? html is not intended to be used
> with mail.
>
> See <URL:http://efn.no/html-bad.html>
>
> Also read "How do I quote correctly in Usenet?"
> <URL:http://www.netmeister.org/news/learn2quote.html>

Very well said Martin.

--

Cheers

Derryck

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

2267. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-27 17:06:20 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0403270906.65673042@posting.google.com>
Source record: 19656

"Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be> wrote in message news:<40654bc8701e41@pandora.be>...
> on Fri 26-03-2004 21:06 webmaster at atari-users.net wrote:
>
> Why do you need a html e-mail client? html is not intended to be used
> with mail.

I agree 100% with you on that one Nartin

Regards,

Joakim

2268. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-27 17:24:51 UTC
From: Matthias Alles <alles@rhrk.uni-kl.de>
Message-ID: <c44dd4$6vb$1@news.uni-kl.de>
Source record: 19657

Hi,

> Why do you need a html e-mail client? html is not intended to be used
> with mail.
>
> See <URL:http://efn.no/html-bad.html>

Maybe, but the reality looks different.. Many people send Emails in
html-format.

Matthias

2269. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-27 17:31:04 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <4065ba6c5d731f0@pandora.be>
Source record: 19658

on Sat 27-03-2004 18:24 Matthias Alles wrote:

>Hi,
>
>> Why do you need a html e-mail client? html is not intended to be used
>> with mail.
>>
>> See <URL:http://efn.no/html-bad.html>
>
>Maybe, but the reality looks different.. Many people send Emails in
>html-format.

Here in belgium many people drive through the red traffic lights, so
that's good?

It's not because many people use it that it's good. I bet 95 % of these
html-users doesn't even know they use it. It's just because their pc comes
with a faulty installed mailer that html mails is so widly used.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2270. Re: MyPDF

Newsgroup: comp.sys.atari.st
Date: 2004-03-27 17:52:29 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <c44f0t$f2k$1@thorium.cix.co.uk>
Source record: 19659

In message <4y49c.11751512$Of.1968458@news.easynews.com>, johnblighe@notonyournelly.com said:

>> The last update of Porthos dates from 13 june 2003.
>> >Anyway it's a great application indeed. I'm a registrated user myself.
>> >
>
>So am I but I can't get it to run on anything! Does it only work under Magic
>or Mint? If so, that's my problem because I don't use either having a mere
>STe at 4meg.

Yes, I can confirm that Porthos will only run on a multi-tasking
system. The manual says (in German):
--QUOTE--
Porthos requires a multi-tasking operating system. It was written
for MagiC, but it should also be capable of running under MiNT or
MultiTOS. In addition you need:
NVDI Version 5.0 or later
WDIALOG (is included with MagiC from 3.0) or N.DIALOG (under N.AES)
BubbleHelp (for calling up on-line help with the right mouse button)
(Optional: PAPILLON (from ASH) for exporting graphics
--UNQUOTE--

Note that with MagiC 6 or later you probably no longer need
WDIALOG, as its routines have been incorporated into MagiC.

4 Meg is a little tight for Porthos, but it might work with short
PDFs. Longer ones are likely to exceed your memory capacity.

Regards, /Peter/

2271. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-27 18:38:14 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0403271038.4dafe09f@posting.google.com>
Source record: 19660

"Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be> wrote in message news:<40654bc8701e41@pandora.be>...
> on Fri 26-03-2004 21:06 webmaster at atari-users.net wrote:
>
> >Now.. who is interested in adding the HighWire rendering engine to
> >Newsie for a kickass mail reader??? This would make a very nice html
> >e-mail client.
>
> Why do you need a html e-mail client? html is not intended to be used
> with mail.
>
> See <URL:http://efn.no/html-bad.html>
>
> Also read "How do I quote correctly in Usenet?"
> <URL:http://www.netmeister.org/news/learn2quote.html>
>
> HTH,
> Martin

While I agree in principle, that's unfortunately not a very practical stance for us to take, I think. Even though it was not *intended* to be used with e-mail, it very often is, and our protesting it won't make it go away - it will only force us to deal with the fact that one day, a few years down the road, we may not be able to read most e-mails sent by non-atari users.

Just because some think it's an improper pairing, I think it is incredibly naive to stick our heads in the sand, *not* make an html-compatible e-mail program, and complain bitterly when we can't read e-mails. I personally don't see this as a battle we can win by protest, and I don't see why we even have a need to fight this one, because it's one that's going to happen whether we accept it or not. And at this point, wouldn't it be better to add one more tool to our arsenal than to purposely limit ourselves out of "principal"? Not a smart move, I think.

It's like a discussion I read in here about 6 years ago: "Javascript will never really take off as an internet standard, so there's no need to work on including it in any Atari browsers - HTML is the only proper web format," was the basic concensus, if I remember correctly. So now we're stuck here with barely functional browsers, trying to play catch-up.

I'd hate to see this same mentality bury our e-mail programs, too!

Just a thought...

Mike Freeman
mike [at] freeman-studio [dot] com

2272. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-27 18:58:34 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <c44isr$2eu6li$1@ID-40235.news.uni-berlin.de>
Source record: 19661

"Martin "Nightowl" Byttebier" <donotusethisaddress@tiscali.be> wrote in
message news:4065ba6c5d731f0@pandora.be...
> on Sat 27-03-2004 18:24 Matthias Alles wrote:
>
> >Hi,
> >
> >> Why do you need a html e-mail client? html is not intended to be used
> >> with mail

Because when some one sends me HTML mail I want to be able to read it.

> >>
> >> See <URL:http://efn.no/html-bad.html>
> >
> >Maybe, but the reality looks different.. Many people send Emails in
> >html-format.
>
> Here in belgium many people drive through the red traffic lights, so
> that's good?
>

No BUT the alternatives to traffic lights no longer meet the needs of modern
traffic.
We could go back to policemen directing the traffic but lights work much
better.
I am also sure that red lights were not designed to control traffic.
I expect that when we started some ladies of the night complained that
customers would get confused.

> It's not because many people use it that it's good. I bet 95 % of these
> html-users doesn't even know they use it. It's just because their pc comes
> with a faulty installed mailer that html mails is so widly used.
>

What are the (rich text) alternatives to HTML mail? They are all proprietry
standards.
Business Users, especially the "sales droids" want to send e-mail using rich
text.
Prior to HTML formats they used proprierty formats such as Microsoft and
Lotus notes.
To my way of thinking HTML which is a BIG improvement over these.

> CU
> Martin
>
> http://www.againsttcpa.com | In 2002 began the war for digital freedom

> --
> ******** Greetings from Okami Newsreader *********
> ** On the seventh day He created Atari **
> ** But He uses a freeMiNT powered Hades 060 now **
> UTSI: http://users.pandora.be/tos4ever/utsi.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2273. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-27 19:51:24 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <4065db3c$0$8571$4c56ba96@master.news.zetnet.net>
Source record: 19662

Hi all,

On 27 Mar 2004 18:24:51 , Matthias Alles wrote:

>> Why do you need a html e-mail client? html is not intended to be used
>> with mail.
>>
>> See <URL:http://efn.no/html-bad.html>
>
>Maybe, but the reality looks different.. Many people send Emails in
>html-format.

I agree, e-mails should not be sent in HTML, but sometimes they are !
Using Okami I can usually view them in Highwire or CAB, unless they use
"embedded HTML". (I don't really understand this - I just know Okami
can't display it !)

This brings me to my "wish list" for any modifications that might get
done to Newsie.

At the moment it has a built-in ability to call CAB if a URL is displayed
in a newsgroup article. I would like it to be able to call the default
browser (which is now Highwire on my system).

I imagine it calls CAB if a URL is displayed in an e-mail. (I don't know
for sure as I use Okami for mail) if so, then again, it should call the
default browser.

I would like better sorting of newsgroup articles in the article overview
window. At the moment, they are only sorted by article number and/or
thread. I would like to be able to sort by date, or at least reverse
number order, so that the most recent article can be made to appear at
the top of the screen.

I would like to be able to quickly select text from within an article and
copy it to the clipboard, or drag and drop to another window. (At the
moment I have to save the article as a .TXT file then select text from
that.)

I would also like to be able to save a URL direct to the clip board, or
drag and drop it elsewhere.

I know not everyone is a fan of Newsie, but I remain to be convinced
that there is a better news-reader for our platform. It offers the
ability to select which posts to download, either by number, or by
looking at the headers and choosing those required for later offline
reading, or they can be viewed direct whilst online.

I hope someone will be able to do a Newsie upgrade (sorry - I can't programme anything more complicated than a VCR !), and look forward to seeing it one day.

Cheers

Paul

2274. Re: MyPDF

Newsgroup: comp.sys.atari.st
Date: 2004-03-27 20:26:26 UTC
From: johnblighe@notonyournelly.com
Message-ID: <Srl9c.11816867$Of.1976752@news.easynews.com>
Source record: 19663

On 27-Mar-2004, xlator@cix.compulink.co.uk wrote:

> Yes, I can confirm that Porthos will only run on a multi-tasking
> system.

Thanks Peter, at least I know now that I won't be able to use the program
which is a pity but I can still use any pdf files on my pc without hitch.
Much appreciated.

2275. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-27 20:29:10 UTC
From: Mike K <usenet@kerslake.plus.com>
Message-ID: <x8ramvy9a2dr.1sfdvn6txjg6h$.dlg@40tude.net>
Source record: 19664

On 27 Mar 2004 10:38:14 -0800, Mike Freeman wrote:

Mega snip!

> It's like a discussion I read in here about 6 years ago: "Javascript
> will never really take off as an internet standard, so there's no need
> to work on including it in any Atari browsers - HTML is the only
> proper web format," was the basic concensus, if I remember correctly.
> So now we're stuck here with barely functional browsers, trying to
> play catch-up.

Have to agree with you 100 per cent Mike.

My main reason for using one of these PCs running Windows/Linux is to be able to read emails in whatever form they come, browse web sites without problem, and lastly do audio recording quickly and cheaply, and easily. Even my 14Mb Falcon can't do that for me any more, hence it is gathering dust in the garage.

But give me a good set of programs able to handle most stuff thrown at it on the internet and I be back to using an Atari daily.

We do have to get along with the majority, even if strictly speaking the rules are being broken. But I still only send emails/postings in plain text!

--
Mikey K
Pembrokeshire, Wales

2276. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-27 20:54:51 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.kgidacsa@localhost>
Source record: 19665

Matthias Alles wrote:

> Maybe, but the reality looks different.. Many people send Emails in
> html-format.

Sure, and it is extremely annoying. Many do this without even knowing,
since some email clients have HTML output as default setting. Which is
not that good IMO.

However, if the HTML debacle is properly MIME encoded or sent as
attachment, there should be no problem with displaying the stuff in the
web browser of your choice. Unless I am missing something here?

Personally, I would however not prefer to see HTML rendering embedded
in an email client, mostly since I don't think it belongs there.

Regards,

Joakim

2277. ST1040, Color and Mono Monitor + Software FREE

Newsgroup: comp.sys.atari.st
Date: 2004-03-27 21:53:30 UTC
From: Alien <alien@nnn.com>
Message-ID: <uJm9c.19102$w54.136264@attbi_s01>
Source record: 19666

I have a working 1040 ST with color and a mono monitor + a bunch of software which I will be happy to give to anyone who wants it. I am in the US, in the Northeast, best if someone could pick it up. I will hate to throw it away. Just reply to post with your email if you are interested and I will contact you.

Bryan

2278. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-28 00:27:46 UTC
From: Dennis Vermeire <blablabla@gmx-topmail.de>
Message-ID: <1080460812-59259AEicMi@gmx-topmail.de>
Source record: 19674

From: lp <gfabasic@mint.net>
Date: Fri, 26 Mar 2004 21:52:53 -0500

>Sin who? Not seen a post for ages. A "dennis" and/or "steve" button
>would trim down the crap big time.

Oh boy... for once stop dreaming out loud spewing nonsense & garbage
around. You're the self proclaimed super programmer, well why don't
you actually DO IT? It shouldn't be too difficult, and you don't even
have to reinvent the wheel.
While you're at it you can improve it even more by adding an extra
button which takes the users of that piece of crap straight to the
portal of coockoo wonderland: your website... LOL

Cheers from Belgium
Dennis

2279. Atari Online News, Etc. #06-13

Newsgroup: comp.sys.atari.st
Date: 2004-03-28 02:00:54 UTC
From: danap8@aol.comno-spam
Message-ID: <20040327210054.01345.00000176@mb-m15.aol.com>
Source record: 19667

```
A-ONE #0613 03/26/04

~ SCO Goes After Feds! ~ People Are Talking! ~ RIAA Sues 532 More!
~ Phish Scam Shut Down! ~ New Bagle Worm Spawned ~ 'Crash Twinsanity'!
~ Microsoft Unveils XNA! ~ 'Witty' Worm On Loose! ~ Defining Spyware!
~ Who Runs the Internet? ~ Preventing HD Failure! ~ New DVD Burners!

-* AOL Blocks Spammers' Web Sites *-
-* Phishing for Identity Information! *-
-* European Union Fines Microsoft $613 Million *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
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-| o o |- E-mail subscription: dpj at atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

2280. Re: News from Vernal Elm

Newsgroup: comp.sys.atari.st
Date: 2004-03-28 02:51:00 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <o4r9c.229$Ua5.180943@monger.newsread.com>
Source record: 19670

On 26 Mar 2004 20:49:44 , lp wrote:
>in article 4064b614$0$14039$626a14ce@news.free.fr, Rodolphe Czuba at
>rczuba@free.fr wrote on 3/26/04 6:00 PM:
>
>> I had news : we exchanged several emails and arrived to an agree :
>>
>> They send me again the CPU.
>> They proopose too 20% rabat at them for all of you who helped me to contact
>> them.
>
>That's all fine and dandy, but until you receive your packet in full, that
>offer has no merit at all. I don't think anyone here would buy from them
>until their mistake is corrected, and from what I've seen so far the problem
>without a doubt was on their end. You did all the right things you could on
>your end.
>

I would never buy from a "hit and run" operation like that if they take
a year to reply with the "possibility" that they will make good on their
"error"! I've sent faxes to them for Rudolphe and no reply but I hear they
reply to new orders! I say they should be shut down (after Rudolphe get's
his order, of course :)

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

2281. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-28 02:52:09 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <t5r9c.230$Ua5.180591@monger.newsread.com>
Source record: 19671

On 26 Mar 2004 20:53:59 , lp wrote:
>in article 366c6d2a.0403261408.58102c2e@posting.google.com, Joakim H?gberg
>at gokmase@bigfoot.com wrote on 3/26/04 5:08 PM:
>
>> For anyone interested in either doing a major rehaul, fixing bugs or
>> perhaps just learn more about how to do FTP/USENET/POP-MAIL, the
>> sources are now available
>
>Awesome! Now if someone would just add usenet filtering it would be the
>biggest update newsie has ever seen. ;-)

my 2 cents is fix the bugs first!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

2282. Re: MyPDF

Newsgroup: comp.sys.atari.st
Date: 2004-03-28 03:02:42 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <mfr9c.231$Ua5.181413@monger.newsread.com>
Source record: 19669

On 27 Mar 2004 17:52:29 , xlator@cix.compulink.co.uk wrote:
>In message <4y49c.11751512$Of.1968458@news.easynews.com>, johnblighe@notonyournelly.com said:
>
>>> The last update of Porthos dates from 13 june 2003.
>>> >Anyway it's a great application indeed. I'm a registrated user myself.
>>> >
>>
>>So am I but I can't get it to run on anything! Does it only work under Magic
>>or Mint? If so, that's my problem because I don't use either having a mere
>>STe at 4meg.
>
>Yes, I can confirm that Porthos will only run on a multi-tasking
>system. The manual says (in German):

the demo runs on this Falcon (TOS 4.04, no multi).

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

2283. Re: ST1040, Color and Mono Monitor + Software FREE

Newsgroup: comp.sys.atari.st
Date: 2004-03-28 03:08:04 UTC
From: fhiggins@uwyo.edu
Message-ID: <4eba2e99.0403271908.7714550b@posting.google.com>
Source record: 19668

"Alien" <alien@nnn.com> wrote in message news:<uJm9c.19102$w54.136264@attbi_s01>...
> I have a working 1040 ST with color and a mono monitor + a bunch of software
> which I will be happy to give to anyone who wants it. I am in the US, in
> the Northeast, best if someone could pick it up. I will hate to throw it
> away. Just reply to post with your email if you are interested and I will
> contact you.
>
> Bryan

Bryan,

If it's still available contact me at fhiggins@uwyo.edu

Rick

2284. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-28 04:20:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200403280520.a47287@wun.maus.de>
Source record: 19678

Hi Mike!

MF>While I agree in principle, that's unfortunately not a very practical
MF>stance for us to take, I think. Even though it was not *intended* to
MF>be used with e-mail, it very often is, and our protesting it won't
MF>make it go away - it will only force us to deal with the fact that one
MF>day, a few years down the road, we may not be able to read most e-
MF>mails sent by non-atari users.

I don't agree. _Any_ E-Mail I've got that was in HTML format was UBE/UCE. Any user willing to talk to me has simply got to use plain text, and I'll tell him/her how to do so if necessary. And if everything else fails, I could still view the text with a browser.
That's for my personal accounts, though. At work, there happen to arrive html e-mails, but there I'm using Mozilla. And that one has a preferences switch, that allows for setting the mail type (plain text or html) for any user in the address book.

With best regards
Ekkehard

2285. FA: ICD Link and ICD ADSCSI

Newsgroup: comp.sys.atari.st
Date: 2004-03-28 06:45:07 UTC
From: Atari Only <atarionly@adelphia.net>
Message-ID: <KvSdnV3ji9Du6fvd4p2dnA@adelphia.com>
Source record: 19672

I have the a few Atari Computer items on Ebay please check them out at:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=4315&item=3086176503

Thank you.

2286. Re: FA: ICD Link and ICD ADSCSI correction

Newsgroup: comp.sys.atari.st
Date: 2004-03-28 06:49:09 UTC
From: Atari Only <atarionly@adelphia.net>
Message-ID: <KvSdnVzji9D46Pvd4p2dnA@adelphia.com>
Source record: 19673

Atari Only <atarionly@adelphia.net> wrote in
news:KvSdnV3ji9Du6fvd4p2dnA@adelphia.com:

>
>

Correction: Incorrect link

Sorry about that

ICD The Link 24 hrs left
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2796858426

ICD ADSCSI ST 24 hrs left
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2796858416

2287. Re: upload PD software?

Newsgroup: comp.sys.atari.st
Date: 2004-03-28 14:55:10 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.07.28.19.56.17.13405@pandora.be>
Source record: 19675

Op Mon, 28 Jul 2003 20:37:34 +0200, schreef Buckiboy:

> Hi
>
> I want to upload a game to one of the Atari PD servers. Can someone
> recommend any?

If it a non-commercial game you can upload it to the Belgian ftp-server.
For the right address see my signature.
Uploading is only possible in the incoming dir. If you do so please
provide a small description file (.upl) so that I know what exactly the
program does.

CU,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2288. Re: The good, the bad & ugly (was Re: USB)

Newsgroup: comp.sys.atari.st
Date: 2004-03-28 14:55:17 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.08.07.19.45.47.529123@pandora.be>
Source record: 19676

Op Thu, 07 Aug 2003 19:00:13 +0000, schreef Jo Even Skarstein:

> I don't agree with you in this particular case. There are no really good
> mailer on our platform. aMail is good, but crashes all the time when
> dealing with attachments. Marathon Mail won't even start on my Milan. ASH
> Emailer only works under MagiC and isn't really good on that OS
> either. MyMail is not bad, but to be honest the GUI is quirky. A new,
> stable mailer with just the right features is #1 on my wishlist.

Ever tried Okami? IMHO, it's the best (off-line)mailer available for our
platform. It runs on every OS (some probs with Geneva though).
It's not that easy to set up but once done it's worth the pain.
It needs Popwatch/Newswatch to retrieve mails/messages and that is the
weak point. Both needs to be updated. Unfortunately the author seems to be
disappeared from earth.

TTFN,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2289. Re: MagiC Info

Newsgroup: comp.sys.atari.st
Date: 2004-03-28 14:55:18 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2003.08.06.16.00.59.594532@pandora.be>
Source record: 19677

Op Wed, 06 Aug 2003 14:14:02 +0200, schreef Maurits van de Kamp:

> Joseph D. Place wrote:
>
>> Not to add any flames to the subject, but I recently have done
>> something I never thought I would do as a frequent MagiC user. I went
>> back to using Geneva/Neodesk primarily.
>
> That reminds me.. weren't there some promising experiments running
> Geneva as an AES for MiNT long ago? How did that turn out?

Myself have used it some time but found it rather unstable on the TT030.
I've tried it to make it running on the Hades using kernel 1.15.12 but
this test failed for some reason.
However years ago a friend of mine has used MiNT 1.12/MiNT-net/Geneva on
his TT030 during a long periode. He was very pleased with it.

CU,
Martin

--
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2290. Replacement ST/STE Floppy

Newsgroup: comp.sys.atari.st
Date: 2004-03-28 17:53:40 UTC
From: angelshamshel <angelshamshel@removethishotmail.com>
Message-ID: <054e60dv5s7pe5k4ulq9iaapqqjder6skf@4ax.com>
Source record: 19679

What is the current recommended replacement floppy drive for the
1040ST and 1040STE?
I read somewhere that the older Sony and Teac drives worked.....
TIA

2291. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-28 18:22:55 UTC
From: webmaster@atari-users.net
Message-ID: <b8d63ca5.0403281022.65888e1b@posting.google.com>
Source record: 19680

Martin,

I'll quote any way I feel it needs to be done. The Usenet is a open forum.

Rob

"Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be> wrote in message news:<40654bc8701e41@pandora.be>...
> on Fri 26-03-2004 21:06 webmaster at atari-users.net wrote:
>
>
> See <URL:http://efn.no/html-bad.html>
>
> Also read "How do I quote correctly in Usenet?"
> <URL:http://www.netmeister.org/news/learn2quote.html>
>
> HTH,
> Martin

2292. STIC

Newsgroup: comp.sys.atari.st
Date: 2004-03-28 18:46:18 UTC
From: sf0218@aol.com
Message-ID: <20040328134618.01345.00000205@mb-m15.aol.com>
Source record: 19681

Can anyone tell me the proper way of setting STIC up. I'm running Magic 5, and Mytask 1.2. Mytask needs stic, but I'm having problems with stic.

Thanks in advance,

Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

2293. Re: Replacement ST/STE Floppy

Newsgroup: comp.sys.atari.st
Date: 2004-03-28 18:56:16 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c4771s$370$1@news.freedom2surf.net>
Source record: 19682

Almost any drive will work. The issue is whether there are jumpers for drive select or not. Because PC's floppys are set to drive 1 (B) at the factory for historical reasons this needs to be changed. I havent seen any floppy drives recently with actual movable plastic jumpers, but I had to replace my Falcon's drive 6 months ago, there were some tiny solder pads called ds0 and ds1. ds1 was soldered, ds0 was open. I changed them around and that did the trick.

Try looking at the drive before you buy it. Even if you have to pay a couple
€ more than you can get one online it will be worth it to not have to send
it back.

Coda.

"angelshamshel" <angelshamshel@removethishotmail.com> wrote in message
news:054e60dv5s7pe5k4ulq9iaapqqjder6skf@4ax.com...
> What is the current recommended replacement floppy drive for the
> 1040ST and 1040STE?
> I read somewhere that the older Sony and Teac drives worked.....
> TIA

2294. Re: Replacement ST/STE Floppy

Newsgroup: comp.sys.atari.st
Date: 2004-03-28 19:02:55 UTC
From: angelshamshel <angelshamshel@removethishotmail.com>
Message-ID: <ha8e60l3oh34pr2rn7mp6uhbqqbfq00uij@4ax.com>
Source record: 19683

Thanks, appreciated.....!
TIA

On Sun, 28 Mar 2004 19:56:16 +0100, "Coda"
<info@janthomas.f2s.nospam.com> wrote:

>Almost any drive will work. The issue is whether there are jumpers for drive
>select or not. Because PC's floppys are set to drive 1 (B) at the factory
>for historical reasons this needs to be changed. I havent seen any floppy
>drives recently with actual movable plastic jumpers, but I had to replace my
>Falcon's drive 6 months ago, there were some tiny solder pads called ds0 and
>ds1. ds1 was soldered, ds0 was open. I changed them around and that did the
>trick.
>
>Try looking at the drive before you buy it. Even if you have to pay a couple
>ï¿½ more than you can get one online it will be worth it to not have to send
>it back.
>
>Coda.
>
>"angelshamshel" <angelshamshel@removethishotmail.com> wrote in message
>news:054e60dv5s7pe5k4ulq9iaapqqjder6skf@4ax.com...
>> What is the current recommended replacement floppy drive for the
>> 1040ST and 1040STE?
>> I read somewhere that the older Sony and Teac drives worked.....
>> TIA
>

2295. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-28 19:39:18 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0403281139.2e8db015@posting.google.com>
Source record: 19684

"Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be> wrote in message news:<4065ba6c5d731f0@pandora.be>...
> on Sat 27-03-2004 18:24 Matthias Alles wrote:
>
> >Hi,
> >
> >> Why do you need a html e-mail client? html is not intended to be used
> >> with mail.
> >>
> >> See <URL:http://efn.no/html-bad.html>
> >
> >Maybe, but the reality looks different.. Many people send Emails in
> >html-format.
>
> Here in belgium many people drive through the red traffic lights, so
> that's good?

That statement doesn't argue your point at all. These are completely different issues. No matter what anyone thinks, people can get killed if someone runs a red light, which is why it's not a good idea. HTML in e-mails has nothing to do with a life-or-death situation, and is thus as very subjective argument.

I personally don't use HTML in my e-mails. I agree that it isn't a proper usage for sending plain text. However, I think it *can* have its uses, and is therefore not entirely a bad thing.

I also believe in the freedom of choice. Let the user of the program decide to turn it off or on, rather than one group of people dictating that it shouldn't exist at all because they don't like it or agree with it, leaving the rest of us stuck without an e-mail program that works anymore.

Make it a setting in the program that you can turn off or on. If you don't think it should be there, turn it off for your own personal usage and tell your friends to send you plain text only. If you would like to actually read all the the e-mails you receive and not have to get on a soap-box because your chosen platform is in the dark ages, um... I mean enlightened to the truth about HTML in e-mails, then turn it on. Very simple. There. Problem solved.

> It's not because many people use it that it's good. I bet 95 % of these
> html-users doesn't even know they use it. It's just because their pc comes
> with a faulty installed mailer that html mails is so widly used.

And is not having HTML support in e-mail programs on the Atari going to solve that? We make up less than 1% of the computer-buying population of the world. We, for all intents and purposes, have no voice in the matter. If we stand up for an issue like this against everyone else instead of adapting the technology in some way to our systems for those who need it, that will only have the effect of further limiting our systems' usefulness. But that's what we've done all along, so it makes sense, I guess...

Mike Freeman
mike [at] freeman-studio [dot] com

2296. Re: Replacement ST/STE Floppy

Newsgroup: comp.sys.atari.st
Date: 2004-03-28 20:48:45 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <gSG9c.11$3O5.6@newsfe1-win>
Source record: 19685

Hello.

"Coda" <info@janthomas.f2s.nospam.com> wrote in message
news:c4771s$370$1@news.freedom2surf.net...
> Almost any drive will work. The issue is whether there are jumpers for
drive
> select or not. Because PC's floppys are set to drive 1 (B) at the factory
> for historical reasons this needs to be changed. I havent seen any floppy
> drives recently with actual movable plastic jumpers, but I had to replace
my
> Falcon's drive 6 months ago, there were some tiny solder pads called ds0
and
> ds1. ds1 was soldered, ds0 was open. I changed them around and that did
the
> trick.

Not quite that simple on the ST......

2297. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-28 21:08:03 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <c47erj$oj9$1@orkan.itea.ntnu.no>
Source record: 19686

I

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one should be
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pREFERES.

Even though it makes the reply annoyingly difficult to read or put into
context.

Jo Even

webmaster at atari-users.net <webmaster@atari-users.net> wrote:

> Martin,

> I'll quote any way I feel it needs to be done. The Usenet is a open forum.

> Rob

> "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be> wrote in message news:<40654bc8701e41@pandora.be>...
>> on Fri 26-03-2004 21:06 webmaster at atari-users.net wrote:
>>
>>
>> See <URL:http://efn.no/html-bad.html>
>>
>> Also read "How do I quote correctly in Usenet?"
>> <URL:http://www.netmeister.org/news/learn2quote.html>
>>
>> HTH,
>> Martin

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2298. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-28 22:06:23 UTC
From: roughley@vanc.igsPAM.net
Message-ID: <1gbcwry.ibwnak1blgjd8N%roughley@vanc.igsPAM.net>
Source record: 19688

Mike Freeman <mail@freeman-studio.com> wrote:

> Make it a setting in the program that you can turn off or on. If you
> don't think it should be there, turn it off for your own personal
> usage and tell your friends to send you plain text only. If you would
> like to actually read all the the e-mails you receive and not have to
> get on a soap-box because your chosen platform is in the dark ages,
> um... I mean enlightened to the truth about HTML in e-mails, then turn
> it on. Very simple. There. Problem solved.

The mailer I use somewhat automates this. Preferences>Compose: "Reply to messages in the format in which they were sent".

Generally I use plain text and have the preference above deselected, but it's a logical option. However, I see nothing wrong in using HTML for e-mail requiring stylization like bulleted lists or citing. In its simplest form, HTML can be very handy.

I must admit, though, that when I used NEWsie, receiving HTML-based e-mails was a real pain -- I had to cut and paste the HTML into a file and have CAB view the contents. These days if I do send an HTML-based e-mail, there's always a plain text version along with it.

As for attachments in e-mail, I would much rather see HTML than Word or Rich Text Format.

<< Neil >>

2299. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-28 23:06:42 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <40673e62.0@entanet>
Source record: 19687

On 27 Mar 2004 19:51:24 , Paul Williamson wrote:
>Xref: energise.enta.net comp.sys.atari.st:175590
>
>Hi all,
>
>On 27 Mar 2004 18:24:51 , Matthias Alles wrote:
>
>>> Why do you need a html e-mail client? html is not intended to be used
>>> with mail.
>>>
>>> See <URL:http://efn.no/html-bad.html>
>>
>>Maybe, but the reality looks different.. Many people send Emails in
>>html-format.
>
>I agree, e-mails should not be sent in HTML, but sometimes they are !
>Using Okami I can usually view them in Highwire or CAB, unless they use
>"embedded HTML". (I don't really understand this - I just know Okami
>can't display it !)
>
>This brings me to my "wish list" for any modifications that might get
>done to Newsie.
>
>At the moment it has a built-in ability to call CAB if a URL is displayed
>in a newsgroup article. I would like it to be able to call the default
>browser (which is now Highwire on my system).
>
>I imagine it calls CAB if a URL is displayed in an e-mail. (I don't know
>for sure as I use Okami for mail) if so, then again, it should call the
>default browser.

May as well remove the built-in browser.

>I would like better sorting of newsgroup articles in the article overview
>window. At the moment, they are only sorted by article number and/or
>thread. I would like to be able to sort by date, or at least reverse
>number order, so that the most recent article can be made to appear at
>the top of the screen.

Sorting by thread never seems to work here. I often see threads all over
the list. I would like to be able to delete a whole thread.

>I would like to be able to quickly select text from within an article and
>copy it to the clipboard, or drag and drop to another window. (At the
>moment I have to save the article as a .TXT file then select text from

>that.)

If you shift-double-click an item it opens in your editor. :-)

>I would also like to be able to save a URL direct to the clip board, or
>drag and drop it elsewhere.
>
>I know not everyone is a fan of Newsie, but I remain to be convinced
>that there is a better news-reader for our platform. It offers the
>ability to select which posts to download, either by number, or by
>looking at the headers and choosing those required for later offline
>reading, or they can be viewed direct whilst online.

Regards,

Peter

2300. Re: Replacement ST/STE Floppy

Newsgroup: comp.sys.atari.st
Date: 2004-03-28 23:20:39 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c47mhj$8s7$1@news.freedom2surf.net>
Source record: 19689

Yes it is. WTF do you think im talking about? Apple Macs?

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:gSG9c.11$3O5.6@newsfe1-win...
> Hello.
>
> "Coda" <info@janthomas.f2s.nospam.com> wrote in message
> news:c4771s$370$1@news.freedom2surf.net...
> > Almost any drive will work. The issue is whether there are jumpers for
> drive
> > select or not. Because PC's floppys are set to drive 1 (B) at the
factory
> > for historical reasons this needs to be changed. I havent seen any
floppy
> > drives recently with actual movable plastic jumpers, but I had to
replace
> my
> > Falcon's drive 6 months ago, there were some tiny solder pads called ds0
> and
> > ds1. ds1 was soldered, ds0 was open. I changed them around and that did
> the
> > trick.
>
> Not quite that simple on the ST......
>
>

2301. Desktopper

Newsgroup: comp.sys.atari.st
Date: 2004-03-28 23:27:25 UTC
From: sf0218@aol.com
Message-ID: <20040328182725.21654.00000257@mb-m13.aol.com>
Source record: 19690

Looking for a DeskTopper case. I'm looking to re-case my Falcon and would prefer using a case which was made for the ST/Falcon computers.

If anyone is interested, I've got a jag system (jagconsole+cd plus games) that I'd be will to trade.

Anyhow, if anyone is interested, please reply to my email.

Thanks,
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

2302. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-29 03:12:20 UTC
From: webmaster@atari-users.net
Message-ID: <b8d63ca5.0403281912.5f1c3cef@posting.google.com>
Source record: 19691

"Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be> wrote in message news:<40654bc8701e41@pandora.be>...
> on Fri 26-03-2004 21:06 webmaster at atari-users.net wrote:
>
> >Now.. who is interested in adding the HighWire rendering engine to
> >Newsie for a kickass mail reader??? This would make a very nice html
> >e-mail client.
>
> Why do you need a html e-mail client? html is not intended to be used
> with mail.
>

So I can view html mail and not have to launch another app to view it.
The rendering engine in HighWire could be used to display the text
also.

Like it or not Martin, the PC world is making it very common for html
to be used in e-mail. M$ crap has html set as default. Just because
it wasn't done 20+ years ago when e-mail was created doesn't mean it's
wrong today. The net is not the old text based interface I used back
in the 80's.
Wake up.. it's not the 80's anymore!

Rob

2303. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-29 05:21:56 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0403282121.3568261a@posting.google.com>
Source record: 19692

Ekkehard_Flessa@wun.maus.de (Ekkehard Flessa) wrote in message
news:<200403280520.a47287@wun.maus.de>...
> Hi Mike!
>
>
> MF>While I agree in principle, that's unfortunately not a very practical
> MF>stance for us to take, I think. Even though it was not *intended* to
> MF>be used with e-mail, it very often is, and our protesting it won't
> MF>make it go away - it will only force us to deal with the fact that one
> MF>day, a few years down the road, we may not be able to read most e-
> MF>mails sent by non-atari users.
>
> I don't agree. _Any_ E-Mail I've got that was in HTML format was UBE/UCE. Any
> user willing to talk to me has simply got to use plain text, and I'll tell
> him/her how to do so if necessary. And if everything else fails, I could still
> view the text with a browser.

That's fine, if you can do that. Not all of us have the luxury of time
it would take to reply to every HTML e-mail we receive. Here's an
admittedly extreme example...

You receive an e-mail in HTML, to which you would have to reply,
letting them know you don't like HTML e-mails. You then have to wait
for a reply, which might be a big "Huh? Why not?" or "You use what
kind of computer?" reply (maybe in HTML again) rather than the
original e-mail in plain text, to which you have to explain your
reasons, to which they'll balk at you for not using a PC anyway, etc.
etc. until you finally get the original e-mail. Meanwhile, so much
time has passed that the message itself might be a moot point anyway
if it's time-sensitive information.

That's if you're dealing with a person you know. If you are trying to
request information from a company that sends full HTML page spreads
demonstrating a product or something, they probably won't reformat
their information for you. If that's the case, then you have to cut
and paste the whole mess into CAB.

By the end of this, you simply give up and move to a Mac or PC for
e-mail because you're fed up with not having the ability to simply
read a stinking e-mail the first time it's sent.

Solution: Include HTML rendering ****as an option**** in an Atari
e-mail program. If you don't like it, don't use it, but don't limit
me from using it if I so choose because some people have a problem
with it.

Ok, so that's an extreme example, but that's very similar to what I had to deal with before I got my Mac (and I only got that out of necessity, and prefered MacOS to Windows). I still like the overall usefulness of e-mail programs on the Atari better, but this HTML thing is a real sticking point for me sometimes.

Like I said before, I don't use HTML except in extreme cases, and I don't advise using it. But since it is so prevalent, and it's not going away no matter how much we whine and complain about it, why not at least let us be able to view the stupid things when they come instead of going through all this fuss needed to simply read an e-mail? Especially for those of us with busy schedules, and time-sensitive e-mail needs?

Personally, I really don't understand people's need to completely trash and bash something they don't like, but *could* be useful to *some*, and could be included as an option they never even have to use, basically saying, "I don't like it, so no one else should have it."

> That's for my personal accounts, though. At work, there happen to arrive html
> e-mails, but there I'm using Mozilla. And that one has a preferences switch,
> that allows for setting the mail type (plain text or html) for any user in the
> address book.

By the way, until I got my Mac about 2 and a half years ago, I *only* owned an Atari (I've owned an Atari computer of one kind or another from 1984 until today), and I used that in my home business. I was very happy with it, barring the internet lackings it has. If I hadn't gotten another kind of computer, what would I do then, as far as business mailings? Should I complain about my client's e-mail habits, thus turning them off from my business? That's not a smart way of doing business. So I would then have to spend more time than I had just to simply open and read the e-mails. That's not good, either. What would you suggest then?

Mike Freeman
mike [at] freeman-studio [dot] com

2304. Re: STIC

Newsgroup: comp.sys.atari.st
Date: 2004-03-29 05:28:20 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0403282128.3abdb663@posting.google.com>
Source record: 19693

sf0218@aol.com (SF0218) wrote in message
news:<20040328134618.01345.00000205@mb-m15.aol.com>...
> Can anyone tell me the proper way of setting STIC up. I'm running Magic 5, and
> Mytask 1.2. Mytask needs stic, but I'm having problems with stic.

I think you just put STIC in the START folder along with its RSC file.
You then can edit the RSC file to include the mini-icons you want to
use, and label them with the name of the program as it would appear in
the "control-alt-esc" task list. At least, that's how I got it to work
with Stewart. Come to think of it, do you know if STIC requires
Stewart to work? I don't think so, but I'm not 100% sure. I don't how
it works with MyTask, as I haven't tried them together.

Hope that helps!

Mike Freeman
mike [at] freeman-studio [dot] com

2305. Computer Games Plus, selling Atari ST games

Newsgroup: comp.sys.atari.st
Date: 2004-03-29 07:45:22 UTC
From: cgp@gamesplus.com
Message-ID: <8ea7803a.0403282345.cd87b07@posting.google.com>
Source record: 19694

We've recently revamped our website and would like to invite everyone here to visit us at http://www.gamesplus.com/

We sell only new games that include media, instructions and box. We currently have the following catalogs available online: 3DO, Amiga, Atari 8-Bit, Atari ST, C64, Game Gear, Gameboy, Sega Genesis, Sega CD, Super Nintendo and VIC-20.

You can view our Atari ST catalog at: http://www.gamesplus.com/atarist/

Thank you,
Computer Games Plus
http://www.gamesplus.com/

2306. Re: Replacement ST/STE Floppy

Newsgroup: comp.sys.atari.st
Date: 2004-03-29 08:09:12 UTC
From: Simon PC <simon@spamnococonutsmusume.co.uk>
Message-ID: <zPQ9c.21$Cb4.6@newsfe1-win>
Source record: 19695

Coda wrote:

> Almost any drive will work.

No. The drive needs to be a Double-sided Double-density drive which are pretty difficult to find now (as they have been long superseded by High-Density drives).

The best ways to get a DS/DD drive would be from eBay either buy looking for an actual drive unit or even by buying an old 286/386 units that have the correct type of floppy drive. You may need to carry out the Drive B modification to the drive also.

There is another way to replace the floppy though. Fit a High-Density modification to the ST and fit a HD floppy drive. There are instructions available at the doit archive if you are feeling brave enough, or you could take it along to somewhere like Keychange.

Having a HD drive means it's a lot easier to share disks with PCs, if you ever wanted to.

Simon

2307. Re: Replacement ST/STE Floppy

Newsgroup: comp.sys.atari.st
Date: 2004-03-29 08:10:11 UTC
From: Simon PC <simon@spamnococonutsmusume.co.uk>
Message-ID: <tQQ9c.22$Cb4.12@newsfe1-win>
Source record: 19596

Coda wrote:

> Yes it is. WTF do you think im talking about? Apple Macs?

I think he's meaning that PC drives are almost always High-Density
drives now, where as an ST needs a Double-Density drive unless you add a
HD modification to the floppy controller.

Simon

2308. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-29 08:44:27 UTC
From: Standa Opichal <opichals@seznam.cz>
Message-ID: <c48nlc$4r0$1@server4.gts.cz>
Source record: 19597

Hi!

IMHO mailer should be able to display just any content type that arrives.

So... make it componental and load Highwire as a component to your
window when there is no other choice. I just wonder how the hell you
would do that in any TOS compatible OS.

My vote: make the dynamic libraries a reality, create a componental
architecture, adopt already working architectures.

In any way 'don't allow HTML creation' still seems to be a good idea to me.

best regards

STan

lp wrote:

>>Matthias Alles wrote:
>>
>>>Maybe, but the reality looks different.. Many people send Emails in
>>>html-format.
>>
>>Sure, and it is extremely annoying. Many do this without even knowing,
>>since some email clients have HTML output as default setting. Which is
>>not that good IMO.
>>
>>However, if the HTML debacle is properly MIME encoded or sent as
>>attachment, there should be no problem with displaying the stuff in the
>>web browser of your choice. Unless I am missing something here?
>>
>>Personally, I would however not prefer to see HTML rendering embedded
>>in an email client, mostly since I don't think it belongs there.
>
>
> Rendering html is one thing, and as noted we are stuck with it, so if
> we can at least view them, well that is a good thing if it keeps people
> using their Atari. However, I would suggest if someone does that
> mod to newsie, just don't allow html email creation. That way the
> Atari platform is not adding to the overal mess already present. ;-)
>

2309. Re: Replacement ST/STE Floppy

Newsgroup: comp.sys.atari.st
Date: 2004-03-29 08:53:08 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <5uR9c.42$Fj5.39@newsfe5-gui.server.ntli.net>
Source record: 19598

Hello.

"Coda" <info@janthomas.f2s.nospam.com> wrote in message
news:c47mhj$8s7$1@news.freedom2surf.net...
> Yes it is. WTF do you think I'm talking about? Apple Macs?

Probably..... How many ST drives have you modified?

Keychange Music Services has supplied several hundred replacement DSDD
floppies over the last 10 yrs.

Mostly modified Sony mechs.

Still available.

Simply changing the drive select will not produce an ST compatible DSDD
drive.

www.keychange.co.uk

2310. Re: Replacement ST/STE Floppy

Newsgroup: comp.sys.atari.st
Date: 2004-03-29 08:59:23 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <YzR9c.43$Fj5.21@newsfe5-gui.server.ntli.net>
Source record: 19599

Hello.

"Simon PC" <simon@spamnococonutsmusume.co.uk> wrote in message
news:zPQ9c.21$Cb4.6@newsfe1-win...
> Coda wrote:
>
> > Almost any drive will work.
>
> No. The drive needs to be a Double-sided Double-density drive which are
> pretty difficult to find now (as they have been long superseded by
> High-Density drives).

Not exactly true......
>
> The best ways to get a DS/DD drive would be from eBay

No, www.keychange.co.uk can supply genuine Atari or modified DSDD drives.

> Fit a High-Density modification to the ST and fit a HD floppy drive.

Except that unless you have a second HD machine, if your ST dies you can't
access your data 'till you get it fixed.

2311. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-29 09:10:18 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <_JR9c.281$Ua5.284166@monger.newsread.com>
Source record: 19600

```
On 28 Mar 2004 00:54:20 , lp wrote:
>in article t5r9c.230$Ua5.180591@monger.newsread.com, John Garone at
>swamptaxes-NOT-@atlantic.net wrote on 3/27/04 9:52 PM:
>
>> On 26 Mar 2004 20:53:59 , lp wrote:
>>> in article 366c6d2a.0403261408.58102c2e@posting.google.com, Joakim H?gberg
>>> at gokmase@bigfoot.com wrote on 3/26/04 5:08 PM:
>>>
>>>> For anyone interested in either doing a major rehaul, fixing bugs or
>>>> perhaps just learn more about how to do FTP/USENET/POP-MAIL, the
>>>> sources are now available
>>>
>>> Awesome! Now if someone would just add usenet filtering it would be the
>>> biggest update newsie has ever seen. ;-)
>>
>> my 2 cents is fix the bugs first!
>
>That goes without saying. ;-)
>

especially the one that corrupts files within the folder or drive that
Newsie is located! For me, second would be being able to see ALL the posts
and correct the # of posts available for download. If I set it for 999/9999
I get only 650 (compatibility issue?)

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!
```

2312. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-29 09:23:51 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <HWR9c.282$Ua5.284734@monger.newsread.com>
Source record: 19601

On 28 Mar 2004 21:21:56 , Mike Freeman wrote:
>Ekkehard_Flessa@wun.maus.de (Ekkehard Flessa) wrote in message
news:<200403280520.a47287@wun.maus.d>e>...
>> Hi Mike!
>>
>>
>> MF>While I agree in principle, that's unfortunately not a very practical
>> MF>stance for us to take, I think. Even though it was not *intended* to
>> MF>be used with e-mail, it very often is, and our protesting it won't
>> MF>make it go away - it will only force us to deal with the fact that one
>> MF>day, a few years down the road, we may not be able to read most e-
>> MF>mails sent by non-atari users.
>>
>> I don't agree. _Any_ E-Mail I've got that was in HTML format was UBE/UCE. Any
>> user willing to talk to me has simply got to use plain text, and I'll tell
>> him/her how to do so if necessary. And if everything else fails, I could still
>> view the text with a browser.
>
>That's fine, if you can do that. Not all of us have the luxury of time
>it would take to reply to every HTML e-mail we receive.

SNIP

>Solution: Include HTML rendering ****as an option**** in an Atari
>e-mail program. If you don't like it, don't use it, but don't limit
>*me* from using it if I so choose because some people have a problem
>with it.
>

can Newsie's browser can be expanded for that? Seems better than having
it switch over to CAB or Highwire, etc.

>Ok, so that's an extreme example, but that's very similar to what I
>had to deal with before I got my Mac (and I only got that out of
>necessity, and prefered MacOS to Windows). I still like the overall
>usefulness of e-mail programs on the Atari better, but this HTML thing
>is a real sticking point for me sometimes.
>
>Like I said before, I don't use HTML except in extreme cases, and I
>don't advise using it. But since it is so prevalent, and it's not
>going away no matter how much we whine and complain about it, why not
>at least let us be able to view the stupid things when they come
>instead of going through all this fuss needed to simply read an
>e-mail? Especially for those of us with busy schedules, and
>time-sensitive e-mail needs?

>

even if not busy, convenience is good to have for us lazy surfers!

>Personally, I really don't understand people's need to completely
>trash and bash something they don't like, but *could* be useful to
>*some*, and could be included as an option they never even have to
>use, basically saying, "I don't like it, so no one else should have
>it."
>

your not suppose to understand :)

>> That's for my personal accounts, though. At work, there happen to arrive html
>> e-mails, but there I'm using Mozilla. And that one has a preferences switch,
>> that allows for setting the mail type (plain text or html) for any user in the
>> address book.
>

good option

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

2313. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-29 10:21:46 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC8DB74A.FCC9%derryck@nospam.cix.co.uk.invalid>
Source record: 19602

In article b8d63ca5.0403281022.65888e1b@posting.google.com, webmaster at atari-users.net at webmaster@atari-users.net wrote on 28/3/04 19:22:

> I'll quote any way I feel it needs to be done. The Usenet is a open forum.

I suppose it depends on whether you want anyone to reply to your postings or not.

To most right-minded people top-posting is a sign of laziness. It leads to excessive quoting and makes it very difficult to see what point from the posting is being referred to.

--
Cheers,

Derryck

2314. Re: Replacement ST/STE Floppy

Newsgroup: comp.sys.atari.st
Date: 2004-03-29 10:24:02 UTC
From: Simon PC <simon@spamnococonutsmusume.co.uk>
Message-ID: <5PS9c.424$Q8.209@newsfe1-win>
Source record: 19603

Barrie at Keychange wrote:

>>The best ways to get a DS/DD drive would be from eBay
>
>
> No, www.keychange.co.uk can supply genuine Atari or modified DSDD drives.

Oops, sorry. Yes get a drive from Keychange.

My memory is a little off today

Simon

2315. Re: Replacement ST/STE Floppy

Newsgroup: comp.sys.atari.st
Date: 2004-03-29 10:37:48 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC8DB908.FCCA%derryck@nospam.cix.co.uk.invalid>
Source record: 19604

In article zPQ9c.21$Cb4.6@newsfe1-win, Simon PC at
simon@spamnococonutsmusume.co.uk wrote on 29/3/04 09:09:

> Coda wrote:
>
>> Almost any drive will work.
>
> No. The drive needs to be a Double-sided Double-density drive which are
> pretty difficult to find now (as they have been long superseded by
> High-Density drives).

It's been a long time since I changed the floppy in an ST, but it's my
recollection that all I had to do was jumper across the HD-detect switch to
disable it? Hallvard Tangeraas had/has a useful guide to all this on his web
site.

--

Cheers

Derryck

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

2316. atari ste and s/w f:s

Newsgroup: comp.sys.atari.st
Date: 2004-03-29 13:35:41 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0403290535.5cfae639@posting.google.com>
Source record: 19605

f:s 1 x atari ste (4 meg and tos 2&1.6 switchable) 1x happy discovery cart, 20+ boxed/unboxed s/w prog's (no tv cable or mouse.. sorry) no splitting, want to get rid of all,, 45.00 gbp or best offer, tel (0044) (0) 207 278 4244, after 4pm gmt

2317. Help

Newsgroup: comp.sys.atari.st
Date: 2004-03-29 14:09:23 UTC
From: sf0218@aol.com
Message-ID: <20040329090923.04896.00000244@mb-m29.aol.com>
Source record: 19606

I'm a mint newborn. I need lotsa help in setting up Falcon with mint.

I need to know:

1) What are the basic files I need.

2) What extras do you recommed.

3) Will adding an AB040 and Eclipse to my Falcon screw up the mint os.

4) And anything else anyone may want to add.

Thanks in advance to all,

Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

2318. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-29 15:36:06 UTC
From: blablabla@gmx-topmail.de
Message-ID: <1080587778-218944AEicMi@gmx-topmail.de>
Source record: 19611

From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Date: Sat, 27 Mar 2004 10:20:50 +0100 (CET)

Hi Martin,

>Anyway, I'm glad to hear Troll doesn't work for you too. On my system I
>can't get Troll pass the authentication.

I managed to get it working under IConnect using the IFusion STIK/STiNG
emulator, authentication is then handled by IConnect which is rather good
at doing just that.

>Hm, Newsie is not my thing. For some reason I never loved it. In the
>past I tried to used it but ... no love at all.

Welcome in the club, I never liked it either --- it screwed up my boot
partition once and that's the last time I looked at it --- crap like that
shouldn't be even hosted on servers.... and IIRC my boot partition going
to the dogs wasn't really a one off, a lot of "would-be" Newsie users
experienced the same thing.

>My favourite newsreader is Okami. Unfortunately the developement of
>Okami seems to be stopped.

It had to happen once.... but then the programmer left a nice program as
legacy, it'll take many light years before Troll plays in the same league
as Okami and ASH Emailer. As for Newsie... IMO instead of dreaming out
loud of improving it, they should burn the source code.

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

2319. Re: Help

Newsgroup: comp.sys.atari.st
Date: 2004-03-29 16:53:12 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <REX9c.7170$%x4.956839@news.siol.net>
Source record: 19607

SF0218 wrote:

> I'm a mint newborn. I need lotsa help in setting up Falcon with mint.

Sure, glad to help, its not exactly easiest install procedure around :)

> 1) What are the basic files I need.

Depends. As said many times, MiNT comes in 2 flavors mainly:

MultiTOS like setup: FreeMiNT kernel + one of AES-es (XaAES or N.AES) and desktop application (Thing or Jinnee). This setup offers multiasking desktop and aprox same usability as Magic, but it is a tad more heavy on CPU and use more resources (RAM). Benefits are possibility of use some MiNT drivers and external loadable devices... So for such setup basic files are:

FreeMiNT kernel, AES and Desktop.

MiNT OS setup: This is full Unix clone. It offers Unix envoirment and GEM multitasking desktop at same time. GEM apps also can use Unix resources (drivers etc, internet acces, bla bla). Best part is as said Unix/GEM merging. Its a lot more heavy on resources (RAM and HDD space) and also it is mandatory to convert atleast one partiton to EXT2 partition. U need:

Atleast 500Mb free space on HDD (i know thats more as specified, but its stupid to pack Unix OS on hdd, and then use only GEM and TOS filesystem. So if u plan to use Unix as well, u need place for HOME dir, new apps, etc..) Then u need to download EasyMiNT package and correspondent "paketes", atleast basic, standard and network. I advice u get all, except maybe X11. Docs in EasyMiNT arent so bad, but if u get stuck, im here...

> 2) What extras do you recommed.

All :)

> 3) Will adding an AB040 and Eclipse to my Falcon screw up the mint os.

No. Also, Atarians have boot managers quite a lot of time, so u can install let say MiNT Os and Magic. And on boot u will decide if u will boot into TOS (or some of its variant), MiNT Os, MultiTOS or Magic.. No flaws whatsoever.

> 4) And anything else anyone may want to add.
> C-Lab Falcon, 14mbram,540mb hdd.,

14MB may be tight, especialy for MiNT OS! Honestly i think u need to wait AB040 (why not CT60 btw?) and more RAM. U may install it now, but i guess ull be left with some 6mb free after boot. More if u wont load AES, but i doubt u will work in CLI alone. U can do that in Linux, Ataris should run

GEM :)

Janez

2320. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-29 17:29:42 UTC
From: blablabla@gmx-topmail.de
Message-ID: <1080587782-219927AEicMi@gmx-topmail.de>
Source record: 19612

From: paul.williamson@zetnet.co.uk (Paul Williamson)
Date: 27 Mar 2004 19:51:24 GMT

Hi Paul,

>>Maybe, but the reality looks different.. Many people send Emails in
>>html-format.
>
>I agree, e-mails should not be sent in HTML, but sometimes they are !
>Using Okami I can usually view them in Highwire or CAB, unless they use
>"embedded HTML". (I don't really understand this - I just know Okami
>can't display it !)

Okami is a mailer/newsreader that's compliant with all mail and news RFC
rules, there's nothing to understand about it really, those embedded HTML
mails break and are against the RFC rules, it's as simple as that...
A mailer/newsreader doesn't have to be able to dicipher that non-standard
rubbish, the programmer of Okami went through great lengths making sure
that his program conforms to the rules. Just because some money hungry
corporation which defies all standards and likes to set its own standards
(shove it up the users their ****) doesn't mean we have to drop our pants
as well and bend.... It's not only on this platform that people don't
like dropping their pants and bend over, you would be surprised how many
popular mailers/newsreaders on the PC and Mac platforms don't display that
rubbish either --- note that I wrote "don't" not "can't" :-)

>This brings me to my "wish list" for any modifications that might get
>done to Newsie.

>I hope someone will be able to do a Newsie upgrade (sorry - I can't
>programme anything more complicated than a VCR !), and look forward to
>seeing it one day.

Once again we have conflicting views... ;-)
Let's be realistic, what you and some other people here really expect is
not a measly Newsie upgrade, but a complete new written from scratch app.

Presuming there is a talented programmer hiding under a rock somewhere,
willing to take a "look" at the sources, IMO he would better start from
scratch... there's no need for yet another ftp and mailer, we got heaps
of those, and a couple of them are excellent. Some people here obviously
need/want a better newsreader, well there's good news: the beta version
of Troll has just been released, keep in mind that it's a beta and its
early days yet. But the potential is there....

BTW: what is going on here?
Instead of being happy that a new program which looks quite promising is

released for this platform (a rare occasion), you guys all start making noise about a bug ridden abandoned piece of crap...
And yes I realise Troll is in French and some of us can't make head nor tails from that language, but no worries, before the week is over you'll find the English translation on the DDP website.
For god sake, if all of you wanna see this platform survive just a little longer, then start support the people that actually *DO* something about it, instead of dancing on the tunes of the dreamers their music....

Cheers from Belgium
Dennis
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/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

2321. Re: Replacement ST/STE Floppy

Newsgroup: comp.sys.atari.st
Date: 2004-03-29 17:50:32 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c49nicugg1@news.freedom2surf.net>
Source record: 19608

Makes no difference, a HD floppy drive is ALSO a DD floppy drive.

"Simon PC" <simon@spamnococonutsmusume.co.uk> wrote in message
news:tQQ9c.22$Cb4.12@newsfe1-win...
> Coda wrote:
>
> > Yes it is. WTF do you think im talking about? Apple Macs?
>
> I think he's meaning that PC drives are almost always High-Density
> drives now, where as an ST needs a Double-Density drive unless you add a
> HD modification to the floppy controller.
>
> Simon

2322. Re: Replacement ST/STE Floppy

Newsgroup: comp.sys.atari.st
Date: 2004-03-29 17:54:08 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c49np4umm1@news.freedom2surf.net>
Source record: 19609

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:5uR9c.42$Fj5.39@newsfe5-gui.server.ntli.net...
> Hello.
>
> "Coda" <info@janthomas.f2s.nospam.com> wrote in message
> news:c47mhj$8s7$1@news.freedom2surf.net...
> > Yes it is. WTF do you think I'm talking about? Apple Macs?
>
> Probably..... How many ST drives have you modified?

All of my own ST's and Falcons since 1988, and quite a few friends and
accomplices from the early days.

> Keychange Music Services has supplied several hundred replacement DSDD
> floppies over the last 10 yrs.

Right. Wanna repeat that to the Inland Revenue?

> Mostly modified Sony mechs.
>
> Still available.

Of course they are, else you wouldnt be piping up.

> Simply changing the drive select will not produce an ST compatible DSDD
> drive.

There is no such thing. PC drives are the same as ST drives. Except for the
drive 0/1 issue, and maybe a faceplate change (not an issue on the falcon).

2323. Re: Replacement ST/STE Floppy

Newsgroup: comp.sys.atari.st
Date: 2004-03-29 17:56:15 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c49nt3unb1@news.freedom2surf.net>
Source record: 19610

Complete bull. HD drives work as DD drives. Where did you learn your
hardware?

"Simon PC" <simon@spamnococonutsmusume.co.uk> wrote in message
news:zPQ9c.21$Cb4.6@newsfe1-win...
> Coda wrote:
>
> > Almost any drive will work.
>
> No. The drive needs to be a Double-sided Double-density drive which are
> pretty difficult to find now (as they have been long superseded by
> High-Density drives).
>
> The best ways to get a DS/DD drive would be from eBay either buy looking
> for an actual drive unit or even by buying an old 286/386 units that
> have the correct type of floppy drive. You may need to carry out the
> Drive B modification to the drive also.
>
> There is another way to replace the floppy though. Fit a High-Density
> modification to the ST and fit a HD floppy drive. There are instructions
> available at the doit archive if you are feeling brave enough, or you
> could take it along to somewhere like Keychange.
>
> Having a HD drive means it's a lot easier to share disks with PCs, if
> you ever wanted to.
>
> Simon

2324. Re: Replacement ST/STE Floppy

Newsgroup: comp.sys.atari.st
Date: 2004-03-29 18:16:14 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <WJZ9c.200$wX6.27@newsfe2-gui.server.ntli.net>
Source record: 19613

Hello.

> > > Yes it is. WTF do you think I'm talking about? Apple Macs?
> >
> > Probably..... How many ST drives have you modified?
>
> All of my own ST's and Falcons since 1988, and quite a few friends and
> accomplices from the early days.

Then you ain't telling us the full story.....

We probably fixed some of the cock ups you produced...

> > Keychange Music Services has supplied several hundred replacement DSDD
> > floppies over the last 10 yrs.
>
> Right. Wanna repeat that to the Inland Revenue?

Every year since 1991.

> > Mostly modified Sony mechs.

> > Still available.

> Of course they are, else you wouldn't be piping up.

Ah.....
>
> > Simply changing the drive select will not produce an ST compatible DSDD
> > drive.

> There is no such thing. PC drives are the same as ST drives. Except for
the
> drive 0/1 issue, and maybe a faceplate change (not an issue on the
falcon).

Complete rubbish.

We should note that *CODA* is the musical term for *The end of the song*

Says it all, methinks!

2325. Re: Replacement ST/STE Floppy - Media Detect?

Newsgroup: comp.sys.atari.st
Date: 2004-03-29 19:50:25 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <106gvg97s39p2d6@corp.supernews.com>
Source record: 19614

Isn't there the issue of PC drives not working 100% on the ST because of the Media Detect problem? ie if you have a disk window open and remove disk then insert another disk and do not refresh dir (by hitting ESC) you will corrup that disk.

Tim

"Coda" <info@janthomas.f2s.nospam.com> wrote in message news:c49nt3unb1@news.freedom2surf.net...
> Complete bull. HD drives work as DD drives. Where did you learn your
> hardware?
>
>
> "Simon PC" <simon@spamnococonutsmusume.co.uk> wrote in message
> news:zPQ9c.21$Cb4.6@newsfe1-win...
> > Coda wrote:
> >
> > > Almost any drive will work.
> >
> > No. The drive needs to be a Double-sided Double-density drive which are
> > pretty difficult to find now (as they have been long superseded by
> > High-Density drives).
> >
> > The best ways to get a DS/DD drive would be from eBay either buy looking
> > for an actual drive unit or even by buying an old 286/386 units that
> > have the correct type of floppy drive. You may need to carry out the
> > Drive B modification to the drive also.
> >
> > There is another way to replace the floppy though. Fit a High-Density
> > modification to the ST and fit a HD floppy drive. There are instructions
> > available at the doit archive if you are feeling brave enough, or you
> > could take it along to somewhere like Keychange.
> >
> > Having a HD drive means it's a lot easier to share disks with PCs, if
> > you ever wanted to.
> >
> > Simon
>
>

2326. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-29 21:06:15 UTC
From: roughley@vanc.igsPAM.net
Message-ID: <1gbet2j.3khaqnv0ma4gN%roughley@vanc.igsPAM.net>
Source record: 19615

John Garone <swamptaxes-NOT-@atlantic.net> wrote:

> especially the one that corrupts files within the folder or drive that
> Newsie is located! For me, second would be being able to see ALL the posts
> and correct the # of posts available for download. If I set it for 999/9999
> I get only 650 (compatibility issue?)

It might be that your news server doesn't keep a large archive of previous posts, deleting them in order of age, let's say, after two months or so. The limit of each newsgroup, depending on how much traffic it gets, will vary too.

As for all the current posts, again it might be your news server. Why not try a commercial service? I use NewsGuy (http://newsguy.com/). Cost is about 11 cents a day for a basic account. For comp.sys.atari.st they have about 2500 previous posts, but the important thing is that their feeds are reliable and comprehensive. Configuration is easy: just add their NNTP host and your username and password.

As for the corruption problem (which I experienced), only a rewrite of NEWSie will cure that.

<< Neil >>

2327. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-29 22:01:24 UTC
From: webmaster@atari-users.net
Message-ID: <b8d63ca5.0403291401.5533065a@posting.google.com>
Source record: 19616

Derryck

I'll top post if I like!

Derryck Croker <derryck@nospam.cix.co.uk.invalid> wrote in message
news:<BC8DB74A.FCC9%derryck@nospam.cix.co.uk.invalid>...
> In article b8d63ca5.0403281022.65888e1b@posting.google.com, webmaster at
> atari-users.net at webmaster@atari-users.net wrote on 28/3/04 19:22:
>
> > I'll quote any way I feel it needs to be done. The Usenet is a open forum.
>
> I suppose it depends on whether you want anyone to reply to your postings or
> not.
>
> To most right-minded people top-posting is a sign of laziness. It leads to
> excessive quoting and makes it very difficult to see what point from the
> posting is being referred to.

And here if I like!

If you want to be correct about it Derryck, I was actually posting a
new topic and should have created a new thread.

My comment was to the thread subject and asking a new question. So
posting above was fine seeing the rest didn't matter tot he content.

Just because you are a lazy anal putz to follow the complete thread is
your issue. Don't like it.. skip the message! IT'S THAT SIMPLE! Or is
that too much for you to handle? You and Martin are not the ones in
charge of the usenet, so stop bitching if you don't like a way someone
post a message.

Rob

2328. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-29 23:00:22 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.03.29.23.00.21.913194@removenoaspam.atari-source.com>
Source record: 19617

On Mon, 29 Mar 2004 16:21:05 -0500, lp wrote:

> in article 1080587778-218944AEicMi@gmx-topmail.de, blablabla@gmx-topmail.de
> at blablabla@gmx-topmail.de wrote on 3/29/04 10:36 AM:
>
>> It had to happen once.... but then the programmer left a nice program as
>> legacy, it'll take many light years before Troll plays in the same league
>> as Okami and ASH Emailer. As for Newsie... IMO instead of dreaming out
>> loud of improving it, they should burn the source code.
>
> That's an awful attitude after some people spent considerable effort to
> obtain it. Also as problematic as it might be, it's not impossible to
> fix such an application or study the code as a learning tool to improve
> Troll.

I agree,

I think newsie is the perfect platform to launch a great threaded
newsreader with features that current users demand. Sure there may not be
many people to do it, but someone will.

As "dreaded" as newsie is, there's a reason most people use it. For
what's out there, it's relatively the best. Troll looks extremely
promising but just isn't ready, and Okami is pretty much a pain in the
rear to setup (I never got it working 100% and I'm a sysadmin), not to
mention okami costs money and has no perceivable (in my eyes) advantages
to newsie. Troll has news threads which if newsie doesn't get
improvements before Troll is ready for primetime, the author of troll will
be receiving the shareware fee from me. Otherwise, unfortunately he may
not.

Regardless, open source applications are GOOD! what if we move to powerpc
some day? Every piece of source code we have becomes worth it's weight in
gold, as it's another application that can be RAN instead of EMULATED.
It's a pipedream to think motorola will stick with the coldfire forever
and that it will always be useable to us. Already look at the challenges
and this is the M68k successor!

Nobody can predict the future, so keeping our options open is of paramount
importance. Commercial software, free software, shareware software, 68k
hardware and powerpc hardware for us all have their place, and each effort
should be embraced, just as both freemint AND MagiC should be embraced.
The only thing that should not be embraced however are multiple open
source/free solutions to the same problem, like MyAES AND XaAES... HUH?
;-) WORK ON THE SAME ONE TOGETHER - YOU BOTH HAVE GOOD IDEAS!

The way I see it, it likely wouldn't be all THAT hard to create a stripped down freemint kernel that works on top of the MagiC kernel to give all of the kernel functions that would allow a working "MagiClib". The proof is in the pudding - MagiCNet. Look at how much of a success that was. If such a thing were to come, the huge advantages of running freemint would soon wither away to the raw speed of MagiC's AES and magxdesk desktop. Users who prefer MagiC could more or less stay in the same region of operation as FreeMiNT users - right now we are talking drastically different operating platforms.

Mark
http://portal.atari-source.com

2329. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-29 23:02:44 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.03.29.23.02.44.966546@removenoaspam.atari-source.com>
Source record: 19618

On Mon, 29 Mar 2004 13:06:15 -0800, Neil Roughley wrote:

> John Garone <swamptaxes-NOT-@atlantic.net> wrote:
>
>> especially the one that corrupts files within the folder or drive that
>> Newsie is located! For me, second would be being able to see ALL the posts
>> and correct the # of posts available for download. If I set it for 999/9999
>> I get only 650 (compatibility issue?)
>
> It might be that your news server doesn't keep a large archive of
> previous posts, deleting them in order of age, let's say, after two
> months or so. The limit of each newsgroup, depending on how much traffic
> it gets, will vary too.
>
> As for all the current posts, again it might be your news server. Why
> not try a commercial service? I use NewsGuy (http://newsguy.com/). Cost
> is about 11 cents a day for a basic account. For comp.sys.atari.st they
> have about 2500 previous posts, but the important thing is that their
> feeds are reliable and comprehensive. Configuration is easy: just add
> their NNTP host and your username and password.
>
> As for the corruption problem (which I experienced), only a rewrite of
> NEWSie will cure that.
>

Or a decent ISP will give you a good news service already. ISP is the
whole package, don't pay money for crap. Speakeasy gives me easynews (I
tthink that's what it is anyway), and they archive some 4000-5000 articles
IIRC. Anyway, my newsreader currently has something like 11000 articles
stored so it's a moot point. The news reader should keep it's own proper
archive of articles, assuming you have disk space for such an adventure.

Mark

2330. MagX-Net mailing list

Newsgroup: comp.sys.atari.st
Date: 2004-03-30 00:30:12 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <4068cebaaaf3240@europe-shareware.org>
Source record: 19619
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
Hi all,

Want to discuss about the MagX-Net tcp/ip stack? Just subscribe to its
mailing list by sending a mail with "subsribe" as the subject to:
magxnet-request [at] ml.free.fr

See you soon...
Pascal
```

2331. Re: MyPDF

Newsgroup: comp.sys.atari.st
Date: 2004-03-30 01:03:40 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <c4ah1b$i3o$1@reader1.panix.com>
Source record: 19620

And tbe registered version runs in single TOS on my TT030. Have not
checked recently, but with a drive in the process of quitting,
which may have been the reason, Porthos would not run under multitasking.

No explanations whatever are available for these remarkable facts.

Jim

John Garone <swamptaxes-NOT-@atlantic.net> writes:

: On 27 Mar 2004 17:52:29 , xlator@cix.compulink.co.uk wrote:
: >In message <4y49c.11751512$0f.1968458@news.easynews.com>, johnblighe@notonyournelly.com
said:
: >
: >>> The last update of Porthos dates from 13 june 2003.
: >>> >Anyway it's a great application indeed. I'm a registrated user myself.
: >>> >
: >>
: >>So am I but I can't get it to run on anything! Does it only work under Magic
: >>or Mint? If so, that's my problem because I don't use either having a mere
: >>STe at 4meg.
: >
: >Yes, I can confirm that Porthos will only run on a multi-tasking
: >system. The manual says (in German):

: the demo runs on this Falcon (TOS 4.04, no multi).

: John
: P.S.
: To Reply by E-mail, please remove -NOT- from my address!

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

2332. Re: Replacement ST/STE Floppy

Newsgroup: comp.sys.atari.st
Date: 2004-03-30 01:18:32 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <c4aht8$i3o$2@reader1.panix.com>
Source record: 19621

Top posting.

I am getting confused. For a quite long time now, the difference between a floppy drive that does 9 sectors, 18 sectors, or 36 sectors has been determined by whether its clock signal is 8 MHz, 16 MHz, or 32 Mhz.

In fact, I believe that this situation started on about day one of 3.5 inch floppy drives. If this is not what is being disussed, will somebody please tell me what the topic is?

Jim

Derryck Croker <derryck@nospam.cix.co.uk.invalid> writes:

: In article zPQ9c.21$Cb4.6@newsfe1-win, Simon PC at
: simon@spamnococonutsmusume.co.uk wrote on 29/3/04 09:09:

: > Coda wrote:
: >
: >> Almost any drive will work.
: >
: > No. The drive needs to be a Double-sided Double-density drive which are
: > pretty difficult to find now (as they have been long superseded by
: > High-Density drives).

: It's been a long time since I changed the floppy in an ST, but it's my
: recollection that all I had to do was jumper across the HD-detect switch to
: disable it? Hallvard Tangeraas had/has a useful guide to all this on his web
: site.

: --

: Cheers

: Derryck
: ____ ____ ____
: / __ \ / __ \ / __ \
: / / / / / / / / /_/ /
: / /_/ / / /_/ / / ____/
: /_____/ /_____/ /_/ Translations
: derryck@cix.co.uk
: dennis.vermeire@gmx.net
: xlator@cix.co.uk
: http://ddp.atari.org

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA

```
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
```
.

2333. Re: Replacement ST/STE Floppy - Media Detect?

Newsgroup: comp.sys.atari.st
Date: 2004-03-30 01:27:01 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <w4DPMyMlzMaAFwPc@my-ste.davjam.org>
Source record: 19622

On Mon, 29 Mar 2004, Tim <tjlazer@nospam.mail.com> wrote:-

>Isn't there the issue of PC drives not working 100% on the ST because of the
>Media Detect problem? ie if you have a disk window open and remove disk
>then insert another disk and do not refresh dir (by hitting ESC) you will
>corrup that disk.

To make a high density floppy drive compatible with an ST, there are
only 2 modifications required:

One is to swap the drive select jumper, or make a solder bridge between
the DS0 pads while breaking the bridge between the DS1 pads;

The other is to bridge the media detect switch so it appears to the
drive that there is always a disc in the drive[0].

These 2 modifications will make any generic, off-the-shelf, high density
floppy drive work with an ST, and probably a Falcon. I know this works
with an ST, since I've replaced several floppies in STs, and have
thoroughly tested them out after replacement so know that none have had
to be repaired afterwards.

[0] IIRC, all the drives I have done this to, with the last one a few
years ago just before my previous STE died, had the media detect switch
next to the write protect switch[1]. This is just one more reason to
test the drives after modification and before final fitting.

[1] Yes, the first time I did this modification, I got bit by not
testing it worked correctly before final fitting. Luckily, the disc was
one I kept write-protected most of the time, had forgotten to
write-enable before inserting it in the drive, and successfully wrote to
it. Upon removing the disc to write-protect it, I noticed it was already
write protected so performed an immediate shut down and corrected the
mistake. Since that one time, I never made that mistake again.

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 63 Mnodes/s: http://www.distributed.net/
AMD 1800 1Gb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 9.0
AMD 1300 512Mb SuSE 9.0 | A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11
Falcon 14Mb TOS 4.02 | STE 4Mb TOS 1.62

2334. Re: when atariOne

Newsgroup: comp.sys.atari.st
Date: 2004-03-30 04:19:49 UTC
From: k_seumas <k_seumas@sympatico.ca>
Message-ID: <jz6ac.2989$j57.424321@news20.bellglobal.com>
Source record: 19623

Well, maybe sPareMiNT was once there, I can no longer see it.
ken

Simon wrote:

> Standa Opichal wrote:
>
>>> robertb@inet.hr wrote:
>>>
>>>> is there a chance for production of AtariOne -- some kind of equivalent
>>>> of AmigaOne with G3/dualG4/G5 PowerPerformanceChip RISC CPU ?
>>>
>>>
>>> Mint is being ported to run on the Pegasos PPC board with 600MHz G3
>>> or 1GHz G4 CPU.
>>
>>
>>
>> Nice vapourware, sorry. ;)
>
>
> You are joking right? The Pegasos is alive and real, and currently at
> version2. www.pegasosppc.com
>
> http://www.pegasosppc.com/operating_systems.php look at the list, oo,
> Sparemint is listed...
>
> Simon

2335. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-30 08:23:36 UTC
From: roughley@vanc.igsPAM.net
Message-ID: <1gbfo1z.tkhsk91jlp2t6N%roughley@vanc.igsPAM.net>
Source record: 19624

Mark D <mducksub@removenoaspam.atari-source.com> wrote:

> Or a decent ISP will give you a good news service already. ISP is the
> whole package, don't pay money for crap. Speakeasy gives me easynews (I
> tthink that's what it is anyway), and they archive some 4000-5000 articles
> IIRC. Anyway, my newsreader currently has something like 11000 articles
> stored so it's a moot point. The news reader should keep it's own proper
> archive of articles, assuming you have disk space for such an adventure.

I've had bad luck with my previous ISPs' news servers. Decent companies in all other respects. I complained, too, but it had little affect. One provider -- one of the largest in Canada -- even shut down their news server altogether, and that's when I went to NewsGuy. It wasn't worth it to change my e-mail address and URLs for the sake of a news server.

John may be happy with his current ISP, but it sounds like their news feeds are lacking like mine were. And who's to say whether his next ISP will be any better (unless he makes inquiries beforehand). Paying an extra 11 cents (or less) per day for dedicated, almost spam-free, news feeds isn't going to hurt too much.

At one time I had about 10,000 articles from comp.sys.atari.st in MacSOUP's database. Right now there are about 3,000 -- four months worth.

<< Neil >>

2336. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-30 10:43:11 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC8F0D76.FD8B%derryck@nospam.cix.co.uk.invalid>
Source record: 19625

In article b8d63ca5.0403291401.5533065a@posting.google.com, webmaster at atari-users.net at webmaster@atari-users.net wrote on 29/3/04 23:01:

> I'll top post if I like!

Time waster.

<plop>

--
Cheers,

Derryck

2337. Re: when atariOne

Newsgroup: comp.sys.atari.st
Date: 2004-03-30 12:56:46 UTC
From: sf0218@aol.com
Message-ID: <20040330075646.08277.00000430@mb-m02.aol.com>
Source record: 19626

What is Atarione?
Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

2338. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-30 14:24:15 UTC
From: webmaster@atari-users.net
Message-ID: <b8d63ca5.0403300624.5d7d7c7a@posting.google.com>
Source record: 19627

<blablabla@gmx-topmail.de> wrote in message
news:<1080587778-218944AEicMi@gmx-topmail.de>...
> As for Newsie... IMO instead of dreaming out
> loud of improving it, they should burn the source code.
>
> Cheers from Belgium
> Dennis

Dennis,

If someone post an opinion on what they would like to see
happen to Newsie for improvements, why are they dreaming? That's being
negative, it's good to get peoples opinions on the subject, To see
what other people think.

On burning the source.. what the hell.. burn the source, it only took
ME about a year to get the source from John.

Rob

2339. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-30 15:37:12 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.03.30.15.37.12.657948@removenoaspam.atari-source.com>
Source record: 19628

On Tue, 30 Mar 2004 00:23:36 -0800, Neil Roughley wrote:

> I've had bad luck with my previous ISPs' news servers. Decent companies
> in all other respects. I complained, too, but it had little affect. One
> provider -- one of the largest in Canada -- even shut down their news
> server altogether, and that's when I went to NewsGuy. It wasn't worth it
> to change my e-mail address and URLs for the sake of a news server.
>
> John may be happy with his current ISP, but it sounds like their news
> feeds are lacking like mine were. And who's to say whether his next ISP
> will be any better (unless he makes inquiries beforehand). Paying an
> extra 11 cents (or less) per day for dedicated, almost spam-free, news
> feeds isn't going to hurt too much.
>
> At one time I had about 10,000 articles from comp.sys.atari.st in
> MacSOUP's database. Right now there are about 3,000 -- four months
> worth.
>

To each their own. It's worth nothing that it might be cheaper to
subscribe to NewsGuy or another service and a low-cost broadband provider
than it would be for speakeasy alone ;-)

Mark
http://portal.atari-source.com

2340. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-03-30 15:56:40 UTC
From: Dan A <artdeptNOSPAM@coinboards.com>
Message-ID: <106j64glgqh8vd4@corp.supernews.com>
Source record: 19629

webmaster at atari-users.net <webmaster@atari-users.net> wrote in message
news:b8d63ca5.0403300624.5d7d7c7a@posting.google.com...
> <blablabla@gmx-topmail.de> wrote in message
news:<1080587778-218944AEicMi@gmx-topmail.de>...
> > As for Newsie... IMO instead of dreaming out
> > loud of improving it, they should burn the source code.
> >
> > Cheers from Belgium
> > Dennis
>
> Dennis,
>
> If someone post an opinion on what they would like to see
> happen to Newsie for improvements, why are they dreaming? That's being
> negative, it's good to get peoples opinions on the subject, To see
> what other people think.

While USENET isn't the best place for it. It needs to be done.
We still have alot of programmers around, working on this or working on
that. Sometimes they feel like a change and to work on something else
for awhile. Generally the bugs that will get fixed are the ones that
affect
them personally, but if there is a list of things people have problems with
or
things they would like to see done maybe a few of these will get picked up.

One programmers nightmare bug from hell is another programmers 30 second
fix!

Personally I'm of the belief that choice is always good.

Dan
aka Baldrick

2341. Re: Replacement ST/STE Floppy

Newsgroup: comp.sys.atari.st
Date: 2004-03-30 17:44:51 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c4cbje$r5c$1@news.freedom2surf.net>
Source record: 19630

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:WJZ9c.200$wX6.27@newsfe2-gui.server.ntli.net...
> Hello.
>
> > > > Yes it is. WTF do you think I'm talking about? Apple Macs?
> > >
> > > Probably..... How many ST drives have you modified?
> > >
> > All of my own ST's and Falcons since 1988, and quite a few friends and
> > accomplices from the early days.
>
> Then you ain't telling us the full story.....

What story? Want me to make one up for you? Sorry dont do that.

>
> We probably fixed some of the cock ups you produced...

1. Never have I ever done wrong with a soldering iron and left a mistake
unmade.
2. No-one that I know would ever send stuff to you, they know your history.

>
> > > Keychange Music Services has supplied several hundred replacement DSDD
> > > floppies over the last 10 yrs.
> > >
> > Right. Wanna repeat that to the Inland Revenue?
>
> Every year since 1991.
>
> > > Mostly modified Sony mechs.
>
> > > Still available.
>
> > Of course they are, else you wouldn't be piping up.
>
> Ah.....
> >
> > > Simply changing the drive select will not produce an ST compatible
DSDD
> > > drive.
>
> > There is no such thing. PC drives are the same as ST drives. Except for
> the
> > drive 0/1 issue, and maybe a faceplate change (not an issue on the

> falcon).
>
> Complete rubbish.
>
> We should note that *CODA* is the musical term for *The end of the song*

Thats correct. Youre halfway there to deciphering what it means.

> Says it all, methinks!

No theres more. Keep going.

2342. Re: Replacement ST/STE Floppy - Media Detect?

Newsgroup: comp.sys.atari.st
Date: 2004-03-30 17:47:55 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c4cbp5$r65$1@news.freedom2surf.net>
Source record: 19631

David Bolt explains the situation below, however for a falcon you can leave the media detect alone (and should). I never bothered with the media detect fix on my STe, I always hit escape whenever changing disks out of (good) habit, and I also leave them write protected until absolutely neccessary.

"Tim" <tjlazer@nospam.mail.com> wrote in message news:106gvg97s39p2d6@corp.supernews.com...
> Isn't there the issue of PC drives not working 100% on the ST because of the
> Media Detect problem? ie if you have a disk window open and remove disk
> then insert another disk and do not refresh dir (by hitting ESC) you will
> corrup that disk.
>
> Tim
>
> "Coda" <info@janthomas.f2s.nospam.com> wrote in message
> news:c49nt3unb1@news.freedom2surf.net...
> > Complete bull. HD drives work as DD drives. Where did you learn your
> > hardware?
> >
> >
> > "Simon PC" <simon@spamnococonutsmusume.co.uk> wrote in message
> > news:zPQ9c.21$Cb4.6@newsfe1-win...
> > > Coda wrote:
> > >
> > > > Almost any drive will work.
> > >
> > > No. The drive needs to be a Double-sided Double-density drive which are
> > > pretty difficult to find now (as they have been long superseded by
> > > High-Density drives).
> > >
> > > The best ways to get a DS/DD drive would be from eBay either buy looking
> > > for an actual drive unit or even by buying an old 286/386 units that
> > > have the correct type of floppy drive. You may need to carry out the
> > > Drive B modification to the drive also.
> > >
> > > There is another way to replace the floppy though. Fit a High-Density
> > > modification to the ST and fit a HD floppy drive. There are instructions
> > > available at the doit archive if you are feeling brave enough, or you
> > > could take it along to somewhere like Keychange.
> > >

> > > Having a HD drive means it's a lot easier to share disks with PCs, if
> > > you ever wanted to.
> > >
> > > Simon
> >
> >
>
>

2343. [UTD] April Release of Eureka

Newsgroup: comp.sys.atari.st
Date: 2004-03-31 09:44:15 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <c4e3tf$jb3$2@news-reader4.wanadoo.fr>
Source record: 19632

Hi,

The software "Eureka" is updated and released on its WEB page.
It is a "2D Graph Describer and 3D Modeller". It is updated
nearly every month, if I found significant improvements for it.
You will have to fetch it at :

http://eureka.atari.org/eurka404.zip
That is the Complete Common Edition

http://eureka.atari.org/eurka020.zip
Is the Complete 68020 Edition

http://eureka.atari.org/eurkafpu.zip
Is the Limited FPU Edition

http://eureka.atari.org/eurklite.zip
Is the Lite Edition, working on early ST with 720kb floppy

http://eureka.atari.org/lib_dgem.zip
Are Dynamic Libraries Extensions for Eureka

http://eureka.atari.org/tiny045.zip
Is the OpenGL Extension (requires previous package)

It's two months since there hasn't been any release of Eureka.
In facts, my Hades 60 caused me some troubles that are fixed
now. You may understand though that there's a late, and a few
related novelties to be published. That's it ...

I wish you big fun with all this new STuff !

Best regards,

-- Franï¿½ois LE COAT
Author of Eureka 2.12
http://eureka.atari.org

2344. Re: TT030 memory upgrade

Newsgroup: comp.sys.atari.st
Date: 2004-04-01 02:42:16 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <c4fvi8$e8l$1@reader1.panix.com>
Source record: 19634

No, I have not, but that has never stopped anyone else.

You might check the number of chips on those 4 meg simms. It may be that
three-chip simm will not work, and four-chip will.

If all else fails, I have one of those TT-RAM boards, and have no need for
it, and am willing to send it, for the cost of packaging and postage, to
any place in the world. Yes, I paid for it, but it needs a better home.

Jim

Claude Bourgoin <claude@pivot.net> writes:

: I have the Atari TT-RAM board (CA401058) and I removed the 1 meg simms
: and replaced them with 4 meg simms. It seems that the TT030 doesn't
: recognize the 4 meg simms. When I boot the TT it does the test on the STram
: and then does the test on the TTram but still only shows 4 meg of memory
: instead of 16 megsfor the TTram. When I change jumper settings according to
: Funky=Ware TT030 web page the TT doesn't even run the TTram test. Has anyone
: run into this problem.

: Claude B

: -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
: http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
: ------== Over 100,000 Newsgroups - 19 Different Servers! =-----

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

2345. TT030 memory upgrade

Newsgroup: comp.sys.atari.st
Date: 2004-04-01 04:37:34 UTC
From: Claude Bourgoin <claude@pivot.net>
Message-ID: <406b71f1_4@corp.newsgroups.com>
Source record: 19633

I have the Atari TT-RAM board (CA401058) and I removed the 1 meg simms
and replaced them with 4 meg simms. It seems that the TT030 doesn't
recognize the 4 meg simms. When I boot the TT it does the test on the STram
and then does the test on the TTram but still only shows 4 meg of memory
instead of 16 megsfor the TTram. When I change jumper settings according to
Funky=Ware TT030 web page the TT doesn't even run the TTram test. Has anyone
run into this problem.

Claude B

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 100,000 Newsgroups - 19 Different Servers! =-----

2346. ATARI (Infogrames) will produce a new ST

Newsgroup: comp.sys.atari.st
Date: 2004-04-01 10:28:48 UTC
From: plartorill@yahoo.ca
Message-ID: <bd394b8d.0404010228.28d3d62a@posting.google.com>
Source record: 19635

especially fr musicians.The ATARI ST was in high demand for years in music business, but today more and more STs are dying and almost no software is developed any more.

So Infogrames decided to release a new ATARI ST especially for musicians, with the best music software already on board, in form of ROM chips.

The new ST will also feature MIDI access, a lighter and smaller ST board and will be released as classic ST or in notebook form.The computer will use PPC+68K CPUs.

The new ST will be released this fall for $199.

2347. Re: ATARI (Infogrames) will produce a new ST

Newsgroup: comp.sys.atari.st
Date: 2004-04-01 10:40:10 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1080826384-288650AEicMi@xs4all.nl>
Source record: 19643

April fool....

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

2348. ADV: 20% off Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-04-01 11:04:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0404010256570.12787-100000@onyx.spiritone.com>
Source record: 19638
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm offering A 20% Discount on Games/ SoftWare & References/ Books for Classic Atari 8 Bit & Atari ST Computer Lines! Whether your spending Tax Rebate Dollars, spending Euro's from Europe or satisfying your Yen for Atari! We Ship anywhere the Law allows! And If your in the United States, take advantage of the cheaper Postage for Media Mail Rate. Get Catalogs while Atari Lasts at http://BensCatalogs.Atari.org Got Questions? E-Mail Today@ Atari@aracnet.com or call Ben at (503)256-9974!

http://www.aracnet.com/~atari/catalogs.html Atari Catalogs Area!
http://www.aracnet.com/~atari/newinbox.htm New Atari stuff.
http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/specials.htm Atari Tax Break Special!!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2349. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-04-01 11:07:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0404010304390.12787-100000@onyx.spiritone.com>
Source record: 19639
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2350. Re: TT030 memory upgrade

Newsgroup: comp.sys.atari.st
Date: 2004-04-01 11:10:27 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <406bf7c6$0$441$afc38c87@news.optusnet.com.au>
Source record: 19636

> Claude Bourgoin <claude@pivot.net> writes:
>
> : I have the Atari TT-RAM board (CA401058) and I removed the 1 meg
simms
> : and replaced them with 4 meg simms. It seems that the TT030 doesn't
> : recognize the 4 meg simms. When I boot the TT it does the test on the
STram
> : and then does the test on the TTram but still only shows 4 meg of memory
> : instead of 16 megsfor the TTram. When I change jumper settings according
to
> : Funky=Ware TT030 web page the TT doesn't even run the TTram test. Has
anyone
> : run into this problem.
>
> : Claude B

"Jim DeClercq" <jimd@panix1.panix.com> wrote in message
news:c4fvi8$e8l$1@reader1.panix.com...
> No, I have not, but that has never stopped anyone else.
>
> You might check the number of chips on those 4 meg simms. It may be that
> three-chip simm will not work, and four-chip will.
>
> If all else fails, I have one of those TT-RAM boards, and have no need for
> it, and am willing to send it, for the cost of packaging and postage, to
> any place in the world. Yes, I paid for it, but it needs a better home.

Aw crapola, I am after a ram card of any kind. My poor beast only has 2meg
ST ram, and no TT ram. If Mr Bourgoin is not needing it, I would be happy to
pay you any (reasonable), amount for it. Nothing on evil bay ATM :-(.

Just a note too, 4 chip simms are usually just 3 chip plus parity. The
parity bit (or bit 9) is not used, so I doubt that would make a difference.
Could be a duff chip.

Mark

2351. ADV: Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-04-01 11:12:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0404010308330.12787-100000@onyx.spiritone.com>
Source record: 19640
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2352. MiNT for Pegasos?

Newsgroup: comp.sys.atari.st
Date: 2004-04-01 11:14:33 UTC
From: Sylwek <sylwekWYKASUJTO@pf.pl>
Message-ID: <sylwekWYKASUJTO-994B8F.13143301042004@gw1.news.tpi.pl>
Source record: 19637

Hi all,
after a long time without Atari I bought TT - despite its age still quite nice machnine :-) I was searching for various Atari-related information to see what happened in last years and found interesting Atari Coldfire project. And I started to wonder - couldn't we just used ready hardware? Why not port FreeMiNT to Pegasos Power PC G3 or G4 boards??? They are relatively cheap (400-700$ depending on the CPU - compare it to rumoured 1000$ for Coldfire - and fastest coldfire processor is 6x slower than G4/1GHz PPC used in Pegasos...), are widely available (even in Poland ;-) and uses all modern technologies you could imagine (USB 2.0, gigabit ethernet, Firewire, DDR-RAM). Right now they run MorphOS - a kind of AmigaOS clone, running native Amiga applications at 68k emulation (faster than 68060/50...) and LinuxPPC. Serious Atari programmers could join together and ask Genesi if they could rewrite FreeMiNT for Pegasos - after all they could then sell more boards - making it more profitable. Right now the newest MorphOS 1.4 uses very fast JIT 68k emulation, so even on G3/800 old programs run faster than on 68060/50...
Wouldn't that be incredible and fun? One hardware platform, that could run both - Atari and Amiga software :-)
More about Pegasos and accompanying systems you can find here:
www.pegasosppc.com

--
Pozdrowienia
Sylwek

P.S. Zeby wyslac do mnie maila - usun "WYKASUJTO" z adresu e-mail!

2353. Re: ATARI (Infogrames) will produce a new ST

Newsgroup: comp.sys.atari.st
Date: 2004-04-01 12:13:38 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <406c1b0c1d36660@europe-shareware.org>
Source record: 19642

Hello,

in article <bd394b8d.0404010228.28d3d62a@posting.google.com>,
Rolf Pailo wrote on Thu 01-04-2004 02:28 (-0800):

> The new ST will also feature MIDI access, a lighter and smaller ST
> board and will be released as classic ST or in notebook form.The
> computer will use PPC+68K CPUs.

Great news, even if I would have prefered a PDA or a cellular phone form
;-)

Not to say that you forgot to give us the URL :-))

2354. Re: TT030 memory upgrade

Newsgroup: comp.sys.atari.st
Date: 2004-04-01 12:33:24 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <406c0b37$0$439$afc38c87@news.optusnet.com.au>
Source record: 19641

"Claude Bourgoin" <claude@pivot.net> wrote in message
news:406b71f1_4@corp.newsgroups.com...
> I have the Atari TT-RAM board (CA401058) and I removed the 1 meg simms
> and replaced them with 4 meg simms. It seems that the TT030 doesn't
> recognize the 4 meg simms. When I boot the TT it does the test on the
STram
> and then does the test on the TTram but still only shows 4 meg of memory
> instead of 16 megsfor the TTram. When I change jumper settings according
to
> Funky=Ware TT030 web page the TT doesn't even run the TTram test. Has
anyone
> run into this problem.

Found this for you.

You may need nibble mode ram

http://www.geocities.com/siliconvalley/peaks/6320/ard/help/ttram01.htm

not easy to find.

Mark

2355. Re: MiNT for Pegasos?

Newsgroup: comp.sys.atari.st
Date: 2004-04-01 13:11:54 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <406c1519$0$8909$636a15ce@news.free.fr>
Source record: 19644

Sylwek wrote:
> Hi all,
> after a long time without Atari I bought TT - despite its age still
> quite nice machnine :-) I was searching for various Atari-related
> information to see what happened in last years and found interesting
> Atari Coldfire project. And I started to wonder - couldn't we just
> used ready hardware? Why not port FreeMiNT to Pegasos Power PC G3 or
> G4 boards???

It is what I proposed a long time ago !
And now some developers (french) are working on a such project for TOS !
My AES, a new AES is running and a new VDI may be written after.
Like this we get sources abd can adapt on the hardware we want to use...
May be CF or PPC.

They are relatively cheap (400-700$ depending on the CPU
> - compare it to rumoured 1000$ for Coldfire - and fastest coldfire
> processor is 6x slower than G4/1GHz PPC used in Pegasos...), are
> widely available (even in Poland ;-) and uses all modern technologies
> you could imagine (USB 2.0, gigabit ethernet, Firewire, DDR-RAM).
> Right now they run MorphOS - a kind of AmigaOS clone, running native
> Amiga applications at 68k emulation (faster than 68060/50...) and
> LinuxPPC. Serious Atari programmers could join together and ask
> Genesi if they could rewrite FreeMiNT for Pegasos - after all they
> could then sell more boards - making it more profitable. Right now
> the newest MorphOS 1.4 uses very fast JIT 68k emulation

Yes, that's a good point we should try to use...

, so even on
> G3/800 old programs run faster than on 68060/50...
> Wouldn't that be incredible and fun? One hardware platform, that could
> run both - Atari and Amiga software :-)
> More about Pegasos and accompanying systems you can find here:
> www.pegasosppc.com

I think everybody here knows the pegasos... ;-)

Regards

2356. Re: MiNT for Pegasos?

Newsgroup: comp.sys.atari.st
Date: 2004-04-01 13:33:11 UTC
From: sf0218@aol.com
Message-ID: <20040401083311.04258.00000444@mb-m17.aol.com>
Source record: 19645

Sorry, but I don't. However, I'm only interested on those boards that will run mint/gem atari software and games.

Uh, about mint. I'm just starting to read up on that as I plan to run that on my Falcon. :)

Sam F.
Virginia U.S.A.
Seattle Seahawks Nut
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
& Historical Miniatures Wargaming Nut

2357. Re: MiNT for Pegasos?

Newsgroup: comp.sys.atari.st
Date: 2004-04-01 13:40:38 UTC
From: Sylwek <sylwekWYKASUJTO@pf.pl>
Message-ID: <sylwekWYKASUJTO-F1E5E6.15403801042004@gw1.news.tpi.pl>
Source record: 19546

In article <406c1519$0$8909$636a15ce@news.free.fr>,
"Rodolphe Czuba" <rczuba@free.fr> wrote:

> It is what I proposed a long time ago !
> And now some developers (french) are working on a such project for TOS !
> My AES, a new AES is running and a new VDI may be written after.
> Like this we get sources abd can adapt on the hardware we want to use...
> May be CF or PPC.
I love you Rodolph :-) Keep us informed.

> Yes, that's a good point we should try to use...
I think Pegasos is the cheapest PPC board right now. It gets more and
more attention and many Amiga users already switched to this just
because it is two times cheaper than Amiga ONE, not to mention, that
AmigaOS 4 is still not ready, while MorphOS is now quite mature
product...

> I think everybody here knows the pegasos... ;-)
Great :-)

--
Pozdrowienia
Sylwek

P.S. Zeby wyslac do mnie maila - usun "WYKASUJTO" z adresu e-mail!

2358. HELP- With Atari Mega ST

Newsgroup: comp.sys.atari.st
Date: 2004-04-01 15:43:38 UTC
From: Brandon Alexander <composer.22@att.net>
Message-ID: <l0do60h56k0hcqnqkem1793uo7sek8s98v@4ax.com>
Source record: 19547

I am not able to access the hard drive on my Mega ST. However the machine will boot up with regular TOS disks and behave much like an ST-1040.

This started a while back. If I remember correctly there are certain boot programs it needs to boot. What I did was erase or rename those programs because I could not get GDOS programs to run. Once I did I could not get the hard drive back. It's there and purring but again will not boot, and does not show up on the desktop.

At any rate if somebody knows how I can access the hard disk please advise.

Thanks.

Al.

2359. Re: TT030 memory upgrade

Newsgroup: comp.sys.atari.st
Date: 2004-04-01 16:07:56 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <c4heou$2cotmj$1@ID-40235.news.uni-berlin.de>
Source record: 19548

"Claude Bourgoin" <claude@pivot.net> wrote in message
news:406b71f1_4@corp.newsgroups.com...
> I have the Atari TT-RAM board (CA401058) and I removed the 1 meg simms
> and replaced them with 4 meg simms. It seems that the TT030 doesn't
> recognize the 4 meg simms. When I boot the TT it does the test on the
STram
> and then does the test on the TTram but still only shows 4 meg of memory
> instead of 16 megsfor the TTram. When I change jumper settings according
to
> Funky=Ware TT030 web page the TT doesn't even run the TTram test. Has
anyone
> run into this problem.
>
> Claude B
>
>

Just check trhe jumpers on the card. The settings are a bit odd if I
remember properly...

>
>
> -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> -----== Over 100,000 Newsgroups - 19 Different Servers! =-----

2360. Re: HELP- With Atari Mega ST

Newsgroup: comp.sys.atari.st
Date: 2004-04-01 17:41:14 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <_uYac.15195$He5.304303@bgtnsc04-news.ops.worldnet.att.net>
Source record: 19549

Al,

Dig out the "Atari Hard Disk Utilities" floppy that came with your computer.
You'll find the AHDI and HDX programs necessary to boot your hard disk and
reinstall whatever you deleted.

Sheldon

"Brandon Alexander" <composer.22@att.net> wrote in message
news:l0do60h56k0hcqnqkem1793uo7sek8s98v@4ax.com...
> I am not able to access the hard drive on my Mega ST. However the
> machine will boot up with regular TOS disks and behave much like an
> ST-1040.
>
> This started a while back. If I remember correctly there are certain
> boot programs it needs to boot. What I did was erase or rename those
> programs because I could not get GDOS programs to run. Once I did I
> could not get the hard drive back. It's there and purring but again
> will not boot, and does not show up on the desktop.
>
> At any rate if somebody knows how I can access the hard disk please
> advise.
>
> Thanks.
>
> Al.
>
>

2361. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-04-01 19:20:10 UTC
From: haha@killfile.com
Message-ID: <1080889824-166843AEicMi@killfile.com>
Source record: 19561

From: lp <gfabasic@mint.net>
Date: Tue, 30 Mar 2004 17:29:01 -0500

>> Time waster.
>>
>> <plop>
>
>Welcome to comp.sys.atari.st.my.killfile for wasting my time.

Congratulations Derryck and welcome to the club!! :-)

Cheers from Belgium
Dennis

2362. Re: HELP- With Atari Mega ST

Newsgroup: comp.sys.atari.st
Date: 2004-04-01 19:29:39 UTC
From: Brandon Alexander <composer.22@att.net>
Message-ID: <u5ro60hrh195s9el623ch1u2pjv7mft5rn@4ax.com>
Source record: 19550

On Thu, 01 Apr 2004 17:41:14 GMT, "Sheldon H. Winick"
<s.winick@worldnet.att.net> wrote:

>Al,
>
>Dig out the "Atari Hard Disk Utilities" floppy that came with your computer.
>You'll find the AHDI and HDX programs necessary to boot your hard disk and
>reinstall whatever you deleted.
>
>Sheldon

Thanks for the information.

Appreciate the suggestion but I don't have any of the disk utilities.
I bought this computer 2nd-hand. All that came with it was a Cubase
disk.

If you have those utilities I would like to have copies.

Thanks,

Al.

2363. AHDI and HDX programs for Mega STE

Newsgroup: comp.sys.atari.st
Date: 2004-04-01 19:32:43 UTC
From: Brandon Alexander <composer.22@att.net>
Message-ID: <7dro60ptrk8vet41mvl8tgrpg78j13b0sk@4ax.com>
Source record: 19551

I can no longer access my hard disk, and a poster tells me I need the
AHDI and HDX programs. Can anybody in the group make themn available?

Thanks,

Al.

2364. Re: ST1040, Color and Mono Monitor + Software FREE

Newsgroup: comp.sys.atari.st
Date: 2004-04-01 19:43:02 UTC
From: Brandon Alexander <bankme69@yahoo.com>
Message-ID: <h5so60da4kg74ui6jo0k92mp1u95ihu8kq@4ax.com>
Source record: 19552

On Sat, 27 Mar 2004 21:53:30 GMT, "Alien" <alien@nnn.com> wrote:

>I have a working 1040 ST with color and a mono monitor + a bunch of software
>which I will be happy to give to anyone who wants it. I am in the US, in
>the Northeast, best if someone could pick it up. I will hate to throw it
>away. Just reply to post with your email if you are interested and I will
>contact you.
>
>Bryan
>

I'll take them if you still have them.

bankme69@yahoo.com

2365. Re: Replacement ST/STE Floppy - Media Detect?

Newsgroup: comp.sys.atari.st
Date: 2004-04-01 19:46:25 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <j0$LPpSRGHbAFwU4@my-ste.davjam.org>
Source record: 19553

On Tue, 30 Mar 2004, Coda <info@janthomas.f2s.nospam.com> wrote:-

>David Bolt explains the situation below, however for a falcon you can leave
>the media detect alone (and should).

Noted for future reference.

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 63 Mnodes/s: http://www.distributed.net/
AMD 1800 1Gb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 9.0
AMD 1300 512Mb SuSE 9.0 | A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11
Falcon 14Mb TOS 4.02 | STE 4Mb TOS 1.62

2366. Re: TT030 memory upgrade

Newsgroup: comp.sys.atari.st
Date: 2004-04-01 21:24:20 UTC
From: Jean-Luc <wd.wd@wd.com>
Message-ID: <01042004232508i2C00155HP4C0A80004@wanadoo.fr>
Source record: 19554

Claude Bourgoin <claude@pivot.net> a écrit dans le message :
406b71f1_4@corp.newsgroups.com

> I have the Atari TT-RAM board (CA401058) and I removed the 1 meg
> simms and replaced them with 4 meg simms. It seems that the TT030
> doesn't recognize the 4 meg simms. When I boot the TT it does the test
> on the STram and then does the test on the TTram but still only shows
> 4 meg of memory instead of 16 megsfor the TTram. When I change jumper
> settings according to Funky=Ware TT030 web page the TT doesn't even
> run the TTram test. Has anyone run into this problem.

Yes : only 8 or 9 chips modules will run on to this board, though
I don't remember if it must be EDO or FPM.
A google search across the french NG will bring you to a thread I
started 1+ year ago, in which I think you might find useful infos.
You might do a search in this NG too, as I think the subject has
been discussed more than once ;-)

J.-Luc

--
«From» est un anti-pourriels. Pour me répondre, lire mon adresse en
zig-zagant dans la boîte ci-dessous (utilisez une fonte fixe, svp).
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read my
adress zigzaging in the box below (use a non-prop font, please).

```
+--------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+--------------------------+
```

2367. Re: ATARI (Infogrames) will produce a new ST

Newsgroup: comp.sys.atari.st
Date: 2004-04-01 23:10:47 UTC
From: fried.man@sympatico.ca
Message-ID: <2b61dc2b.0404011510.1f19f9d0@posting.google.com>
Source record: 19555

Ha! Ha! very funny....
but wouldn't it be nice

plartorill@yahoo.ca (Rolf Pailo) wrote in message news:
bd394b8d.0404010228.28d3d62a@posting.google.com>...
> especially fr musicians.The ATARI ST was in high demand for years in
> music business, but today more and more STs are dying and almost no
> software is developed any more.
>
> So Infogrames decided to release a new ATARI ST especially for
> musicians, with the best music software already on board, in form of
> ROM chips.
>
> The new ST will also feature MIDI access, a lighter and smaller ST
> board and will be released as classic ST or in notebook form.The
> computer will use PPC+68K CPUs.
>
> The new ST will be released this fall for $199.

2368. Re: AHDI and HDX programs for Mega STE

Newsgroup: comp.sys.atari.st
Date: 2004-04-01 23:21:13 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <106p8vcb9a3ep9b@corp.supernews.com>
Source record: 19556

Yes do a search for AHDX on the net and you will find sites that have this for download. Then copy or unzip the files to a 720kb disk and run it on the Mega ST.

Tim

"Brandon Alexander" <composer.22@att.net> wrote in message news:7dro60ptrk8vet41mvl8tgrpg78j13b0sk@4ax.com...
> I can no longer access my hard disk, and a poster tells me I need the
> AHDI and HDX programs. Can anybody in the group make themn available?
>
> Thanks,
>
> Al.

2369. honkin ramdisk

Newsgroup: comp.sys.atari.st
Date: 2004-04-02 02:09:07 UTC
From: fried.man@sympatico.ca
Message-ID: <2b61dc2b.0404011809.7376cbd7@posting.google.com>
Source record: 19557

whats the biggest ram disk partition anyone has gotten to work? I have truedisk on my falcon ct60 with 128 megs of fast ram. I can only get truedisk to about 30 megs. Is there a ramdisk program with unlimited size?

2370. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-04-02 04:15:32 UTC
From: haha@killfile.com
Message-ID: <1080889828-167971AEicMi@killfile.com>
Source record: 19562

From: lp <gfabasic@mint.net>
Date: Sun, 28 Mar 2004 22:30:27 -0500

>There is a general flaw in thinking going on here too. If certain people
>want to live under a rock, then why not do so silently with their pile of
>old apps.

Hallelujah!!! The messiah has spoken....

It might have escaped your attention but those people living under a rock
with their pile of old apps happen to be *real* Atari users, and they have
no alternative --- no one of the dreamers managed to port a mailer over
yet that can handle embedded html.

>Those that want to live in the 80's wish to force it on the rest
>it seems. If someone don't like the idea of html in mail, then don't use
>it. Really simple actually.

Yes it certainly is, especially if you consider that they can't even use
it, because it's not available. How can one force something on one that
doesn't exist?

>I get so much mail like that anymore I am forced to use the mac for e-
>mail and it's not just people, it's online

And you blame us for a general flaw in thinking? If everyone here would
adopt your way of thinking there wouldn't be a Atari platform anymore.
let's all move over to the Mac!
Would you tell us for what purpose you still actively use your Hades,
since you obviously don't like using a pile of old apps I presume
you use the Hades as a doorstop? Or is that also a flaw in thinking?

BTW: did your mac mailer/newsreader filter managed to stop this posting?
Just an example of how effective filters are. Another flaw in thinking
perhaps? LOL

Cheers from la Belgique
DV

2371. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-04-02 04:17:10 UTC
From: haha@killfile.com
Message-ID: <1080889808-163739AEicMi@killfile.com>
Source record: 19558

From: lp <gfabasic@mint.net>
Date: Mon, 29 Mar 2004 16:21:05 -0500

>That's an awful attitude after some people spent considerable effort to
>obtain it. Also as problematic as it might be, it's not impossible to
>fix such an application or study the code as a learning tool to improve
>Troll.

Study the code? Are you for real?
Or are you perhaps trying to insult Pierre Thontat his intelligence and capabilities? What makes you think that the author of Troll needs to take a look at that pile of shit? Although Troll is still in in a very early development phase it's already more advanced then Newsie.

Cheers from Belgium
Dennis

2372. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-04-02 04:20:10 UTC
From: haha@killfile.com
Message-ID: <1080889818-165979AEicMi@killfile.com>
Source record: 19560

From: lp <gfabasic@mint.net>
Date: Tue, 30 Mar 2004 20:12:13 -0500

>It is amazing, the amount of negative stuff that can be generated from
>good news. You have people more concerned with silly posting styles and
>burning source code.

That'll be me :-)
In my part of the woods, it's normal to set fire to rubbish....

>Also I think the author of newsie would be very disappointed to see this
>thread. A lot of time and effort went into newsie and I suggest anyone who
>wishes to burn the source, should sit down and try to code a mail
>application. No one forced anyone to use it in the first place either.

How many light years ago did the author bothered to actually upgrade/fix or
even improve that piece of shit? I do know one thing: a lot of posters here
have tried to get in touch with him and asked -- no -- let's make that
pleaded - for a more stable Newsie.

And no, no one forced me to use that piece of crap, and that's the whole
point... I happen to use an ATARI mailer/newsreader that hasn't got the
problems Newsie has. Put in different words: there's choice !! I don't
really recall many postings here of people having a problem with ASH Emailer
or Okami... do you?
Newsie was great in the early days, when nothing else/better was available,
in the meantime we moved on, and Newsie and his author stayed put, not even
moving an inch. EVERY Newsie user should reflect on this, no one is forcing
them to use a different app, but it's about time they realise that there are
a couple of excellent alternatives available. And they don't need to buy/use
a Mac to achieve it.

Cheers from Belgium
Dennis

2373. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-04-02 04:39:16 UTC
From: haha@killfile.com
Message-ID: <1080889812-164463AEicMi@killfile.com>
Source record: 19559

From: webmaster@atari-users.net (webmaster at atari-users.net)
Date: 30 Mar 2004 06:24:15 -0800

>Dennis,
>If someone post an opinion on what they would like to see happen to Newsie
>for improvements, why are they dreaming? That's being negative, it's good
>to get peoples opinions on the subject, To see what other people think.

Well, we all know now what other people think; they wanna see it evolve into
a mailer that can handle embedded html....
This thread has generated a lot of posts, but let's face it, so far no one
has come forward announcing he/she would maintain the code. As far as I am
concerned all these posters live in coockoo land... having a wish list is
one thing, getting it fullfilled is another one. And no, there's nothing
negative about people airing what kind of newsreader/mailer they would love
to see on this platform.... but it's like dreaming out loud.
Let's face the facts, even if someone would come forward announcing he/she
would maintain/upgrade the code, what do you expect? In the best scenario
the bugs will be weeded out. But one doesn't need to be a programmer to
realise that the Newsie code is not suitable at all to implement the stuff
people here have put on their list.

>On burning the source.. what the hell.. burn the source, it only took
>ME about a year to get the source from John.

Ah, well, then you wasted a lot of valuable time...
Personally, I am convinced that the Newsie source code will end up the same
way as the code for QED, PixArt, Cypress, Imagine, Smurf, Interface, Chagall
etc, put in other words *no where*. The status of these app has changed,
but's that it, in practice however they're just as dead as they've been for
zilch years.

IMO we should support the authors who are currently supporting this platform
actively --- and yes I know it's only a handfull but what's the alternative ?
Open source?... LOL
Personally I put my money on the shareware/freeware/commercial developers --
they don't make any noise here but deliver the goods. And anyone wanting a
mailer which can handle embedded html, should get in touch with the author of
MyMail -- the only mailer left that is still actively developed. That's being
realistic... if you open your eyes and think about it for a minute, you'll
soon realise that this is the only option.

How's that for being negative?

Cheers from Belgium
Dennis

--

Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

2374. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-04-02 04:54:18 UTC
From: haha@killfile.com
Message-ID: <1080889836-169235AEicMi@killfile.com>
Source record: 19563

From: "Dan A" <artdeptNOSPAM@coinboards.com>
Date: Tue, 30 Mar 2004 10:56:40 -0500

Hi Dan,

>Generally the bugs that will get fixed are the ones that affect them
>personally, but if there is a list of things people have problems with
>or things they would like to see done maybe a few of these will get
>picked up.

Sure... but we're talking about Newsie here! "picking" up a few bugs or
flaws just isn't good enough. And what kind of programmer would add new
features to it, knowing that the existing flaws aren't fixed?

>Personally I'm of the belief that choice is always good.

Yes I agree, and in this particular case there is choice. If there's one
thing we have plenty on this platform its mailers and other clients, and
if I understood it correctly, the WenSuite code soon will be open source
as well.
Anyone here remembers WenSuite? Another app with a lot of things to "pick
up" on, but compared to Newsie it should be quite obvious that this *IS*
the candidate to be "improved".

Cheers from Belgium
Dennis

2375. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-04-02 05:36:56 UTC
From: haha@killfile.com
Message-ID: <1080889840-170119AEicMi@killfile.com>
Source record: 19564

From: Mark D <mducksub@removenoaspam.atari-source.com>
Date: Mon, 29 Mar 2004 18:00:22 -0500

Hi Mark,

>As "dreaded" as newsie is, there's a reason most people use it. For
>what's out there, it's relatively the best.

Would you please define "most"? From where I am sitting I can only see a handfull of users. I presume users on low memory machines running under SingleTOS.

>Troll looks extremely promising but just isn't ready, and Okami is
>pretty much a pain in the rear to setup (I never got it working 100% and
>I'm a sysadmin), not to mention okami costs money and has no perceivable
>(in my eyes) advantages to newsie.

Ah!!! the cat is out the bag.
Like always, you climb on your soapbox and yell: "if it's not free let's bash it". I'm not going to comment on a sysadmin who can't even manage to get Okami 100% working, but the perceivable advantage to using Okami or ASH Emailer is peace of mind... that's what you get for your money.
ASH Emailer has an even worser status then Okami: it's *commercial*, how many people can claim that after seven years of usage, they never lost one single thread? Would you care to look up the posts in Google about all the unfortunate Newsie users that paraded here? I wouldn't wanna feed them!

>Regardless, open source applications are GOOD! what if we move to
>powerpc some day? Every piece of source code we have becomes worth it's
>weight in gold, as it's another application that can be RAN instead of
>EMULATED.
>
The longer this thread runs, the more nonsense....
Please give me *one* example, of an open source application which is used by the *majority* of the users... yep, that's how good the apps are. And before some of my other "friends" come crawling out the woodwork, I don't have anything against open source software, but the simple fact is that on *this* platform it doesn't work. In a different post I mentioned some of the apps that have now the open source status and they're laying there gathering dust... I fail to see what is so good about that. That handfull of programmers that's left on this platform has no time - occupied with different projects - don't give a damn. And that Mark is the reality. And about moving to PowerPC.... dream on.

>The way I see it, it likely wouldn't be all THAT hard to create a
>stripped down freemint kernel that works on top of the MagiC kernel to
>give all of the kernel functions that would allow a working "MagiClib".
>The proof is in the pudding - MagiCNet.

IIRC MagiCNet "was" a dirty third party hack... glad to hear that it all
of a sudden has a better status.

>Look at how much of a success that was.

Have you asked yourself why it's such a success? Let's face it, who uses
MagiCNet? And why do these people settle for "second best"?

>Users who prefer MagiC could more or less stay in the same region of
>operation as FreeMiNT users - right now we are talking drastically
>different operating platforms.

No, right now we are talking off topic.

Cheers from Belgium
Dennis

2376. Re: ATARI (Infogrames) will produce a new ST

Newsgroup: comp.sys.atari.st
Date: 2004-04-02 07:09:32 UTC
From: ciholland@talk21.co.uk
Message-ID: <927978b.0404012309.370207e0@posting.google.com>
Source record: 19565

I've got one of the prototypes, trouble is, that the system clock
always seems to be stuck on 01.01.04 ;-)

2377. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-04-02 09:38:41 UTC
From: ptonthatNO@SPAMclub-internet.fr
Message-ID: <406d34a0$0$293$7a628cd7@news.club-internet.fr>
Source record: 19566

On 2 Apr 2004 06:17:10 +, <haha@killfile.com> wrote:
>Study the code? Are you for real?
>Or are you perhaps trying to insult Pierre Thontat his intelligence and
>capabilities? What makes you think that the author of Troll needs to take
>a look at that pile of shit? Although Troll is still in in a very early
>development phase it's already more advanced then Newsie.

Yes, study the code ;)

Hi Dennis :)

I agree with you about that NEWSie is too buggy to maintain and
upgrade by another programmer. It's better and easier to code
something new on clean basis, and newsreader only (better mail,
ftp and web applications already exists).

I will delete the NEWSIE.PRG on my harddisk with satisfaction, but
never burn the source code: it's a sacred thing. And the fact
NEWSie's author gave his own sources to the atarian community is
the most noble act he can do.

So I will study the code, to go quicker in Troll development, to
avoid NEWSie errors, to see how I can manage this or that
functionality. To study is to learn, not to copy ;)

Other subject:

Thanks the English translation. I have not time to translaste
myself. I thought to do it only when Troll have the 'post'
functionnality, but your help is welcomed :)
I'm about to release a 'beta2' (just bugfixes) this night or week-end,
but the RSC has not changed except the date and version in the info
window.

Best regards

Pierre
http://rajah.atari.org

2378. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-04-02 09:44:56 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC92F4A8.FEE4%derryck@nospam.cix.co.uk.invalid>
Source record: 19567

In article 1080889824-166843AEicMi@killfile.com, haha@killfile.com at
haha@killfile.com wrote on 1/4/04 20:20:

> From: lp <gfabasic@mint.net>
> Date: Tue, 30 Mar 2004 17:29:01 -0500

>> Welcome to comp.sys.atari.st.my.killfile for wasting my time.
>
> Congratulations Derryck and welcome to the club!! :-)

I don't know why lp decided to killfile me when it wasn't me that was
trolling, but I really couldn't care less TBH.

To get right back onto the NEWSie thread, killfile capabilities are
definitely needed for any new version.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

2379. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-04-02 12:34:22 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <406d947025ed9d0@pandora.be>
Source record: 19573

on Mon 29-03-2004 18:00 Mark D wrote:

>
>As "dreaded" as newsie is, there's a reason most people use it. For
>what's out there, it's relatively the best.

First of all, I've nothing against Newsie whatsoever. For some people
Newsie is the max. I however don't like it at all. Why? I don't know.
Surely not because it's crap like a fellow-countryman claims.

Quite some years ago the ISP I was using at that time dropped the support
of NewNews. Retrieving articles was only possible by article number. As
the reader is was using at that time, Oasis, didn't support "retrieval by
article number" I was forced to use an alternative. As the successor of
Oasis (I can't remember the name) was just one big bug the only
alternative I had was Newsie. During the periode I used Newsie I
encountered a few disk problem (faulty sectors) caused by the cache but
nothing serious. Newsie did what I had to do.
However a few months later I discovered Popwatch, Newswatch and Okami. I
must say I felt in love with Okami. For me Okami is the max.

The best??? Hm, I'm not quite sure of that. Newsie as it is today
contains many shortcomings. One of then is the lack of text encoding.
Mails written in French for instance will look awfull when read with a
non-Atari newsreader.

>Troll looks extremely
>promising but just isn't ready, and Okami is pretty much a pain in the
>rear to setup (I never got it working 100% and I'm a sysadmin), not to
>mention okami costs money and has no perceivable (in my eyes) advantages
>to newsie. Troll has news threads which if newsie doesn't get
>improvements before Troll is ready for primetime, the author of troll will
>be receiving the shareware fee from me. Otherwise, unfortunately he may
>not.

AFAIK, there will be a newer test version of Troll today which will work
with gluestik/MiNT.
As for Okami, you're probably talking about a old Okami versie which was
indeed rather difficult to set up, but he, even I managed to get it
working so a sysadmin should be able to set it up too. :-)
Anyway the latest release (3.0B-11) of Okami is much easier to set up.
Still not fools proof though. It requires still some readings.

If more people would use it I'm sure the programmer would implement new
things like UTF 8 encoding.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2380. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-04-02 12:36:54 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <406d7a7812988b0@europe-shareware.org>
Source record: 19572

Hello,

in article <1080889808-163739AEicMi@killfile.com>,
haha@killfile.com wrote on Fri 02-04-2004 06:17 (+0200):

> .../... What makes you think that the author of Troll needs to take
> a look at that pile of shit? .../...

Please, please, Dennis: WEWSie was not perfect, for sure, but it is not
a reason to be offensice vs John.

Bye,
/Pascal/

2381. Re: ATARI (Infogrames) will produce a new ST

Newsgroup: comp.sys.atari.st
Date: 2004-04-02 12:39:06 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <406d09e8f6ae21@comcast.net>
Source record: 19568

>especially fr musicians.The ATARI ST was in high demand for years in
>music business, but today more and more STs are dying and almost no
>software is developed any more.
>
>So Infogrames decided to release a new ATARI ST especially for
>musicians, with the best music software already on board, in form of
>ROM chips.
>
>The new ST will also feature MIDI access, a lighter and smaller ST
>board and will be released as classic ST or in notebook form.The
>computer will use PPC+68K CPUs.
>
>The new ST will be released this fall for $199.

I'll admit he had me going until I realized what day it was when
he wrote it... <g>
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2382. Re: HELP- With Atari Mega ST

Newsgroup: comp.sys.atari.st
Date: 2004-04-02 12:39:07 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <406d09e8f6ae22@comcast.net>
Source record: 19569

>On Thu, 01 Apr 2004 17:41:14 GMT, "Sheldon H. Winick"
><s.winick@worldnet.att.net> wrote:
>
>>Al,
>>
>>Dig out the "Atari Hard Disk Utilities" floppy that came with your computer.
>>You'll find the AHDI and HDX programs necessary to boot your hard disk and
>>reinstall whatever you deleted.
>>
>>Sheldon
>
>Thanks for the information.
>
>Appreciate the suggestion but I don't have any of the disk utilities.
>I bought this computer 2nd-hand. All that came with it was a Cubase
>disk.
>
>If you have those utilities I would like to have copies.
>
>Thanks,
>
>Al.

I would goto the HDDriver website and download the demo version.
Run it and see if that helps. I'll bet it will. Then just buy a
full version and you will be all set.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2383. Re: honkin ramdisk

Newsgroup: comp.sys.atari.st
Date: 2004-04-02 12:39:07 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <406d09e8f6ae23@comcast.net>
Source record: 19570

>whats the biggest ram disk partition anyone has gotten to work? I have
>truedisk on my falcon ct60 with 128 megs of fast ram. I can only get
>truedisk to about 30 megs. Is there a ramdisk program with unlimited
>size?

I use Flexdisk which adjusts itself to whatever I need. I have
256meg of fam in my Hades, so I have plenty of room to expand.
If you would like a copy of it to see if it works for you, email
me.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2384. Re: MyPDF

Newsgroup: comp.sys.atari.st
Date: 2004-04-02 12:39:08 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <406d09e8f6ae24@comcast.net>
Source record: 19571

>
>On 26-Mar-2004, "Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote:
>
>> The last update of Porthos dates from 13 june 2003.
>> >Anyway it's a great application indeed. I'm a registrated user myself.
>> >
>
>So am I but I can't get it to run on anything! Does it only work under Magic
>or Mint? If so, that's my problem because I don't use either having a mere
>STe at 4meg.

I run it under Magic, Mint and Geneva. What are you running it
under and what do you mean that you cannot get it run? What
happens?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2385. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-04-02 16:15:47 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.04.02.16.15.47.214413@removenoaspam.atari-source.com>
Source record: 19574

On Fri, 02 Apr 2004 14:34:22 +0200, Martin "Nightowl" Byttebier wrote:

> AFAIK, there will be a newer test version of Troll today which will work
> with gluestik/MiNT.
> As for Okami, you're probably talking about a old Okami versie which was
> indeed rather difficult to set up, but he, even I managed to get it
> working so a sysadmin should be able to set it up too. :-)
> Anyway the latest release (3.0B-11) of Okami is much easier to set up.
> Still not fools proof though. It requires still some readings.
>
> If more people would use it I'm sure the programmer would implement new
> things like UTF 8 encoding.
>
> TTFN
> Martin

Alright then. I will try Okami/Newswatch again and we'll see what happens ;-)

Mark
http://portal.atari-source.com

2386. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-04-02 17:15:32 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <406db4923ffc110@europe-shareware.org>
Source record: 19575

Hello,

in article <406d947025ed9d0@pandora.be>,
Martin "Nightowl" Byttebier wrote on Fri 02-04-2004 14:34 (+0200):

> .../... As the successor of
> Oasis (I can't remember the name) .../...

Hm... Oasis 2 ?

Bye,
/Pascal/

2387. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-04-02 17:52:45 UTC
From: Dan A <artdeptNOSPAM@coinboards.com>
Message-ID: <106ra18ouqs5m7d@corp.supernews.com>
Source record: 19576

<haha@killfile.com> wrote in message
news:1080889836-169235AEicMi@killfile.com...
> From: "Dan A" <artdeptNOSPAM@coinboards.com>
> Date: Tue, 30 Mar 2004 10:56:40 -0500
>
> Hi Dan,
>

Hi Dennis,

> >Generally the bugs that will get fixed are the ones that affect them
> >personally, but if there is a list of things people have problems with
> >or things they would like to see done maybe a few of these will get
> >picked up.
>
> Sure... but we're talking about Newsie here! "picking" up a few bugs or
> flaws just isn't good enough. And what kind of programmer would add new
> features to it, knowing that the existing flaws aren't fixed?
>

From what I can tell so far the general consensus of people seems to follow
this outline for Newsie.

Dump current file handling routines and replace with something that isn't
as buggy.

Dump display routines and replace with Highwire display engine.
(I know this is controversial but follow my logic here)
People want multiple encodings, the Highwire engine gives
this with out extra work. This would also give a common base for
bug fixes and add a host of new features in and of itself to Newsie.

Kill File support.

Option to sort threads by different criteria.

There were probably some other things floating around that I missed.
But I don't think it's impossible to fix.

Another option would be to harvest the NNTP routines out of Newsie
and make them an extended module for Highwire.

That's just a few ideas there. It all comes down to what people need.
A programmer writes code for usually one of three reasons.
1. They are getting paid to do it.
2. The need to have it for their own use.
3. The really feel like doing it.

We usually see number 2 or number 3 on our platform. Number 1 hasn't
been there for a decade or more realistically.

> >Personally I'm of the belief that choice is always good.
>
> Yes I agree, and in this particular case there is choice. If there's one
> thing we have plenty on this platform its mailers and other clients, and

We do have several mailers for our platform. I wrote one myself years
ago. Although I don't know if I should remind anyone of that. However
if we are still around in another 10 years I imagine we will have a few
more pop up. As to ftp programs, we have several, however I would
contend at best they do the job. For web browsing of course we always
have Highwire, but I'm a bit biased there.

For news clients we have always been a bit limited. It looks like Troll
might be a killer app to come in and fill this hole. However as I said
above, I always like the idea of choice. As we have seen in this thread
some people like mailer a, others like mailer b. And being normal
atari users we can't discuss the topic without it devolving into a flame war
;)

> if I understood it correctly, the WenSuite code soon will be open source
> as well.
> Anyone here remembers WenSuite? Another app with a lot of things to "pick
> up" on, but compared to Newsie it should be quite obvious that this *IS*
> the candidate to be "improved".

I personally was never impressed by WenSuite. To be honest I never had more
than their demo version, but it didn't inspire me to want to purchase it.
At best
for me it was always flakey. It's also been rumoured to be going open
source
for several years now. If it goes open source, I'll look at the code. I'm
quite
addicted to reading source code.

Dan
aka baldrick

2388. [ANN] Troll beta 2

Newsgroup: comp.sys.atari.st
Date: 2004-04-02 20:10:12 UTC
From: ptonthatNO@SPAMclub-internet.fr
Message-ID: <406dc8a3$0$292$7a628cd7@news.club-internet.fr>
Source record: 19577

Bonsoir :)

A bugfix is released on my homepage, or directly at
http://rajah.atari.org/files/ -> trollb2_fr.zip (100 Kb)

Sorry for the French only version. No time to translate yet.

Fixes:
- works now correcly with Gluestik (tests with MagiCNet), assumes
it's also working with STiK2 (Thanks Jean-Marc Jean-Luc et Cyril)
+ speeder with server NNTP receive.
- message window is top-able if mouse click in the text
- GMT date correction (was bad is month change)
- added newsgroups are now always blank (could find some old
titles from deleted newsgroups)
- Mxalloc flags corrected (Thanks Lonny. For MiNT MP compatibility,
you must recompile the GFA source with the GFA library compatile
with MiNT)

If you have redraw problems with forums names or titles, you should
desactivate the icon display. It's a bug from your AES (works
correctly with TOS, MultiTOS and MagiC).

Regards

Rajah Lone / Renaissance
http://rajah.atari.org
See also http://perso.wanadoo.fr/daroou

2389. Mint desktops

Newsgroup: comp.sys.atari.st
Date: 2004-04-02 20:20:13 UTC
From: sf0218@aol.com
Message-ID: <20040402152013.03472.00000569@mb-m01.aol.com>
Source record: 19578

What to you say is the best desktop to use with Mint?

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2390. Re: Mint desktops

Newsgroup: comp.sys.atari.st
Date: 2004-04-02 21:14:26 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <406deafa6995590@pandora.be>
Source record: 19580

on Fri 02-04-2004 20:20 Sf0218 wrote:

>What to you say is the best desktop to use with Mint?

If RAM isn't a issue go for Thing. If you're short of RAM go for Jinnee
or Terradesk.
Personaly I use Thing. I do have Jinnee too but I hardly use it as I
don't like.
The only desktop which is still maintained is Terradesk though and it's
for free.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2391. Re: Replacement ST/STE Floppy - Media Detect?

Newsgroup: comp.sys.atari.st
Date: 2004-04-02 21:27:48 UTC
From: angelshamshel <angelshamshel@removethishotmail.com>
Message-ID: <ujmr60t8sfi8fu81p6raasnc1hkn3kdv75@4ax.com>
Source record: 19579

Thanks for everyone's help.....

I found this in my search also and hope it's helpful.....

http://matthieu.benoit.free.fr/skettes.pdf

TIA

On Mon, 29 Mar 2004 11:50:25 -0800, "Tim" <tjlazer@nospam.mail.com>
wrote:

>Isn't there the issue of PC drives not working 100% on the ST because of the
>Media Detect problem? ie if you have a disk window open and remove disk
>then insert another disk and do not refresh dir (by hitting ESC) you will
>corrup that disk.
>
>Tim
>
>"Coda" <info@janthomas.f2s.nospam.com> wrote in message
>news:c49nt3unb1@news.freedom2surf.net...
>> Complete bull. HD drives work as DD drives. Where did you learn your
>> hardware?
>>
>>
>> "Simon PC" <simon@spamnococonutsmusume.co.uk> wrote in message
>> news:zPQ9c.21$Cb4.6@newsfe1-win...
>> > Coda wrote:
>> >
>> > > Almost any drive will work.
>> >
>> > No. The drive needs to be a Double-sided Double-density drive which are
>> > pretty difficult to find now (as they have been long superseded by
>> > High-Density drives).
>> >
>> > The best ways to get a DS/DD drive would be from eBay either buy looking
>> > for an actual drive unit or even by buying an old 286/386 units that
>> > have the correct type of floppy drive. You may need to carry out the
>> > Drive B modification to the drive also.
>> >
>> > There is another way to replace the floppy though. Fit a High-Density
>> > modification to the ST and fit a HD floppy drive. There are instructions
>> > available at the doit archive if you are feeling brave enough, or you
>> > could take it along to somewhere like Keychange.
>> >
>> > Having a HD drive means it's a lot easier to share disks with PCs, if
>> > you ever wanted to.

>> >
>> > Simon
>>
>>
>

2392. Re: [ANN] Troll beta 2

Newsgroup: comp.sys.atari.st
Date: 2004-04-02 21:33:28 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <406deafa6995591@pandora.be>
Source record: 19581

on Fri 02-04-2004 20:10 Pierre TONTHAT wrote:

>Bonsoir :)
>
>A bugfix is released on my homepage, or directly at
>http://rajah.atari.org/files/ -> trollb2_fr.zip (100 Kb)
>
>Sorry for the French only version. No time to translate yet.
>
>Fixes:
>- works now correcly with Gluestik (tests with MagiCNet), assumes
> it's also working with STiK2 (Thanks Jean-Marc Jean-Luc et Cyril)

Ok, it seesm to work with gluestik/freeMiNT 1.15.12/N_AES.
The only problem I've right now is that Troll can't find back its cfg.
Troll keep asking me to set the path of the work and cache dir. Troll
save its cfg to my home dir though (on a ext2fs partition).

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2393. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-04-02 21:36:34 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <406deafa6995592@pandora.be>
Source record: 19582

on Fri 02-04-2004 19:15 Pascal Ricard wrote:

>Hello,
>
> in article <406d947025ed9d0@pandora.be>,
> Martin "Nightowl" Byttebier wrote on Fri 02-04-2004 14:34 (+0200):
>
>> .../... As the successor of
>> Oasis (I can't remember the name) .../...
>
>Hm... Oasis 2 ?

Hm, this can be. I had something like Ice in my mind but wasn't that the
TCP/IP stack of Oasis 2?

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2394. Re: MiNT for Pegasos?

Newsgroup: comp.sys.atari.st
Date: 2004-04-02 21:47:20 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <406ddf64$0$14173$636a15ce@news.free.fr>
Source record: 19583

The hardware of Amiga One is older !
Pegasos is better !

Sylwek wrote:
> In article <406c1519$0$8909$636a15ce@news.free.fr>,
> "Rodolphe Czuba" <rczuba@free.fr> wrote:
>
>> It is what I proposed a long time ago !
>> And now some developers (french) are working on a such project for
>> TOS ! My AES, a new AES is running and a new VDI may be written
>> after.
>> Like this we get sources abd can adapt on the hardware we want to
>> use... May be CF or PPC.
> I love you Rodolph :-) Keep us informed.
>
>> Yes, that's a good point we should try to use...
> I think Pegasos is the cheapest PPC board right now. It gets more and
> more attention and many Amiga users already switched to this just
> because it is two times cheaper than Amiga ONE, not to mention, that
> AmigaOS 4 is still not ready, while MorphOS is now quite mature
> product...
>
>> I think everybody here knows the pegasos... ;-)
> Great :-)

2395. Re: MyPDF

Newsgroup: comp.sys.atari.st
Date: 2004-04-02 23:31:13 UTC
From: johnblighe@notonyournelly.com
Message-ID: <5Jmbc.1332382$iA2.158891@news.easynews.com>
Source record: 19584

On 2-Apr-2004, "Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote:

> >So am I but I can't get it to run on anything! Does it only work under
> >Magic
> >or Mint? If so, that's my problem because I don't use either having a
> >mere
> >STe at 4meg.
>
> I run it under Magic, Mint and Geneva. What are you running it
> under and what do you mean that you cannot get it run? What
> happens?

I'm only using Tos2.6 on an Atari Ste at 4mb and that is my problem. The program just bombs out or just freezes. I've accepted that it needs a multitasking environment to run properly and that I just don't have nor do I fel a need for it.
Thanks for asking.

2396. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-04-03 02:08:49 UTC
From: webmaster@atari-users.net
Message-ID: <b8d63ca5.0404021808.74d2e3aa@posting.google.com>
Source record: 19585

Hi Dennis,

> >On burning the source.. what the hell.. burn the source, it only took
> >ME about a year to get the source from John.
>
> Ah, well, then you wasted a lot of valuable time...
> Personally, I am convinced that the Newsie source code will end up the same
> way as the code for QED, PixArt, Cypress, Imagine, Smurf, Interface, Chagall
> etc, put in other words *no where*. The status of these app has changed,
> but's that it, in practice however they're just as dead as they've been for
> zilch years.

To me it wasn't a waste of time, I believe in the idea of TOPP. If we
have the code then we still have a 'chance' of it being worked on. If
the platform moves to ColdFire or PPC, then the code could be compiled
to run native and not emulated.

But if the code helps Pierre with Troll, then it's worth the time.

>
> IMO we should support the authors who are currently supporting this platform
> actively --- and yes I know it's only a handfull but what's the alternative ?

YES, we should support who is left. Without them, the platform will
die.

> Open source?... LOL
Well, Open Source is good. If we can take code from other platforms
and use it, then the few coders we have left can work on more
projects. It also good to use for a guide to learn.

Rob

2397. FS: Atari 16-bit software

Newsgroup: comp.sys.atari.st
Date: 2004-04-03 04:11:45 UTC
From: GarageSalez <info@garagesaleznospamplease.us>
Message-ID: <s3es60dk8j723oe040afbi8o37bfop7l67@4ax.com>
Source record: 19586

I'm selling off my Atari 16-bit software at:
http://garagesalez.us/atarifloppy

Links to useful Atari resources are included also. Please let me know
of other good Atari links.

--
GarageSalez

2398. Re: [ANN] Troll beta 2

Newsgroup: comp.sys.atari.st
Date: 2004-04-03 06:33:30 UTC
From: ptonthatNO@SPAMclub-internet.fr
Message-ID: <406e5aba$0$293$7a628cd7@news.club-internet.fr>
Source record: 19587

On 2 Apr 2004 23:33:28 +, "Martin \"Nightowl\" Byttebier" wrote:
>The only problem I've right now is that Troll can't find back its cfg.
>Troll keep asking me to set the path of the work and cache dir. Troll
>save its cfg to my home dir though (on a ext2fs partition).

The problem is known and there's a work-around that should normaly
work: it writes a test file in the home to see if it's possible to
use the home dir.
If you have not the CFG file, run Troll in TOS or MagiC mode,
set the preferences and save them.
Then put the TROLL.CFG besides the TROLL.PRG.
The program takes first the CFG besides itself. If not found, it
searches in the $HOME folder.

Bye

Pierre
http://rajah.atari.org

2399. Re: [ANN] Troll beta 2

Newsgroup: comp.sys.atari.st
Date: 2004-04-03 06:58:15 UTC
From: ptonthatNO@SPAMclub-internet.fr
Message-ID: <406e6086$0$292$7a628cd7@news.club-internet.fr>
Source record: 19588

On 2 Apr 2004 23:33:28 +, "Martin \"Nightowl\" Byttebier" wrote:
>The only problem I've right now is that Troll can't find back its cfg.
>Troll keep asking me to set the path of the work and cache dir. Troll
>save its cfg to my home dir though (on a ext2fs partition).

One thing: did you create the WORK and CACHE folders?
You'll have always this alert if these do not exist.

As said in the ST-Guide doc (notyet English, sorry),
I prefer the user to create them 'a mano'. For security reasons,
these folders should be placed on a partition that serves for
internet cache and/or temporary files. This partition should not
contain critical datas and could be erased (zero-ized) without
regrets.

This to avoid bad sectors or file corruptions on important partitions.
If you download plenty of small files on your hard disk, your system
may not support it (depends on your OS and its file-managment).

So it's advised to:
- if xDSL connexion: do not use the CACHE and download always the messages
(it's very fast now, even with a 128Kbits connection I have at home)
- or use the cache and delete its contents every time you quit the
Troll.

'Principe de precaution' (as we say in France). Be carefull will all
that is unverified. Troll is new so use the same attention you had
with NEWSie.

Regards

Pierre
http://rajah.atari.org

2400. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-04-03 08:11:15 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <Dkubc.601$Ua5.582288@monger.newsread.com>
Source record: 19589

On 30 Mar 2004 00:23:36 , Neil Roughley wrote:
>Mark D <mducksub@removenoaspam.atari-source.com> wrote:
>
snip
>
>John may be happy with his current ISP, but it sounds like their news
>feeds are lacking like mine were. And who's to say whether his next ISP
>will be any better (unless he makes inquiries beforehand). Paying an
>extra 11 cents (or less) per day for dedicated, almost spam-free, news
>feeds isn't going to hurt too much.
>
>At one time I had about 10,000 articles from comp.sys.atari.st in
>MacSOUP's database. Right now there are about 3,000 -- four months
>worth.
>
><< Neil >>

I believe that Newsie is not compatible with my news server but that's a guess since I don't use other news readers! One day my post will be seen and the next day it's gone (plus there;s times when I'm told that a replt was posted but it's not seen here. There are those that suggest using Okami but I never could get it set up (be would be nice if it had an installation program).

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

2401. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-04-03 10:02:08 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <406eb52a19bf290@europe-shareware.org>
Source record: 19591

Hello,

in article <406deafa6995592@pandora.be>,
Martin "Nightowl" Byttebier wrote on Fri 02-04-2004 23:36 (+0200):

> Hm, this can be. I had something like Ice in my mind but wasn't that the
> TCP/IP stack of Oasis 2?

I think you're right. It's also far in my mind for me too :)
This one (Oasis 2) was very promising at the time but was never
completely debuged/finished. It was intended to have a web browser
(Spider), never released. IIRC, the editor/reader part was not bad.

Bye,
/Pascal/

2402. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-04-03 10:06:12 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <406eb52a19bf291@europe-shareware.org>
Source record: 19592

Hello,

in article <b8d63ca5.0404021808.74d2e3aa@posting.google.com>,
webmaster at atari-users.net wrote on Fri 02-04-2004 18:08 (-0800):

> To me it wasn't a waste of time, I believe in the idea of TOPP. If we

I agree with you, and TOPP is a really damn good idea.

Keep up the good work!

Bye,
/Pascal/

2403. atari st and amiga mice

Newsgroup: comp.sys.atari.st
Date: 2004-04-03 10:33:59 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0404030233.5daa1252@posting.google.com>
Source record: 19590

I've recently found out (by experimentation) how to use an internal amiga floppy drive with an st/ste (without any mod's), however I remember years ago being told that it is possible to modify an amiga mouse (official cbm or 3rd party) for use with an ST/STE, does this hold true, if so can someone show me how it's done

2404. Tim: AHDI and HDX programs for Mega STE

Newsgroup: comp.sys.atari.st
Date: 2004-04-03 14:40:40 UTC
From: Brandon Alexander <bankme69@yahoo.com>
Message-ID: <sjit601ki0eio9ophnfsq2gc4i1ln5jdnd@4ax.com>
Source record: 19593

On Thu, 1 Apr 2004 15:21:13 -0800, "Tim" <tjlazer@nospam.mail.com>
wrote:

>Yes do a search for AHDX on the net and you will find sites that have this
>for download. Then copy or unzip the files to a 720kb disk and run it on
>the Mega ST.
>
>Tim

Thanks, Tim.

That worked once. On my hard disk I had renamed CONTROL.ACC. I
accessed the Hard Disk and re-renamed it, then tried to boot it. It
did not, so there must be something else I renamed. Unfortunately I
did not make ST hard copies of AHDI.PRG and HXD.PRG (or any of the
other files)

I tried the process again, copying the files from PC to ST. His time
when I ran the AHDI I got TOS error #35.

I think the problem is, now I can't find any 720 disk that will work
on my PC without creating writing errors.

Do you have any suggestions about interchanging floppies between the
ST and a PC? Like which machine to format the disk on, etc. It seems
when I format on ST the PC can't read-when I format on PC the ST can't
read. If you have any suggestions or tips they would be appreciated.

Thanks,

Al.

2405. Interchanging floppies between ST and PC

Newsgroup: comp.sys.atari.st
Date: 2004-04-03 14:42:55 UTC
From: Brandon Alexander <bankme69@yahoo.com>
Message-ID: <f7jt60t01nb29f0co3vd014qkmtdlvd4ge@4ax.com>
Source record: 19594

Id appreciate some help with this issue. I'm trying to take data form
the PC downloaded on the internet to the ST.

Anybody know what is TOS error #35?

Second-hand machine with no manuals.

Thanks,

Al.

2406. Re: HELP- With Atari Mega ST

Newsgroup: comp.sys.atari.st
Date: 2004-04-03 14:44:15 UTC
From: Brandon Alexander <bankme69@yahoo.com>
Message-ID: <icjt609mk9steka2eh3491hvterip9dde7@4ax.com>
Source record: 19595

On Fri, 02 Apr 2004 12:39:07 GMT, "Edward S. Baiz Jr."
<edbaizjr@comcast.net> wrote:

>
>I would goto the HDDriver website and download the demo version.
>Run it and see if that helps. I'll bet it will. Then just buy a
>full version and you will be all set.

Thanks for the info. Do you know what is TOS error #35?

2407. Re: atari st and amiga mice

Newsgroup: comp.sys.atari.st
Date: 2004-04-03 14:54:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200404031654.a43176@b.maus.de>
Source record: 19525

C>however I remember years ago being told that it is possible to modify
C>an amiga mouse (official cbm or 3rd party) for use with an ST/STE, does
C>this hold true, if so can someone show me how it's done
that's true, you have to exchange just two cables, but I'm so sorry I
can't tell you which ones.

2408. Re: Mint desktops

Newsgroup: comp.sys.atari.st
Date: 2004-04-03 16:02:46 UTC
From: Jean-Luc <wd.wd@wd.com>
Message-ID: <03042004224158i2C00155KLEC0A80004@wanadoo.fr>
Source record: 19504

Martin \ <donotusethisaddress@tiscali.be> a écrit dans le message :
406deafa6995590@pandora.be

> on Fri 02-04-2004 20:20 Sf0218 wrote:
>
> >What to you say is the best desktop to use with Mint?
>
> If RAM isn't a issue go for Thing. If you're short of RAM go for Jinnee
> or Terradesk.
> Personaly I use Thing. I do have Jinnee too but I hardly use it as I
> don't like.
> The only desktop which is still maintained is Terradesk though and it's
> for free.

Did you try it under MagiC! ?
On both my FalCT60□ and TT030, it only works in monochrom - more exactly, whatever the resolution I select, it only displays 640x480x2 (or, if I use VI, 1024x768x2).

J.-Luc

--
«From» est un anti-pourriels. Pour me répondre, lire mon adresse en
zig-zagant dans la boîte ci-dessous (utilisez une fonte fixe, svp).
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read my
adress zigzaging in the box below (use a non-prop font, please).

```
+--------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+--------------------------+
```

2409. Re: AHDI and HDX programs for Mega STE

Newsgroup: comp.sys.atari.st
Date: 2004-04-03 17:30:14 UTC
From: Brandon Alexander <bankme69@yahoo.com>
Message-ID: <jfjt60dd8gv0hknd9gh41dtr4okkkea75t@4ax.com>
Source record: 19496

On Thu, 1 Apr 2004 15:21:13 -0800, "Tim" <tjlazer@nospam.mail.com>
wrote:

>Yes do a search for AHDX on the net and you will find sites that have this
>for download. Then copy or unzip the files to a 720kb disk and run it on
>the Mega ST.
>
>Tim
Thanks, Tim.

That worked once. On my hard disk I had renamed CONTROL.ACC. I
accessed the Hard Disk and re-renamed it, then tried to boot it. It
did not, so there must be something else I renamed. Unfortunately I
did not make ST hard copies of AHDI.PRG and HXD.PRG (or any of the
other files)

I tried the process again, copying the files from PC to ST. His time
when I ran the AHDI I got TOS error #35.

I think the problem is, now I can't find any 720 disk that will work
on my PC without creating writing errors.

Do you have any suggestions about interchanging floppies between the
ST and a PC? Like which machine to format the disk on, etc. It seems
when I format on ST the PC can't read-when I format on PC the ST can't
read. If you have any suggestions or tips they would be appreciated.

Thanks,

Al.

2410. Re: HELP- With Atari Mega ST

Newsgroup: comp.sys.atari.st
Date: 2004-04-03 17:48:56 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <c4mte9$2jscc3$1@ID-40235.news.uni-berlin.de>
Source record: 19497

"Brandon Alexander" <bankme69@yahoo.com> wrote in message
news:icjt609mk9steka2eh3491hvterip9dde7@4ax.com...
> On Fri, 02 Apr 2004 12:39:07 GMT, "Edward S. Baiz Jr."
> <edbaizjr@comcast.net> wrote:
>
>
> > >
> > >I would goto the HDDriver website and download the demo version.
> > >Run it and see if that helps. I'll bet it will. Then just buy a
> > >full version and you will be all set.
>
> Thanks for the info. Do you know what is TOS error #35?
>
>

Yes, but only because I did a google search for it. You learn much faster by
looking yourself.
Usually its due to a disk read error

2411. Re: AHDI and HDX programs for Mega STE

Newsgroup: comp.sys.atari.st
Date: 2004-04-03 17:50:08 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <c4mtgk$2js8qt$1@ID-40235.news.uni-berlin.de>
Source record: 19498

"Brandon Alexander" <bankme69@yahoo.com> wrote in message
news:jfjt60dd8gv0hknd9gh41dtr4okkkea75t@4ax.com...
> On Thu, 1 Apr 2004 15:21:13 -0800, "Tim" <tjlazer@nospam.mail.com>
> wrote:
>
> >Yes do a search for AHDX on the net and you will find sites that have
this
> >for download. Then copy or unzip the files to a 720kb disk and run it on
> >the Mega ST.
> >
> >Tim
> Thanks, Tim.
>
> That worked once. On my hard disk I had renamed CONTROL.ACC. I
> accessed the Hard Disk and re-renamed it, then tried to boot it. It
> did not, so there must be something else I renamed. Unfortunately I
> did not make ST hard copies of AHDI.PRG and HXD.PRG (or any of the
> other files)
>
> I tried the process again, copying the files from PC to ST. His time
> when I ran the AHDI I got TOS error #35.
>
> I think the problem is, now I can't find any 720 disk that will work
> on my PC without creating writing errors.
>
> Do you have any suggestions about interchanging floppies between the
> ST and a PC? Like which machine to format the disk on, etc. It seems
> when I format on ST the PC can't read-when I format on PC the ST can't
> read. If you have any suggestions or tips they would be appreciated.
>
> Thanks,
>
> Al.
Is it a really old MEGA with a single sided drive?

2412. Re: [ANN] Troll beta 2

Newsgroup: comp.sys.atari.st
Date: 2004-04-03 18:14:10 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <406f189a911e00@pandora.be>
Source record: 19499

on Sat 03-04-2004 06:33 Pierre TONTHAT wrote:

>On 2 Apr 2004 23:33:28 +, "Martin \"Nightowl\" Byttebier" wrote:
>>The only problem I've right now is that Troll can't find back its cfg.
>>Troll keep asking me to set the path of the work and cache dir. Troll
>>save its cfg to my home dir though (on a ext2fs partition).
>
>The problem is known and there's a work-around that should normaly
>work: it writes a test file in the home to see if it's possible to
>use the home dir.
>If you have not the CFG file, run Troll in TOS or MagiC mode,
>set the preferences and save them.
>Then put the TROLL.CFG besides the TROLL.PRG.
>The program takes first the CFG besides itself. If not found, it
>searches in the $HOME folder.

This doesn't work. Troll does create TROLL.CFG in the $HOME folder.

root@hades060/home/root>ll |grep TROLL.CFG
-rw-rw-rw- 1 root wheel 2197 Apr 3 20:45 TROLL.CFG

I've tried it to place it next to troll.prg but alas ... still no joy.
For your information I'm using freeMiNT 1.15.12, N_AES 2.0.0, Thing 1.27.
The partition were Troll is located is a VFAT one. $HOME is located on an
ext2fs.

HTH,
Martin

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2413. Oasis 2: [WAS]: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-04-03 19:01:20 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <406f189a911e01@pandora.be>
Source record: 19500

on Sat 03-04-2004 12:02 Pascal Ricard wrote:

>Hello,
>
> in article <406deafa6995592@pandora.be>,
> Martin "Nightowl" Byttebier wrote on Fri 02-04-2004 23:36 (+0200):
>
>> Hm, this can be. I had something like Ice in my mind but wasn't that the
>> TCP/IP stack of Oasis 2?
>
>I think you're right. It's also far in my mind for me too :)
>This one (Oasis 2) was very promising at the time but was never
>completely debuged/finished. It was intended to have a web browser
>(Spider), never released. IIRC, the editor/reader part was not bad.

The reader/editor on itself was pretty good indeed. Only the dial in program was very bad. I never managed to get that thing working. At the beginning the programmers were co-operative (I was one of the few registrated users) but soon they stopped answering my mails and finally they dropped Oasis 2. It's a pity, Oasis could become a very good reader/mailer.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2414. Re: Interchanging floppies between ST and PC

Newsgroup: comp.sys.atari.st
Date: 2004-04-03 19:34:16 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c4n3gacsp1@news.freedom2surf.net>
Source record: 19501

IIRC you get a TOS error #35 when you try to execute a program (*.prg) that
is corrupt in some way.

"Brandon Alexander" <bankme69@yahoo.com> wrote in message
news:f7jt60t01nb29f0co3vd014qkmtdlvd4ge@4ax.com...
> Id appreciate some help with this issue. I'm trying to take data form
> the PC downloaded on the internet to the ST.
>
> Anybody know what is TOS error #35?
>
> Second-hand machine with no manuals.
>
> Thanks,
>
> Al.
>
>

2415. Re: atari st and amiga mice

Newsgroup: comp.sys.atari.st
Date: 2004-04-03 19:37:01 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c4n3lf$d25$1@news.freedom2surf.net>
Source record: 19502

A lot of non-serial mice had switches on the bottom that said "AM/ST". My current Falcon mouse does. IIRC its a simple case of changing a couple of wires around. Well simple if you know what you are doing. I could open up my mouse and see what changes the switch makes, but only if no-one else has a definitive answer.

"carmel" <carmel_andrews@hotmail.com> wrote in message news:6912483e.0404030233.5daa1252@posting.google.com...
> I've recently found out (by experimentation) how to use an internal
> amiga floppy drive with an st/ste (without any mod's), however I
> remember years ago being told that it is possible to modify an amiga
> mouse (official cbm or 3rd party) for use with an ST/STE, does this
> hold true, if so can someone show me how it's done

2416. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2004-04-03 20:28:12 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <406f2c701891950@pandora.be>
Source record: 19503
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**emulators**
ftp://chapelie.rma.ac.be/atari/emulators/steem_v3_1.zip
(598.731 bytes) Steem is a Freeware Atari STE emulator
for Windows and Linux. Windows version.

ftp://chapelie.rma.ac.be/atari/emulators/xsteem_v3_1-11-i386.tar.gz
(1.199.289 bytes) Steem is a Freeware Atari STE emulator
for Windows and Linux. Linux version.

**game**
ftp://chapelie.rma.ac.be/atari/game/peking-311.zip
(474.627 bytes) A Mah Jongg look-a-like board game. German only

**mathematics**
ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka404.zip
(841.068 bytes) 2D Graph Describer, 3D Modeller, complete version.
To use Eureka to its full extend one need tiny045.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka404-020.zip
(850.307 bytes) 68020 version. To use Eureka to its full extend
one need tiny045.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka404-fpu.zip
(803.490 bytes) fpu version. To use Eureka to its full extend
one need tiny045.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka404-lite.zip
(234.007 bytes) light version which can run on ST with 780 kb floppy drive

Have fun,
Martin
```

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2417. Re: Mint desktops

Newsgroup: comp.sys.atari.st
Date: 2004-04-03 21:21:30 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <406f3c68250b9d0@pandora.be>
Source record: 19506

on Sat 03-04-2004 18:02 Jean-Luc wrote:

>Martin \ <donotusethisaddress@tiscali.be> a ï¿½crit dans le message :
>406deafa6995590@pandora.be
>
>> on Fri 02-04-2004 20:20 Sf0218 wrote:
>>
>> >What to you say is the best desktop to use with Mint?
>>
>> If RAM isn't a issue go for Thing. If you're short of RAM go for Jinnee
>> or Terradesk.
>> Personaly I use Thing. I do have Jinnee too but I hardly use it as I
>> don't like.
>> The only desktop which is still maintained is Terradesk though and it's
>> for free.
>
>Did you try it under MagiC! ?
>On both my FalCT60ï¿½ and TT030, it only works in monochrom - more exactly,
>whatever the resolution I select, it only displays 640x480x2 (or, if I use VI,
>1024x768x2).

I don't have Magic so I can't say if it works or not. To be honest, I
haven't used it myself yet. I only have use it very short on my Linux
box under Aranym.

ps. Isn't CAT capable to restrict linelengths to let us say 75 chars?
The second line "On both ... 1024x768x2'" was just one long line.
That is so with Okami and Pan (Linux version). With both I can reformat
the message (which I did) but I prefer not to do so.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2418. CAT & lines length (was: Re: Mint desktops)

Newsgroup: comp.sys.atari.st
Date: 2004-04-03 22:05:54 UTC
From: Jean-Luc <wd.wd@wd.com>
Message-ID: <04042004001232i2C00155LADC0A80004@wanadoo.fr>
Source record: 19507

Martin \ <donotusethisaddress@tiscali.be> a écrit dans le message :
406f3c68250b9d0@pandora.be

> ps. Isn't CAT capable to restrict linelengths to let us say 75 chars?
> The second line "On both ... 1024x768x2'" was just one long line.
> That is so with Okami and Pan (Linux version). With both I can reformat
> the message (which I did) but I prefer not to do so.

Yes... and it is set to 74! so, I don't understand why i have to
manually add CRs, or lines override this limit :-(

J.-Luc

--
«From» est un anti-pourriels. Pour me répondre, lire mon adresse en
zig-zagant dans la boîte ci-dessous (utilisez une fonte fixe, svp).
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read my
adress zigzaging in the box below (use a non-prop font, please).

```
+--------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+--------------------------+
```

2419. Re: Mint desktops

Newsgroup: comp.sys.atari.st
Date: 2004-04-03 22:27:15 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <k%Fbc.251$37.33369@news.siol.net>
Source record: 19505

SF0218 wrote:

> What to you say is the best desktop to use with Mint?

Thing.

2420. Re: Tim: AHDI and HDX programs for Mega STE

Newsgroup: comp.sys.atari.st
Date: 2004-04-03 22:30:11 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <TVGbc.207$Hf.114535@newshog.newsread.com>
Source record: 19508

On 3 Apr 2004 09:40:40 -, Brandon Alexander wrote:
>On Thu, 1 Apr 2004 15:21:13 -0800, "Tim" <tjlazer@nospam.mail.com>
>wrote:
>
>>Yes do a search for AHDX on the net and you will find sites that have this
>>for download. Then copy or unzip the files to a 720kb disk and run it on
>>the Mega ST.
>>
>>Tim
>
>Thanks, Tim.
>
>That worked once. On my hard disk I had renamed CONTROL.ACC. I
>accessed the Hard Disk and re-renamed it, then tried to boot it. It
>did not, so there must be something else I renamed. Unfortunately I
>did not make ST hard copies of AHDI.PRG and HXD.PRG (or any of the
>other files)
>

In case you haven't done it, I believe you must rename AHDI.PRG to
AHDI.SYS after it boots

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

2421. Re: AHDI and HDX programs for Mega STE

Newsgroup: comp.sys.atari.st
Date: 2004-04-03 23:29:41 UTC
From: Brandon Alexander <bankme69@yahoo.com>
Message-ID: <b4iu60p3r32nk2b7qip04i2ofq88jd64i2@4ax.com>
Source record: 19509

On Sat, 3 Apr 2004 18:50:08 +0100, "David Wade" <g8mqw@yahoo.com>
wrote:

>Is it a really old MEGA with a single sided drive?

It formats double or single, so if I remember correctly that's a
double-sided drive.

Al.

2422. Re: Interchanging floppies between ST and PC

Newsgroup: comp.sys.atari.st
Date: 2004-04-03 23:31:56 UTC
From: Brandon Alexander <bankme69@yahoo.com>
Message-ID: <o8iu60d20q9v6j1hs0822l1upd0durksri@4ax.com>
Source record: 19510

On Sat, 3 Apr 2004 20:34:16 +0100, "Coda"
<info@janthomas.f2s.nospam.com> wrote:

>IIRC you get a TOS error #35 when you try to execute a program (*.prg) that
>is corrupt in some way.
>

That's what I thought. The files copied but not with integrity.

Al.

2423. Re: HELP- With Atari Mega ST

Newsgroup: comp.sys.atari.st
Date: 2004-04-03 23:34:41 UTC
From: Brandon Alexander <bankme69@yahoo.com>
Message-ID: <bdiu6093g9j8p2ots9nf997pc6nbipkf2f@4ax.com>
Source record: 19511

On Sat, 3 Apr 2004 18:48:56 +0100, "David Wade" <g8mqw@yahoo.com>
wrote:

>Yes, but only because I did a google search for it. You learn much faster by
>looking yourself.

Thanks for answering. I find asking is usually just as fast. Posters
to newsgroups are generally pretty good about sharing knowledge if
they have it.

>Usually its due to a disk read error
>

2424. Re: atari st and amiga mice

Newsgroup: comp.sys.atari.st
Date: 2004-04-03 23:41:35 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <406f4a54$0$93290$c30e37c6@lon-reader.news.telstra.net>
Source record: 19512

"Coda" <info@janthomas.f2s.nospam.com> wrote in message
news:c4n3lf$d25$1@news.freedom2surf.net...
> A lot of non-serial mice had switches on the bottom that said "AM/ST". My
> current Falcon mouse does. IIRC its a simple case of changing a couple of
> wires around. Well simple if you know what you are doing. I could open up
my
> mouse and see what changes the switch makes, but only if no-one else has a
> definitive answer.
>

There is information on changing Atari mice to Amiga mice on Aminet under
the hardware/hacks directory from memory. Just do a search and it should
turn up. Obviously it's just the reverse procedure.

Regards,

Clockmeister.

2425. Re: atari st and amiga mice

Newsgroup: comp.sys.atari.st
Date: 2004-04-04 00:39:10 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0404031639.60e41494@posting.google.com>
Source record: 19513

"Coda" <info@janthomas.f2s.nospam.com> wrote in message
news:<c4n3lf$d25$1@news.freedom2surf.net>...
> A lot of non-serial mice had switches on the bottom that said "AM/ST". My
> current Falcon mouse does. IIRC its a simple case of changing a couple of
> wires around. Well simple if you know what you are doing. I could open up my
> mouse and see what changes the switch makes, but only if no-one else has a
> definitive answer.
>
> "carmel" <carmel_andrews@hotmail.com> wrote in message
> news:6912483e.0404030233.5daa1252@posting.google.com...
> > I remember years ago being told that it is possible to modify an amiga
> > mouse (official cbm or 3rd party) for use with an ST/STE, does this
> > hold true, if so can someone show me how it's done.

A search of Google revealed that it apparently the way you convert
mice from Amiga to Atari ST mode is to reverse pins 1 and 4 (which are
yellow and brown wires on many models). There is some inconsistency
on whether switching pins 5 and 9 do any good.

Anyhow, so long as you don't play with pins 7 and 8 (+5V and GND,
respectively), you won't harm anything.

Galen (who would like to remind everyone not to connect or disconnect
mice and joysticks while their Ataris are on -- the port isn't
buffered)

2426. Re: Interchanging floppies between ST and PC

Newsgroup: comp.sys.atari.st
Date: 2004-04-04 02:22:06 UTC
From: Benoit Morrissette <benoitmorrissetteNO@SPAMvideotron.ca>
Message-ID: <2uou60hjtniviqtn4o742nci95rjil1ca6@4ax.com>
Source record: 19514

On Sat, 03 Apr 2004 09:42:55 -0500, Brandon Alexander
<bankme69@yahoo.com> wrote:

>Id appreciate some help with this issue. I'm trying to take data form
>the PC downloaded on the internet to the ST.
>
>Anybody know what is TOS error #35?
>
>Second-hand machine with no manuals.
>
>Thanks,
>
>Al.
>
>
First of all: PC cannot read Atari-formatted disks.
Second: Atari is very happy with PC-formatted disks.

Solution: format your disks with PC. You may encounter 3 problems (4
if you use Windows XP).

1- Head alignment error
2- Rotationnal speed error
These where frequents with olds disk drives. While there are littles
programs that help you find and adjust the rotationnal speed of Atari
ST disks drives, there is little you can do with problem no. 1. It
can be done. We did that often in the 80's, the drives are made so.
Try to solve problems 2 to 4 before...

3- Track width. The read/write head of an 1.44m drive is slimmer than
the head of a 720k one. So, if you format a (already imprinted with
data) 720k disk in a 1.44 drive, the new format WILL NOT erase all
data on the disk, only the central part of it. When you try to read
this newly formatted disk in the old 720k drive, the wider head will
see two streams of data... Not be able to make sense out of this!

Solution to no.3: Find a powerfull magnet. I use a three inch wide
one from an old loudspeaker. Something big, really big. KEEP IT AWAY
FROM YOUR COMPUTERS AND DISKS!!!!!!!!!!!!!!

Why? Because this monster can wipe out everything that is magnetized!
(Read about anecdote below). That is exactly what we want:
Generously apply magnetic field to disk before formatting! That way
we are sure that all old data is completly erased!

4- Now, we almost all use Windoze XP and that SOAB will not format 720k disks. Are you sure? Not anymore because now i'm telling you the trick: Insert your freshly demagnetized disk in the A: drive, open a "command line prompt" and type:

format a: /t:80 /n:9 /u

Please respect the white spaces! If all goes well (it should) you now have an Atari AND PC perfectly compatible disk, just remember problem no. 3 above: If you format with 1.44m, write with 1.44m, write with 720k, write again with 1.44m and try to read with 720k, you got a problem... Read that again slowly...

That all folks! Have a good day!

"Welcome... to the real world." Morpheus, 1999

Benoï¿½t Morrissette...

Anecdote: it was with an Apple II. The guy had repeated problems with his 5 1/4 inch disks (160kb, by the way). Called the technicians many times. One of them finaly found the problem. He got to the guy's home to take a look. Remember the god old black thelephones we all had at this time? The guy had one beside his computer. He stacked all his disks between the phone and the computer. Ever looked inside this old phone? Two big electro-magnets for the ring. So, everytimes the phone ring: ereasure of diskettes !!!!

Have a nice day!

Benoï¿½t...

2427. Re: CAT & lines length (was: Re: Mint desktops)

Newsgroup: comp.sys.atari.st
Date: 2004-04-04 05:01:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200404040701.a47339@wun.maus.de>
Source record: 19523

Hallo Jean-Luc!

JL>Yes... and it is set to 74! so, I don't understand why i have to
JL>manually add CRs, or lines override this limit :-(

This shouldn't be neccessary. There are three settings relevant for
this issue:

1) "options/general[section edit/view]/line break" should be active
2) "options/general[section edit/view]/message line length" should
be set to 72 (or whatever you like)
3) options/swap[section miscellaneous settings]/send paragraphs
to Maus should be deactivated

if 3) is active, Cat will send long lines, _but_ will nevertheless
include a "soft" word wrap at the position set in 2). Outdated News
readers _not_ capable of displaying long lines (that is, wrapping
them to the actual width of the window), will not undo the "soft"
wrap and thus display the line break. otoh, news readers capable of
reformatting will recognize the "soft" line break and act accordingly,
that is simply ignore it if there's enough space in the window.

To check if the message is formatted correctly, you may view
$Cat\export\infile.txt. The lines in there (in the message body,
of course) should not exceed the line length set in 2). If they
don't, Cat is set up correctly, and the error (if any) is on the
reader's side. If they _do_, please drop me or Dimitri a mail, so
that the error can be corrected!

With best regards
Ekkehard

2428. Re: CAT & lines length (was: Re: Mint desktops)

Newsgroup: comp.sys.atari.st
Date: 2004-04-04 06:03:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200404040803.a47340@wun.maus.de>
Source record: 19524

Hallo Ekkehard!

EF>If they don't, Cat is set up correctly, and the error (if any) is on
EF>the reader's side.

This seems to be the case, if I look at
http://groups.google.de/groups?selm=
03042004224158i2C00155KLEC0A80004%40wanadoo.fr&output=gplain.

There, the line break is between "more" and "exactly".

Using soft line breaks has some advantages, too: firstly, paragraphs will be reformatted to fit the window. If the window is smaller than the usual line lenght, without them text would be formatted like this:

paragraph 1 paragraph 1 paragraph 1 paragraph 1 paragraph 1
paragraph 1
paragraph 1 paragraph 1 paragraph 1 paragraph 1 paragraph 1
paragraph 2 paragraph 2 paragraph 2

If there were soft line breaks, it would be formatted like this:

paragraph 1 paragraph 1 paragraph 1 paragraph 1 paragraph 1
paragraph 1 paragraph 1 paragraph 1 paragraph 1 paragraph 1
paragraph 1
paragraph 2 paragraph 2 paragraph 2

Much better, eh?

Secondly, Cat is able to word-wrap quotes correctly, _if_ it can recognize paragraphs.

Therefore, I'd even recommend setting 3) "options/swap[section miscellaneous settings]/send paragraphs to Maus" to true, as this shouldn't do any harm (soft line break is there anyway), but will allow for better text formatting with current news readers.

If this message arrives with "real" long lines, (e.g. the paragraph above this one), don't blame me or my Cat, but the gateway between MausNet(TM) and usenet.

With best regards
Ekkehard

P.S.: on transportation level, IIRC it looks like this:
"hard" line break: "text line 1<cr><lf>text line 2"
"soft" line break: "text line 1<space><cr><lf>continued text line 1"

Current news readers will recognize the <space> in front of the <cr><lf>, and then simply ignore the line break.

2429. Re: Tim: AHDI and HDX programs for Mega

Newsgroup: comp.sys.atari.st
Date: 2004-04-04 06:14:27 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <7JNbc.218$Hf.120387@newshog.newsread.com>
Source record: 19515

On 3 Apr 2004 22:30:11 G, John Garone wrote:
>On 3 Apr 2004 09:40:40 -, Brandon Alexander wrote:
>>On Thu, 1 Apr 2004 15:21:13 -0800, "Tim" <tjlazer@nospam.mail.com>
>>wrote:
>>
>>>Yes do a search for AHDX on the net and you will find sites that have this
>>>for download. Then copy or unzip the files to a 720kb disk and run it on
>>>the Mega ST.
>>>
>>>Tim
>>
>>Thanks, Tim.
>>
>>That worked once. On my hard disk I had renamed CONTROL.ACC. I
>>accessed the Hard Disk and re-renamed it, then tried to boot it. It
>>did not, so there must be something else I renamed. Unfortunately I
>>did not make ST hard copies of AHDI.PRG and HXD.PRG (or any of the
>>other files)
>>
>
> In case you haven't done it, I believe you must rename AHDI.PRG to
>AHDI.SYS after it boots
>
and put AHDI.SYS it in root of drive C :)

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

2430. req:biohazard 2

Newsgroup: comp.sys.atari.st
Date: 2004-04-04 10:05:23 UTC
From: Simon <maergrey@hotmail.com>
Message-ID: <w5Kdnc2YUK9iQPLdRVn-iQ@fireflyuk.net>
Source record: 19516

Hi

Does anyone here have a game called Bio Hazard 2 made by Villagesoft
which was a public domain game released in about 1996 or so?

Cheers

Simon

2431. hardware kits updated

Newsgroup: comp.sys.atari.st
Date: 2004-04-04 10:24:14 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <406fe204$0$586$cc9e4d1f@news.dial.pipex.com>
Source record: 19517

Hi all,

I've updated my hardware pages please surft to www.cps-electronics.co.uk and
click on the HARDWARE link on the left menu.

Cheers,
Chris

2432. Re: Mint desktops

Newsgroup: comp.sys.atari.st
Date: 2004-04-04 10:48:54 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c4op6k$9h1$1@sparta.btinternet.com>
Source record: 19518

Hi there "SF0218"

> What to you say is the best desktop to use with Mint?

Magic & Jinnee!

8~)

--

Regards, Steve S.

2433. hard drive bootable problem

Newsgroup: comp.sys.atari.st
Date: 2004-04-04 12:01:20 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <406ff8af$0$615$cc9e4d1f@news.dial.pipex.com>
Source record: 19519

Hi all,

im using HD8 and trying to make my external SCSI bootable and it wont have it for some reason :(I have a internal IDE and that boots fine, all partitions on the SCSI drive are ok, ive installed HD on the C: drive on the SCSI, though it wont boot. Is it possible to actually boot from a SCSI drive ?

thanks
chris

2434. FS: Atari 1040STE

Newsgroup: comp.sys.atari.st
Date: 2004-04-04 14:16:31 UTC
From: Matthew Bloch <matthew@bytemark.co.uik>
Message-ID: <4didnep1jshbhe3dRVn-sA@nildram.net>
Source record: 19520

No idea what it's worth but here we go, there's no reserve! I'm in
central York, UK if that makes it any more appealing

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3089627962

--
Matthew Bloch Bytemark Hosting
http://www.bytemark-hosting.co.uk/
phone UK: 0845 004 3 004 US: 1-877 BYTEMAR
Dedicated Linux hosts from 15ukp ($26) per month

2435. Atari Online News, Etc. #06-14

Newsgroup: comp.sys.atari.st
Date: 2004-04-04 14:26:11 UTC
From: danap8@aol.comno-spam
Message-ID: <20040404102611.12341.00000623@mb-m16.aol.com>
Source record: 19521

A-ONE #0614 04/02/04

~ Making One Spammer Pay ~ People Are Talking! ~ Longhorn In 2006?
~ Google Brings On Gmail ~ Gateway To Close Shops ~ MS, Sun Buddies?!
~ Overseas Swappers War! ~ E-Mail Spam Contest! ~ Xbox Price Is Cut!
~ IBM After SCO Jugular! ~ Free Web Mail To Stay? ~ PS2 10-Year Life?

-* We're Winning the Spam War?? *-
-* EU Orders Legislation On Spam, More *-
-* File Sharing Is No Threat To Music Sales! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj(at)atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

2436. Re: Tim: AHDI and HDX programs for Mega STE

Newsgroup: comp.sys.atari.st
Date: 2004-04-04 17:10:37 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <c4pfid$b0n$1@thorium.cix.co.uk>
Source record: 19522

In message <sjit601ki0eio9ophnfsq2gc4i1ln5jdnd@4ax.com>, bankme69@yahoo.com said:

>I tried the process again, copying the files from PC to ST. His time
>when I ran the AHDI I got TOS error #35.

That error is 'No more handles'. I am not a programmer, so can't
tell you what the likely cause is. Did you run AHDI from the
floppy? And what ID does your hard drive have? AHDI can't tolerate
gaps in the numbering, so it should be 0 if it's the only drive on
the ACSI/SCSI bus.

>Do you have any suggestions about interchanging floppies between the
>ST and a PC? Like which machine to format the disk on, etc. It seems
>when I format on ST the PC can't read-when I format on PC the ST can't
>read. If you have any suggestions or tips they would be appreciated.

If your Atari has a double-sided drive (only the earliest STs
didn't) it ought to read disks formatted on a PC to double density
(720 kB). Most OSs before Windows XP could do that (dropping into
DOS mode if necessarry) - but XP can't (without help, at least).

Regards, /Peter/

2437. Re: Interchanging floppies between ST and PC

Newsgroup: comp.sys.atari.st
Date: 2004-04-04 17:13:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200404041913.a43406@b.maus.de>
Source record: 19488

```
BA>Anybody know what is TOS error #35?
Not executable, because:

- file corrupt
- file no program file at all
```

2438. Looking for MagiC 6.2

Newsgroup: comp.sys.atari.st
Date: 2004-04-04 18:58:06 UTC
From: funprice <jhbusscherNOSPAM@freemail.nl>
Message-ID: <ggm070l17ssd30g0tbl7j6ciubqoj9om22@4ax.com>
Source record: 19526

This program is what I am looking for. Who can help?

I own an AtariST since the beginning and am very interested in this,
marvelous so I've heard, alternative operating system.

2439. Re: Tim: AHDI and HDX programs for Mega STE

Newsgroup: comp.sys.atari.st
Date: 2004-04-04 19:27:35 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <c4pnj8$2lmi3q$1@ID-40235.news.uni-berlin.de>
Source record: 19527

<xlator@cix.compulink.co.uk> wrote in message
news:c4pfid$b0n$1@thorium.cix.co.uk...
> In message <sjit601ki0eio9ophnfsq2gc4i1ln5jdnd@4ax.com>,
bankme69@yahoo.com said:
>
> >I tried the process again, copying the files from PC to ST. His time
> >when I ran the AHDI I got TOS error #35.
>
> That error is 'No more handles'. I am not a programmer, so can't

I think that "no more handles" is -35

> tell you what the likely cause is. Did you run AHDI from the
> floppy? And what ID does your hard drive have? AHDI can't tolerate
> gaps in the numbering, so it should be 0 if it's the only drive on
> the ACSI/SCSI bus.
>
> >Do you have any suggestions about interchanging floppies between the
> >ST and a PC? Like which machine to format the disk on, etc. It seems
> >when I format on ST the PC can't read-when I format on PC the ST can't
> >read. If you have any suggestions or tips they would be appreciated.
>
> If your Atari has a double-sided drive (only the earliest STs
> didn't) it ought to read disks formatted on a PC to double density
> (720 kB). Most OSs before Windows XP could do that (dropping into
> DOS mode if necessarry) - but XP can't (without help, at least).
>
> Regards, /Peter/
>

2440. Re: Looking for MagiC 6.2

Newsgroup: comp.sys.atari.st
Date: 2004-04-04 19:32:00 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <c4pnrg$2lcm1n$1@ID-40235.news.uni-berlin.de>
Source record: 19528

"funprice" <jhbusscherNOSPAM@freemail.nl> wrote in message
news:ggm070l17ssd30g0tbl7j6ciubqoj9om22@4ax.com...
> This program is what I am looking for. Who can help?
>
> I own an AtariST since the beginning and am very interested in this,
> marvelous so I've heard, alternative operating system.
>
>

http://www.application-systems.de/atari/

2441. FA: Atari Stacy2 (UK)

Newsgroup: comp.sys.atari.st
Date: 2004-04-04 20:35:05 UTC
From: Moonferret <dave@coldSPAM.fsnet.co.uk>
Message-ID: <c4prhi$jh6$1@newsg4.svr.pol.co.uk>
Source record: 19529

Hi Folks!

Unfortunately I have to part with my Stacy. Its currently up for auction on
Ebay.
Spec is 2mb RAM, 40Mb HD. Good working order with new backlight.

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3089709113

Cheers,
Dave

--
=== Beware Of Spam Trap ===
Dave (@) Coldfusion (.) fsnet (.) co (.) uk

2442. Re: CAT & lines length

Newsgroup: comp.sys.atari.st
Date: 2004-04-04 21:39:26 UTC
From: Jean-Luc <wd.wd@wd.com>
Message-ID: <05042004133338i2C00155MG7C0A80004@wanadoo.fr>
Source record: 19539

Ekkehard Flessa <Ekkehard_Flessa@wun.maus.de> a écrit dans le message :
200404040701.a47339@wun.maus.de

> Hallo Jean-Luc!

Hello Ekkehard,
>
>
> JL>Yes... and it is set to 74! so, I don't understand why i have to
> JL>manually add CRs, or lines override this limit :-(
>
> This shouldn't be neccessary. There are three settings relevant for
> this issue:
>
> 1) "options/general[section edit/view]/line break" should be active
> 2) "options/general[section edit/view]/message line length" should
> be set to 72 (or whatever you like)
> 3) options/swap[section miscellaneous settings]/send paragraphs
> to Maus should be deactivated
>
It was 3) ! :-/

Thanks,

J.-Luc

2443. MintOS

Newsgroup: comp.sys.atari.st
Date: 2004-04-04 22:51:16 UTC
From: sf0218@aol.com
Message-ID: <20040404185116.16093.00000657@mb-m04.aol.com>
Source record: 19530

Hello all,

What games (Atari) can be played on a Falcon with the MintOS installed?

Thanks!!!!
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2444. Newsie is fine app

Newsgroup: comp.sys.atari.st
Date: 2004-04-05 00:23:01 UTC
From: haha@killfile.com
Message-ID: <BC961EF9.FECE%haha@killfile.com>
Source record: 19531

Sorry for my comments I lost my head.

Cheers from Belgium
Dennis

2445. Re: hard drive bootable problem

Newsgroup: comp.sys.atari.st
Date: 2004-04-05 03:28:23 UTC
From: John Oakes <doyene@zetnet.co.uk>
Message-ID: <4070d255$0$8564$4c56ba96@master.news.zetnet.net>
Source record: 19532

exxos wrote:
> Hi all,
>
> im using HD8 and trying to make my external SCSI bootable and it wont have
> it for some reason :(I have a internal IDE and that boots fine, all
> partitions on the SCSI drive are ok, ive installed HD on the C: drive on the
> SCSI, though it wont boot. Is it possible to actually boot from a SCSI drive
> ?
Hi Chris.
When you next time boot HDDriver.prg to see your selected
partition. Go to HDUtility.app after your in. Next click on general and
unclick scsi verify or scsi reset. I had a similar problem with HDDriver6.

regards john;->

2446. Re: Newsie is fine app

Newsgroup: comp.sys.atari.st
Date: 2004-04-05 05:54:59 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <Tw6cc.706$Ua5.637488@monger.newsread.com>
Source record: 19533

On 4 Apr 2004 20:23:01 -, <haha@killfile.com> wrote:
>Sorry for my comments I lost my head.
>
>Cheers from Belgium
>Dennis
>

interesting sense of humor Dennis (which, sorry but I can't share) that
gets pretty thin if you include ALL the programs in any platform that can
be mocked because of bugs and things that it lacks. But you're free to
knock it all you want. No one is forcing you to use it!!!
I think john Rojewski did a fine job in his last update which was a
major one that I recall few publically appreciating (although that seems
to be par for the course here)!
I wonder how many read and responded to the following file (IMPROVE.DOC)
he included in his last version? If not many, then it's no wonder to me why
he lost interest (that probably not being the only reason). Please note
that in this long list of possibilties that he included the prospect of
"Support HTML formatted email and news articles"!!!
==========
NEWSie Ideas

The following are ideas of improvements in NEWSie, the News/Mail/FTP/Web Browser program.
Please rate the following items in the order of importance to you:
(1 through n, or High, Medium, or Low)
'*' indicates items in progress

* Expand implementation of Edit Menu Cut/Copy/Paste
* Support for IMAP4 mail servers (port 143, RFC 2060)
* Support OLGA Client protocol (need English Docs)
* Support limited scripting capabilities, remote control, etc.
* Expand Browser to include graphics, forms, maps, tables, etc.
* Support StringServer package/protocol (have docs)
* Support DHTL package/protocol (Document HisTory - have docs, need server)
Create mail compression/verification/archival process
Support email address lookup in Address Book via 'name only' in Send/Forward/Reply dialog
Support multiple To: and cc: recipients directly in Send/Forward/Reply dialog
Support expansion of comma (,) delimited email names as separate unique recipients
Support selection/use of multiple Nicknames files
Support changing mouseform for "spinner(s)"
Build an internal editor, eliminate need for external editor
Add additional support for keyboard shortcuts
Support mail and news header continuation lines
* Support for ISO 8859 (International) character set
Add more color to NEWSie windows and dialogs

* Automatic recognition/notification of new release w/auto download
Support horizontal scrolling in windows
Produce user warning message for any Timeout condition
Make news_receive() completely re-entrant (w/header return area)
Make Function Keys "sensitive" to menu item 'disabled' status
* Make Toolbar entry selections "sensitive" to 'disabled' menu items
Re-organize Mail and News options, Move shared options to common area
Provide sort option for Nicknames
Add Browser Main menu title, w/associated sub-entries
Add Telephone Number field in Address Book
Provide 'Edit' button on Mailbox/Postbox Toolbar
Support browser Hotlist edit dialog (add, delete, etc.)
Add browser History edit dialog (add to Hotlist, delete, etc.)
Support 'KillFile' edit dialog (add, delete, edit, etc.)
Expand support for BubbleGEM to dialogs, etc. where possible
Support attachment of multiple files in email/news
Expand Address Book functionality to support a list of names, vs a single address
Utilize 'markup' chars to select multiple Address Books and/or Nicknames files
Support HTML formatted email and news articles
Display Attachment(s) as icons in internal viewer, allow extract/open/detach via mouse
click
Support GEMjing to play samples on machines where supported (via env/appl_find)
Support for Refresh for cached pages in Apache Servers (special http mime header?)
Provide Install/Uninstall program for NEWSie (w/multiple languages?)
Support Toolbar dynamic re-sizing to fit within window(s)
Provide new Extract path for extracted attachments (instead of Work Path)

Investigate:
Support PGP/RSA encryption for e-mail (RFC 2015 for MIME)
Investigate support for PPP_Connect (if docs available)
Investigate -silent option in MUNPACK.TTP to supress console messages

Other Ideas: (be as specific as you need)
==========

P.S.
To Reply by E-mail, please remove -NOT- from my address!

P.S.
To Reply by E-mail, please remove -NOT- from my address!

2447. Re: Newsie is fine app

Newsgroup: comp.sys.atari.st
Date: 2004-04-05 06:27:15 UTC
From: webmaster@atari-users.net
Message-ID: <b8d63ca5.0404042227.bacc0a8@posting.google.com>
Source record: 19534

<haha@killfile.com> wrote in message news:<BC961EF9.FECE%haha@killfile.com>...
> Sorry for my comments I lost my head.
>
> Cheers from Belgium
> Dennis

We all do it sometimes Dennis. <G>

Rob

2448. Re: hard drive bootable problem

Newsgroup: comp.sys.atari.st
Date: 2004-04-05 06:30:21 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <c4que1$2lcfpb$1@ID-27442.news.uni-berlin.de>
Source record: 19535

John Oakes wrote:

> When you next time boot HDDriver.prg to see your selected
> partition. Go to HDUtility.app after your in. Next click on general and
> unclick scsi verify or scsi reset. I had a similar problem with HDDriver6.

What is the serial number of your version of HDDRIVER, by the way? I
cannot find you in my database of registered users.

--

Dr. Uwe Seimet http://www.seimet.de

2449. Re: MintOS

Newsgroup: comp.sys.atari.st
Date: 2004-04-05 07:55:23 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <Jq7cc.283$37.42225@news.siol.net>
Source record: 19536

SF0218 wrote:

> What games (Atari) can be played on a Falcon with the MintOS installed?

Well basically all. If u have MiNT OS installed u still can boot in TOS or Magic or Geneva or whatewer. Thats the beauty of Atari OS-es. Different OS-es, different approaches and same applications. Without clumsy virtual machines or emulators and such... So if u don't have yet, GET yourself some boot manager, i use Xboot, and i'm happy with it. In actual MiNT OS, all GEM games should work nice. U can actually run most games which run from TOS and they work, but very small amount of games actually have Quit option, so its not really usefull, so u may boot straight into TOS for them...

U can also play some unix cli or xwindows games, but u have to be fan of those. On X simple logical stuff work okay, but for more complex stuff, machines are to slow... So i wouldn't count on those as some special extras :)

Janez

2450. Re: [ANN] Troll beta 2

Newsgroup: comp.sys.atari.st
Date: 2004-04-05 10:00:18 UTC
From: Pierre TONTHAT <ptonthat@NO.club-internet.fr.SPAM>
Message-ID: <c4raih$bf7$1@news-reader2.wanadoo.fr>
Source record: 19537

Bonjour Martin :)

> I've tried it to place it next to troll.prg but alas ... still no joy.
> For your information I'm using freeMiNT 1.15.12, N_AES 2.0.0, Thing 1.27.
> The partition were Troll is located is a VFAT one. $HOME is located on an
> ext2fs.

If Troll can write in your $HOME, then it can read it. Then read my other post. I suspect the paths for WORK and CACHE are not correct: you have not created them, or not fixed them in the preferences.
If these are located on ext2fs partition, maybe you should try on a VFAT one.

Regards

Pierre
http://rajah.atari.org

2451. Re: Looking for MagiC 6.2

Newsgroup: comp.sys.atari.st
Date: 2004-04-05 11:14:52 UTC
From: funprice <jhbusscherNOSPAM@freemail.nl>
Message-ID: <qof2701dempv3kijlhdlfdnbm0rb3bhpql@4ax.com>
Source record: 19538

On Sun, 4 Apr 2004 20:32:00 +0100, "David Wade" <g8mqw@yahoo.com>
wrote:

>
>"funprice" <jhbusscherNOSPAM@freemail.nl> wrote in message
>news:ggm070l17ssd30g0tbl7j6ciubqoj9om22@4ax.com...
>> This program is what I am looking for. Who can help?
>>
>> I own an AtariST since the beginning and am very interested in this,
>> marvelous so I've heard, alternative operating system.
>>
>>
>
>http://www.application-systems.de/atari/
>
Thank you. Quite a price though, anyone who has it for sale? Would
appreciate it. Thnx.

2452. wordplus to postscript or ascii

Newsgroup: comp.sys.atari.st
Date: 2004-04-05 13:24:22 UTC
From: Hugo Coolens <hugocoolens@skynet.be>
Message-ID: <40715E06.26336861@skynet.be>
Source record: 19540

I'm looking for a program which converts wordplus-docmuments to ascii,
postscript or another text format. I have seen there once was a program
called 1stWordPlus-PostScript which was available from "Stichting ST"
which may be suited.
Is there anyone there who can offer help?

thanks,
Hugo

2453. Re: wordplus to postscript or ascii

Newsgroup: comp.sys.atari.st
Date: 2004-04-05 14:31:10 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <c4rqje$789$1@reader1.panix.com>
Source record: 19541

I saw the, or a, name. Antiword is one program that does this.

This is not much help, because I do not remember where I saw it, either
Chapelie, or as an RPM file for MiNT.

Search for antiword, and you might find it.

Good luck, Jim

Hugo Coolens <hugocoolens@skynet.be> writes:

: I'm looking for a program which converts wordplus-docmuments to ascii,
: postscript or another text format. I have seen there once was a program
: called 1stWordPlus-PostScript which was available from "Stichting ST"
: which may be suited.
: Is there anyone there who can offer help?

: thanks,
: Hugo

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

2454. Re: wordplus to postscript or ascii

Newsgroup: comp.sys.atari.st
Date: 2004-04-05 14:33:34 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <c4rr6ljsf2@reader08.wxs.nl>
Source record: 19542

Jim DeClercq wrote:

> I saw the, or a, name. Antiword is one program that does this.
>
> This is not much help, because I do not remember where I saw it, either
> Chapelie, or as an RPM file for MiNT.

Antiword is a Linux app (IIRC) ported to MiNT, so I doubt it also does
WordPlus files. :)

Maurits.

2455. Mega ST2 Keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-04-05 14:50:47 UTC
From: angelshamshel <angelshamshel@removethishotmail.com>
Message-ID: <9fs270ptgs84j7v2q1epj2hmc2ugd23oj7@4ax.com>
Source record: 19543

Are any of the 520 / 1040 keyboard mechanism's ideal as replacement
for the Mega series?
TIA

2456. Re: [ANN] Troll beta 2

Newsgroup: comp.sys.atari.st
Date: 2004-04-05 15:12:22 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <40718b5072a6a0@pandora.be>
Source record: 19545

on Mon 05-04-2004 12:00 Pierre TONTHAT wrote:

>Bonjour Martin :)
>
>> I've tried it to place it next to troll.prg but alas ... still no joy.
>> For your information I'm using freeMiNT 1.15.12, N_AES 2.0.0, Thing 1.27.
>> The partition were Troll is located is a VFAT one. $HOME is located on an
>> ext2fs.
>
>If Troll can write in your $HOME, then it can read it. Then read my other
>post. I suspect the paths for WORK and CACHE are not correct: you have not
>created them, or not fixed them in the preferences.

Ok, I've it working now. I had created the WORK directory in the root of
my test partition: WORK_PATH=K:\work\
I've placed that dir inside TROLL and now it works: WORK_PATH=K:\TROLL.FR\work\

Anyway this behaviour seems to me not correct. IMHO one should be able
to place the WORK dir on the spot one like.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2457. Re: Mega ST2 Keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-04-05 15:32:10 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <c4ru5q$2mj36s$1@ID-40235.news.uni-berlin.de>
Source record: 19544

"angelshamshel" <angelshamshel@removethishotmail.com> wrote in message
news:9fs270ptgs84j7v2q1epj2hmc2ugd23oj7@4ax.com...
> Are any of the 520 / 1040 keyboard mechanism's ideal as replacement
> for the Mega series?
> TIA

The electrical and logical interface is the same, just the connector that is
different so you should be able to get one to work.
However the MEGA keybords are much nicer feel. And I don't think the ST
versions fit the the mega case.

2458. Re: hard drive bootable problem

Newsgroup: comp.sys.atari.st
Date: 2004-04-05 15:45:07 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <40717e9d$0$586$cc9e4d1f@news.dial.pipex.com>
Source record: 19446

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:c4que1$2lcfpb$1@ID-27442.news.uni-berlin.de...
> John Oakes wrote:
>
> > When you next time boot HDDriver.prg to see your selected
> > partition. Go to HDUtility.app after your in. Next click on general and
> > unclick scsi verify or scsi reset. I had a similar problem with
HDDriver6.
>
> What is the serial number of your version of HDDRIVER, by the way? I
> cannot find you in my database of registered users.
>
>

Well even as much as id like to give out a serial number on a public forum I
dont think thats very wise. If you are indeded the programmer then you will
find me registered as Chris Swinson from England.

Chris

> --
> --
> Dr. Uwe Seimet http://www.seimet.de

2459. Re: wordplus to rtf

Newsgroup: comp.sys.atari.st
Date: 2004-04-05 15:50:31 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <40718045$0$12807$626a14ce@news.free.fr>
Source record: 19448

hi,

if you whant wordplus to rtf
you can grab it here
ftp://ftp.demon.co.uk/pub/atari/utils/WPLS2RTF.ZIP

SeeU
--
[ProToS] on ircnet
chan #atari.fr #atariscne

2460. Re: [ANN] Troll beta 2

Newsgroup: comp.sys.atari.st
Date: 2004-04-05 15:52:08 UTC
From: Pierre TONTHAT <ptonthat@NO.club-internet.fr.SPAM>
Message-ID: <c4rv68$c87$1@news-reader5.wanadoo.fr>
Source record: 19447

Bonsoir Martin

> Anyway this behaviour seems to me not correct. IMHO one should be able
> to place the WORK dir on the spot one like.

One can already go in the 'Options' menu, then in the 'Chemins...' (=paths)
window, set the path and save.
WORK = 'Dossier de travail'
CACHE = 'Cache'

Bye

Pierre
http://rajah.atari.org

2461. Re: AHDI and HDX programs for Mega STE

Newsgroup: comp.sys.atari.st
Date: 2004-04-05 16:13:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200404051813.a43254@b.maus.de>
Source record: 19452

```
X> That error is 'No more handles'.

This is the GEMDOS error -35.

From John Townsend's TOS error list:
-------------------------------cut-------------------------------
TOS Error #35, probably the most common error alert that is not self
explanatory, happens when a program you are trying to run has somehow
been corrupted. What it means is that TOS can not find some magic
numbers it expects to find either at the beginning or at the end of
the program file. This error is usually attributable to operator error
(as in trying to execute an archive or text file as a program), or to
bit rot.
-------------------------------cut-------------------------------

Gerhard
```

2462. problem with StonX

Newsgroup: comp.sys.atari.st
Date: 2004-04-05 16:25:23 UTC
From: Hugo Coolens <hugocoolens@skynet.be>
Message-ID: <40718873.D5D08DDA@skynet.be>
Source record: 19449

I've got StonX working with the following commandline:
stonx -size fullscreen -tos tos.img -refresh 2 -vbl 2 -chunky -boot c
-noaudio -fs c:cdrive/ -fs d:ddrive -disk a:/dev/fd0

Unfortunately I have some problems:
1. When I install something with more than one installation floppy,
I can't just enter the second floppy
2. Is there a clean way to stop StonX when fullscreen mode is active?
3. I seems that I just can't copy files in the linux-directories, as
they are not accessible under StonX that way, I first have to copy them
from a floppy under StonX to the simulated harddisk, which of course
isn't very elegant

Any solutions for these problems?

regards,
Hugo

2463. Falcon Video

Newsgroup: comp.sys.atari.st
Date: 2004-04-05 17:20:22 UTC
From: sf0218@aol.com
Message-ID: <20040405132022.18673.00000664@mb-m03.aol.com>
Source record: 19450

Sorry All,

What can I do to increase the Falcon's video to say, 1024x768 truecolor?

I've considered the Eclipse, but I've read that it has some problems with quite
a few programs.

Thanks everybody,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2464. Re: Falcon Video

Newsgroup: comp.sys.atari.st
Date: 2004-04-05 18:22:46 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c4s81m$3gl$1@news.freedom2surf.net>
Source record: 19451

I think you may want to wait for the supervidel. http://nature.atari.org

"SF0218" <sf0218@aol.com> wrote in message
news:20040405132022.18673.00000664@mb-m03.aol.com...
> Sorry All,
>
> What can I do to increase the Falcon's video to say, 1024x768 truecolor?
>
> I've considered the Eclipse, but I've read that it has some problems with
quite
> a few programs.
>
> Thanks everybody,
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,
> Seattle Seahawks Nut
>

2465. Re: problem with StonX

Newsgroup: comp.sys.atari.st
Date: 2004-04-05 23:12:46 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0404060101550.1238@feanor.schunter.etc.tu-bs.de>
Source record: 19453

Hi, Hugo!

HC> 3. I seems that I just can't copy files in the linux-directories, as
HC> they are not accessible under StonX that way, I first have to copy
HC> them from a floppy under StonX to the simulated harddisk, which of
HC> course isn't very elegant

IIRC there was a way to access the host file system, but you had to ensure
that all files names were 8+3.

No idea about your floppy problems, did not try that.

Have you heard about ARAnyM? I'd give it a try, it is way faster (JIT) and
still improving (though stable already). Host file system access, fvdi,
prepared HD image, raw access to Atari-style partitioned HDs, etc. If you
don't care wether the emulated CPU is a 68000 or a 68030.

Regards,

Alexander

2466. 50 hz boot disk wanted ST 50/60 hz question

Newsgroup: comp.sys.atari.st
Date: 2004-04-06 00:20:24 UTC
From: wboblitt@comcast.net
Message-ID: <83ffb5ca.0404051620.5bdc2698@posting.google.com>
Source record: 19454

Wanted: 50 hz boot disk (original or copy)

I used to have a copy of a 50 hz boot disk that someone from the UK sent me(later corrupted by a virus), I think the program was in an autorun folder and simply called "50hz.prg". It always worked great for me. Quite a few (original copy protected) games would not run without it. I tried downloading one with the same filename off of an FTP but it didnt seem to work as well as the one I used to have. If anyone has this program, especially an original copy of it, let me know I would be glad to paypal a few bucks for it plus postage. Also if there are any other programs that do the same thing I would like as many different 50hz booting programs as possible to try on various game software that is stubborn on US machines.

Does anyone know if it is possible to use a 50hz computer here in the US? I don't understand where the 50 or 60hz default comes from, the TOS (ie UK TOS), the monitor, or somewhere esle. I have always been confused by the Atari ST US/Europe 60hz 50hz phenomenon and am looking for a way to maybe have one computer set up to run the stubborn european games/demos without having to tweak it with a boot disk. (such as can be done with various consoles etc.) Thanks for any answers someone can give me. -SaTcom2

2467. Re: AHDI and HDX programs for Mega STE

Newsgroup: comp.sys.atari.st
Date: 2004-04-06 03:15:02 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <Wgpcc.293$Hf.162541@newshog.newsread.com>
Source record: 19455

On 5 Apr 2004 18:13:00 +, Gerhard Stoll wrote:
>X> That error is 'No more handles'.
>
>This is the GEMDOS error -35.
>
>From John Townsend's TOS error list:
>------------------------------cut------------------------------
>TOS Error #35, probably the most common error alert that is not self
>explanatory, happens when a program you are trying to run has somehow
>been corrupted. What it means is that TOS can not find some magic
>numbers it expects to find either at the beginning or at the end of
>the program file. This error is usually attributable to operator error
>(as in trying to execute an archive or text file as a program), or to
>bit rot.
>------------------------------cut------------------------------
>
>Gerhard

I believe I use to see that error on my Mega4 when trying to run some
programs by opening it from the desktop but was suppose to be auto booted
by floppy (been a while back though).

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

2468. Re: hard drive bootable problem

Newsgroup: comp.sys.atari.st
Date: 2004-04-06 06:29:04 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <c4ting$2jmkbh$1@ID-27442.news.uni-berlin.de>
Source record: 19456

exxos wrote:

> Well even as much as id like to give out a serial number on a public forum I
> dont think thats very wise. If you are indeded the programmer then you will
> find me registered as Chris Swinson from England.

I am sorry, but there is no registration for Chris Swinson. Please send
me the serial number printed on your driver floppy disk by e-mail. You
can verify on my website that I am the programmer:

http://www.seimet.de/hddriver_english.html.

--

Dr. Uwe Seimet http://www.seimet.de

2469. Re: hard drive bootable problem

Newsgroup: comp.sys.atari.st
Date: 2004-04-06 06:57:40 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <1074l70resjrmec@corp.supernews.com>
Source record: 19457

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:c4ting$2jmkbh$1@ID-27442.news.uni-berlin.de...
> exxos wrote:
>
> > Well even as much as id like to give out a serial number on a public
forum I
> > dont think thats very wise. If you are indeded the programmer then you
will
> > find me registered as Chris Swinson from England.
>
> I am sorry, but there is no registration for Chris Swinson. Please send
> me the serial number printed on your driver floppy disk by e-mail. You
> can verify on my website that I am the programmer:
>
> http://www.seimet.de/hddriver_english.html.
>
> --
> --
> Dr. Uwe Seimet http://www.seimet.de

Hi Uwe,
I was wondering if I was in the database. And what advantages do you offer
for registeration? Can I upgrade to the latest Driver # at reduced or no
cost. My current version seems to be alright for my needs, but since you
keep doing changes to the program Version numbers. Maybe by version 10 or
11 I could use an upgrade.
Thanks for looking
RoyE

2470. Re: Falcon Video

Newsgroup: comp.sys.atari.st
Date: 2004-04-06 07:01:07 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0404052301.61053ebe@posting.google.com>
Source record: 19458

"Coda" <info@janthomas.f2s.nospam.com> wrote in message
news:<c4s81m$3gl$1@news.freedom2surf.net>...
> I think you may want to wait for the supervidel. http://nature.atari.org

That's of course assuming you get a CT60 first, as it is required to
use a SuperVidel with their current design. Otherwise, I'm afraid
Eclipse is the best you'll get on this platform. You could also get a
Nemesis or similar overclocking device and run 1024x768 (or higher) in
256 colors. Not quite truecolor, but not bad, and very compatible (at
least mine is...). The problem with that is, the higher-res you go,
the slower your machine gets due to bandwidth and CPU usage working
with so many pixels.

Mike Freeman
mike [at] freeman-studio [dot] com

> "SF0218" <sf0218@aol.com> wrote in message
> news:20040405132022.18673.00000664@mb-m03.aol.com...
> > Sorry All,
> >
> > What can I do to increase the Falcon's video to say, 1024x768 truecolor?
> >
> > I've considered the Eclipse, but I've read that it has some problems with
> quite
> > a few programs.
> >
> > Thanks everybody,
> > Sam F.
> > Virginia U.S.A.
> > Atari Computer Nut
> > C-Lab Falcon, 14mbram,540mb hdd.,
> > Seattle Seahawks Nut
> >

2471. Re: 50 hz boot disk wanted ST 50/60 hz question

Newsgroup: comp.sys.atari.st
Date: 2004-04-06 08:21:21 UTC
From: JM <>
Message-ID: <d3q4709khjg2ep585l83a88u3ruvk4vngp@4ax.com>
Source record: 19459

On 5 Apr 2004 17:20:24 -0700, wboblitt@comcast.net (CrimKingson)
wrote:

>Wanted: 50 hz boot disk (original or copy)

Get it from:
http://www.umich.edu/~archive/atari/

JM

2472. Re: 50 hz boot disk wanted ST 50/60 hz question

Newsgroup: comp.sys.atari.st
Date: 2004-04-06 08:28:08 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c4tpjn$io6$1@news.freedom2surf.net>
Source record: 19460

The 50/60Hz comes from the mains electricity standard. Your mains is 110V @ 60Hz, ours is 220v @ 50Hz. That was put in place donkeys ago. Tv's used to use the main for a sync signal for the screen, so you would have a 60hz vertical refresh. When computers came out that used the TV the video hardware had to match this frequncy or the picture would roll and sometimes worse. These days on modern TV's its not an issue anymore as TV's generate the clock themselves.

Regarding your ST, I never used one in the states, so I dont know about frequency compatibilty problems, I thought they was non existent - but I did sometimes run mine at 60hz, most games disks (not originals but menus) have an option to switch 50/60. Games soemtimes ran faster, or at least the music did.

Changing the frequency is a simple matter of a bios call. A program can be knocked together in a couple of minutes. The problem is getting it to stay at 60hz while you reboot so you can load the game. It can be done.

"CrimKingson" <wboblitt@comcast.net> wrote in message
news:83ffb5ca.0404051620.5bdc2698@posting.google.com...
> Wanted: 50 hz boot disk (original or copy)
>
> I used to have a copy of a 50 hz boot disk that someone from the UK
> sent me(later corrupted by a virus), I think the program was in an
> autorun folder and simply called "50hz.prg". It always worked great
> for me. Quite a few (original copy protected) games would not run
> without it. I tried downloading one with the same filename off of an
> FTP but it didnt seem to work as well as the one I used to have. If
> anyone has this program, especially an original copy of it, let me
> know I would be glad to paypal a few bucks for it plus postage. Also
> if there are any other programs that do the same thing I would like as
> many different 50hz booting programs as possible to try on various
> game software that is stubborn on US machines.
>
> Does anyone know if it is possible to use a 50hz computer here in
> the US? I don't understand where the 50 or 60hz default comes from,
> the TOS (ie UK TOS), the monitor, or somewhere esle. I have always
> been confused by the Atari ST US/Europe 60hz 50hz phenomenon and am
> looking for a way to maybe have one computer set up to run the
> stubborn european games/demos without having to tweak it with a boot
> disk. (such as can be done with various consoles etc.) Thanks for any
> answers someone can give me. -SaTcom2

2473. Re: hard drive bootable problem

Newsgroup: comp.sys.atari.st
Date: 2004-04-06 09:46:52 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <c4tuah$2m1f26$1@ID-27442.news.uni-berlin.de>
Source record: 19461

RoyE wrote:

> I was wondering if I was in the database. And what advantages do you offer
> for registeration? Can I upgrade to the latest Driver # at reduced or no
> cost. My current version seems to be alright for my needs, but since you
> keep doing changes to the program Version numbers. Maybe by version 10 or
> 11 I could use an upgrade.

Registered users can upgrade to a new *minor* version (e.g. 8.12 to
8.13) without any fee.
Another advantage is ongoing support: If I find that the number of those
using my software illegally increases I will stop developing software
for the Atari. More and more frequently I see postings of users who are
not registered but are using my software...

--

Dr. Uwe Seimet http://www.seimet.de

2474. Re: Mega ST2 Keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-04-06 12:55:15 UTC
From: angelshamshel <angelshamshel@removethishotmail.com>
Message-ID: <d5a570tggdjgi5cdddgjn5jb1ug7i9rur2@4ax.com>
Source record: 19462

Thanks!

On Mon, 5 Apr 2004 16:32:10 +0100, "David Wade" <g8mqw@yahoo.com>
wrote:

>"angelshamshel" <angelshamshel@removethishotmail.com> wrote in message
>news:9fs270ptgs84j7v2q1epj2hmc2ugd23oj7@4ax.com...
>> Are any of the 520 / 1040 keyboard mechanism's ideal as replacement
>> for the Mega series?
>> TIA
>
>The electrical and logical interface is the same, just the connector that is
>different so you should be able to get one to work.
>However the MEGA keybords are much nicer feel. And I don't think the ST
>versions fit the the mega case.
>

2475. Bombs...again

Newsgroup: comp.sys.atari.st
Date: 2004-04-06 13:03:04 UTC
From: sf0218@aol.com
Message-ID: <20040406090304.04141.00000686@mb-m17.aol.com>
Source record: 19463

Hi all, my Falcon gives me two bombs, white screen, busy bee, and know hdd activity. What does that mean?

It seems to process the auto folder and then locks up as above, I guess I;ll just have to re-do the boot partition. I'd still like to know what 2 bombs means.

Thanks everybody,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2476. Re: atari st and amiga mice

Newsgroup: comp.sys.atari.st
Date: 2004-04-06 13:22:12 UTC
From: "John W. Linville" <linville@tuxdriver.com>
Message-ID: <825f055c5c539f22e0b896206815c434@news.teranews.com>
Source record: 19464

carmel wrote:
> remember years ago being told that it is possible to modify an amiga
> mouse (official cbm or 3rd party) for use with an ST/STE, does this
> hold true, if so can someone show me how it's done

I don't have the pin-outs in front of me, but the two mice work in
essentially the same fashion. So, it should be a matter of crossing a
couple of wires.

I don't know if they have the same (or similar) resolutions. So, using
the Amiga mouse may or may not be satisfactory with the ST.

YMMV...

John
--
John W. Linville
linville@tuxdriver.com

2477. FS in the UK: Mega ST4, Megafile 30 and loads of bits

Newsgroup: comp.sys.atari.st
Date: 2004-04-06 13:23:40 UTC
From: Jon Berry <jon3284@hotmail.com>
Message-ID: <4072b154$0$3308$cc9e4d1f@news-text.dial.pipex.com>
Source record: 19465

I'm having a clearout, so I have to bid farewell to my mega which has been sitting around doing nothing for quite a while. It worked perfectly last time I checked (about 2 years ago?), except one of the buttons on the mouse was starting to play up a little bit.

I have:
Mega ST 4
Megafile 30 hard disk
Print Technik Realtizer Digitizer card (composite input - still frame output)(boxed w/ Instructions)
DFI Handheld Scanner (boxed)
Replay 4 Sound Capture card (boxed + instructions)
Cyberpaint
Deluxe Paint
Degas Elite
And a few other bits of software aswell

Oh yeah, and 2 Canon PJ-1080A printers aswell. (with some spare cartridges)

I probably could post it (in quite a big box!), but collection from Shrewsbury would be nicer!

If anyone's interested in any/all of this stuff, email me with offers and we'll arrange it.

Cheers
Jon

2478. Re: wordplus to postscript or ascii

Newsgroup: comp.sys.atari.st
Date: 2004-04-06 19:37:11 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <c4v0t7$2c6$1@thorium.cix.co.uk>
Source record: 19466

In message <40715E06.26336861@skynet.be>, hugocoolens@skynet.be said:

>I'm looking for a program which converts wordplus-docmuments to ascii,
>postscript or another text format. I have seen there once was a program
>called 1stWordPlus-PostScript which was available from "Stichting ST"
>which may be suited.
>Is there anyone there who can offer help?

It would help if you told us whether you still have an Atari
available. If so, try:

FW2RTF.TTP - A Shareware Program (c)Kevin Millican 1994
1st Word + to Rich Text Format File Convertor

There is also WP2RTF by J. Scheerder and a module for TUC (The
Universal Converter) for the same task.

The RTF format should be readable by various programs on a PC or
Mac and retains all text attributes.

Of course, you can also load the DOC files into 1WP and save them
as ASCII (switch off 'WP Mode' in the 'Edit' menu). This loses the
text attributes however.

Regards, /Peter/

2479. Re: hard drive bootable problem

Newsgroup: comp.sys.atari.st
Date: 2004-04-06 21:31:39 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <40732159$0$242$cc9e4d1f@news.dial.pipex.com>
Source record: 19467

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:c4ting$2jmkbh$1@ID-27442.news.uni-berlin.de...
> exxos wrote:
>
> > Well even as much as id like to give out a serial number on a public
forum I
> > dont think thats very wise. If you are indeded the programmer then you
will
> > find me registered as Chris Swinson from England.
>
> I am sorry, but there is no registration for Chris Swinson. Please send
> me the serial number printed on your driver floppy disk by e-mail. You
> can verify on my website that I am the programmer:
>
> http://www.seimet.de/hddriver_english.html.
>
> --
> --
> Dr. Uwe Seimet http://www.seimet.de

I've sent uoa E-mail with the number, I did buy it and it cost me a fair
bit aswell! I probbly brought it from Best though the date on the disk is
2001 its a while ago and I really can't remember.

Chris

2480. Falcon Sound

Newsgroup: comp.sys.atari.st
Date: 2004-04-06 21:36:25 UTC
From: sf0218@aol.com
Message-ID: <20040406173625.21617.00000788@mb-m13.aol.com>
Source record: 19468

Hi all,

How does one get the Falcon's sound to go through the external speakers?

Thanks,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2481. Re: Bombs...again

Newsgroup: comp.sys.atari.st
Date: 2004-04-07 02:41:49 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <c4vppdmgi1@reader1.panix.com>
Source record: 19470

Two bombs, and often multiples of two bombs, are doubled buss error.

The most common situation is that a program tried to write to location
zero, twice.

Good luck on your boot partition. It is probably some desk acc or even
control panel CPX program that does not like a Falcon.

Jim

SF0218 <sf0218@aol.com> writes:

: Hi all, my Falcon gives me two bombs, white screen, busy bee, and know hdd
: activity. What does that mean?

: It seems to process the auto folder and then locks up as above, I guess I;ll
: just have to re-do the boot partition. I'd still like to know what 2 bombs
: means.

: Thanks everybody,
: Sam F.
: Virginia U.S.A.
: Atari Computer Nut
: C-Lab Falcon, 14mbram,540mb hdd.,
: Seattle Seahawks Nut

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

2482. Re: Mega ST 4 - Floppy Disk Question

Newsgroup: comp.sys.atari.st
Date: 2004-04-07 02:51:37 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <c4vqbpmgi2@reader1.panix.com>
Source record: 19471

Mysterious forces, and hard disk driver programs and scsi bus errors cand cause such problems. If you are running a hard disk driver program, it will also control the floppy disk drive, and if the hard disk driver program or the bus it controls has a problem, your floppy drive will have a problem. That probably is the mysterious forces problem, when a machine being upgraded or repaired suddenly has a not-working floppy drive for a while.

Need more details.

Jim

Ken K <rolem@shell.core.com> writes:

: Hello,

: When I work with floppy drive A:
: I frequently get the error: Data in Drive A may be damaged.

: I have tried swaping a drive from an old 1040 Stf with the same results.

: What else can cause this problem?

: Thank You

: Ken K

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

2483. Mega ST 4 - Floppy Disk Question

Newsgroup: comp.sys.atari.st
Date: 2004-04-07 03:53:23 UTC
From: Ken K <rolem@shell.core.com>
Message-ID: <1076nolrlan9hd0@corp.supernews.com>
Source record: 19469

Hello,

When I work with floppy drive A:
I frequently get the error: Data in Drive A may be damaged.

I have tried swaping a drive from an old 1040 Stf with the same results.

What else can cause this problem?

Thank You

Ken K

2484. Re: hard drive bootable problem

Newsgroup: comp.sys.atari.st
Date: 2004-04-07 04:42:17 UTC
From: John Oakes <doyene@zetnet.co.uk>
Message-ID: <407386aa$0$8567$4c56ba96@master.news.zetnet.net>
Source record: 19472

Hello Uwe.
Do you remember a company called T.U.S. from here in England.
They sold me a SCSI Harddrive already partitioned with the complete
software on it. So hence not registered.

regards john

Uwe Seimet wrote:
> John Oakes wrote:
>
>> When you next time boot HDDriver.prg to see your selected
>> partition. Go to HDUtility.app after your in. Next click on general
>> and unclick scsi verify or scsi reset. I had a similar problem with
>> HDDriver6.
>
>
> What is the serial number of your version of HDDRIVER, by the way? I
> cannot find you in my database of registered users.
>
>

2485. Re: hard drive bootable problem

Newsgroup: comp.sys.atari.st
Date: 2004-04-07 06:29:35 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <c5074f$2msih6$1@ID-27442.news.uni-berlin.de>
Source record: 19473

exxos wrote:

> I've sent uoa E-mail with the number, I did buy it and it cost me a fair
> bit aswell! I probbly brought it from Best though the date on the disk is
> 2001 its a while ago and I really can't remember.

Thank you. I wonder why you bought it from Best and not from Atari
Workshop in the UK. Best charged you a lot, indeed, but that's not my fault.

--

Dr. Uwe Seimet http://www.seimet.de

2486. Re: hard drive bootable problem

Newsgroup: comp.sys.atari.st
Date: 2004-04-07 06:32:43 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <c507ac$2o48pb$1@ID-27442.news.uni-berlin.de>
Source record: 19474

John Oakes wrote:

> Do you remember a company called T.U.S. from here in England.
> They sold me a SCSI Harddrive already partitioned with the complete
> software on it. So hence not registered.

Can you please send me the serial number of your driver disk, so that I
can register you.
Please note that in general (with any software) one does not
automatically have a license because one got a hard drive with some
software on it. A legal copy always includes the corresponding license.
In case of HDDRIVER any copy includes a driver floppy disk and a printed
manual, and there is a unique license number printed on the floppy disk
label, so that the owner can register with me.

--

Dr. Uwe Seimet http://www.seimet.de

2487. Re: Falcon Sound

Newsgroup: comp.sys.atari.st
Date: 2004-04-07 10:30:16 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <4073d75c$0$4544$afc38c87@news.optusnet.com.au>
Source record: 19475

"SF0218" <sf0218@aol.com> wrote in message
news:20040406173625.21617.00000788@mb-m13.aol.com...
> Hi all,
>
> How does one get the Falcon's sound to go through the external speakers?

Not a trick question is it? Just plug into the line out on the back. The
speakers do need to be amplified though.

Mark

2488. Re: wordplus to postscript or ascii

Newsgroup: comp.sys.atari.st
Date: 2004-04-07 11:45:30 UTC
From: Hugo Coolens <hugocoolens@skynet.be>
Message-ID: <4073E9DA.158D3AE3@skynet.be>
Source record: 19476

xlator@cix.compulink.co.uk wrote:

> In message <40715E06.26336861@skynet.be>, hugocoolens@skynet.be said:
>
> >I'm looking for a program which converts wordplus-docmuments to ascii,
> >postscript or another text format. I have seen there once was a program
> >called 1stWordPlus-PostScript which was available from "Stichting ST"
> >which may be suited.
> >Is there anyone there who can offer help?
>
> It would help if you told us whether you still have an Atari
> available. If so, try:

I have

>
>
> FW2RTF.TTP - A Shareware Program (c)Kevin Millican 1994
> 1st Word + to Rich Text Format File Convertor
>

is there a difference between wordplus and 1stword?

>
> There is also WP2RTF by J. Scheerder and a module for TUC (The
> Universal Converter) for the same task.
>
> The RTF format should be readable by various programs on a PC or
> Mac and retains all text attributes.
>
> Of course, you can also load the DOC files into 1WP and save them
> as ASCII (switch off 'WP Mode' in the 'Edit' menu). This loses the
> text attributes however.
>
> Regards, /Peter/

thanks
hugo

2489. Re: Falcon Sound

Newsgroup: comp.sys.atari.st
Date: 2004-04-07 12:13:14 UTC
From: sf0218@aol.com
Message-ID: <20040407081314.17857.00000831@mb-m21.aol.com>
Source record: 19477

No, not a trick question. I've got a pair of Labtech speakers hooked up but no sound. I'll try another pair and see what happens.

Thanks for replying,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2490. Re: Bombs...again

Newsgroup: comp.sys.atari.st
Date: 2004-04-07 12:14:15 UTC
From: sf0218@aol.com
Message-ID: <20040407081415.17857.00000832@mb-m21.aol.com>
Source record: 19478

You were right, it was a cpx. Removed that sucker and the Falcon boots just fine now. :)

Thanks for replying,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2491. Re: wordplus to postscript or ascii

Newsgroup: comp.sys.atari.st
Date: 2004-04-07 14:20:39 UTC
From: Hugo Coolens <hugocoolens@skynet.be>
Message-ID: <40740E37.6CE21362@skynet.be>
Source record: 19479

xlator@cix.compulink.co.uk wrote:

> In message <40715E06.26336861@skynet.be>, hugocoolens@skynet.be said:
>
> >I'm looking for a program which converts wordplus-docmuments to ascii,
> >postscript or another text format. I have seen there once was a program
> >called 1stWordPlus-PostScript which was available from "Stichting ST"
> >which may be suited.
> >Is there anyone there who can offer help?
>
> It would help if you told us whether you still have an Atari
> available. If so, try:
>
> FW2RTF.TTP - A Shareware Program (c)Kevin Millican 1994
> 1st Word + to Rich Text Format File Convertor
>
> There is also WP2RTF by J. Scheerder and a module for TUC (The
> Universal Converter) for the same task.
>
> The RTF format should be readable by various programs on a PC or
> Mac and retains all text attributes.
>
> Of course, you can also load the DOC files into 1WP and save them
> as ASCII (switch off 'WP Mode' in the 'Edit' menu). This loses the
> text attributes however.
>
> Regards, /Peter/

I can't locate any of the programs above you mentioned, and I doubt very
much if we are talking about the same program wordplus = 1stword ???

regards,
Hugo

2492. Re: wordplus to postscript or ascii

Newsgroup: comp.sys.atari.st
Date: 2004-04-07 16:33:26 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <407447acc7dfe0@pandora.be>
Source record: 19480

on Wed 07-04-2004 16:20 Hugo Coolens wrote:

>xlator@cix.compulink.co.uk wrote:
>
>>
>> There is also WP2RTF by J. Scheerder and a module for TUC (The
>> Universal Converter) for the same task.
>>
>> The RTF format should be readable by various programs on a PC or
>> Mac and retains all text attributes.

>I can't locate any of the programs above you mentioned, and I doubt very
>much if we are talking about the same program wordplus = 1stword ???

If you wish I can upload WP2RTF to the Belgian ftp-server or send it to
you by e-mail.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2493. Re: [ANN] Troll beta 2

Newsgroup: comp.sys.atari.st
Date: 2004-04-07 16:48:28 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <407447acc7dfe1@pandora.be>
Source record: 19481

on Mon 05-04-2004 17:52 Pierre TONTHAT wrote:

>Bonsoir Martin
>
>> Anyway this behaviour seems to me not correct. IMHO one should be able
>> to place the WORK dir on the spot one like.
>
>One can already go in the 'Options' menu, then in the 'Chemins...' (=paths)
>window, set the path and save.
>WORK = 'Dossier de travail'
>CACHE = 'Cache'

Yes I know that. I've created these dirs myself and yet it's still
impossible to get it working if the WORK dir stands in the root of the
partition where Troll is located.

e.g. WORK_PATH=J:\work\
CACHE_PATH=J:\TROLL.FR\cache\

In this case at start up Troll will ask me to set the paths.

ITOH WORK_PATH=J:\test\work\
CACHE_PATH=J:\TROLL.FR\cache\

This will work and so will the following path work too.
WORK_PATH=K:\work\
CACHE_PATH=J:\TROLL.FR\cache\

I'm really don't understand this behaviour. Faulty computer setup or bug
in your prog? I don't know.

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2494. Re: AHDI and HDX programs for Mega STE

Newsgroup: comp.sys.atari.st
Date: 2004-04-07 18:08:53 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <1078gtqftktaddd@corp.supernews.com>
Source record: 19482

"Brandon Alexander" <bankme69@yahoo.com> wrote in message
news:jfjt60dd8gv0hknd9gh41dtr4okkkea75t@4ax.com...
> On Thu, 1 Apr 2004 15:21:13 -0800, "Tim" <tjlazer@nospam.mail.com>
> wrote:
>
> >Yes do a search for AHDX on the net and you will find sites that have
this
> >for download. Then copy or unzip the files to a 720kb disk and run it on
> >the Mega ST.
> >
> >Tim
> Thanks, Tim.
>
> That worked once. On my hard disk I had renamed CONTROL.ACC. I
> accessed the Hard Disk and re-renamed it, then tried to boot it. It
> did not, so there must be something else I renamed. Unfortunately I
> did not make ST hard copies of AHDI.PRG and HXD.PRG (or any of the
> other files)
>
> I tried the process again, copying the files from PC to ST. His time
> when I ran the AHDI I got TOS error #35.
>
> I think the problem is, now I can't find any 720 disk that will work
> on my PC without creating writing errors.
>
> Do you have any suggestions about interchanging floppies between the
> ST and a PC? Like which machine to format the disk on, etc. It seems
> when I format on ST the PC can't read-when I format on PC the ST can't
> read. If you have any suggestions or tips they would be appreciated.
>
> Thanks,
>
> Al.

You should be able to format a 720k disk on the PC and it should work on the
ST. I also formatted on ST and it read ok on PC. Just make sure you are
using a real 720k disk and not a HD disk. It sounds like you may be
formatting it on one and when trying to read on another it is seeing it as a
blank HD disk...

Tim

2495. hard drive format problem

Newsgroup: comp.sys.atari.st
Date: 2004-04-07 19:04:51 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <407450cd$0$262$cc9e4d1f@news.dial.pipex.com>
Source record: 19483

Hi all,

I can format my SCSI drive fine on my falcon, though on my STe it comes up as the drive "00.00 Seagate ..... Direct access" Though when I goto format or anything the boxes come up blank ?? anyone got any ideas ?

thanks
chris

2496. Re: hard drive format problem

Newsgroup: comp.sys.atari.st
Date: 2004-04-07 20:03:09 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <40745e74$0$264$cc9e4d1f@news.dial.pipex.com>
Source record: 19484

"exxos" <exxos@home.co.uk> wrote in message
news:407450cd$0$262$cc9e4d1f@news.dial.pipex.com...
> Hi all,
>
> I can format my SCSI drive fine on my falcon, though on my STe it comes up
> as the drive "00.00 Seagate ..... Direct access" Though when
I
> goto format or anything the boxes come up blank ?? anyone got any ideas ?
>
> thanks
> chris
>
>

As a follow-up, I did see it reconise the drive on bootup once, looks like some reset problem also ? Even though I've setup the drive on my falcon the drive limited to 1gig in total (devided into 3 partitions) is there a limit on the STe ?

I have tried a TUS drive on the STe and that works fine, my other SCSI drive works fine still on my falcon, though refuses to work on the STe :(There seems to be a bug somewhere also since when I click on Desktop info from GEM with HDDRIVER loaded it resets the STe, even more problems :(

Chris

2497. Re: hard drive bootable problem

Newsgroup: comp.sys.atari.st
Date: 2004-04-07 20:12:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200404072212.a43517@b.maus.de>
Source record: 19420

Hi RoyE,

R>And what advantages do you offer for registeration?
the best advantage is continuing support.

I'm afraid there's no recent alternative to HDDRIVER, and we all
appreciate Uwe's work, don't we?

Und TTschï¿½
ps

2498. Re: Falcon Sound

Newsgroup: comp.sys.atari.st
Date: 2004-04-07 20:39:42 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.04.07.20.39.41.250877@nossspamXXatari-source.com>
Source record: 19485

On Wed, 07 Apr 2004 12:13:14 +0000, SF0218 wrote:

> No, not a trick question. I've got a pair of Labtech speakers hooked up but no
> sound. I'll try another pair and see what happens.

That could be a bad sign. But of what, I'm not sure.

Thanks,
Mark
http://portal.atari-source.com

2499. Installing Mint

Newsgroup: comp.sys.atari.st
Date: 2004-04-07 22:35:59 UTC
From: sf0218@aol.com
Message-ID: <20040407183559.14596.00000862@mb-m10.aol.com>
Source record: 19486

Anyone, a step by step how-to. Includilng boot partition size etc.

Thanks
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2500. Re: MiNT for Pegasos?

Newsgroup: comp.sys.atari.st
Date: 2004-04-07 22:51:40 UTC
From: robertb@inet.hr
Message-ID: <407485FB.3BBC113C@inet.hr>
Source record: 19487

Rodolphe Czuba wrote:

> The hardware of Amiga One is older !
> Pegasos is better !

I am missing some info here -- is there some kind of Atari Corp (Amiga Inc equiv) which produce some O.S. code and make some HW specification like in amiga world ?

Btw I was quite shocked a year before when I saw czbubaTech (?) site and that someone still produce Atari HW & OScode :)

Bravo, Rodolphe !

>
>
> Sylwek wrote:
> > In article <406c1519$0$8909$636a15ce@news.free.fr>,
> > "Rodolphe Czuba" <rczuba@free.fr> wrote:
> >
> >> It is what I proposed a long time ago !
> >> And now some developers (french) are working on a such project for
> >> TOS ! My AES, a new AES is running and a new VDI may be written
> >> after.
> >> Like this we get sources abd can adapt on the hardware we want to
> >> use... May be CF or PPC.
> > I love you Rodolph :-) Keep us informed.
> >
> >> Yes, that's a good point we should try to use...
> > I think Pegasos is the cheapest PPC board right now. It gets more and
> > more attention and many Amiga users already switched to this just
> > because it is two times cheaper than Amiga ONE, not to mention, that
> > AmigaOS 4 is still not ready, while MorphOS is now quite mature
> > product...
> >
> >> I think everybody here knows the pegasos... ;-)
> > Great :-)

2501. Re: Bombs...again

Newsgroup: comp.sys.atari.st
Date: 2004-04-08 00:56:15 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0404071656.6785c95e@posting.google.com>
Source record: 19489

sf0218@aol.com (SF0218) wrote in message
news:<20040407081415.17857.00000832@mb-m21.aol.com>...
> You were right, it was a cpx. Removed that sucker and the Falcon boots just
> fine now. :)
>
Which CPX?

Galen

2502. Re: hard drive format problem

Newsgroup: comp.sys.atari.st
Date: 2004-04-08 01:00:31 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0404071700.1bbb932f@posting.google.com>
Source record: 19490

"exxos" <exxos@home.co.uk> wrote in message
news:<40745e74$0$264$cc9e4d1f@news.dial.pipex.com>...

> As a follow-up, I did see it reconise the drive on bootup once, looks like
> some reset problem also ? Even though I've setup the drive on my falcon the
> drive limited to 1gig in total (devided into 3 partitions) is there a
> limit on the STe ?
>
> I have tried a TUS drive on the STe and that works fine, my other SCSI drive
> works fine still on my falcon, though refuses to work on the STe :(There
> seems to be a bug somewhere also since when I click on Desktop info from GEM
> with HDDRIVER loaded it resets the STe, even more problems :(
>
What version of TOS do you have, 1.062? Most of the 1.x TOS versions
have a partition limit of 256Mb. The Falcon, on the other hand, can
process 1 Gb partitions.

Galen

2503. Re: Installing Mint

Newsgroup: comp.sys.atari.st
Date: 2004-04-08 06:01:41 UTC
From: Standa Opichal <opichals@seznam.cz>
Message-ID: <c52ps6ptb1@server4.gts.cz>
Source record: 19491

www.easymint.org

SF0218 wrote:
> Anyone, a step by step how-to. Includilng boot partition size etc.
>
> Thanks
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,
> Seattle Seahawks Nut
>

2504. Re: Installing Mint

Newsgroup: comp.sys.atari.st
Date: 2004-04-08 06:08:25 UTC
From: Standa Opichal <opichals@seznam.cz>
Message-ID: <c52q8q$q86$1@server4.gts.cz>
Source record: 19492

Oh... sorry I messed that up. The good URL is:

http://atari.wz.cz/easymint/

http://www.sparemint.org is also useful.

Standa Opichal wrote:
> www.easymint.org
>
> SF0218 wrote:
>
>> Anyone, a step by step how-to. Includilng boot partition size etc.
>>
>> Thanks
>> Sam F.
>> Virginia U.S.A.
>> Atari Computer Nut
>> C-Lab Falcon, 14mbram,540mb hdd.,
>> Seattle Seahawks Nut
>>

2505. Re: hard drive format problem

Newsgroup: comp.sys.atari.st
Date: 2004-04-08 06:21:47 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4074ef51$0$598$cc9e4d1f@news.dial.pipex.com>
Source record: 19493

"Galen" <atarigalen@yahoo.com> wrote in message
news:4645be9.0404071700.1bbb932f@posting.google.com...
> "exxos" <exxos@home.co.uk> wrote in message
news:<40745e74$0$264$cc9e4d1f@news.dial.pipex.com>...
>
> > As a follow-up, I did see it reconise the drive on bootup once, looks
like
> > some reset problem also ? Even though I've setup the drive on my falcon
the
> > drive limited to 1gig in total (devided into 3 partitions) is there a
> > limit on the STe ?
> >
> > I have tried a TUS drive on the STe and that works fine, my other SCSI
drive
> > works fine still on my falcon, though refuses to work on the STe :(
There
> > seems to be a bug somewhere also since when I click on Desktop info from
GEM
> > with HDDRIVER loaded it resets the STe, even more problems :(
> >
> What version of TOS do you have, 1.062? Most of the 1.x TOS versions
> have a partition limit of 256Mb. The Falcon, on the other hand, can
> process 1 Gb partitions.
>
> Galen

its 1.62, getting HD driver to work with the drive would be a start, though
I think its a hardware problem somehow, if I connet my TUS drive and auto
detect in HD options, the drive comes up, then if I put in my other scsi
drive, that one comes up but when rebooting nothing comes up again, the TUS
drive works fine, and both drives work fine on my falcon. There must be some
hardware problem with the SCSI drive itself making it not be reconised on
the STe :(

Chris

2506. Re: MiNT for Pegasos?

Newsgroup: comp.sys.atari.st
Date: 2004-04-08 08:00:44 UTC
From: Sylwek <sylwekWYKASUJTO@pf.pl>
Message-ID: <sylwekWYKASUJTO-F9E3CB.10004308042004@gw1.news.tpi.pl>
Source record: 19494

In article <407485FB.3BBC113C@inet.hr>, robertb@inet.hr wrote:

> I am missing some info here -- is there some kind of Atari Corp (Amiga Inc
> equiv) which produce some O.S. code and make some HW specification like in
> amiga world ?
Unfortunately not. MiNT is created by volunteers and contrary to AmigaOS
it is open source. Hardware is under development by a small group of
enthusist as a Atari Coldfire Project:
http://acp.atari.org/
But Rodolphe also mentioned, that some people work to port TOS to
PowerPC platform and Pegasos seems like a most promising hardware option
to start with. It is most modern and relatively cheap too.

> Btw I was quite shocked a year before when I saw czbubaTech (?) site and
> that someone still produce Atari HW & OScode :)
>
> Bravo, Rodolphe !
Yeah, Rodolphe is great! It's a pity that so little TT users replied ti
his proposition of building 060 processor card for this machine. If that
would be similar priced to CT060 for Fallcon and would work with my
Matrix TC1208 graphics card, I would gladly buy it :-)

--
Pozdrowienia
Sylwek

P.S. Zeby wyslac do mnie maila - usun "WYKASUJTO" z adresu e-mail!

2507. Re: hard drive format problem

Newsgroup: comp.sys.atari.st
Date: 2004-04-08 10:05:29 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <c53859$2ocnv8$1@ID-27442.news.uni-berlin.de>
Source record: 19495

exxos wrote:

> I can format my SCSI drive fine on my falcon, though on my STe it comes up
> as the drive "00.00 Seagate ..... Direct access" Though when I
> goto format or anything the boxes come up blank ?? anyone got any ideas ?

This can happen if some driver parameters/features cannot be retrieved
due to cable or termination problems or incompatibilities with the drive
and the STE's host adapter.

--

Dr. Uwe Seimet http://www.seimet.de

2508. ADV: 20% off Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-04-08 10:16:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0404080306530.7116-100000@onyx.spiritone.com>
Source record: 19396
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm offering A 20% Discount on Games/ SoftWare & References/ Books for Classic Atari 8 Bit & Atari ST Computer Lines! Whether your spending Tax Rebate Dollars, spending Euro's from Europe or satisfying your Yen for Atari! We Ship anywhere the Law allows! And If your in the United States, take advantage of the cheaper Postage for Media Mail Rate. Get Catalogs while Atari Lasts at http://BensCatalogs.Atari.org Got Questions? E-Mail Today@ Atari@aracnet.com or call Ben at (503)256-9974!

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http://www.aracnet.com/~atari/specials.htm Atari Tax Break Special!!
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I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2509. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-04-08 10:18:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0404080316200.7116-100000@onyx.spiritone.com>
Source record: 19397
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2510. ADV: Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-04-08 10:22:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0404080318480.7116-100000@onyx.spiritone.com>
Source record: 19398
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2511. Re: Falcon Sound

Newsgroup: comp.sys.atari.st
Date: 2004-04-08 12:30:40 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BC9B047F.10212%derryck@nospam.cix.co.uk.invalid>
Source record: 19399

In article pan.2004.04.07.20.39.41.250877@nossspamXXatari-source.com, Mark D
at mducksub@nossspamXXatari-source.com wrote on 7/4/04 21:39:

> On Wed, 07 Apr 2004 12:13:14 +0000, SF0218 wrote:
>
>> No, not a trick question. I've got a pair of Labtech speakers hooked up but
>> no sound. I'll try another pair and see what happens.
>
>
> That could be a bad sign. But of what, I'm not sure.

First place I'd visit would be the Sound CPX, put the sliders to some
sensible places.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

2512. Re: Falcon Sound

Newsgroup: comp.sys.atari.st
Date: 2004-04-08 15:23:09 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <kfddc.617$37.74983@news.siol.net>
Source record: 19400

Mark D wrote:

> On Wed, 07 Apr 2004 12:13:14 +0000, SF0218 wrote:
>
>> No, not a trick question. I've got a pair of Labtech speakers hooked up
>> but no
>> sound. I'll try another pair and see what happens.
>
>
> That could be a bad sign. But of what, I'm not sure.

Or check what cpx-es are installed. It can be some cpx (snd-thru etc) set sound matrix so no out signal. BTW that matrix is realy nice and fine to play with....

Janez

2513. Re: Installing Mint

Newsgroup: comp.sys.atari.st
Date: 2004-04-08 15:25:34 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <Bhddc.618$37.74983@news.siol.net>
Source record: 19401

SF0218 wrote:

> Anyone, a step by step how-to. Includilng boot partition size etc.

As alredy said in bigger message as this:

step one: get easy mint
step two: read easy mint docs
Step three: run easy mint

If u then ran into problems, try to remember what error messages are and
ask here....

Janez

2514. Re: hard drive format problem

Newsgroup: comp.sys.atari.st
Date: 2004-04-08 15:50:41 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <40757471$0$587$cc9e4d1f@news.dial.pipex.com>
Source record: 19402

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:c53859$2ocnv8$1@ID-27442.news.uni-berlin.de...
> exxos wrote:
>
> > I can format my SCSI drive fine on my falcon, though on my STe it comes
up
> > as the drive "00.00 Seagate ..... Direct access" Though
when I
> > goto format or anything the boxes come up blank ?? anyone got any ideas
?
>
> This can happen if some driver parameters/features cannot be retrieved
> due to cable or termination problems or incompatibilities with the drive
> and the STE's host adapter.
>

Is there any recommended scsi drives which will work best ? I have a
Seagate and Quantum drive and I have problems with both these on my STe.

chris

> --
> --
> Dr. Uwe Seimet http://www.seimet.de

2515. Re: AHDI and HDX programs for Mega STE

Newsgroup: comp.sys.atari.st
Date: 2004-04-08 15:53:31 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <c53skg$2o3evg$1@ID-40235.news.uni-berlin.de>
Source record: 19403

"Tim" <tjlazer@nospam.mail.com> wrote in message
news:1078gtqftktaddd@corp.supernews.com...
>
> "Brandon Alexander" <bankme69@yahoo.com> wrote in message
> news:jfjt60dd8gv0hknd9gh41dtr4okkkea75t@4ax.com...
> > On Thu, 1 Apr 2004 15:21:13 -0800, "Tim" <tjlazer@nospam.mail.com>
> > wrote:
> >
> > >Yes do a search for AHDX on the net and you will find sites that have
> this
> > >for download. Then copy or unzip the files to a 720kb disk and run it
on
> > >the Mega ST.
> > >
> > >Tim
> > Thanks, Tim.
> >
> > That worked once. On my hard disk I had renamed CONTROL.ACC. I
> > accessed the Hard Disk and re-renamed it, then tried to boot it. It
> > did not, so there must be something else I renamed. Unfortunately I
> > did not make ST hard copies of AHDI.PRG and HXD.PRG (or any of the
> > other files)
> >
> > I tried the process again, copying the files from PC to ST. His time
> > when I ran the AHDI I got TOS error #35.
> >
> > I think the problem is, now I can't find any 720 disk that will work
> > on my PC without creating writing errors.
> >
> > Do you have any suggestions about interchanging floppies between the
> > ST and a PC? Like which machine to format the disk on, etc. It seems
> > when I format on ST the PC can't read-when I format on PC the ST can't
> > read. If you have any suggestions or tips they would be appreciated.
> >
> > Thanks,
> >
> > Al.
>
> You should be able to format a 720k disk on the PC and it should work on
the
> ST. I also formatted on ST and it read ok on PC. Just make sure you are
> using a real 720k disk and not a HD disk. It sounds like you may be
> formatting it on one and when trying to read on another it is seeing it as
a

> blank HD disk...
>

At some point MS has removed support for formatting 720K disks from Windows.
You may need to boot from a WIN95 boot disk

> Tim
>
>

2516. Re: 50 hz boot disk wanted ST 50/60 hz question

Newsgroup: comp.sys.atari.st
Date: 2004-04-08 18:27:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <c545hk$g27$1@thorium.cix.co.uk>
Source record: 19404

In message <c4tpjn$io6$1@news.freedom2surf.net>, info@janthomas.f2s.nospam.com said:

>The 50/60Hz comes from the mains electricity standard. Your mains is 110V @
>60Hz, ours is 220v @ 50Hz. That was put in place donkeys ago. Tv's used to
>use the main for a sync signal for the screen, so you would have a 60hz
>vertical refresh.

Not quite. TV sets didn't use the mains frequency as a sync signal
- that was always in the transmitted waveform. But early TVs in
particular did not have very good smoothing on the EHT (extra high
voltage) supply for the tube, which was transformed from mains and
rectified. Manufacturers claimed high voltage rating smoothing
capacitors of higher values were too expensive. As a result there
would be a slight change in brightness across the tube face, known
as a hum-bar. When this was stationary, you could hardly see it.
But if the sync requency differed from the local mains frequency,
the bar moved up or down the screen, and that *was* easily
visible, and annoying. That's why sync was locked to the mains -
fine for people on the grid in the UK, which was synchronized over
most of the country, but not elsewhere (such as N. Ireland and
some islands, which had their own power networks or mainland Europe.)

Later, EHT was derived from the flyback pulses from energy stored
in the scanning coils, and that problem went away. When NTSC
colour was introduced in the USA, the field frequency had to be
changed slightly to prevent interference between the frame
frequency and the colour subcarrier (which is locked to the line
frequency), and is now something like 59.9-odd Hz. In '50 Hz
countries' (using PAL or SECAM) the field and line frequencies are
also locked to the colour subcarrier, but the field frequency
coincides with 50 Hz.

Most modern TV sets and some monitors will happily synchronize to
both 50 and 60 Hz field frequencies (and higher for PCs or Macs at
high screen resolutions). But older computers such as the Atari
and Amiga may have to use an uncoded video (preferably RGB)
connection for use in countries with different TV standards. This
is because monitors that accept TV-style signals normally only
decode either PAL or NTSC. Modern TVs in Europe, at least, will
accept NTSC signals - not sure whether US TVs will accept PAL.

Regards, /Peter/

2517. Re: wordplus to postscript or ascii

Newsgroup: comp.sys.atari.st
Date: 2004-04-08 18:27:01 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <c545hl$g28$1@thorium.cix.co.uk>
Source record: 19405

In message <4073E9DA.158D3AE3@skynet.be>, hugocoolens@skynet.be said:

>is there a difference between wordplus and 1stword?

Not from the conversion point of view. Plus offers a few more functions and was commercial, where 1st Word was bundled with Ataris (in the UK, at least). The 'Style' menu was dropped and its functions placed elsewhere.

As you will know if you have tried to 'Show' a 1st Word DOC on the screen, or loaded it into any other text processor, the main problem is caused by the spaces. 1st Word uses characters 28 to 30 for stretch, indent and variable spaces and 31 for format line. These don't show at all with 'Show', so all words run together. In text processors they appear as parts of the 'pipe-smoker face' in the Atari font (different with PCs and Mac system fonts).

Char 27 (Esc) and one following character are used to switch style changes (bold, underlined, italic, light, super/subscript) on and off and a page break is represented by a C-cedilla (char 128).

If at some time in the future you no longer have an Atari, then it should be possible to use search and replace in a PC/Mac word processor, though you would have to do it individually for each character mentioned (for style changes, replace 'Esc' '?' with nothing, asssuming your editor takes '?' to mean a single character and asllows 'Esc' or 'Alt-027' to be entered in the 'Find' line).

Regards, /Peter/

2518. Re: Falcon Sound

Newsgroup: comp.sys.atari.st
Date: 2004-04-08 18:37:49 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c5465r$nc7$1@sparta.btinternet.com>
Source record: 19406

HI "SF0218"

> How does one get the Falcon's sound to go through the external speakers?

You plug some active speakers into the line out socket and hope the Audio aren't aren't history.

I think there is also a cpx with a volume control, make sure this is not set at minimum.

--

Regards, Steve S.

2519. Statement on Spam and VoteNader.org

Newsgroup: comp.sys.atari.st
Date: 2004-04-08 21:45:44 UTC
From: evelyner@votenader.org
Message-ID: <47829828.844f7e0c@host-69-48-73-244.roc.choiceone.net>
Source record: 19407
Cross-posted to: comp.sys.amstrad.8bit,comp.lang.perl.modules,comp.sys.atari.st,comp.os.os2.setup.video

Spam from VoteNader.org? (Or naderexplore04.org)

You may have received spam email recently that appears to come from our campaign, or be about our campaign -- perhaps the "From" and or "Reply-to" addresses look like they are coming from VoteNader.org. Or perhaps you have received a message that appears to come from an individual (if the address is real, the real owner probably did not send this email either) with suppressed recipients. Or maybe you received an email that appeared to come from yourself promoting our site.

These messages are NOT from Nader for President 2004, and these email tactics are NOT condoned by our campaign in any way.

UPDATE: Some of the latest forged emails have been made to appear to be coming from naderexplore04.org. Again, we are not responsible for this unfortunate abuse of email, and there is little in the technical sense that we can do to prevent this as it has nothing to do with our actual infrastructure. We are collecting information.

NOTE: The emails with malicious code (viruses, worms, etc.) often have attachments. Our campaign will NEVER send attachments in our announcement emails to you. Please be sure that you have anti-virus software and have the latest updates available for your anti-virus software.

Our hosting service has alerted us to say that Nader for President 2004 appears to be the target of what is called a "Joe Job." Such an event is where a spammer forges email to make it appear to have come from some other domain (such as ours -- or yourself). This is hard to prevent on our end and part of the insecure nature of the email protocol in general.

Members of our actual email list must request to receive email from us (either through Ralph's signup sheets or subscribing during our exploratory phase, or now on our campaign site). When one signs up for email they must reply to a confirmation message before they receive our list announcements.

Our public announcement emails come from "campaign@votenader.org," contain a "Paid for by Nader for President 2004" statement at the bottom, and have "updates@lists.votenader.org" in the "To:" header. Unfortunately, some of these indicators can be forged as well.

Most of the Spam that we have received complaints about appear to be forged from email addresses not associated with votenader.org (often forged to appear to be coming from government email addresses), and have

our website code embedded in the body of the email with hidden tags that contain random words that work to subvert anti-spam software.

If you are on our lists, you can ALWAYS unsubscribe at ANY time by following the instructions included at the end of our announcements. You can also use our unsubscribe page using the email address you signed up with.

If you are receiving this SPAM, we extend our apologies.

We will pursue the spammers to the full extent of the law.

For more information, please review these resources:

How Do I Determine the Source of an Email?
http://www.aota.net/Email_Spam_Prevention_and_Mgmt/emailsource.php4

Why Does This Spam Look Like I Sent It?
http://www.aota.net/Email_Spam_Prevention_and_Mgmt/spamfrom.php4

Coping with a Joe Job
http://www.sitepoint.com/article/sabotage-coping-joe-job/2

Please contact abuse@votenader.org with any questions. We have received many samples of the spam and are working to identify the source, if possible.

Volunteer -------------- http://www.votenader.org/get_involved/index.php
Ballot Access ---------- http://www.votenader.org/ballot_access/index.php
Register to Vote ------- http://www.rockthevote.com/rtv_register.php
Contribute ------------- http://www.votenader.org/contribute/index.php
Contact Us ------------- http://www.votenader.org/contact/index.php

--
same thing, please forgive me if I ever said anything wrong and if I die don?t forget to pray for me.

Conspiracy theory?s real script: bypass operation and doctor who wanted to kill me. The cop kind of changed a bit, but he should have known before finding out the rest and finding out those _strange_ events and facts, all human beings are important, do not judge anyone, you never know may be they are telling the truth, may be they are in different situation, and besides it is not about others it is about who and what we are, we should treat others very nicely. Let us all learn to care about others because they are God?s creation, we do not want to hurt anyone, without any direct proof. And not because of what and who they are ? :), one day when you will look back you will understand this a bit more, but let us go through all the events for now :)

The fourth day, a day or two before the operation I woke up and told him a few things he did not know, I though all this was just a dream, I also told him not to tell anyone about it, because it is a top secret (at that time). During the operation I lost heart beat, I remember doctors saying his pulse rate is decreasing and panicking about it. By the way

when I was being taken to operation theatre, another doctor came who wanted to kill me, he kept telling them just kill him who will know, he killed two men he is a killer etc etc, the surgeon who was in charge told him "look I don?t know if he is a killer or not but it is my duty to save human life, and today you (the guy who was telling others to kill me) will not be operating in this room". The surgen should know, good men like you are the one who make the real difference in this world, one must never underestimate the value and importance of his/her actions, I wish and pray to God that God gives

2520. Tempus-Word NG English Release

Newsgroup: comp.sys.atari.st
Date: 2004-04-08 22:01:25 UTC
From: Norbert Simon <spamkiller@no-si.de>
Message-ID: <opr55rgndrmldby0@news.individual.de>
Source record: 19408

The Final English Release of Tempus-Word is available:

http://www.tempus-word.de/en/index.htm

For technical reasons the purchase possibility will exist
for licence key only in the course of the next week.
Already now, however, a demo is a version which can be
unlocked with a licence key, is available for download.

Norbert Simon
Tempus Word Project

2521. Re: Installing Mint

Newsgroup: comp.sys.atari.st
Date: 2004-04-09 01:30:30 UTC
From: sf0218@aol.com
Message-ID: <20040408213030.13325.00000025@mb-m18.aol.com>
Source record: 19409

Sorry, that link doesn't work.

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2522. Re: Installing Mint

Newsgroup: comp.sys.atari.st
Date: 2004-04-09 01:31:35 UTC
From: sf0218@aol.com
Message-ID: <20040408213135.13325.00000026@mb-m18.aol.com>
Source record: 19410

roger that good buddy!! :)

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2523. Re: Bombs...again

Newsgroup: comp.sys.atari.st
Date: 2004-04-09 01:33:16 UTC
From: sf0218@aol.com
Message-ID: <20040408213316.13325.00000027@mb-m18.aol.com>
Source record: 19411

If I remember....the Falcons' been going bombs crazy....it was the snd-thru cpx.

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2524. Re: hard drive format problem

Newsgroup: comp.sys.atari.st
Date: 2004-04-09 02:14:13 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <c550tk$f9i$1@reader1.panix.com>
Source record: 19412

Well, there literally hundreds of drives that should work. Should is a
very strange word. Seagate is not known to have problems. Quantum
Fireball, and Fireball only is thought to be a very good drive, but you
cannot boot an Atari machine from it. All other Quantum "should" work.

What kind of problems, and did you get the jumper list from the
manufacturer's website, and try all possible combinations?

If you have problems with both Seagate and an unidentified Quantum, you
may have some other problem.

If you can do cheap wire transfer into Germany from where you are, check
the atari-fachmarkt for drives that "should" work.

Jim

exxos <exxos@home.co.uk> writes:

: "Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
: news:c53859$2ocnv8$1@ID-27442.news.uni-berlin.de...
: > exxos wrote:
: >
: > > I can format my SCSI drive fine on my falcon, though on my STe it comes
: up
: > > as the drive "00.00 Seagate ..... Direct access" Though
: when I
: > > goto format or anything the boxes come up blank ?? anyone got any ideas
: ?
: >
: > This can happen if some driver parameters/features cannot be retrieved
: > due to cable or termination problems or incompatibilities with the drive
: > and the STE's host adapter.
: >

: Is there any recommended scsi drives which will work best ? I have a
: Seagate and Quantum drive and I have problems with both these on my STe.

: chris

: > --
: > --
: > Dr. Uwe Seimet http://www.seimet.de

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |

```
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.
```

2525. SupraDrive Hard Disk Will Not Boot

Newsgroup: comp.sys.atari.st
Date: 2004-04-09 02:52:56 UTC
From: daustin3244@sbcglobal.net
Message-ID: <780921c3.0404081852.6266fc13@posting.google.com>
Source record: 19413

Can anyone help me?

I recently bought a SupraDrive Atari Hard Disk and I can not get it to boot. I've tried to boot it from the disk with the SUPBOOT.PRG placed in an auto folder and that does'nt work. I placed SUPBOOT.PRG in a auto folder and then started the Atari 1040st, the desktop should have loaded the following drives: (A)Floppy Disk (B)Floppy Disk and (C)Hard Disk. The hard drive (C) is suppose to load automatically when it finds a hard drive connected to the DMA port.

I've tried it on two different Atari 1040ST's and still get the same problem. The Supra Hard Disk connects directly to the rear of the Atari 1040ST DMA port. The instructions state to boot the hard drive initially from the supplied floppy disk and place SUPBOOT in a AUTO folder and the drive should boot and you should see the (C) drive icon on the desktop. That's not happening. I can't boot from the hard drive either, because there's no (C) drive on my desktop.

There's also another program on the Supra Hard Drive disk call SUPFIND, which searches for a hard drive connection. When ran, it prompts, "Memory Version: No driver found;, Hard Disk Version: No file found;, Floppy Disk Version: SUPRA v3.11;, and still no connection to the hard drive, so that's not working. Can anyone help? This thing is driving me nuts.....

2526. Re: hard drive format problem

Newsgroup: comp.sys.atari.st
Date: 2004-04-09 05:52:58 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0404082152.362ed3d9@posting.google.com>
Source record: 19414

"exxos" <exxos@home.co.uk> wrote in message
news:<4074ef51$0$598$cc9e4d1f@news.dial.pipex.com>...

> its 1.62, getting HD driver to work with the drive would be a start, though
> I think its a hardware problem somehow, if I connet my TUS drive and auto
> detect in HD options, the drive comes up, then if I put in my other scsi
> drive, that one comes up but when rebooting nothing comes up again, the TUS
> drive works fine, and both drives work fine on my falcon. There must be some
> hardware problem with the SCSI drive itself making it not be reconised on
> the STe :(

I doubt it if both drives work on the Falcon and one works on the ST.
Try this:

1) connect the drive you want to use on your ST to your Falcon.
2) boot the Falcon
3) start the drive
4) run HDDriver from floppy
5) establish all partitions < 256MB (just out of curiousity, make
the first < 16MB)
6) install HDDriver to autoboot on C:
Then shut everything down and try it on the ST.

Don't forget about termination!

Galen

2527. Re: SupraDrive Hard Disk Will Not Boot

Newsgroup: comp.sys.atari.st
Date: 2004-04-09 05:56:51 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0404082156.2bfe6cfb@posting.google.com>
Source record: 19415

daustin3244@sbcglobal.net (daustin) wrote in message
news:<780921c3.0404081852.6266fc13@posting.google.com>...
> Can anyone help me?
>
> I recently bought a SupraDrive Atari Hard Disk and I can not get
> it to boot. I've tried to boot it from the disk with the SUPBOOT.PRG
> placed in an auto folder and that does'nt work.

Very old equipment can occasionally die, but I wonder...

What happens if you put a passive terminator on the SCSI in connector?
(Such a part can be found for under $5US.)

Galen

2528. Re: hard drive format problem

Newsgroup: comp.sys.atari.st
Date: 2004-04-09 08:07:52 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <407659a4$0$251$cc9e4d1f@news.dial.pipex.com>
Source record: 19416

"Galen" <atarigalen@yahoo.com> wrote in message
news:4645be9.0404082152.362ed3d9@posting.google.com...
> "exxos" <exxos@home.co.uk> wrote in message
news:<4074ef51$0$598$cc9e4d1f@news.dial.pipex.com>...
>
> > its 1.62, getting HD driver to work with the drive would be a start,
though
> > I think its a hardware problem somehow, if I connet my TUS drive and
auto
> > detect in HD options, the drive comes up, then if I put in my other scsi
> > drive, that one comes up but when rebooting nothing comes up again, the
TUS
> > drive works fine, and both drives work fine on my falcon. There must be
some
> > hardware problem with the SCSI drive itself making it not be reconised
on
> > the STe :(
>
> I doubt it if both drives work on the Falcon and one works on the ST.
> Try this:
>
> 1) connect the drive you want to use on your ST to your Falcon.
> 2) boot the Falcon
> 3) start the drive
> 4) run HDDriver from floppy
> 5) establish all partitions < 256MB (just out of curiousity, make
> the first < 16MB)
> 6) install HDDriver to autoboot on C:
> Then shut everything down and try it on the ST.
>
> Don't forget about termination!
>
> Galen

I did try 256MB partitions on the ST, though HD driver wont even detect the drive most of the time. when it does, I auto configure (which works fine on my falcon) then after a warm start the drive vanishes again. On a couple of occasions it has booted from C: though it wont let me copy anything to the drive and after a few seconds it wont even open up C: drive. Its like the drive itself is loading the SCSI link too much and causing all kinds of faults. I have found about 5 SCSI drives now, all work on my falcon but none on the ST, all of them are Seagate which could be the problem. I've brought some other SCSI drives from Ebay today so hopefully I will have better luck.

Chris

2529. Re: hard drive format problem

Newsgroup: comp.sys.atari.st
Date: 2004-04-09 08:11:01 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <40765a5a$0$242$cc9e4d1f@news.dial.pipex.com>
Source record: 19417

"Jim DeClercq" <jimd@panix3.panix.com> wrote in message
news:c550tk$f9i$1@reader1.panix.com...
> Well, there literally hundreds of drives that should work. Should is a
> very strange word. Seagate is not known to have problems. Quantum
> Fireball, and Fireball only is thought to be a very good drive, but you
> cannot boot an Atari machine from it. All other Quantum "should" work.
>
> What kind of problems, and did you get the jumper list from the
> manufacturer's website, and try all possible combinations?
>
> If you have problems with both Seagate and an unidentified Quantum, you
> may have some other problem.
>
> If you can do cheap wire transfer into Germany from where you are, check
> the atari-fachmarkt for drives that "should" work.
>
> Jim
>

I think the Quantum drive is a fireball, it works on my falcon but as you
say it wont boot from it. I checked out the site though I didnt see a list
of drives which should work as such. I'm looking to buy some other
manfacture of drives this week to give them a try

Chris

> exxos <exxos@home.co.uk> writes:
>
>
> : "Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
> : news:c53859$2ocnv8$1@ID-27442.news.uni-berlin.de...
> : > exxos wrote:
> : >
> : > > I can format my SCSI drive fine on my falcon, though on my STe it
comes
> : up
> : > > as the drive "00.00 Seagate ..... Direct access" Though
> : when I
> : > > goto format or anything the boxes come up blank ?? anyone got any
ideas
> : ?
> : >
> : > This can happen if some driver parameters/features cannot be retrieved
> : > due to cable or termination problems or incompatibilities with the
drive

> : > and the STE's host adapter.
> : >
>
> : Is there any recommended scsi drives which will work best ? I have a
> : Seagate and Quantum drive and I have problems with both these on my STe.
>
> : chris
>
>
>
>
>
> : > --
> : > --
> : > Dr. Uwe Seimet http://www.seimet.de
>
>
>
> --
> --
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .
>

2530. Re: SupraDrive Hard Disk Will Not Boot

Newsgroup: comp.sys.atari.st
Date: 2004-04-09 08:11:26 UTC
From: nick@1632systems.co.uk
Message-ID: <c55lre$6j0$1@thorium.cix.co.uk>
Source record: 19418

Sounds to me that either
1) HD is not partitioned and hence has no bootable C drive...
2) HD has partitions but none with the bootable sys file needed

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

2531. Re: Statement on Spam and VoteNader.org

Newsgroup: comp.sys.atari.st
Date: 2004-04-09 12:39:04 UTC
From: BJ in Texas <bjtexas@hotmale.com>
Message-ID: <IPwdc.6228$lf7.4752@newssvr24.news.prodigy.com>
Source record: 19419
Cross-posted to: comp.sys.amstrad.8bit,comp.lang.perl.modules,comp.sys.atari.st,comp.os.os2.setup.video

```
evelyner@votenader.org wrote:
> Spam from VoteNader.org? (Or naderexplore04.org)
>
> You may have received spam email recently that appears to
> come from our campaign, or be about our campaign -- perhaps
> the "From" and or "Reply-to" addresses look like they are
> coming from VoteNader.org. Or perhaps you have received a
> message that appears to come from an individual (if the
> address is real, the real owner probably did not send this
> email either) with suppressed recipients. Or maybe you
> received an email that appeared to come from yourself
> promoting our site.
>
> These messages are NOT from Nader for President 2004, and
> these email tactics are NOT condoned by our campaign in any
> way.
>

Kind of like this USENET spam that you sent.... LOL BJ
```

2532. Re: SupraDrive Hard Disk Will Not Boot

Newsgroup: comp.sys.atari.st
Date: 2004-04-09 13:08:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200404091508.a43691@b.maus.de>
Source record: 19367

Hi,

D>That's not happening. I can't boot from the hard drive either, because
D>there's no (C) drive on my desktop.
is there any DESKTOP.INF (NEWDESK.INF) available that may show icon C:?

Sometimes, even simple things might be forgotten... :-)

Regards, Peter.

2533. Re: hard drive bootable problem

Newsgroup: comp.sys.atari.st
Date: 2004-04-09 15:13:04 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <4076edc623a48b0@europe-shareware.org>
Source record: 19424

Hello,

in article <200404072212.a43517@b.maus.de>,
Peter Schneider wrote on Wed 07-04-2004 22:12 (+0200):

> I'm afraid there's no recent alternative to HDDRIVER, and we all
> appreciate Uwe's work, don't we?

Sure, we do!

Bye,
/Pascal/

2534. vga & TV stuff

Newsgroup: comp.sys.atari.st
Date: 2004-04-09 16:38:01 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4076d102$0$17514$cc9e4d1f@news.dial.pipex.com>
Source record: 19422

Hi all,

I mentioned a while ago about some TV to VGA converters, I plan to make some of my own in the near future, I've found a source for them and for anyone who wants one you can buy one from my website at www.cps-electronics.co.uk under the Hardware webstore. I've tried 3 types and they all use the same circuitry so theres no differance. The quality is ok for these units. I plan to build a much better solution with more modern parts as soon as everything arrives. I havn't found a kit which uses Scart inputs yet, but my converter will have scart plus all the normal S-video and composite etc inputs. This should prove to be a really good converter once done. These things do take a long time to design and constuct, though I dont think they will cost much more than the ones out there already. Plus the extra benifit of higher quality video output.

While on the note of these things, I might convert some normal monitors to use on the ST, if there is interest enough I will bulk buy some 15" monitors and convert them for use on the ST. I dont think theres many multi-sync monitors out there these days ?

Keep the ST alive!

Chris

2535. Re: Bombs...again

Newsgroup: comp.sys.atari.st
Date: 2004-04-09 17:06:38 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <pSzdc.693$37.83093@news.siol.net>
Source record: 19421

SF0218 wrote:

> If I remember....the Falcons' been going bombs crazy....it was the
> snd-thru cpx.

SND-thru manages Falcons sound matrix. It is possible to set matrix that way that u cant hear sound... However most newer mod players etc, set matrix on its own, so u may try one of those.. Try to get program called Iphigeny or SoundPass cpx and try setting the matrix... I suspect u use some cpx that was saved with some exotic settings. (u can for example in mtasking os start winrec and snd player and rerout snd player signal via winrec, so u can apply dsp effects etc on chipmusix played..)

Janez

2536. SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 2004-04-09 17:13:05 UTC
From: sf0218@aol.com
Message-ID: <20040409131305.08046.00000101@mb-m11.aol.com>
Source record: 19423

Can anyone send me the SpeedoGdos Disk 1? Mine crapped out.

Thanks
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2537. Re: wordplus to postscript or ascii

Newsgroup: comp.sys.atari.st
Date: 2004-04-09 17:51:12 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1081541280-156379AEicMi@gmx.net>
Source record: 19426

From: Hugo Coolens <hugocoolens@skynet.be>
Date: Mon, 05 Apr 2004 15:24:22 +0200

Hi Hugo,

>I'm looking for a program which converts wordplus-docmuments to ascii,
>postscript or another text format. I have seen there once was a program
>called 1stWordPlus-PostScript which was available from "Stichting ST"
>which may be suited.
>Is there anyone there who can offer help?

The "Stichting ST" still exists, get in touch with Ronald Van Kamp by
personal mail, I'm quite sure he'll help you out.
mailto:atarist@xs4all.nl
In the event that he can't help you, get in touch with me. I have that disk
here, but I'll need to turn the house upside down to find it :-)

But you do know that 1stWord can save to ascii format also? And since it
runs on all Atari's, clones and emulators....

Cheers from Belgium
Dennis
--

```
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/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

2538. Re: Newsie is fine app

Newsgroup: comp.sys.atari.st
Date: 2004-04-09 18:10:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1081541274-154927AEicMi@gmx.net>
Source record: 19425

From: swamptaxes-NOT-@atlantic.net (John Garone)
Date: Mon, 05 Apr 2004 05:54:59 GMT

Hi John,

>>Sorry for my comments I lost my head.
>>
>>Cheers from Belgium
>>Dennis
>>
>
>interesting sense of humor Dennis (which, sorry but I can't share)

You don't have to share it, I thought it was pretty obvious to anyone by merely looking at the header of the post, that it doesn't come from me.

>gets pretty thin if you include ALL the programs in any platform that can
>be mocked because of bugs and things that it lacks. But you're free to
>knock it all you want. No one is forcing you to use it!!!

Being forced to use it implies that there are no other options available, and like already mentioned in previous posts we have Okami and ASH Emailer, which both wipe the floor with Newsie. Not to mention that Troll is on the way as well...

And I'm not mocking about all apps on any platform. As long as Newsie was still "under development" I was one of the few people that didn't break it down. Now that is has a different status however....

>I think john Rojewski did a fine job in his last update which was a
>major one that I recall few publically appreciating (although that seems
>to be par for the course here)!

Look what clients are used to post here, most of the posters to this thread don't even use a Atari and/or Atari news client anymore. So does it surprise you that hardly anyone is interested? It's amazing to see that some people who haven't used Newsie for years and on top of that prefer to post from a different platform have come out of the woodwork.

>I wonder how many read and responded to the following file (IMPROVE.DOC) he
>included in his last version? If not many, then it's no wonder to me why
>he lost interest (that probably not being the only reason).

Newsie has a very small number of users, most of us have tried it out once and ran away from it as fast and as far as we could. If an app has only a handfull of users then you can't really expect tons of responses...

The reason(s) why he lost interest are not our concern, all I see is an app that promises to be a browser, mailer, news reader and ftp client... if it could make coffee also then it would be the perfect app!
The problem is that it's not really very good at any of these, it's not only the news reader that has problems, if it would be able to make coffee, one would probably get a very lousy cup of coffee served.

>Please note that in this long list of possibilties that he included the
>prospect of "Support HTML formatted email and news articles"!!!

Noted...

>The following are ideas of improvements in NEWSie, the News/Mail/FTP/Web
>Browser program.
>Please rate the following items in the order of importance to you:

Sorry, but I'm not going to rate anything here at all.
Newsie died a natural dead, IMO we should let it rest in peace and move on, *there are alternatives*, and they are better/more advanced/more stable then Newsie. At least 90% of the improvement ideas are available (for quite some time) in Okami and ASH Emailer.
Having choice is nice, but IMO the few remaining programmers left on this platform should concentrate on other stuff.
But let's talk in about a year or two from now...

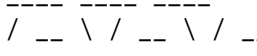
>I believe that Newsie is not compatible with my news server but that's a
>guess since I don't use other news readers! One day my post will be seen
>and the next day it's gone (plus there;s times when I'm told that a replt
>was posted but it's not seen here. There are those that suggest using Okami
>but I never could get it set up (be would be nice if it had an

I know you don't really want to hear this, but the culprit is Newsie, go back some 5-6 years in time and do a search on Google, you'll find lots of posts from ex-newsie users facing a similar problem.
Like I said: it's crap.

Yes Okami is not really easy to set up, but there are some very experienced Okami users here, I'm convinced that they'll help you through any possible difficulties like a breeze.

But let's put an end to this thread, all what matters in the end is that you enjoy using Newsie, which you obviously do. But like with so many apps, I'm afraid you'll have to be pleased with what you've got.... all the Okami and ASH Emailer users would love to see some extra bells and whistles added also to their favourite news/mail client, it's not going to happen either. Let's hope that someone proos me wrong, but until then I'm convinced that on this platform giving an app the open source status doesn't work. Like I said, let's talk in about a year or two...

Cheers from Belgium
Dennis
--



/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

2539. Re: SupraDrive Hard Disk Will Not Boot

Newsgroup: comp.sys.atari.st
Date: 2004-04-09 19:11:05 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.04.09.19.11.05.100656@here.com>
Source record: 19427

Just a thought, perhaps the supboot.prg file is corrupted.

I found it on the web a while back, as I'm shortly going to
try to get my old supra 20MB working again...

I wish you luck, and hope it is just the .prg file !

2540. Re: hard drive bootable problem

Newsgroup: comp.sys.atari.st
Date: 2004-04-09 20:16:04 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <40770434$0$17513$cc9e4d1f@news.dial.pipex.com>
Source record: 19428

"Pascal Ricard" <nospam@mydomain.thanx.invalid> wrote in message
news:4076edc623a48b0@europe-shareware.org...
> Hello,
>
> in article <200404072212.a43517@b.maus.de>,
> Peter Schneider wrote on Wed 07-04-2004 22:12 (+0200):
>
> > I'm afraid there's no recent alternative to HDDRIVER, and we all
> > appreciate Uwe's work, don't we?
>
> Sure, we do!
>

I do, so much so I even got registered yesterday from 4 years ago :)
.... expensive for a blue beermatt with a label ...... whats HDDRIVER
anyways ? ;-) .... im bored again can'ya tell :) Actually I like
HDDRIVER, sometimes it finds me hard drive, Though thats when I drop the
floppy on the floor and it lands on top of the scsi drive lol :)
/me *hides*

gredit to the few people who are still supporting! wink wink...

Chris

> Bye,
> /Pascal/

2541. Re: AtarIRC v1.31 released

Newsgroup: comp.sys.atari.st
Date: 2004-04-09 21:23:46 UTC
From: Jean-Luc <wd.wd@wd.com>
Message-ID: <09042004232506i2C00155UC7C0A80004@wanadoo.fr>
Source record: 19429

lp <gfa@mint.org> a écrit dans le message : BC9C5706.621C%gfa@mint.org

> Follow last link in signature...

Er... might there be a problem ? Can't make it run, neither
on my FalCT60, nor on my TT030 :-(
I get 2 bombs :-(

J.-Luc

--
«From» est un anti-pourriels. Pour me répondre, lire mon adresse en
zig-zagant dans la boîte ci-dessous (utilisez une fonte fixe, svp).
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read my
adress zigzaging in the box below (use a non-prop font, please).

```
+--------------------------+
|J - . c @ a . |
| e n L c C c o i w n d o f |
| a u e l a o r|
+--------------------------+
```

2542. Re: hard drive format problem

Newsgroup: comp.sys.atari.st
Date: 2004-04-09 22:54:43 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <107eado3bahhr98@corp.supernews.com>
Source record: 19430

"exxos" <exxos@home.co.uk> wrote in message
news:40765a5a$0$242$cc9e4d1f@news.dial.pipex.com...
>
> "Jim DeClercq" <jimd@panix3.panix.com> wrote in message
> news:c550tk$f9i$1@reader1.panix.com...
> > Well, there literally hundreds of drives that should work. Should is a
> > very strange word. Seagate is not known to have problems. Quantum
> > Fireball, and Fireball only is thought to be a very good drive, but you
> > cannot boot an Atari machine from it. All other Quantum "should" work.
> >
> > What kind of problems, and did you get the jumper list from the
> > manufacturer's website, and try all possible combinations?
> >
> > If you have problems with both Seagate and an unidentified Quantum, you
> > may have some other problem.
> >
> > If you can do cheap wire transfer into Germany from where you are, check
> > the atari-fachmarkt for drives that "should" work.
> >
> > Jim
> >
>
>
> I think the Quantum drive is a fireball, it works on my falcon but as you
> say it wont boot from it. I checked out the site though I didnt see a list
> of drives which should work as such. I'm looking to buy some other
> manfacture of drives this week to give them a try
>
>
> Chris
>
>
>
>
>
>
>
>
> > exxos <exxos@home.co.uk> writes:
> >
> >
> > : "Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
> > : news:c53859$2ocnv8$1@ID-27442.news.uni-berlin.de...
> > : > exxos wrote:

> > : >
> > : > > I can format my SCSI drive fine on my falcon, though on my STe it
> comes
> > : up
> > : > > as the drive "00.00 Seagate ..... Direct access"
Though
> > : when I
> > : > > goto format or anything the boxes come up blank ?? anyone got any
> ideas
> > : ?
> > : >
> > : > This can happen if some driver parameters/features cannot be
retrieved
> > : > due to cable or termination problems or incompatibilities with the
> drive
> > : > and the STE's host adapter.
> > : >
> >
> > : Is there any recommended scsi drives which will work best ? I have a
> > : Seagate and Quantum drive and I have problems with both these on my
STe.
> >
> > : chris
> >
> >
> >
> >
> >
> > : > --
> > : > ---
> > : > Dr. Uwe Seimet http://www.seimet.de
> >
> >
> >
> > --
> > --
> > /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> > \ / ASCII ribbon campaign | I'm a .signature virus! |
> > X against HTML mail | Copy me into your ~/.signature|
> > / \ and postings | to help me spread! |
> > .
> >
>
>

2543. Re: AtarIRC v1.31 released

Newsgroup: comp.sys.atari.st
Date: 2004-04-10 02:46:26 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.04.10.02.46.26.579574@removenoaspam.atari-source.com>
Source record: 19431

On Fri, 09 Apr 2004 22:23:21 -0400, lp wrote:
>
> Ok, AtarIRC v1.32 is now available.
> I found a null pointer in the new object handling for the text cursor.
> Don't ask me why it runs on my Hades060! It did however crash on my
> TT030 which is where I ended up tracking the problem down.
> Thanks for the prompt feedback. Also thanks to piku on IRC for his
> report as well.

AH! No problem :) Glad to see you got the problem worked out alright.

Mark
http://portal.atari-source.com

2544. Question about Atari ST floppy disk format

Newsgroup: comp.sys.atari.st
Date: 2004-04-10 13:42:36 UTC
From: Markus Lindström <rrrrominet@hotmail.com>
Message-ID: <4077f9c1$0$1359$ba620e4c@news.skynet.be>
Source record: 19432

Hi there!

I just wanted to ask a simple question: which format does the Atari ST use for its floppy disks? I'm asking this on behalf of a good friend of mine who tries to "revive" his memories, stuck on dusty disks.

Windows doesn't seem able to read it, so I'm guessing it's not the classic FAT format.

Is there any way to read them? Or even better, does anyone know if Linux supports this format?

Many thanks in advance,
Markus.

2545. Re: Question about Atari ST floppy disk format

Newsgroup: comp.sys.atari.st
Date: 2004-04-10 17:03:16 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <c599fm$2okgq8$1@ID-40235.news.uni-berlin.de>
Source record: 19433

"Markus Lindstr&#65533;m" <rrrrominet@hotmail.com> wrote in message
news:4077f9c1$0$1359$ba620e4c@news.skynet.be...
> Hi there!
>
> I just wanted to ask a simple question: which format does the Atari ST
> use for its floppy disks? I'm asking this on behalf of a good friend of
> mine who tries to "revive" his memories, stuck on dusty disks.
>
> Windows doesn't seem able to read it, so I'm guessing it's not the
> classic FAT format.
>

By default it is calssic FAT format. It just does not have the correct vaule
in one of the header fields and Windows sulks.
Also see below as some folks were not happy woth the default.

> Is there any way to read them? Or even better, does anyone know if Linux
> supports this format?

If you have an operating system that permits direct access to the floppy
then they can sometimes be read by the GEMULATOR Explorer which you can
download from http://www.emulators.com/download.htm. Otherwise if you have
an ST there are programs about that will patch the header.

Also note that many folks formatted their disks to have more sectors per
track and/or more tracks than standard. Reading these disks can prove
challenging even on an Atari.

>
> Many thanks in advance,
> Markus.

2546. Re: Question about Atari ST floppy disk format

Newsgroup: comp.sys.atari.st
Date: 2004-04-10 17:22:22 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <ega95c-ucs.ln@speaker.rodsbooks.com>
Source record: 19434

In article <4077f9c1$0$1359$ba620e4c@news.skynet.be>,
Markus Lindstri¿½m <rrrrominet@hotmail.com> writes:
>
> I just wanted to ask a simple question: which format does the Atari ST
> use for its floppy disks? I'm asking this on behalf of a good friend of
> mine who tries to "revive" his memories, stuck on dusty disks.
>
> Windows doesn't seem able to read it, so I'm guessing it's not the
> classic FAT format.

Actually, it *IS* FAT, but the default Atari ST format is just different enough that DOS/Windows can't cope with it. Some Atari disk utilities created DOS-compatible versions of the format, though, so it's conceivable you could read some of your friends disks from Windows.

I believe there's an Atari utility that'll write a new boot sector to the disk, making it readable under DOS/Windows. I don't recall the name of the utility, though, and of course as it's an Atari utility, it won't do you much good unless you run an Atari emulator to do it. I don't know if there's an equivalent DOS or Windows tool.

> Is there any way to read them? Or even better, does anyone know if Linux
> supports this format?

I'm pretty sure that Linux's FAT driver (filesystem type "msdos", or possibly "vfat") will read Atari ST disks, but I'm not 100% positive of that. If you try it and have no luck, try the mtools package (the mcopy, mdir, etc., commands). I can't guarantee that it'll work, but it might.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

2547. Re: Question about Atari ST floppy disk format

Newsgroup: comp.sys.atari.st
Date: 2004-04-10 19:06:44 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <107ghe9n5mmfh24@corp.supernews.com>
Source record: 19435

"Markus Lindstr&#65533;m" <rrrrominet@hotmail.com> wrote in message
news:4077f9c1$0$1359$ba620e4c@news.skynet.be...
> Hi there!
>
> I just wanted to ask a simple question: which format does the Atari ST
> use for its floppy disks? I'm asking this on behalf of a good friend of
> mine who tries to "revive" his memories, stuck on dusty disks.
>
> Windows doesn't seem able to read it, so I'm guessing it's not the
> classic FAT format.
>
> Is there any way to read them? Or even better, does anyone know if Linux
> supports this format?
>
> Many thanks in advance,
> Markus.

Normally it is FAT12 format. But some early STs (TOS 1.0?) had a bug that when you formatted a disk it was not read in a PC... Try a newer TOS revision.

Tim

2548. Re: Question about Atari ST floppy disk format

Newsgroup: comp.sys.atari.st
Date: 2004-04-10 20:49:54 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <40786bf0359bfb0@tripnet.se>
Source record: 19436

In comp.sys.atari.st <4077f9c1$0$1359$ba620e4c@news.skynet.be>
Markus Lindstri¿½m wrote on Sat 10-04-2004 15:42 (+0200):

>I just wanted to ask a simple question: which format does the Atari ST
>use for its floppy disks? I'm asking this on behalf of a good friend of
>mine who tries to "revive" his memories, stuck on dusty disks.
>
>Windows doesn't seem able to read it, so I'm guessing it's not the
>classic FAT format.

There are lots of variants but most are actually FAT. Some games disks use other formats. There may be from 9 up to 11 sectors on each track but most Windows versions can only cope with the standard 9 sectors format.

If the disks were made on a pre TOS 1.4 Atari (before 1989) you can't normally read them unaltered in MSDOS or Windows.

Floppies formatted in the standard desktop on TOS 1.4 and onwards should work in Windows. Just tried a 720 DD disk in Windows 2000 without errors.

For safety keep the floppy WRITE PROTECTED all the time. Windows tends to write to the floppy without notice!

>Is there any way to read them? Or even better, does anyone know if Linux
>supports this format?

My pc did not recognise anything but a standard HD 1440 floppy when I booted into Linux and just tried a "mount /floppy" command. I guess it can be done by adding to the kernel...

Just for fun I also booted my Atari TT into m68-k Linux and yes, both DD and HD floppies works fine. Even tried with an old floppy last written to in 1990 on my TOS 1.2 MegaST from 1987 and it mounted fine.

Both the pc and Atari are running Debian Sarge.

Back to Win2000 and running Gemulator2000 emulator from http://www.emulators.com :

To my surprise i could not read old floppies from TOS 1.2 at all. This was in "Atari disk mode".

Rebooted to Win98 (I have 4 OS'es on the pc!) and as expected no luck with the old floppies.

Launched "Gemulator Explorer" which is supposed to be a tool to read non MSDOS floppies. Here the old floppies showed up but with garbled filenames as long as they were 9 sector formatted. Also tried DD floppies

with 10 and 11 sectors but nothing except strange sounds from the drive... These floppies were formatted with FcopyProIII.

As a last resort I booted the Aranym liveCD that contains a minimal Knoppix Linux dist with an Atari "virtual machine"/emulator right from the CD. You can get it from http://aranym.sourceforge.net/livecd.html with the actual CD ISO file from http://sup.zln.cz/~joy/livecd.html .

Finally some luck! My old TOS 1.2 floppies read just fine as long as they were standard 9 sector/track formatted! When I tried disks with 10 and 11 sector formats I got an error message and an empty window.

Note that all floppies worked just fine on my Atari TT running Magic with a HD 1440 drive.

Conclusion: If you can't read the floppy from the Windows -98 or -2000 desktop only Aranym might be able to. Extended formats can't be read at all.

There are other tools I have not tried like the STeem emulator.

After posting this I really have to reboot and check how Debian m68-k reacts on the 10 and 11 sector floppies on the very same TT they were formatted on...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2549. Re: Question about Atari ST floppy disk format

Newsgroup: comp.sys.atari.st
Date: 2004-04-10 22:39:22 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <q2t95c-tct.ln@speaker.rodsbooks.com>
Source record: 19437

In article <40786bf0359bfb0@tripnet.se>,
"Kenneth Medin" <kennethm@tripnet.se> writes:
>
> My pc did not recognise anything but a standard HD 1440 floppy when I
> booted into Linux and just tried a "mount /floppy" command. I guess it
> can be done by adding to the kernel...

FWIW, I just tested on a Gentoo system running a 2.6.3 kernel on an AMD64 computer. I had no problems reading an ST-formatted ~790KB disk, although access was slow. (I don't recall what I used to format that disk, but obviously it was some form of extended format.) Single-sided floppies gave me problems, though. I suspect that creating an appropriate device file and using it rather than the stock /dev/fd0 would give better results with them, but I don't know offhand what device major and minor numbers would be required, or if this feature is supported at all.

I don't know why you didn't have better luck with 720KB Atari floppies under Linux, unless by "anything but a standard HD 1440 floppy" you meant you tried single-sided disks. I've never had trouble with 720KB DOS floppies under Linux, and if the Linux FAT driver can cope with the Atari FAT format's peculiarities, I don't expect it'd have problems with 720KB Atari disks. I don't believe there are any Linux kernel options relating to this support. It's conceivable, though, that we're now well enough beyond the double density days that chipset manufacturers are starting to skimp on support for that format, and that you happen to have a chipset that's so affected. This is HIGHLY speculative, though.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

2550. Atari Online News, Etc. #06-15

Newsgroup: comp.sys.atari.st
Date: 2004-04-11 00:31:03 UTC
From: danap8@aol.comno-spam
Message-ID: <20040410203103.01261.00000149@mb-m14.aol.com>
Source record: 19438

```
A-ONE #0615 04/09/04

~ Internet Congress On ~ People Are Talking! ~ Atari On Demand!
~ Europe's E-mail War! ~ Consoles Up, PCs Down! ~ New AOL Offer!
~ Mac OS X Trojan Horse! ~ Iowa Colleges vs Virus ~ Remember First PC?!
~ Video Gaming Surgeons! ~ Sara Is Virus Huntress ~ E-Filers Set Record!

-* Seeking State Tax Scofflaws! *-
-* Watchdogs Slam Google's New Gmail! *-
-* Could A Dot-Mail Domain Be Spam Solution? *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
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-| o o |- E-mail subscription: dpj(at)atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

2551. Re: Question about Atari ST floppy disk format

Newsgroup: comp.sys.atari.st
Date: 2004-04-11 01:01:00 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <ZgdFqV7MjJeAFw7e@my-ste.davjam.org>
Source record: 19439

On Sat, 10 Apr 2004, Rod Smith <rodsmith@nessus.rodsbooks.com> wrote:-

>In article <40786bf0359bfb0@tripnet.se>,
> "Kenneth Medin" <kennethm@tripnet.se> writes:
>>
>> My pc did not recognise anything but a standard HD 1440 floppy when I
>> booted into Linux and just tried a "mount /floppy" command. I guess it
>> can be done by adding to the kernel...
>
>FWIW, I just tested on a Gentoo system running a 2.6.3 kernel on an AMD64
>computer. I had no problems reading an ST-formatted ~790KB disk, although
>access was slow. (I don't recall what I used to format that disk, but
>obviously it was some form of extended format.)

I've had almost no difficulties with discs, although it did take a few
attempts to find the right device to handle single sided discs[0].

>Single-sided floppies
>gave me problems, though. I suspect that creating an appropriate device
>file and using it rather than the stock /dev/fd0 would give better
>results with them, but I don't know offhand what device major and minor
>numbers would be required, or if this feature is supported at all.

If it's already there, try mounting single-sided discs using
/dev/fd0u360. If it's not, and it should be since it's been there in all
the SuSE, RedHat and Debian systems I've used, create it under /dev with
major 2, minor 12.

>I don't know why you didn't have better luck with 720KB Atari floppies
>under Linux, unless by "anything but a standard HD 1440 floppy" you meant
>you tried single-sided disks. I've never had trouble with 720KB DOS
>floppies under Linux, and if the Linux FAT driver can cope with the Atari
>FAT format's peculiarities, I don't expect it'd have problems with 720KB
>Atari disks.

The Linux FAT driver has handled all the different Atari formats I've
thrown at it, with just a couple of exceptions.

The first is where I've formatted, and written to discs where the number
of tracks is more than 82. Some drives were able to read the last few
tracks, some can't, but this is a physical limitation of the drives and
I stopped using such extended formats after being bitten by it when I
was using an old STFM and external drive[1].

The second is using 11-sector DD formats, or 21/22-sector HD formats,
where this can often be very hit and miss.

>I don't believe there are any Linux kernel options relating
>to this support. It's conceivable, though, that we're now well enough
>beyond the double density days that chipset manufacturers are starting to
>skimp on support for that format, and that you happen to have a chipset
>that's so affected. This is HIGHLY speculative, though.

I think this may be just speculation. All the boards I've used,
including my latest Nforce[2] board, has no problems reading Atari.

[0] After a hunt I managed to find one of the few remaining SSDD discs I
still have, just to check my memory. Thankfully, I still have one, and
my memory wasn't far off[3].

[1] IIRC it was an old Power Computing thing which took power from the
joystick port and could handle 84 tracks easily, used in conjunction
with an internal single sided drive until I replaced it with a double
sided drive. That's when the internal drives limitation bit me, since
that couldn't read past 82 tracks.

[2] Six months old and I seriously regret buying it. It's a pain to keep
having to redo the setup with every kernel upgrade because NVidia
haven't released their drivers as open source.

[3] I almost had the device right. Since it's been a while, I tried
fd0d360 instead of fd0u360.

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 63 Mnodes/s: http://www.distributed.net/
AMD 1800 1Gb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 9.0
AMD 1300 512Mb SuSE 9.0 | A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11
Falcon 14Mb TOS 4.02 | STE 4Mb TOS 1.62

2552. Re: SupraDrive Hard Disk Will Not Boot

Newsgroup: comp.sys.atari.st
Date: 2004-04-11 01:27:05 UTC
From: daustin3244@sbcglobal.net
Message-ID: <780921c3.0404101727.1c6986d7@posting.google.com>
Source record: 19440

So what do? The manuel states that you can boot the hard drive from the supplied disk by just running the SUPBOOT.PRG. I opened the case and indeed the hard drive is running. I noticed that when I run SUPBOOT.PRG a red LED on the hard drive blinks off and on a couple of times then stops blinking and still no connection. When I install the C Drive then save the desktop and restart the Atari with SUPBOOT.PRG in the auto folder, the C Drive disappears. Also when I install the C Drive and double click on it a message appears stating: "The drive you specified does not exist. I ran another program call SCSI-Tool ID-Test and it displays that the hard drive is ACSI 1 RODIME R0652 5.02 is that telling me that the Atari recognizes that the hard drive is connected to the port?

2553. Re: SupraDrive Hard Disk Will Not Boot

Newsgroup: comp.sys.atari.st
Date: 2004-04-11 01:39:47 UTC
From: daustin3244@sbcglobal.net
Message-ID: <780921c3.0404101739.296e09c1@posting.google.com>
Source record: 19441

atarigalen@yahoo.com (Galen) wrote in message
news:<4645be9.0404082156.2bfe6cfb@posting.google.com>...
> daustin3244@sbcglobal.net (daustin) wrote in message
news:<780921c3.0404081852.6266fc13@posting.google.com>...
> > Can anyone help me?
> >
> > I recently bought a SupraDrive Atari Hard Disk and I can not get
> > it to boot. I've tried to boot it from the disk with the SUPBOOT.PRG
> > placed in an auto folder and that does'nt work.
>
> Very old equipment can occasionally die, but I wonder...
>
> What happens if you put a passive terminator on the SCSI in connector?
> (Such a part can be found for under $5US.)
>
> Galen

What's a passive terminator and how do I connect it. Here's a web page
that shows the inside of the Supra hard drive.
http://homepages.tesco.net/~david.barraclough/atari/supra.htm

2554. Name the game

Newsgroup: comp.sys.atari.st
Date: 2004-04-11 01:43:04 UTC
From: Ian McCall <ian@eruvia.org>
Message-ID: <c5a7r8$2qccls$1@ID-230144.news.uni-berlin.de>
Source record: 19442

Hello.

I'm trying to track down a game. This would be a very early ST game, and it had a first person view where you fired energy balls (which bounced) at a variety of mostly geometric-shaped foes. Set in a desert, as far as I recall.

I realise this isn't much to go on, but it's hard to describe and my memory isn't great. I believe you manned a gun emplacement, though you couldn't see it. It was set on an alien world, was in a desert I believe (had a sand-coloured grand, I'm sure) and, as I mentioned, your amma used to be in the shape of a ball and it bounced. I'm pretty sure that all of the foes were geometric shapes, but I could be wrong about that.

Any clues? Any questions? Thanks in advance for any information.

Cheers,
Ian

2555. Re: AHDI and HDX programs for Mega STE

Newsgroup: comp.sys.atari.st
Date: 2004-04-11 02:00:50 UTC
From: daustin3244@sbcglobal.net
Message-ID: <780921c3.0404101800.4e28dbb6@posting.google.com>
Source record: 19443

"Tim" <tjlazer@nospam.mail.com> wrote in message
news:<1078gtqftktaddd@corp.supernews.com>...
> "Brandon Alexander" <bankme69@yahoo.com> wrote in message
> news:jfjt60dd8gv0hknd9gh41dtr4okkkea75t@4ax.com...
> > On Thu, 1 Apr 2004 15:21:13 -0800, "Tim" <tjlazer@nospam.mail.com>
> > wrote:
> >
> > >Yes do a search for AHDX on the net and you will find sites that have
> this
> > >for download. Then copy or unzip the files to a 720kb disk and run it on
> > >the Mega ST.
> > >
> > >Tim
> > Thanks, Tim.
> >
> > That worked once. On my hard disk I had renamed CONTROL.ACC. I
> > accessed the Hard Disk and re-renamed it, then tried to boot it. It
> > did not, so there must be something else I renamed. Unfortunately I
> > did not make ST hard copies of AHDI.PRG and HXD.PRG (or any of the
> > other files)
> >
> > I tried the process again, copying the files from PC to ST. His time
> > when I ran the AHDI I got TOS error #35.
> >
> > I think the problem is, now I can't find any 720 disk that will work
> > on my PC without creating writing errors.
> >
> > Do you have any suggestions about interchanging floppies between the
> > ST and a PC? Like which machine to format the disk on, etc. It seems
> > when I format on ST the PC can't read-when I format on PC the ST can't
> > read. If you have any suggestions or tips they would be appreciated.
> >
> > Thanks,
> >
> > Al.
>
> You should be able to format a 720k disk on the PC and it should work on the
> ST. I also formatted on ST and it read ok on PC. Just make sure you are
> using a real 720k disk and not a HD disk. It sounds like you may be
> formatting it on one and when trying to read on another it is seeing it as a
> blank HD disk...
>
> Tim

I use a program call IBMCNVRT which allows you to format a disk on your atari and makes it readable on a PC so you can copy the atari files you need then run them on your atari.

2556. Re: Question about Atari ST floppy disk format

Newsgroup: comp.sys.atari.st
Date: 2004-04-11 03:24:04 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <koda5c-f5u.ln@speaker.rodsbooks.com>
Source record: 19444

In article <ZgdFqV7MjJeAFw7e@my-ste.davjam.org>,
David Bolt <blacklist-me@davjam.org> writes:
>
> On Sat, 10 Apr 2004, Rod Smith <rodsmith@nessus.rodsbooks.com> wrote:-
>
>>Single-sided floppies
>>gave me problems, though. I suspect that creating an appropriate device
>>file and using it rather than the stock /dev/fd0 would give better
>>results with them, but I don't know offhand what device major and minor
>>numbers would be required, or if this feature is supported at all.
>
> If it's already there, try mounting single-sided discs using
> /dev/fd0u360. If it's not, and it should be since it's been there in all
> the SuSE, RedHat and Debian systems I've used, create it under /dev with
> major 2, minor 12.

I tried that, actually, but it didn't work. I ended up firing up my
TT030, and discovered that *IT* couldn't read these disks, either. I'm
starting to wonder if I might have used some weird 400KB format or some
such; it's been about 18 years, so I might have forgotten such details.
I've got about half a dozen of these floppies left, so I doubt if it was
just one disk gone bad. (Fortunately, I've got backups on other media.)
In any event, I used the TT to create a new single-sided 360KB disk, and
was able to read it in Linux on my AMD64 system with no problems. Of
course, the TT's version of TOS is far more recent than that on any
system that would normally use a 360KB format, but given that you say
you've done this pretty extensively, I doubt if that's really an issue.

>>I don't believe there are any Linux kernel options relating
>>to this support. It's conceivable, though, that we're now well enough
>>beyond the double density days that chipset manufacturers are starting to
>>skimp on support for that format, and that you happen to have a chipset
>>that's so affected. This is HIGHLY speculative, though.
>
> I think this may be just speculation.

I did say it was HIGHLY (my original emphasis) speculative. ;-)

> All the boards I've used,
> including my latest Nforce[2] board, has no problems reading Atari.

The AMD64 test system I used is obviously quite new, too. Still, some
chipset manufacturers might conceivably have begun quietly dropping DD
floppy support while others continue it. I think this is unlikely, but
it's conceivable.

> [3] I almost had the device right. Since it's been a while, I tried
> fd0d360 instead of fd0u360.

These specific-size device identifiers vary a lot, from distribution to
distribution and/or over time. I believe I've seen both "d" and "u" in
that position.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

2557. Re: AtarIRC v1.31 released

Newsgroup: comp.sys.atari.st
Date: 2004-04-11 04:32:33 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4078755211be472@comcast.net>
Source record: 19346

>in article BC9CB7B3.622F%gfa@mint.org, lp at gfa@mint.org wrote on 4/9/04

>Ok, AtarIRC v1.32 is now available.
>I found a null pointer in the new object handling for the text cursor.
>Don't ask me why it runs on my Hades060! It did however crash on my
>TT030 which is where I ended up tracking the problem down.
>Thanks for the prompt feedback. Also thanks to piku on IRC for his
>report as well.

Thanks Lonnie. It works fine on my Hades....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2558. Re: Mega ST 4 - Floppy Disk Question

Newsgroup: comp.sys.atari.st
Date: 2004-04-11 04:32:34 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4078755211be474@comcast.net>
Source record: 19347

>Hello,
>
>When I work with floppy drive A:
>I frequently get the error: Data in Drive A may be damaged.
>
>I have tried swaping a drive from an old 1040 Stf with the same results.
>
>What else can cause this problem?
>
>Thank You
>
>Ken K

I get this problem when I put in a floppy disk that was formated
on a different floppy drive. Usually means the two driver are not
compatible because one is out of alignment. I get this problem
with the internal drive of my STe.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2559. Re: hard drive bootable problem

Newsgroup: comp.sys.atari.st
Date: 2004-04-11 04:32:34 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4078755211be473@comcast.net>
Source record: 19445

>Hi all,
>
>im using HD8 and trying to make my external SCSI bootable and it wont have
>it for some reason :(I have a internal IDE and that boots fine, all
>partitions on the SCSI drive are ok, ive installed HD on the C: drive on the
>SCSI, though it wont boot. Is it possible to actually boot from a SCSI drive
>?
>
>thanks
>chris

Yes that is possible but you have to tell HDDiver that you want to
do that.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2560. Re: MyPDF

Newsgroup: comp.sys.atari.st
Date: 2004-04-11 04:32:35 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4078755211be475@comcast.net>
Source record: 19348

>
>On 2-Apr-2004, "Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote:
>
>> >So am I but I can't get it to run on anything! Does it only work under
>> >Magic
>> >or Mint? If so, that's my problem because I don't use either having a
>> >mere
>> >STe at 4meg.
>>
>> I run it under Magic, Mint and Geneva. What are you running it
>> under and what do you mean that you cannot get it run? What
>> happens?
>
>I'm only using Tos2.6 on an Atari Ste at 4mb and that is my problem. The
>program just bombs out or just freezes. I've accepted that it needs a
>multitasking environment to run properly and that I just don't have nor do I
>fel a need for it.
>Thanks for asking.

I would get Geneva and use it. I have it installed on my STe. You
may feel that you do not need it, but it is nice once you have
used it.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2561. Re: Question about Atari ST floppy disk

Newsgroup: comp.sys.atari.st
Date: 2004-04-11 08:24:19 UTC
From: vdjole@EUnet.yu
Message-ID: <c5avbh$14$1@news.eunet.yu>
Source record: 19349

On 10 Apr 2004 18:03:16 , "David Wade" wrote:
>> I just wanted to ask a simple question: which format does the Atari ST
>> use for its floppy disks? I'm asking this on behalf of a good friend of
>> mine who tries to "revive" his memories, stuck on dusty disks.
>>
>> Windows doesn't seem able to read it, so I'm guessing it's not the
>> classic FAT format.
>>
>By default it is calssic FAT format. It just does not have the correct vaule
>in one of the header fields and Windows sulks.

If I remember correctly, it was the other way round- i.e. Microsoft misinterpreted the format specifications, so DOS and its offspring require certain values in the boot sector which, by the specs, were not obligatory.

Btw, some versions of TOS do produce MS-DOS-compatible floppy format, and some other can be patched to do so. There are also utilities which produce the compatible format, and some others which can change an existing format into a compatible form (it is just a matter of several bytes in the boot sector which are not used for anything, anyway).

cu;

2562. Re: SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 2004-04-11 11:47:58 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c5bb9djqj1@hercules.btinternet.com>
Source record: 19350

Hi there "SF0218"

> Can anyone send me the SpeedoGdos Disk 1? Mine crapped out.

If you tell people which version you have you'd get better results.

--

Regards, Steve S.

2563. Re: Name the game

Newsgroup: comp.sys.atari.st
Date: 2004-04-11 12:25:33 UTC
From: Chris <cb@yahoo.com>
Message-ID: <CMaec.64$AI4.15@newsfe1-gui.server.ntli.net>
Source record: 19351

Backlash by novagen?

"Ian McCall" <ian@eruvia.org> wrote in message
news:c5a7r8$2qccls$1@ID-230144.news.uni-berlin.de...
> Hello.
>
> I'm trying to track down a game. This would be a very early ST game, and
it
> had a first person view where you fired energy balls (which bounced) at a
> variety of mostly geometric-shaped foes. Set in a desert, as far as I
> recall.
>
> I realise this isn't much to go on, but it's hard to describe and my
memory
> isn't great. I believe you manned a gun emplacement, though you couldn't
see
> it. It was set on an alien world, was in a desert I believe (had a
> sand-coloured grand, I'm sure) and, as I mentioned, your amma used to be
in
> the shape of a ball and it bounced. I'm pretty sure that all of the foes
> were geometric shapes, but I could be wrong about that.
>
> Any clues? Any questions? Thanks in advance for any information.
>
>
> Cheers,
> Ian
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.648 / Virus Database: 415 - Release Date: 31/03/2004

2564. Re: Newsie is fine app

Newsgroup: comp.sys.atari.st
Date: 2004-04-11 12:41:05 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c5bed0$l19$1@sparta.btinternet.com>
Source record: 19352

Hi Dennis

> >>Sorry for my comments I lost my head.
> >>
> >>Cheers from Belgium
> >>Dennis
> >>
> >
> >interesting sense of humor Dennis (which, sorry but I can't share)
>
> You don't have to share it, I thought it was pretty obvious to anyone by
> merely looking at the header of the post, that it doesn't come from me.

Shit mate, i thought this was really you.

<Yawn> Whatever!!

--

Regards, Steve S.

2565. Re: Name the game

Newsgroup: comp.sys.atari.st
Date: 2004-04-11 15:42:01 UTC
From: Ian McCall <ian@eruvia.org>
Message-ID: <c5bp09$2psvpd$1@ID-230144.news.uni-berlin.de>
Source record: 19354

"Chris" <cb@yahoo.com> wrote in message
news:CMaec.64$AI4.15@newsfe1-gui.server.ntli.net...
> Backlash by novagen?

Perfect. How on earth you got that from my rather poorly described post I'll never know, but thanks for doing it.

Cheers,
Ian

2566. Re: Newsie is fine app

Newsgroup: comp.sys.atari.st
Date: 2004-04-11 16:17:10 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <tkdec.761$37.98220@news.siol.net>
Source record: 19353

```
>> You don't have to share it, I thought it was pretty obvious to anyone by
>> merely looking at the header of the post, that it doesn't come from me.
>
> Shit mate, i thought this was really you.

Yes, faking headers or using different ISP is awfully hard to do....
```

2567. Re: Name the game

Newsgroup: comp.sys.atari.st
Date: 2004-04-11 16:18:51 UTC
From: Chris <cb@yahoo.com>
Message-ID: <pceec.109$e2.45@newsfe2-gui.server.ntli.net>
Source record: 19355

"Ian McCall" <ian@eruvia.org> wrote in message
news:c5bp09$2psvpd$1@ID-230144.news.uni-berlin.de...
>
> "Chris" <cb@yahoo.com> wrote in message
> news:CMaec.64$AI4.15@newsfe1-gui.server.ntli.net...
> > Backlash by novagen?
>
> Perfect. How on earth you got that from my rather poorly described post
I'll
> never know, but thanks for doing it.

The desert bit did it :-)

It had a prequel too, Encounter I think. I remember playing it on ahem, the
C64..

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.648 / Virus Database: 415 - Release Date: 31/03/2004

2568. Where can i get an used Falcon ?

Newsgroup: comp.sys.atari.st
Date: 2004-04-11 17:25:13 UTC
From: "Ivan Barrera A." <Bruce@Ivn.cl>
Message-ID: <20040411132513.0a3e73a0.Bruce@Ivn.cl>
Source record: 19356

Anyone knows ?

I've been looking for one.. and no luck.
If someone have a falcon sitting on the house, and want to give it a better life.... I'm looking for one.

I've a mailbox on Miami,Fl. and can pay with Paypal or money order.

Thanks

2569. Atari STe

Newsgroup: comp.sys.atari.st
Date: 2004-04-11 17:26:09 UTC
From: "Ivan Barrera A." <Bruce@Ivn.cl>
Message-ID: <20040411132609.67ee9a4a.Bruce@Ivn.cl>
Source record: 19357

Hi !

I've lots of atari ST. But no STe.
Is there any difference i can make with one ?
Could i install better software ? Easy to install a harddisk ?

2570. Re: SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 2004-04-11 17:49:25 UTC
From: sf0218@aol.com
Message-ID: <20040411134925.03970.00000173@mb-m01.aol.com>
Source record: 19358

Oh yes, sorry.

It's the version that came with Atariworks.

Thanks,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2571. Re: Newsie is fine app

Newsgroup: comp.sys.atari.st
Date: 2004-04-11 18:37:29 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <Jfgec.554$Hf.330533@newshog.newsread.com>
Source record: 19359

On 9 Apr 2004 20:10:40 +, Dennis Vermeire wrote:
>From: swamptaxes-NOT-@atlantic.net (John Garone)
>Date: Mon, 05 Apr 2004 05:54:59 GMT
>
>Hi John,
>
>>>Sorry for my comments I lost my head.
>>>
>>>Cheers from Belgium
>>>Dennis
>>>
>>
>>interesting sense of humor Dennis (which, sorry but I can't share)
>
>You don't have to share it, I thought it was pretty obvious to anyone by
>merely looking at the header of the post, that it doesn't come from me.
>

my mistake then for not using a full header option, not scrutinizing
the header and not keeping track of actual addresses! My apologies!!!

>>gets pretty thin if you include ALL the programs in any platform that can
>>be mocked because of bugs and things that it lacks. But you're free to
>>knock it all you want. No one is forcing you to use it!!!
>
>Being forced to use it implies that there are no other options available,
>and like already mentioned in previous posts we have Okami and ASH Emailer,
>which both wipe the floor with Newsie. Not to mention that Troll is on the
>way as well...

correct!

>
>And I'm not mocking about all apps on any platform. As long as Newsie was
>still "under development" I was one of the few people that didn't break it
>down. Now that is has a different status however....
>

I see no harm in fairly criticing a program by pointing out
inadequacies. It was the harshness of the poster that I was referring to.

>>I think john Rojewski did a fine job in his last update which was a
>>major one that I recall few publically appreciating (although that seems
>>to be par for the course here)!
>
>Look what clients are used to post here, most of the posters to this thread

>don't even use a Atari and/or Atari news client anymore. So does it surprise
>you that hardly anyone is interested? It's amazing to see that some people
>who haven't used Newsie for years and on top of that prefer to post from a
>different platform have come out of the woodwork.

point taken

>
>>I wonder how many read and responded to the following file (IMPROVE.DOC) he
>>included in his last version? If not many, then it's no wonder to me why
>>he lost interest (that probably not being the only reason).
>
>Newsie has a very small number of users, most of us have tried it out once
>and ran away from it as fast and as far as we could. If an app has only a
>handfull of users then you can't really expect tons of responses...
>

I see then even more need for those who "ran away" to have responded
to the doc. At least they could have told the author why they flee so
fast or at least point out major bugs (in a polite way of course :)

>The reason(s) why he lost interest are not our concern, all I see is an app
>that promises to be a browser, mailer, news reader and ftp client... if it
>could make coffee also then it would be the perfect app!
>The problem is that it's not really very good at any of these, it's not only
>the news reader that has problems, if it would be able to make coffee, one
>would probably get a very lousy cup of coffee served.
>

by today's net standards same with CAB, HSMODEM, Cubase and dialers that
can't access certain ISPs.

>>Please note that in this long list of possibilties that he included the
>>prospect of "Support HTML formatted email and news articles"!!!
>
>Noted...
>
>>The following are ideas of improvements in NEWSie, the News/Mail/FTP/Web
>>Browser program.
>>Please rate the following items in the order of importance to you:
>
>Sorry, but I'm not going to rate anything here at all.

nobody asked you to! I only posted it as a reference to what John asked
for feedback about at the time of his last upgrade to Newsie.

>Newsie died a natural dead, IMO we should let it rest in peace and move on,
>*there are alternatives*, and they are better/more advanced/more stable then
>Newsie. At least 90% of the improvement ideas are available (for quite some
>time) in Okami and ASH Emailer.
>Having choice is nice, but IMO the few remaining programmers left on this
>platform should concentrate on other stuff.

that's the programmers choice!

>But let's talk in about a year or two from now...
>

when something else is added to need to access net sites?

>>I believe that Newsie is not compatible with my news server but that's a
>>guess since I don't use other news readers! One day my post will be seen
>>and the next day it's gone (plus there;s times when I'm told that a replt
>>was posted but it's not seen here. There are those that suggest using Okami
>>but I never could get it set up (be would be nice if it had an
>
>I know you don't really want to hear this, but the culprit is Newsie, go
>back some 5-6 years in time and do a search on Google, you'll find lots of
>posts from ex-newsie users facing a similar problem.
>Like I said: it's crap.

I agree that Newsie is lacking and bugged (rather than putting it as
"crap"). No new news there! But why the negative post because the sources
are now public? Open sources been asked for from Alexander Clauss for CAB.
Should he deserve the same treatment if he (ASH) had let it free?

>
>Yes Okami is not really easy to set up, but there are some very experienced
>Okami users here, I'm convinced that they'll help you through any possible
>difficulties like a breeze.
>

thanks for offering someone elses help but I'm not interested!
I'm sure that if Okami is as great as the currnet users say it is then it
would be more widely used by us inadequate or just plain lazy consumers if
it were easier to install.

>But let's put an end to this thread, all what matters in the end is that you
>enjoy using Newsie, which you obviously do. But like with so many apps, I'm
>afraid you'll have to be pleased with what you've got.... all the Okami and
>ASH Emailer users would love to see some extra bells and whistles added also
>to their favourite news/mail client, it's not going to happen either. Let's
>hope that someone proos me wrong, but until then I'm convinced that on this
>platform giving an app the open source status doesn't work. Like I said,
>let's talk in about a year or two...
>

The good lord willing, see you in '06. I'll set my alarm clock :)

John

P.S.
To Reply by E-mail, please remove -NOT- from my address!

P.S.
To Reply by E-mail, please remove -NOT- from my address!

2572. Re: Atari STe

Newsgroup: comp.sys.atari.st
Date: 2004-04-11 19:03:53 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <107j5kpqrviv86f@corp.supernews.com>
Source record: 19361

"Ivan Barrera A." <Bruce@Ivn.cl> wrote in message
news:20040411132609.67ee9a4a.Bruce@Ivn.cl...
> Hi !
>
> I've lots of atari ST. But no STe.
> Is there any difference i can make with one ?
> Could i install better software ? Easy to install a harddisk ?
>

With newer STe software that supports it, yes better sound and graphics
(Like Amiga, stereo sound and 4096 colors), and support for Jad Pads.

But there aren't many titles that were made to use the extra features.

Tim

2573. Re: Newsie is fine app

Newsgroup: comp.sys.atari.st
Date: 2004-04-11 19:04:08 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <4079a49479a2ea0@tripnet.se>
Source record: 19360

In comp.sys.atari.st <Jfgec.554$Hf.330533@newshog.newsread.com>
John Garone wrote on Sun 11-04-2004 18:37 (GMT):

>I'm sure that if Okami is as great as the currnet users say it is then it
>would be more widely used by us inadequate or just plain lazy consumers if
>it were easier to install.

Okami is very stable but definately not bugfree. On the other hand I have
a Windows and Linux pc as well (turned on right now) and I still mostly
use Okami instead of Mozilla, Pan, MSIE, Agent or whatever mail/news
programs there are.

On the downside Okami development has stopped since long.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2574. Re: Atari STe

Newsgroup: comp.sys.atari.st
Date: 2004-04-11 19:53:26 UTC
From: "Ivan Barrera A." <Bruce@Ivn.cl>
Message-ID: <20040411155326.6982100b.Bruce@Ivn.cl>
Source record: 19362

so, i could stay with my ST's .. and keep searching and saving money for a TT or Falcon... Right ? :o)

Thanks

El Sun, 11 Apr 2004 12:03:53 -0700
"Tim" <TjLaZer@NOSPAM.Mail.com> escribio:

>
> "Ivan Barrera A." <Bruce@Ivn.cl> wrote in message
> news:20040411132609.67ee9a4a.Bruce@Ivn.cl...
> > Hi !
> >
> > I've lots of atari ST. But no STe.
> > Is there any difference i can make with one ?
> > Could i install better software ? Easy to install a harddisk ?
> >
>
> With newer STe software that supports it, yes better sound and graphics
> (Like Amiga, stereo sound and 4096 colors), and support for Jad Pads.
>
> But there aren't many titles that were made to use the extra features.
>
> Tim
>
>

2575. Re: Where can i get an used Falcon ?

Newsgroup: comp.sys.atari.st
Date: 2004-04-11 22:02:24 UTC
From: shy tot <lovegettingsp@mback.co.uk>
Message-ID: <4079ddae@news.greennet.net>
Source record: 19369

"Ivan Barrera A." <Bruce@Ivn.cl> wrote in message
news:20040411132513.0a3e73a0.Bruce@Ivn.cl...
> Anyone knows ?
>
> I've been looking for one.. and no luck.
> If someone have a falcon sitting on the house, and want to give it a
better life.... I'm looking for one.
>
> I've a mailbox on Miami,Fl. and can pay with Paypal or money order.
>
> Thanks
>

I have looked in my Atlas and can find no country called Fl, where is this?
as I have a Faulcon for sale and am near Heckmondwicke, UK

2576. Re: SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 2004-04-11 22:12:04 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c5cfrjijf2@sparta.btinternet.com>
Source record: 19363

Hi There

> Oh yes, sorry.
>
> It's the version that came with Atariworks.

And which one would that be??

A number would help you immensely.

--

Regards, Steve S.

2577. Re: Newsie is fine app

Newsgroup: comp.sys.atari.st
Date: 2004-04-11 22:13:12 UTC
From: dennis.vermeire@gmx.net
Message-ID: <1081749316-22651AEicMi@gmx.net>
Source record: 19374

From: Janez Valant <swe@atari.org>
Date: Sun, 11 Apr 2004 18:17:10 +0200

>>>You don't have to share it, I thought it was pretty obvious to anyone by
>>>merely looking at the header of the post, that it doesn't come from me.
>>
>>Shit mate, i thought this was really you.
>
>Yes, faking headers or using different ISP is awfully hard to do....

Yep it takes a real genius...
But that genius overlooked that he is the only one posting to this group
using Microsoft-Outlook-Express-Macintosh-Edition/5.0.6, which only goes to
show... :-)

Cheers from Belgium
Dennis
--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

2578. Re: Oasis 2: [WAS]: [TOPP] Sources for NEWS

Newsgroup: comp.sys.atari.st
Date: 2004-04-11 22:43:13 UTC
From: cstanley@zetnet.co.uk
Message-ID: <4079c9fe$0$8570$4c56ba96@master.news.zetnet.net>
Source record: 19366

On 3 Apr 2004 21:01:20 +, "Martin \"Nightowl\" Byttebier" wrote:
>on Sat 03-04-2004 12:02 Pascal Ricard wrote:

>> in article <406deafa6995592@pandora.be>,
>> Martin "Nightowl" Byttebier wrote on Fri 02-04-2004 23:36 (+0200):
>>
>>> Hm, this can be. I had something like Ice in my mind but wasn't that the
>>> TCP/IP stack of Oasis 2?
>>
>>I think you're right. It's also far in my mind for me too :)
>>This one (Oasis 2) was very promising at the time but was never
>>completely debuged/finished. It was intended to have a web browser
>>(Spider), never released. IIRC, the editor/reader part was not bad.
>
>The reader/editor on itself was pretty good indeed. Only the dial in
>program was very bad. I never managed to get that thing working. At the
>beginning the programmers were co-operative (I was one of the few
>registrated users) but soon they stopped answering my mails and finally
>they dropped Oasis 2. It's a pity, Oasis could become a very good
>reader/mailer.

I also paid for Oasis 2, but found its reader screen was screwed up:
its icons overlapped badly. ICE 2 was appalling. 30pd down the drain.

Charles.

2579. Registration

Newsgroup: comp.sys.atari.st
Date: 2004-04-11 22:43:14 UTC
From: cstanley@zetnet.co.uk
Message-ID: <4079ca01$0$8570$4c56ba96@master.news.zetnet.net>
Source record: 19365

Dear Dr Uwe,

Recent exchanges make wonder about my registration of HDDRIVER!
I think I have two, done through System Solutions, for TT and Hades.

May I trouble you to chech, please?

Regards and thanks,
Charles.

2580. Re: wordplus to postscript or ascii

Newsgroup: comp.sys.atari.st
Date: 2004-04-11 22:43:16 UTC
From: cstanley@zetnet.co.uk
Message-ID: <4079ca03$0$8570$4c56ba96@master.news.zetnet.net>
Source record: 19364

On 9 Apr 2004 19:51:12 +, Dennis Vermeire wrote:
>From: Hugo Coolens <hugocoolens@skynet.be>
>Date: Mon, 05 Apr 2004 15:24:22 +0200

>>I'm looking for a program which converts wordplus-docmuments to ascii,
>>postscript or another text format. I have seen there once was a program
>>called 1stWordPlus-PostScript which was available from "Stichting ST"
>>which may be suited.
>>Is there anyone there who can offer help?

I recommend Protext.prg, if you can find it. It has a Convert.prg with it.
It is still my daily-used doc precessor, though not officially supported.
There is a programmer, somewhere in the UK, who supplies a personal
upgrade, for a price.

Charles.

2581. Re: Atari STe

Newsgroup: comp.sys.atari.st
Date: 2004-04-12 00:31:53 UTC
From: "Dave T." <417ci-ohc-v8@Perth.com.au>
Message-ID: <4079e373$0$16576$5a62ac22@freenews.iinet.net.au>
Source record: 19368

forget the TT, boring machine they are, I have one stored away and never use it. A falcon however is much more exciting.

"Ivan Barrera A." <Bruce@Ivn.cl> wrote in message news:20040411155326.6982100b.Bruce@Ivn.cl...
> so, i could stay with my ST's .. and keep searching and saving money for a TT or Falcon... Right ? :o)
>
> Thanks
>
>
> El Sun, 11 Apr 2004 12:03:53 -0700
> "Tim" <TjLaZer@NOSPAM.Mail.com> escribio:
>
> >
> > "Ivan Barrera A." <Bruce@Ivn.cl> wrote in message
> > news:20040411132609.67ee9a4a.Bruce@Ivn.cl...
> > > Hi !
> > >
> > > I've lots of atari ST. But no STe.
> > > Is there any difference i can make with one ?
> > > Could i install better software ? Easy to install a harddisk ?
> > >
> >
> > With newer STe software that supports it, yes better sound and graphics
> > (Like Amiga, stereo sound and 4096 colors), and support for Jad Pads.
> >
> > But there aren't many titles that were made to use the extra features.
> >
> > Tim
> >
> >

2582. Re: Where can i get an used Falcon ?

Newsgroup: comp.sys.atari.st
Date: 2004-04-12 01:11:48 UTC
From: johnblighe@notonyournelly.com
Message-ID: <o1mec.12854241$ld.2141717@news.easynews.com>
Source record: 19370

On 11-Apr-2004, "shy tot" <lovegettingsp@mback.co.uk> wrote:

> I have looked in my Atlas and can find no country called Fl, where is
> this?

Not all Brits are bad at geography! Fl = Florida (U.S.A.). I'm in Manchester
(mcr), UK!

2583. Re: MyPDF

Newsgroup: comp.sys.atari.st
Date: 2004-04-12 01:48:37 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0404111748.2d459db0@posting.google.com>
Source record: 19371

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:<4078755211be475@comcast.net>...
> >I'm only using Tos2.6 on an Atari Ste at 4mb and that is my problem. The
> >program just bombs out or just freezes. I've accepted that it needs a
> >multitasking environment to run properly and that I just don't have nor do I
> >fel a need for it.
> >Thanks for asking.
>
> I would get Geneva and use it. I have it installed on my STe. You
> may feel that you do not need it, but it is nice once you have
> used it.

I agree. I didn't really think I really *needed* multitasking, but I thought I'd give Geneva a try about 6 or 7 years ago, and now I couldn't imagine using singletasking TOS full-time. Multitasking is very nice and kind of addictive once you get into it. For example, I edit all my web pages on my Falcon using CAB and either QED or Papyrus (depending on how much control over the page's appearance I want), and it's great to be able to edit a page, hit save, and CAB automatically updates itself so I can immediately view what changes I've made. Can't do that (that I've seen) using a PC/Mac browser and text editor. Wonderful!

Anyway, if this person really doesn't want to spend any money, and likes TOS that much, they could easily download the latest Mint binary and AES 4.0 or 4.1, put Mint in their AUTO folder, and simply edit a the MINT.CNF file so that it just contains GEM=<path to AES>\GEM.SYS. Just reboot and you'll have your usual GEM desktop with a few extra features, and most importantly multitasking. Or they could get XaAES or MyAES and Teradesk if they don't mind a different environment, and don't mind a slightly more complex installation. Either one should still work fine in limited memory as long as you don't have a full Mint distribution installed.

Mike Freeman
mike [at] freeman-studio [dot] com

2584. Re: Where can i get an used Falcon ?

Newsgroup: comp.sys.atari.st
Date: 2004-04-12 01:56:08 UTC
From: Jimmy Riddle <BELT@NBRACES.UP.NORTH.COM>
Message-ID: <407a14cd@news.greennet.net>
Source record: 19372

<johnblighe@notonyournelly.com> wrote in message
news:o1mec.12854241$Id.2141717@news.easynews.com...
>
> On 11-Apr-2004, "shy tot" <lovegettingsp@mback.co.uk> wrote:
>
> > I have looked in my Atlas and can find no country called Fl, where is
> > this?
>
> Not all Brits are bad at geography! Fl = Florida (U.S.A.). I'm in
Manchester
> (mcr), UK

Huh! is someone in a different country supposed to know this? there was no
USA in the post!. it could have stood for FL= Flixton near Nobb End, and if
FL stands for Florida, Ma should stand for Manchester or change FL to Flda ,
just when will Americans admit that there is a whole other lot of countries
that have the Internet!!

2585. Re: Registration

Newsgroup: comp.sys.atari.st
Date: 2004-04-12 02:02:46 UTC
From: Pearce Bollington <snob@highclass.com>
Message-ID: <407a165a$1@news.greennet.net>
Source record: 19373

"Charles Stanley" <cstanley@zetnet.co.uk> wrote in message
news:4079ca01$0$8570$4c56ba96@master.news.zetnet.net...
> Dear Dr Uwe,
>
> Recent exchanges make wonder about my registration of HDDRIVER!
> I think I have two, done through System Solutions, for TT and Hades.
>
> May I trouble you to chech, please?
>
> Regards and thanks,
> Charles.

Please learn to spell, also this is not the place to conduct commercial transactions, could you direct any further posts on this subject either directly to the Author OR to System Solutions if they are still trading but please do not use up valuable bandwidth on this group GOODNIGHT!!!!!

2586. Re: Registration

Newsgroup: comp.sys.atari.st
Date: 2004-04-12 06:03:45 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c5dbg0$gh6$1@hercules.btinternet.com>
Source record: 19375

Hi there

"Pearce Bollington" <snob@highclass.com> wrote in message
news:407a165a$1@news.greennet.net...

> > Recent exchanges make wonder about my registration of HDDRIVER!
> > I think I have two, done through System Solutions, for TT and Hades.
> >
> > May I trouble you to chech, please?

> Please learn to spell, also this is not the place to conduct commercial
> transactions, could you direct any further posts on this subject either
> directly to the Author OR to System Solutions if they are still trading
but
> please do not use up valuable bandwidth on this group GOODNIGHT!!!!!

Who put you in charge butt bandit?

--

Regards, Steve S.

2587. Re: Where can i get an used Falcon ?

Newsgroup: comp.sys.atari.st
Date: 2004-04-12 06:42:13 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <107kei6hklh8s68@corp.supernews.com>
Source record: 19376

```
"Jimmy Riddle" <BELT@NBRACES. UP.NORTH.COM> wrote in message
news:407a14cd@news.greennet.net...
>
> <johnblighe@notonyournelly.com> wrote in message
> news:o1mec.12854241$Id.2141717@news.easynews.com...
> >
> > On 11-Apr-2004, "shy tot" <lovegettingsp@mback.co.uk> wrote:
> >
> > > I have looked in my Atlas and can find no country called Fl, where is
> > > this?
> >
> > Not all Brits are bad at geography! Fl = Florida (U.S.A.). I'm in
> Manchester
> > (mcr), UK
>
> Huh! is someone in a different country supposed to know this? there was no
> USA in the post!. it could have stood for FL= Flixton near Nobb End, and
if
> FL stands for Florida, Ma should stand for Manchester or change FL to Flda
,
> just when will Americans admit that there is a whole other lot of
countries
> that have the Internet!!
>

Um, MIAMI? Hello!!! ;) There is only one Miami people! LOL

Tim
```

2588. Re: Registration

Newsgroup: comp.sys.atari.st
Date: 2004-04-12 07:11:49 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <407a3fc1$0$18987$c30e37c6@lon-reader.news.telstra.net>
Source record: 19377

```
"Pearce Bollington" <snob@highclass.com> wrote in message
news:407a165a$1@news.greennet.net...
>
> "Charles Stanley" <cstanley@zetnet.co.uk> wrote in message
> news:4079ca01$0$8570$4c56ba96@master.news.zetnet.net...
> > Dear Dr Uwe,
> >
> > Recent exchanges make wonder about my registration of HDDRIVER!
> > I think I have two, done through System Solutions, for TT and Hades.
> >
> > May I trouble you to chech, please?
> >
> > Regards and thanks,
> > Charles.
>
> Please learn to spell, also this is not the place to conduct commercial
> transactions, could you direct any further posts on this subject either
> directly to the Author OR to System Solutions if they are still trading
but
> please do not use up valuable bandwidth on this group GOODNIGHT!!!!!
>

Anal retentive type huh?

How does shut the fuck up sound?
```

2589. Re: Registration

Newsgroup: comp.sys.atari.st
Date: 2004-04-12 07:44:46 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <407a48ee$0$8571$4c56ba96@master.news.zetnet.net>
Source record: 19378

Hi Charles,

On 11 Apr 2004 22:43:14 , Charles Stanley wrote:

>Recent exchanges make wonder about my registration of HDDRIVER!
>I think I have two, done through System Solutions, for TT and Hades.

Good to see you on the group again ! Is your Hades still sick, or did you manage to get it fixed in the end ? I know there is not a lot of support for getting them repaired these days, but it seems that sometimes all that needs doing is some re-soldering on the circuit board, so it may be worth having it checked over.

I'm sure Uwe will contact you about the registration, but others should be aware that System Solutions no longer supports Atari products at all. The UK dealer for HD Driver and is:

http://www.atari-workshop.co.uk/

Cheers

Paul

2590. Re: Newsie is fine app

Newsgroup: comp.sys.atari.st
Date: 2004-04-12 08:21:42 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <407a618611b1cf0@pandora.be>
Source record: 19379

on Sun 11-04-2004 19:04 Kenneth Medin wrote:

>In comp.sys.atari.st <Jfgec.554$Hf.330533@newshog.newsread.com>
>John Garone wrote on Sun 11-04-2004 18:37 (GMT):
>
>>I'm sure that if Okami is as great as the currnet users say it is then it
>>would be more widely used by us inadequate or just plain lazy consumers if
>>it were easier to install.
>
>Okami is very stable but definately not bugfree. On the other hand I have
>a Windows and Linux pc as well (turned on right now) and I still mostly
>use Okami instead of Mozilla, Pan, MSIE, Agent or whatever mail/news
>programs there are.

Which program is bug free?
I have here next to me Windows, Linux and Mac (OSX, OS9, Yellowdog
Linux) and just like you I prefer to use Okami for my Usenet/mail
>
>On the downside Okami development has stopped since long.

Officially the developement is not stopped. I'm almost sure if you send
Jos a bug report he will try to fix it. OTOH new things like support for
UTF8 will not come, mostly because only a few guys are still using
Okami. If more Atarians would work with Okami Jos would probably restart
the developement.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2591. Re: Question about Atari ST floppy disk format

Newsgroup: comp.sys.atari.st
Date: 2004-04-12 08:56:24 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <407a67ae112129e1@tripnet.se>
Source record: 19380

In comp.sys.atari.st <q2t95c-tct.ln@speaker.rodsbooks.com>
Rod Smith wrote on Sat 10-04-2004 18:39 (-0400):

>In article <40786bf0359bfb0@tripnet.se>,
> "Kenneth Medin" <kennethm@tripnet.se> writes:
>>
>> My pc did not recognise anything but a standard HD 1440 floppy when I
>> booted into Linux and just tried a "mount /floppy" command. I guess it
>> can be done by adding to the kernel...
>
>FWIW, I just tested on a Gentoo system running a 2.6.3 kernel on an AMD64
>computer. I had no problems reading an ST-formatted ~790KB disk, although
>access was slow. (I don't recall what I used to format that disk, but
>obviously it was some form of extended format.) Single-sided floppies
>gave me problems, though. I suspect that creating an appropriate device
>file and using it rather than the stock /dev/fd0 would give better
>results with them, but I don't know offhand what device major and minor
>numbers would be required, or if this feature is supported at all.

The whole range of /dev/fd? are present on my pc Debian system. I did try
a good floppy written by TOS 1.2 desktop without success with and without
using the correct /dev/ and even tell it -t FAT. The latter gave "not
supported by the kernel" back. The very same floppy is readble under
Aranym. Guess I should have tried to read binary data with DD but did not
do that...

Also tried a 10 and 11 sectors/track DD floppy in Debian m68-k on the TT
and no problems what so ever with just a mount /floppy . I suppose Atari
Linux handles floppy accsess very differently and we all know the
controller chip (AJAX in my case) in the Atari can handle extended
formats :-)

Having appr. 10 working Atari computers here with Ethernet to some and
nullmodem SLIP to others I can live with the fact some old floppies are
not readble on the pc...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2592. Brand New ATARI ST mouse F/S in London

Newsgroup: comp.sys.atari.st
Date: 2004-04-12 10:38:39 UTC
From: verybadbart@hotmail.com
Message-ID: <a7b0b627.0404120238.64c638@posting.google.com>
Source record: 19381

Just came across a source of Brand New Mice for my ATARI the other day. I'd been struggling with my almost dead one for some weeks, but managed to buy a brand new one in a shop in London called Blue Audio Visual for ï¿½6.95. They told me that they've got at least 50 left still. Not sure if they do mail order or not, it may be worth giving them a call? Anyway, it's a great little secondhand music & Hifi shop with loads of interesting goodies. Address is 61 Upper Street, Islington, London. 020 7704 1124.

2593. Re: Registration

Newsgroup: comp.sys.atari.st
Date: 2004-04-12 15:21:12 UTC
From: Pearce Bollington <snob@highclass.com>
Message-ID: <407ad17d@news.greennet.net>
Source record: 19385

> Anal retentive type huh?
>
> How does shut the fuck up sound?
>
>
>
>
>
It sounds like an Americanism, I've a good mind to knock your block off!

2594. Re: Question about Atari ST floppy disk format

Newsgroup: comp.sys.atari.st
Date: 2004-04-12 17:11:17 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <BaTjEiH12seAFwLQ@my-ste.davjam.org>
Source record: 19382

On Sat, 10 Apr 2004, Rod Smith <rodsmith@nessus.rodsbooks.com> wrote:-

>In article <ZgdFqV7MjJeAFw7e@my-ste.davjam.org>,
> David Bolt <blacklist-me@davjam.org> writes:

>> If it's already there, try mounting single-sided discs using
>> /dev/fd0u360. If it's not, and it should be since it's been there in all
>> the SuSE, RedHat and Debian systems I've used, create it under /dev with
>> major 2, minor 12.
>
>I tried that, actually, but it didn't work. I ended up firing up my
>TT030, and discovered that *IT* couldn't read these disks, either. I'm
>starting to wonder if I might have used some weird 400KB format or some
>such; it's been about 18 years, so I might have forgotten such details.

I know just what you mean. With the exception of making backup disc
images about 6 years ago, it's been something like 16 years since I was
regularly using SS discs. All my non-commercial discs were converted to
DS as soon as the internal SS drive was replaced.

>I've got about half a dozen of these floppies left, so I doubt if it was
>just one disk gone bad. (Fortunately, I've got backups on other media.)
>In any event, I used the TT to create a new single-sided 360KB disk, and
>was able to read it in Linux on my AMD64 system with no problems. Of
>course, the TT's version of TOS is far more recent than that on any
>system that would normally use a 360KB format, but given that you say
>you've done this pretty extensively, I doubt if that's really an issue.

I only tested standard 360KB discs, since those were all I had left for
testing, so I wouldn't call it extensive. It was just enough to find out
what worked for me, and what didn't.

<Snip>

>> I think this may be just speculation.
>
>I did say it was HIGHLY (my original emphasis) speculative. ;-)

I know, but couldn't help replying to it anyway :)

>> All the boards I've used,
>> including my latest Nforce[2] board, has no problems reading Atari.
>
>The AMD64 test system I used is obviously quite new, too. Still, some
>chipset manufacturers might conceivably have begun quietly dropping DD
>floppy support while others continue it. I think this is unlikely, but
>it's conceivable.

I suppose it could be a possibility, but I've not yet seen a system
where they weren't supported under the BIOS. AFAIK, this shouldn't
really make a lot of difference since the BIOS is only used to get the
kernel, and the initially required modules, loaded. After that, all
hardware access bypasses the BIOS. This is all an "AFAIK." This being
Usenet, someone will be along soon enough to correct me, whether I'm
right or wrong :)

>> [3] I almost had the device right. Since it's been a while, I tried
>> fd0d360 instead of fd0u360.
>
>These specific-size device identifiers vary a lot, from distribution to
>distribution and/or over time. I believe I've seen both "d" and "u" in
>that position.

I think it's more over time, than distribution to distribution, although
they seem to have stayed the same over the last several years. I've not
noticed any differences, specifically with the SuSE versions but also
with non of the other distributions I've dabbled with.

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 63 Mnodes/s: http://www.distributed.net/
AMD 1800 1Gb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 9.0
AMD 1300 512Mb SuSE 9.0 | A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11
Falcon 14Mb TOS 4.02 | STE 4Mb TOS 1.62

2595. Re: Where can i get an used Falcon ?

Newsgroup: comp.sys.atari.st
Date: 2004-04-12 18:18:35 UTC
From: "Ivan Barrera A." <Bruce@Ivn.cl>
Message-ID: <20040412141835.7ccc67d5.Bruce@Ivn.cl>
Source record: 19383

Dont be so rude...

I'm from Santiago, Chile (South America).
As you can see, my primary language is spanish, not english, and i'm used my mailbox address just in eBay.
So .. my mistake... then , my mailbox is in Miami, Florida , USA. But i'm from Santiago/Chile.

"Shy tot" said that have a falcon for sale.. It is true ? right ?
Please contact me. I want to know how much would it be.
I Guess shipping is expensive from UK to Chile.. But depending on the price, i'll be willing to buy it.

Thanks a lot....

El Sun, 11 Apr 2004 23:42:13 -0700
"Tim" <TjLaZer@NOSPAM.Mail.com> escribio:

>
> "Jimmy Riddle" <BELT@NBRACES. UP.NORTH.COM> wrote in message
> news:407a14cd@news.greennet.net...
> >
> > <johnblighe@notonyournelly.com> wrote in message
> > news:o1mec.12854241$Id.2141717@news.easynews.com...
> > >
> > > On 11-Apr-2004, "shy tot" <lovegettingsp@mback.co.uk> wrote:
> > >
> > > > I have looked in my Atlas and can find no country called Fl, where is
> > > > this?
> > >
> > > Not all Brits are bad at geography! Fl = Florida (U.S.A.). I'm in
> > Manchester
> > > (mcr), UK
> >
> > Huh! is someone in a different country supposed to know this? there was no
> > USA in the post!. it could have stood for FL= Flixton near Nobb End, and
> if
> > FL stands for Florida, Ma should stand for Manchester or change FL to Flda
> ,
> > just when will Americans admit that there is a whole other lot of
> countries
> > that have the Internet!!
> >
>
> Um, MIAMI? Hello!!! ;) There is only one Miami people! LOL
>

> Tim
>
>

2596. Re: Atari STe

Newsgroup: comp.sys.atari.st
Date: 2004-04-12 18:20:26 UTC
From: "Ivan Barrera A." <Bruce@Ivn.cl>
Message-ID: <20040412142026.53bdb23d.Bruce@Ivn.cl>
Source record: 19384

Just curious....
Why the TT is boring ???

and... is it for sale ? xD
(Dont take this the bad way... i'm always looking for missing stuff of my atari collection)

El Mon, 12 Apr 2004 08:31:53 +0800
"Dave T." <417ci-ohc-v8@Perth.com.au> escribio:

> forget the TT, boring machine they are, I have one stored away and never use
> it. A falcon however is much more exciting.
>
> "Ivan Barrera A." <Bruce@Ivn.cl> wrote in message
> news:20040411155326.6982100b.Bruce@Ivn.cl...
> > so, i could stay with my ST's .. and keep searching and saving money for a
> TT or Falcon... Right ? :o)
> >
> > Thanks
> >
> >
> > El Sun, 11 Apr 2004 12:03:53 -0700
> > "Tim" <TjLaZer@NOSPAM.Mail.com> escribio:
> >
> > >
> > > "Ivan Barrera A." <Bruce@Ivn.cl> wrote in message
> > > news:20040411132609.67ee9a4a.Bruce@Ivn.cl...
> > > > Hi !
> > > >
> > > > I've lots of atari ST. But no STe.
> > > > Is there any difference i can make with one ?
> > > > Could i install better software ? Easy to install a harddisk ?
> > > >
> > >
> > > With newer STe software that supports it, yes better sound and graphics
> > > (Like Amiga, stereo sound and 4096 colors), and support for Jad Pads.
> > >
> > > But there aren't many titles that were made to use the extra features.
> > >
> > > Tim
> > >
> > >
> >
> >
>
>

2597. Re: Question about Atari ST floppy disk format

Newsgroup: comp.sys.atari.st
Date: 2004-04-12 19:57:37 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <c5esbh$5dd$1@reader1.panix.com>
Source record: 19386

Yes, I did read this thread. When complaining about Windows, it helps to know which one.

There is a Microsoft Boot Sector Standard, which calls for the boot sector of a floppy contain information on how it is formatted. A modern drive can read 22 sectors, 82 tracks, and write 20 sectors, 82 tracks.

An Atari reads this boot sector into a 2K buffer, and uses it. A first or second generation floppy drive will read and write 85 tracks and 22 sectors, and any Atari with a clock of 16 MHz to the drive will read and write those disks, no problem. That is, with a drive that is not trying to save some piddling amount of energy.

The only Windows that reads such disks is Windows 95, which was Microshafts last floppy disk distribution, so they followed the standard they wrote so they could save a disk, and format to 1.62 Megs, which is 20 sectors, 80 tracks. That version of Windows will read and write to any disk that is formatted withing the physical limitations of its disk drive.

Many other versions of Windows will read a disk formatted to 720 or 1.44 on any TOS 2.06 and up, I think.

But now I have access to some Dell machines running Windows XP, and those will not read disks from my machine. They will format a disk that my TT can read, and write to, and that they can read and write to, and that is how I use them.

Some earlier version of Windows I met at Kinko's, and learned that the file selector would read my disk, and open an application based on the extender, but the application itself could not read the disk.

So, the format may be just fine, but whether it reads in Windows depends a lot on which one, and how.

Jim

=?ISO-8859-1?Q?Markus_Lindstr=F6m?= <rrrrominet@hotmail.com> writes:

: Hi there!

: I just wanted to ask a simple question: which format does the Atari ST
: use for its floppy disks? I'm asking this on behalf of a good friend of
: mine who tries to "revive" his memories, stuck on dusty disks.

: Windows doesn't seem able to read it, so I'm guessing it's not the
: classic FAT format.

: Is there any way to read them? Or even better, does anyone know if Linux
: supports this format?

: Many thanks in advance,
: Markus.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

2598. Re: Question about Atari ST floppy disk format

Newsgroup: comp.sys.atari.st
Date: 2004-04-12 21:16:22 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <6v0f5c-l96.ln@speaker.rodsbooks.com>
Source record: 19388

In article <BaTjEiH12seAFwLQ@my-ste.davjam.org>,
David Bolt <blacklist-me@davjam.org> writes:
>
> On Sat, 10 Apr 2004, Rod Smith <rodsmith@nessus.rodsbooks.com> wrote:-
>
>>The AMD64 test system I used is obviously quite new, too. Still, some
>>chipset manufacturers might conceivably have begun quietly dropping DD
>>floppy support while others continue it. I think this is unlikely, but
>>it's conceivable.
>
> I suppose it could be a possibility, but I've not yet seen a system
> where they weren't supported under the BIOS. AFAIK, this shouldn't
> really make a lot of difference since the BIOS is only used to get the
> kernel, and the initially required modules, loaded. After that, all
> hardware access bypasses the BIOS. This is all an "AFAIK." This being
> Usenet, someone will be along soon enough to correct me, whether I'm
> right or wrong :)

You're quite right about the BIOS. I was thinking of the chipset
(hardware on the motherboard) floppy controller support, though, which
all floppy access must use, regardless of OS or driver. It strikes me as
unlikely, but conceivable, that a chipset manufacturer might get cheap
and drop support for the DD media, while leaving in HD support. Most
people probably wouldn't even notice, given the fact that new DD disks
haven't been commonly used in the PC world in years.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

2599. Re: Where can i get an used Falcon ?

Newsgroup: comp.sys.atari.st
Date: 2004-04-12 21:19:03 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <407b0770$0$6543$cc9e4d1f@news-text.dial.pipex.com>
Source record: 19387

```
"Jimmy Riddle" <BELT@NBRACES. UP.NORTH.COM> wrote in message
news:407a14cd@news.greennet.net...
>
> <johnblighe@notonyournelly.com> wrote in message
> news:o1mec.12854241$Id.2141717@news.easynews.com...
> >
> > On 11-Apr-2004, "shy tot" <lovegettingsp@mback.co.uk> wrote:
> >
> > > I have looked in my Atlas and can find no country called Fl, where is
> > > this?
> >
> > Not all Brits are bad at geography! Fl = Florida (U.S.A.). I'm in
> Manchester
> > (mcr), UK
>
> Huh! is someone in a different country supposed to know this? there was no
> USA in the post!. it could have stood for FL= Flixton near Nobb End, and
if
> FL stands for Florida, Ma should stand for Manchester or change FL to Flda
,
> just when will Americans admit that there is a whole other lot of
countries
> that have the Internet!!
>
>

I'm in pub UK ;) sorry had to say that :)

Chris
```

2600. Re: wordplus to postscript or ascii

Newsgroup: comp.sys.atari.st
Date: 2004-04-12 21:30:53 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c5f1qc$lr0$1@sparta.btinternet.com>
Source record: 19390

Hi Pete

<xlator@cix.compulink.co.uk> wrote in message
news:c545hl$g28$1@thorium.cix.co.uk...

> These don't show at all with 'Show', so all words run together. In
> text processors they appear as parts of the 'pipe-smoker face' in
> the Atari font (different with PCs and Mac system fonts).

Collectively known as 'Bob' i believe?

--

Regards, Steve S.

2601. Re: Where can i get an used Falcon ?

Newsgroup: comp.sys.atari.st
Date: 2004-04-12 21:30:55 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c5f1qe$lr0$2@sparta.btinternet.com>
Source record: 19389

Hi Jimmy

> > Not all Brits are bad at geography! Fl = Florida (U.S.A.). I'm in
Manchester
> > (mcr), UK
>
> Huh! is someone in a different country supposed to know this? there was no
> USA in the post!. it could have stood for FL= Flixton near Nobb End, and
if
> FL stands for Florida, Ma should stand for Manchester or change FL to Flda
,
> just when will Americans admit that there is a whole other lot of
countries
> that have the Internet!!

Next you'll be alleging that people outside of America have electricity and
running water, Joker!!

--

Regards, Steve S.

2602. Re: Registration

Newsgroup: comp.sys.atari.st
Date: 2004-04-12 22:09:37 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.04.12.22.09.37.427987@removenoaspam.atari-source.com>
Source record: 19391

On Mon, 12 Apr 2004 16:21:12 +0100, Pearce Bollington wrote:

> It sounds like an Americanism, I've a good mind to knock your block off!

Ass.

Mark
http://portal.atari-source.com

2603. Re: Registration

Newsgroup: comp.sys.atari.st
Date: 2004-04-12 22:37:46 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <407b18c4$0$18982$c30e37c6@lon-reader.news.telstra.net>
Source record: 19392

"Pearce Bollington" <snob@highclass.com> wrote in message
news:407ad17d@news.greennet.net...
>
> > Anal retentive type huh?
> >
> > How does shut the fuck up sound?
> >
> >
> >
> >
> >
> It sounds like an Americanism, I've a good mind to knock your block off!
>

You are wrong, Mr Anal.

2604. Re: Registration

Newsgroup: comp.sys.atari.st
Date: 2004-04-12 23:07:11 UTC
From: Pearce Bollington <snob@highclass.com>
Message-ID: <407b3eb0@news.greennet.net>
Source record: 19299

"Clockmeister" <no-one@nowhere.com> wrote in message
news:407b18c4$0$18982$c30e37c6@lon-reader.news.telstra.net...
>
> "Pearce Bollington" <snob@highclass.com> wrote in message
> news:407ad17d@news.greennet.net...
> >
> > > Anal retentive type huh?
> > >
> > > How does shut the fuck up sound?
> > >
> > >
> > >
> > >
> > >
> > It sounds like an Americanism, I've a good mind to knock your block off!
> >
>
> You are wrong, Mr Anal.
>
>
You need your ears boxing!

2605. Re: Atari STe

Newsgroup: comp.sys.atari.st
Date: 2004-04-12 23:57:58 UTC
From: "Dave T." <417ci-ohc-v8@Perth.com.au>
Message-ID: <407b2cfd$0$16595$5a62ac22@freenews.iinet.net.au>
Source record: 19393

not a games machine, and hardly runs any either, thus, boring boring boring
and the stock video capabilities are nothing to get excited about that's for
sure.

falcon has many games dedicated to take advantage of it.

"Ivan Barrera A." <Bruce@Ivn.cl> wrote in message
news:20040412142026.53bdb23d.Bruce@Ivn.cl...
>
> Just curious....
> Why the TT is boring ???
>
>
> and... is it for sale ? xD
> (Dont take this the bad way... i'm always looking for missing stuff of my
atari collection)
>
>
>
> El Mon, 12 Apr 2004 08:31:53 +0800
> "Dave T." <417ci-ohc-v8@Perth.com.au> escribio:
>
> > forget the TT, boring machine they are, I have one stored away and never
use
> > it. A falcon however is much more exciting.
> >
> > "Ivan Barrera A." <Bruce@Ivn.cl> wrote in message
> > news:20040411155326.6982100b.Bruce@Ivn.cl...
> > > so, i could stay with my ST's .. and keep searching and saving money
for a
> > TT or Falcon... Right ? :o)
> > >
> > > Thanks
> > >
> > >
> > > El Sun, 11 Apr 2004 12:03:53 -0700
> > > "Tim" <TjLaZer@NOSPAM.Mail.com> escribio:
> > >
> > > >
> > > > "Ivan Barrera A." <Bruce@Ivn.cl> wrote in message
> > > > news:20040411132609.67ee9a4a.Bruce@Ivn.cl...
> > > > > Hi !
> > > > >
> > > > > I've lots of atari ST. But no STe.
> > > > > Is there any difference i can make with one ?

> > > > > Could i install better software ? Easy to install a harddisk ?
> > > > >
> > > >
> > > > With newer STe software that supports it, yes better sound and
graphics
> > > > (Like Amiga, stereo sound and 4096 colors), and support for Jad
Pads.
> > > >
> > > > But there aren't many titles that were made to use the extra
features.
> > > >
> > > > Tim
> > > >
> > > >
> >
> >

2606. MACE Melbourne

Newsgroup: comp.sys.atari.st
Date: 2004-04-13 01:17:37 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <407b3fb2$1@news.alphalink.com.au>
Source record: 19394

MACE meeting this Sunday 18th April at the PC Users Group HQ in Sth Melbourne, Banks St....10.30am onwards and upwards

see you there

Graham H

2607. Re: Newsie is fine app

Newsgroup: comp.sys.atari.st
Date: 2004-04-13 01:41:49 UTC
From: haha@killfile.com
Message-ID: <BCA0BD9D.10946%haha@killfile.com>
Source record: 19395

>Shit mate, i thought this was really you.

Steve,

It is me. Do you not recognize one of your sheep?

Cheers from Belgium
Dennis

2608. Re: MACE Melbourne

Newsgroup: comp.sys.atari.st
Date: 2004-04-13 04:09:35 UTC
From: "Dave T." <417ci-ohc-v8@Perth.com.au>
Message-ID: <407b67f6$0$16604$5a62ac22@freenews.iinet.net.au>
Source record: 19296

I'll be thinking of you, way over in Perth!

"Graham" <hurfy@alphalink.com.au> wrote in message
news:407b3fb2$1@news.alphalink.com.au...
> MACE meeting this Sunday 18th April at the PC Users Group HQ in Sth
> Melbourne, Banks St....10.30am onwards and upwards
>
> see you there
>
> Graham H
>
>

2609. Any aussies here?

Newsgroup: comp.sys.atari.st
Date: 2004-04-13 04:53:40 UTC
From: Taxman <IVABIGONE@yeah.com.au>
Message-ID: <407b724a$0$16586$5a62ac22@freenews.iinet.net.au>
Source record: 19297

http://cgi.ebay.com.au/ws/eBayISAPI.dll?ViewItem&item=4123476103

Atari megafile if your interested - dirt cheap.

2610. Re: hard drive format problem

Newsgroup: comp.sys.atari.st
Date: 2004-04-13 07:51:33 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <c5g665$175pn$1@ID-27442.news.uni-berlin.de>
Source record: 19298

exxos wrote:

> I did try 256MB partitions on the ST, though HD driver wont even detect the
> drive most of the time. when it does, I auto configure (which works fine on

If a drive is sometimes detected, sometimes not, there is definitely
something wrong with your hardware, in particular with termination or
cables. Unreproducable behavior, like you have described it, is typical
for that.

--

Dr. Uwe Seimet http://www.seimet.de

2611. Re: Registration

Newsgroup: comp.sys.atari.st
Date: 2004-04-13 09:46:11 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <407bb56c$0$18982$c30e37c6@lon-reader.news.telstra.net>
Source record: 19300

```
"Pearce Bollington" <snob@highclass.com> wrote in message
news:407b3eb0@news.greennet.net...
>
> "Clockmeister" <no-one@nowhere.com> wrote in message
> news:407b18c4$0$18982$c30e37c6@lon-reader.news.telstra.net...
> >
> > "Pearce Bollington" <snob@highclass.com> wrote in message
> > news:407ad17d@news.greennet.net...
> > >
> > > > Anal retentive type huh?
> > > >
> > > > How does shut the fuck up sound?
> > > >
> > > >
> > > >
> > > >
> > > >
> > > > It sounds like an Americanism, I've a good mind to knock your block
off!
> > >
> >
> > You are wrong, Mr Anal.
> >
> >
> You need your ears boxing!
>

Get a life loser.
```

2612. Notator SL Unitor SMPTE (like New!) Disks and Manuals for Sale

Newsgroup: comp.sys.atari.st
Date: 2004-04-13 14:11:31 UTC
From: guitarrarl@yahoo.com
Message-ID: <cff04f06.0404130611.1429103@posting.google.com>
Source record: 19301

Hi All:

I will sale the Notator SL disks, Manual and Unitor Hardware (all in perfect condition) on ebay this will and will post the link here.
Thanks
Raymond

2613. Retro Gamer magazine.

Newsgroup: comp.sys.atari.st
Date: 2004-04-13 17:28:03 UTC
From: ramlink666@aol.com
Message-ID: <20040413132803.08108.00000340@mb-m11.aol.com>
Source record: 19302

Greetings all,

From May I will be working on the publication Retro Gamer as a staff writer and my first job will be to write the news pages. I've already penned in some of the new games (and other such software) that is underway as we speak. I've been asked to cover emulation and remakes as well, something that until recently I have not spent too much time on, so anyway if you have any news you think would be relevant for Retro Gamer (Remakes, emulation or whatever) please don't hesitate to email me. Of course, I'll be looking at good sites such as raww.org, atariage.com and these news groups.

Cheers,

Shaun.

2614. Re: Where can i get an used Falcon ?

Newsgroup: comp.sys.atari.st
Date: 2004-04-13 21:17:29 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <407c588d$0$3311$cc9e4d1f@news-text.dial.pipex.com>
Source record: 19303

"Steve Sweet" <steve.sweet@btopen-2-viri-world.com> wrote in message
news:c5f1qe$lr0$2@sparta.btinternet.com...
> Hi Jimmy
>
> > > Not all Brits are bad at geography! Fl = Florida (U.S.A.). I'm in
> Manchester
> > > (mcr), UK
> >
> > Huh! is someone in a different country supposed to know this? there was
no
> > USA in the post!. it could have stood for FL= Flixton near Nobb End, and
> if
> > FL stands for Florida, Ma should stand for Manchester or change FL to
Flda
> ,
> > just when will Americans admit that there is a whole other lot of
> countries
> > that have the Internet!!
>
> Next you'll be alleging that people outside of America have electricity
and
> running water, Joker!!
>

Theres a village near us who aint even got connected to the gas mains yet,
and thats no joke!

chris

> --
>
> Regards, Steve S.
>
>

2615. Power supplies in the UK

Newsgroup: comp.sys.atari.st
Date: 2004-04-14 11:22:02 UTC
From: Ian McCall <ian@eruvia.org>
Message-ID: <c5j6sr$286ls$1@ID-230144.news.uni-berlin.de>
Source record: 19304

I've been offered a 520ST (not FM) and two external drives (533s? Ca't remember the model), but the current owner can't find the power supplies.

Is there anywhere I can cheaply get power supplies for these things in the UK? Obviously if it gets expensive then it rather negates the point of having one, but still - wouldn't mind if I could lay my hands on this stuff.

Cheers,
Ian

2616. Re: Atari STe

Newsgroup: comp.sys.atari.st
Date: 2004-04-14 13:18:49 UTC
From: Sylwek <sylwekWYKASUJTO@pf.pl>
Message-ID: <sylwekWYKASUJTO-54E142.15184914042004@gw1.news.tpi.pl>
Source record: 19305

In article <407b2cfd$0$16595$5a62ac22@freenews.iinet.net.au>,
"Dave T." <417ci-ohc-v8@Perth.com.au> wrote:

> not a games machine, and hardly runs any either, thus, boring boring boring
That's true, althought it runs my beloved Fate Gates of Dawn :-) It
won't run Falcon-specific games, but it runs some of the ST games.

> and the stock video capabilities are nothing to get excited about that's for
> sure.
By today's standards 320x480/256colours or 1280x960/2 is nothing
special. But it is quite easy to find on eBay dedicaed VME graphics card
for TT (and Mega STE). I use famous Matrix TC1208 with dedicated version
of NVDI 3 and GEM programs runs very nice at 1280x1024/256 col./80Hz or
832x624/16.8 million col./85Hz :-)

> falcon has many games dedicated to take advantage of it.
There are not too many of them (compared to ST), but you are right -
these games won't run on TT at all.

The clue is that TT was the most professional Atari ever build and the
fastest one (CPU-wise). Many serious publishing companys used it as a
platform for wonderful Calamus in the nineties. And its original case is
one of the most beautiful - even today :-) You can expand it using
ordinary 3.5" SCSI HDDs and add up to 256MB of fast 32 bit RAM (depends
on the TT RAM card).

--
Pozdrowienia
Sylwek

P.S. Zeby wyslac do mnie maila - usun "WYKASUJTO" z adresu e-mail!

2617. Help....Falcon Video

Newsgroup: comp.sys.atari.st
Date: 2004-04-14 13:20:49 UTC
From: sf0218@aol.com
Message-ID: <20040414092049.22245.00000341@mb-m06.aol.com>
Source record: 19306

Hi All,

What do I need to get the Falcon's video to, say oh, 1024x768x32bit color?
Or just get it to 32bit color?

I'm currently using Magic v5 os, and I want to use a couple of my Seattle
Seahawks backgrounds, but when I convert the jpegs to img format and use them,
the color is not as good and it's too big to fit on the screen.

Thanks in advance,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2618. Re: Help....Falcon Video

Newsgroup: comp.sys.atari.st
Date: 2004-04-14 13:57:49 UTC
From: Sylwek <sylwekWYKASUJTO@pf.pl>
Message-ID: <sylwekWYKASUJTO-C8C42C.15574914042004@gw1.news.tpi.pl>
Source record: 19307

In article <20040414092049.22245.00000341@mb-m06.aol.com>,
sf0218@aol.com (SF0218) wrote:

> Hi All,
>
> What do I need to get the Falcon's video to, say oh, 1024x768x32bit color?
> Or just get it to 32bit color?
>
The only way is to get Eclipse PCI expansion board and ATI Rage graphics
card - but you'd have to put Falcon in bigger case then. Read here more:
http://website.lineone.net/~cortex/pages/eclipse.htm

--
Pozdrowienia
Sylwek

P.S. Zeby wyslac do mnie maila - usun "WYKASUJTO" z adresu e-mail!

2619. Re: scsi drive

Newsgroup: comp.sys.atari.st
Date: 2004-04-14 14:29:49 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <v0cfc.29690$UC4.21865@bignews2.bellsouth.net>
Source record: 19308

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:403a1d48a3ae36@comcast.net...
> >Hellllpppppppppp!!
> >
> >My scsi cd is last device. I have the sci terminator 'plug', and the scsi
> >cable. 2 ports on back of external case. Which port does the cable go to
and
> >which does the terminator plug go to?

It makes no difference.
Plug the cable into either one, and the terminator block into the other.

Brian

2620. This could save your live! :) IDE--->SCSI card!

Newsgroup: comp.sys.atari.st
Date: 2004-04-14 15:43:47 UTC
From: guitarrarl@yahoo.com
Message-ID: <cff04f06.0404140743.1f6a28df@posting.google.com>
Source record: 19309

Hi all:

If you are in need of SCSI drives this could be a neat solution. I got this small card on ebay. It plugs in the back of any IDE drive and makes it work as SCSI wide or ultrawide depending on the card model (U or UW). It is the ACARD 7720UW. This will work on a Falcon but you will need to use your existing SCSI interface if you use an ST.

http://www.acard.com/eng/product/scside/aec-7720u.html

I use my card on my Mac G3 as an external SCSI (IDE 4gigs) and the card makes the comp see it as a reg SCSIdrive I can even boot system X or 9.2 from either partition.

You could find this card on:
ACARD BRIDGE

I am sure it will work on any ST and I could test it on my Falcon but do not have time for it at the moment :(

Raymond

2621. Re: vga & TV stuff

Newsgroup: comp.sys.atari.st
Date: 2004-04-14 20:16:43 UTC
From: Chris Thorley <christopher@thorley4082.fsnet.co.uk>
Message-ID: <c5k67d$q3p$1@news7.svr.pol.co.uk>
Source record: 19310

You can count me in!

Chris Thorley

> While on the note of these things, I might convert some normal monitors to
> use on the ST, if there is interest enough I will bulk buy some 15"
monitors
> and convert them for use on the ST. I dont think theres many multi-sync
> monitors out there these days ?
>
> Keep the ST alive!
>
> Chris
>
>

2622. Atari mouse

Newsgroup: comp.sys.atari.st
Date: 2004-04-14 20:30:26 UTC
From: FCR <frosaire@olypen.com>
Message-ID: <107r7r4o45q7pa6@corp.supernews.com>
Source record: 19311

Hi,
Are Amiga and Atari mouse's interchangable? I have a Logic 3 that is
switchable and am wondering if all Amigas fit Atari.
Thanks,
fcr

_____
Nighttrain Entertainment
http://forrestrosaire.com

2623. Re: This could save your live! :) IDE--->S

Newsgroup: comp.sys.atari.st
Date: 2004-04-14 20:49:06 UTC
From: sasa.andrijasevicREMOVE@zg.tel.hr
Message-ID: <c5k83u$4b7$1@garrison.globalnet.hr>
Source record: 19312

but be careful with CD Recorders or DVD recorders...There is a list of supported drives, other are not supported...
alternative could be found at www.feuerio.com, their scside adapter supports even some dvd recorders...(the driver and the priogram should be adapted for use on Falcon, of course...) :)

On 14 Apr 2004 08:43:47 , Raymond wrote:
>Hi all:
>
>If you are in need of SCSI drives this could be a neat solution. I
>got this small card on ebay. It plugs in the back of any IDE drive
>and makes it work as SCSI wide or ultrawide depending on the card
>model (U or UW). It is the ACARD 7720UW. This will work on a Falcon
>but you will need to use your existing SCSI interface if you use an
>ST.
>
>http://www.acard.com/eng/product/scside/aec-7720u.html
>
>I use my card on my Mac G3 as an external SCSI (IDE 4gigs) and the
>card makes the comp see it as a reg SCSIdrive I can even boot system
>X or 9.2 from either partition.
>
>You could find this card on:
>ACARD
>BRIDGE
>
>
>I am sure it will work on any ST and I could test it on my Falcon but
>do not have time for it at the moment :(
>
>Raymond
>.

2624. Back to the STe

Newsgroup: comp.sys.atari.st
Date: 2004-04-14 20:53:27 UTC
From: Chris Thorley <christopher@thorley4082.fsnet.co.uk>
Message-ID: <c5k8c9$s1s$1@news7.svr.pol.co.uk>
Source record: 19313

Hi all,
back to the Newsgroup after a bit of an absence. Can anyone tell me
what's new on the scene. I have a 4MB STe with TOS 2.06 and an IDEal HD
interface with 340MB drive. Anything new on the block to turbo-charge the
old ST?

Chris Thorley

2625. Re: Registration

Newsgroup: comp.sys.atari.st
Date: 2004-04-14 21:12:26 UTC
From: Pearce Bollington <snob@highclass.com>
Message-ID: <407dc756@news.greennet.net>
Source record: 19314

"Clockmeister" <no-one@nowhere.com> wrote in message
news:407bb56c$0$18982$c30e37c6@lon-reader.news.telstra.net...
>
> "Pearce Bollington" <snob@highclass.com> wrote in message
> news:407b3eb0@news.greennet.net...
> >
> > "Clockmeister" <no-one@nowhere.com> wrote in message
> > news:407b18c4$0$18982$c30e37c6@lon-reader.news.telstra.net...
> > >
> > > "Pearce Bollington" <snob@highclass.com> wrote in message
> > > news:407ad17d@news.greennet.net...
> > > > >
> > > > > Anal retentive type huh?
> > > > >
> > > > > How does shut the fuck up sound?
> > > > >

2626. Re: Atari mouse

Newsgroup: comp.sys.atari.st
Date: 2004-04-14 21:24:44 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <107rb11sdhlgs48@corp.supernews.com>
Source record: 19315

"FCR" <frosaire@olypen.com> wrote in message
news:107r7r4o45q7pa6@corp.supernews.com...
> Hi,
> Are Amiga and Atari mouse's interchangable? I have a Logic 3 that is
> switchable and am wondering if all Amigas fit Atari.
> Thanks,
> fcr
>

No.

2627. Re: Brand New ATARI ST mouse F/S in London

Newsgroup: comp.sys.atari.st
Date: 2004-04-14 21:40:08 UTC
From: FCR <frosaire@olypen.com>
Message-ID: <107rbtpok1i0nd3@corp.supernews.com>
Source record: 19316

```
Blue Audio is selling these mice on eBay for 9.99 GBP starting bid. How
do they work?
Thanks,
fcr

-----------------------------------------------
Nighttrain Entertainment
http://forrestrosaire.com
```

"Cack Handed" <verybadbart@hotmail.com> wrote in message
news:a7b0b627.0404120238.64c638@posting.google.com...
> Just came across a source of Brand New Mice for my ATARI the other
> day. I'd been struggling with my almost dead one for some weeks, but
> managed to buy a brand new one in a shop in London called Blue Audio
> Visual for ?6.95. They told me that they've got at least 50 left
> still. Not sure if they do mail order or not, it may be worth giving
> them a call? Anyway, it's a great little secondhand music & Hifi shop
> with loads of interesting goodies. Address is 61 Upper Street,
> Islington, London. 020 7704 1124.

2628. Re: Registration

Newsgroup: comp.sys.atari.st
Date: 2004-04-14 22:11:17 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <407db589$0$18986$c30e37c6@lon-reader.news.telstra.net>
Source record: 19317

```
"Pearce Bollington" <snob@highclass.com> wrote in message
news:407dc756@news.greennet.net...
>
> "Clockmeister" <no-one@nowhere.com> wrote in message
> news:407bb56c$0$18982$c30e37c6@lon-reader.news.telstra.net...
> >
> > "Pearce Bollington" <snob@highclass.com> wrote in message
> > news:407b3eb0@news.greennet.net...
> > >
> > > "Clockmeister" <no-one@nowhere.com> wrote in message
> > > news:407b18c4$0$18982$c30e37c6@lon-reader.news.telstra.net...
> > > > >
> > > > "Pearce Bollington" <snob@highclass.com> wrote in message
> > > > news:407ad17d@news.greennet.net...
> > > > > >
> > > > > > Anal retentive type huh?
> > > > > >
> > > > > > How does shut the fuck up sound?
> > > > > > >
> > > > > > >
> > > > > > >
> > > > > > >
> > > > > > >
> > > > > > It sounds like an Americanism, I've a good mind to knock your
block
> > off!
> > > > > >
> > > > >
> > > > > You are wrong, Mr Anal.
> > > > >
> > > > >
> > > > You need your ears boxing!
> > > >
> > >
> > Get a life loser.
> >
> I have one!, and a very good one, my family have been living high off the
> hoof for many years, while taxpayers pay for my life , you fools!!
>

You don't need wealth to have a good life, I'm willing to bet that I have
done more in my life already then you ever will.
```

2629. Re: Registration

Newsgroup: comp.sys.atari.st
Date: 2004-04-14 22:17:48 UTC
From: Pearce Bollington <snob@highclass.com>
Message-ID: <407dd61a@news.greennet.net>
Source record: 19318

"Clockmeister" <no-one@nowhere.com> wrote in message
news:407db589$0$18986$c30e37c6@lon-reader.news.telstra.net...
>
> "Pearce Bollington" <snob@highclass.com> wrote in message
> news:407dc756@news.greennet.net...
> >
> > "Clockmeister" <no-one@nowhere.com> wrote in message
> > news:407bb56c$0$18982$c30e37c6@lon-reader.news.telstra.net...
> > >
> > > "Pearce Bollington" <snob@highclass.com> wrote in message
> > > news:407b3eb0@news.greennet.net...
> > > >
> > > > "Clockmeister" <no-one@nowhere.com> wrote in message
> > > > news:407b18c4$0$18982$c30e37c6@lon-reader.news.telstra.net...
> > > > >
> > > > > "Pearce Bollington" <snob@highclass.com> wrote in message
> > > > > news:407ad17d@news.greennet.net...
> > > > > >
> > > > > > Anal retentive type huh?
> > > > > >
> > > > > > How does shut the fuck up sound?
> > > > > >
> > > > > >
> > > > > >
> > > > > >
> > > > > >
> > > > > > It sounds like an Americanism, I've a good mind to knock your
> block
> > > > off!
> > > > >
> > > > >
> > > > > You are wrong, Mr Anal.
> > > > >
> > > > >
> > > > > You need your ears boxing!
> > > > >
> > > >
> > > > Get a life loser.
> > > >
> > > I have one!, and a very good one, my family have been living high off
> the
> > > hoof for many years, while taxpayers pay for my life , you fools!!
> > >

>
> You don't need wealth to have a good life, I'm willing to bet that I have
> done more in my life already then you ever will.
>
> Have you ever owned a Vincent Black shadow?, I doubt it, have you had the pleasure of a good Nanny who could both please you and punish you at the same time? and now how much are you willing to bet? who will judge? I can only spare ?2.500 today as I took a friend to lunch and spent ?340

2630. Re: Any aussies here?

Newsgroup: comp.sys.atari.st
Date: 2004-04-14 22:21:09 UTC
From: Pearce Bollington <snob@highclass.com>
Message-ID: <407dd6e3@news.greennet.net>
Source record: 19319

Thank goodness NO! we do have some culture on this NG unlike Australians
Thankyou and GOODNIGHT!!!

2631. Re: Registration

Newsgroup: comp.sys.atari.st
Date: 2004-04-15 11:53:54 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <407e7654$0$18991$c30e37c6@lon-reader.news.telstra.net>
Source record: 19320

"Pearce Bollington" <snob@highclass.com> wrote in message
news:407dd61a@news.greennet.net...
>
> "Clockmeister" <no-one@nowhere.com> wrote in message
> news:407db589$0$18986$c30e37c6@lon-reader.news.telstra.net...
> >
> > "Pearce Bollington" <snob@highclass.com> wrote in message
> > news:407dc756@news.greennet.net...
> > >
> > > "Clockmeister" <no-one@nowhere.com> wrote in message
> > > news:407bb56c$0$18982$c30e37c6@lon-reader.news.telstra.net...
> > > >
> > > > "Pearce Bollington" <snob@highclass.com> wrote in message
> > > > news:407b3eb0@news.greennet.net...
> > > > >
> > > > > "Clockmeister" <no-one@nowhere.com> wrote in message
> > > > > news:407b18c4$0$18982$c30e37c6@lon-reader.news.telstra.net...
> > > > > >
> > > > > > "Pearce Bollington" <snob@highclass.com> wrote in message
> > > > > > news:407ad17d@news.greennet.net...
> > > > > > >
> > > > > > > Anal retentive type huh?
> > > > > > >
> > > > > > > How does shut the fuck up sound?
> > > > > > > >
> > > > > > > >
> > > > > > > >
> > > > > > > >
> > > > > > > >
> > > > > > > It sounds like an Americanism, I've a good mind to knock your
> > block
> > > > > > off!
> > > > > > >
> > > > > > >
> > > > > > > You are wrong, Mr Anal.
> > > > > > >
> > > > > > >
> > > > > > > You need your ears boxing!
> > > > > > >
> > > > > >
> > > > > > Get a life loser.
> > > > > >
> > > > > I have one!, and a very good one, my family have been living high off

> the
> > > hoof for many years, while taxpayers pay for my life , you fools!!
> > >
> >
> > You don't need wealth to have a good life, I'm willing to bet that I
have
> > done more in my life already then you ever will.
> >
> > Have you ever owned a Vincent Black shadow?, I doubt it, have you had
the
> pleasure of a good Nanny who could both please you and punish you at the
> same time? and now how much are you willing to bet? who will judge? I can
> only spare ₤2.500 today as I took a friend to lunch and spent ₤340
>

Why would any of that make you happy? Life experiences and hardships makes
for living, not blowing money on useless stuff.

2632. UVK 2000 9.0

Newsgroup: comp.sys.atari.st
Date: 2004-04-15 16:47:43 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <c4ft70d3a0t9s90jb73jfecjbd7vdikhmv@4ax.com>
Source record: 19321

The other day I updated the Ultimate Virus Killer. Version 9.0 can be found at www.uvk2000.com. Check it out.

2633. Re: UVK 2000 9.0

Newsgroup: comp.sys.atari.st
Date: 2004-04-15 17:18:35 UTC
From: BMaedicke@t-online.de
Message-ID: <1gcatht.10fjyyn1c8fdb2N%BMaedicke@t-online.de>
Source record: 19322

Richard Karsmakers <sorry@no.spam> wrote:

> Version 9.0 can be found
> at www.uvk2000.com. Check it out.

this website is down :-(
Where can I found the last UVK 2000 version now?

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

2634. Re: UVK 2000 9.0

Newsgroup: comp.sys.atari.st
Date: 2004-04-15 17:42:14 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <407ed788928700@pandora.be>
Source record: 19324

on Thu 15-04-2004 19:18 Bernd Maedicke wrote:

>Richard Karsmakers <sorry@no.spam> wrote:
>
>> Version 9.0 can be found
>> at www.uvk2000.com. Check it out.
>
>this website is down :-(
>Where can I found the last UVK 2000 version now?

Since when? A few seconds ago (19:41) I went to www.uvk2000.com and I could retrieve the latest version.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2635. Re: UVK 2000 9.0

Newsgroup: comp.sys.atari.st
Date: 2004-04-15 17:43:05 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c5mhe6$r30$1@news.freedom2surf.net>
Source record: 19323

Website is 404!

"Richard Karsmakers" <sorry@no.spam> wrote in message
news:c4ft70d3a0t9s90jb73jfecjbd7vdikhmv@4ax.com...
> The other day I updated the Ultimate Virus Killer. Version 9.0 can be
found
> at www.uvk2000.com. Check it out.

2636. Re: UVK 2000 9.0

Newsgroup: comp.sys.atari.st
Date: 2004-04-15 18:18:48 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <20040415141848.7df6df0d.No-Spam@Ivn.cl>
Source record: 19325

I can saw it..

El Thu, 15 Apr 2004 19:42:14 +0200 (CET DST)
"Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be> escribio:

> on Thu 15-04-2004 19:18 Bernd Maedicke wrote:
>
> >Richard Karsmakers <sorry@no.spam> wrote:
> >
> >> Version 9.0 can be found
> >> at www.uvk2000.com. Check it out.
> >
> >this website is down :-(
> >Where can I found the last UVK 2000 version now?
>
> Since when? A few seconds ago (19:41) I went to www.uvk2000.com and I could
> retrieve the latest version.
>
> TTFN
> Martin
>
> http://www.againsttcpa.com | In 2002 began the war for digital freedom
> --
> ******** Greetings from Okami Newsreader *********
> ** On the seventh day He created Atari **
> ** But He uses a freeMiNT powered Hades 060 now **
> UTSI: http://users.pandora.be/tos4ever/utsi.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2637. Re: UVK 2000 9.0

Newsgroup: comp.sys.atari.st
Date: 2004-04-15 18:27:20 UTC
From: sf0218@aol.com
Message-ID: <20040415142720.22183.00000438@mb-m06.aol.com>
Source record: 19326

I just accessed the site myself as well.

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2638. Re: Atari mouse

Newsgroup: comp.sys.atari.st
Date: 2004-04-15 18:57:41 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <407ed9a5$0$18991$c30e37c6@lon-reader.news.telstra.net>
Source record: 19327

"FCR" <frosaire@olypen.com> wrote in message
news:107r7r4o45q7pa6@corp.supernews.com...
> Hi,
> Are Amiga and Atari mouse's interchangable? I have a Logic 3 that is
> switchable and am wondering if all Amigas fit Atari.
> Thanks,

No, although it's just a matter of switching one wire to convert between
Amiga/Atari hence a lot of aftermarket mice supported both with a switch.

2639. Re: Any aussies here?

Newsgroup: comp.sys.atari.st
Date: 2004-04-15 18:58:34 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <407ed9da$0$18983$c30e37c6@lon-reader.news.telstra.net>
Source record: 19328

"Pearce Bollington" <snob@highclass.com> wrote in message
news:407dd6e3@news.greennet.net...
> Thank goodness NO! we do have some culture on this NG unlike Australians
> Thankyou and GOODNIGHT!!!
>

Says the pillock in an Atari newsgroup...

2640. ST RGB signal - bad grounding?

Newsgroup: comp.sys.atari.st
Date: 2004-04-15 20:54:42 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <c5msro$r8v$1@news8.svr.pol.co.uk>
Source record: 19329

I've noticed when using my ST with an RGB monitor that it seems quite incapable of displaying an actually black screen, the closest it can get is a dark grey, which is kind of annoying (especially playing space games!), and I wondered if anyone here could help.

The screen and cables are probably ok, because with the ST switched off the screen does go properly blank (ie, completely black) Otherwise the graphics seem more or less alright (signal cuts out or rolls for a couple of seconds occasionally, perhaps there's also a dry joint somewhere in the synchro circuits). Is this a known problem with aging STs (or just STs in general - I have heard that Atari's 8 bit machines were notorious for having poor video interface circuits, but I've never used one myself), or is there more likely to be something wrong with my video cables somewhere? I've checked continuity with a multimeter, the ground line appears to be connected ok, so my intial hypothesis that it might be floating somewhere because of a broken wire is probably wrong.

Can anyone suggest anything?

Thanks.

Tom

BTW, a colleague at work today mentioned a machine made in the 16 bit period (68000 based) that seems to have been completely overshadowed by the giants of the era, the Amiga and ST, the machine in question being a Sinclair "QL". Can anyone tell me anything about these things? I've never heard of them before. Maybe google will turn up something interesting.

2641. Re: ST RGB signal - bad grounding?

Newsgroup: comp.sys.atari.st
Date: 2004-04-15 22:09:52 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <407f07d2$0$17902$cc9e4d1f@news-text.dial.pipex.com>
Source record: 19330

Hi Tom,

Are you sure you haven't got the contrast of your monitor turned up too high since this is a easy probable casue of not going to black.......

Chris

"Tom McEwan" <captaininsanity@ONAYAMSPAYuk2.co.uk> wrote in message news:c5msro$r8v$1@news8.svr.pol.co.uk...
> I've noticed when using my ST with an RGB monitor that it seems quite
> incapable of displaying an actually black screen, the closest it can get is
> a dark grey, which is kind of annoying (especially playing space games!),
> and I wondered if anyone here could help.
>
> The screen and cables are probably ok, because with the ST switched off the
> screen does go properly blank (ie, completely black) Otherwise the graphics
> seem more or less alright (signal cuts out or rolls for a couple of seconds
> occasionally, perhaps there's also a dry joint somewhere in the synchro
> circuits). Is this a known problem with aging STs (or just STs in general -
> I have heard that Atari's 8 bit machines were notorious for having poor
> video interface circuits, but I've never used one myself), or is there more
> likely to be something wrong with my video cables somewhere? I've checked
> continuity with a multimeter, the ground line appears to be connected ok, so
> my intial hypothesis that it might be floating somewhere because of a broken
> wire is probably wrong.
>
> Can anyone suggest anything?
>
> Thanks.
>
> Tom
>
> BTW, a colleague at work today mentioned a machine made in the 16 bit period
> (68000 based) that seems to have been completely overshadowed by the giants
> of the era, the Amiga and ST, the machine in question being a Sinclair

"QL".
> Can anyone tell me anything about these things? I've never heard of them
> before. Maybe google will turn up something interesting.
>
>

2642. Re: ST RGB signal - bad grounding?

Newsgroup: comp.sys.atari.st
Date: 2004-04-15 22:45:37 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c5n35b$15m$1@news.freedom2surf.net>
Source record: 19331

Its more likely to be the monitor. If you cant get rid of it with brightness/contrast controls then you maybe able to adjust the pots inside the case but I wouldnt recommend it unless you are comfortable working around mains voltages.

The sinclair QL was a 68008 based machine. It was Sinclair's last attempt at making a serious use i.e not for games - home computer, which was Clive Sinclair's intention with the Spectrum. Not really a 16bit machine, depends on what your definition is. The 68008 cpu was only 8-bits wide on the data bus, but apart from that it was the same as a 68000 inside (with 32bit registers).

"Tom McEwan" <captaininsanity@ONAYAMSPAYuk2.co.uk> wrote in message news:c5msro$r8v$1@news8.svr.pol.co.uk...
> I've noticed when using my ST with an RGB monitor that it seems quite
> incapable of displaying an actually black screen, the closest it can get is
> a dark grey, which is kind of annoying (especially playing space games!),
> and I wondered if anyone here could help.
>
> The screen and cables are probably ok, because with the ST switched off the
> screen does go properly blank (ie, completely black) Otherwise the graphics
> seem more or less alright (signal cuts out or rolls for a couple of seconds
> occasionally, perhaps there's also a dry joint somewhere in the synchro
> circuits). Is this a known problem with aging STs (or just STs in general -
> I have heard that Atari's 8 bit machines were notorious for having poor
> video interface circuits, but I've never used one myself), or is there more
> likely to be something wrong with my video cables somewhere? I've checked
> continuity with a multimeter, the ground line appears to be connected ok, so
> my intial hypothesis that it might be floating somewhere because of a broken
> wire is probably wrong.
>
> Can anyone suggest anything?
>
> Thanks.
>
> Tom
>

> BTW, a colleague at work today mentioned a machine made in the 16 bit
period
> (68000 based) that seems to have been completely overshadowed by the
giants
> of the era, the Amiga and ST, the machine in question being a Sinclair
"QL".
> Can anyone tell me anything about these things? I've never heard of them
> before. Maybe google will turn up something interesting.
>
>

2643. Re: UVK 2000 9.0

Newsgroup: comp.sys.atari.st
Date: 2004-04-15 22:47:18 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c5n38f$168$1@news.freedom2surf.net>
Source record: 19332

Still 404. (23:47 GMT+1)

"Martin "Nightowl" Byttebier" <donotusethisaddress@tiscali.be> wrote in
message news:407ed788928700@pandora.be...
> on Thu 15-04-2004 19:18 Bernd Maedicke wrote:
>
> >Richard Karsmakers <sorry@no.spam> wrote:
> >
> >> Version 9.0 can be found
> >> at www.uvk2000.com. Check it out.
> >
> >this website is down :-(
> >Where can I found the last UVK 2000 version now?
>
> Since when? A few seconds ago (19:41) I went to www.uvk2000.com and I
could
> retrieve the latest version.
>
> TTFN
> Martin
>
> http://www.againsttcpa.com | In 2002 began the war for digital freedom
> --
> ******** Greetings from Okami Newsreader *********
> ** On the seventh day He created Atari **
> ** But He uses a freeMiNT powered Hades 060 now **
> UTSI: http://users.pandora.be/tos4ever/utsi.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2644. Re: Any aussies here?

Newsgroup: comp.sys.atari.st
Date: 2004-04-15 23:35:03 UTC
From: Jason Davey <acs@webaxs.net>
Message-ID: <c5n67h$180p$1@arachne.labyrinth.net.au>
Source record: 19333

"Pearce Bollington" <snob@highclass.com> wrote in message
news:407dd6e3@news.greennet.net...
> Thank goodness NO! we do have some culture on this NG unlike Australians
> Thankyou and GOODNIGHT!!!
>
>

Are you for real??????

2645. ADV: 20% off Atari! 2600/7800! New stuff!

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 00:39:43 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0404151734130.1896-100000@onyx.spiritone.com>
Source record: 19336
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

04-15-2004: I've just updated 5 Catalogs with New Games & stuff & Created a New Catalog for 2600/7800 Games! Goto http://BensCatalogs.Atari.org

I'm offering A 20% Discount on Games/ SoftWare & References/ Books for Classic Atari 8 Bit & Atari ST Computer Lines! Whether your spending Tax Rebate Dollars, spending Euro's from Europe or satisfying your Yen for Atari! We Ship anywhere the Law allows! And If your in the United States, take advantage of the cheaper Postage for Media Mail Rate. Got Questions? E-Mail Atari@aracnet.com or call Ben@ (503)256-9974! 1st Come! 1st Serve!

http://www.aracnet.com/~atari/newstuff.htm Whats New from BSC.
http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/specials.htm Atari Tax Break Special!!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2646. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 00:43:11 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0404151739530.1896-100000@onyx.spiritone.com>
Source record: 19334
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2647. ADV: Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 00:46:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0404151743260.1896-100000@onyx.spiritone.com>
Source record: 19335
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2648. Re: UVK 2000 9.0

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 04:34:11 UTC
From: BMaedicke@t-online.de
Message-ID: <1gcbomu.101b3p42273roN%BMaedicke@t-online.de>
Source record: 19337

Martin "Nightowl" Byttebier <donotusethisaddress@tiscali.be> wrote:

> Since when? A few seconds ago (19:41) I went to www.uvk2000.com and I could
> retrieve the latest version.

Hm, I test it for some minutes now with iCab on MacOS X.
The result is here: <http://www.maedicke.de/test/snap_01.jpg>

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

2649. Re: Any aussies here?

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 06:53:47 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c5nvom$7k0$1@news.freedom2surf.net>
Source record: 19338

```
"Jason Davey" <acs@webaxs.net> wrote in message
news:c5n67h$180p$1@arachne.labyrinth.net.au...
>
> "Pearce Bollington" <snob@highclass.com> wrote in message
> news:407dd6e3@news.greennet.net...
> > Thank goodness NO! we do have some culture on this NG unlike Australians
> > Thankyou and GOODNIGHT!!!
> >
> >
>
> Are you for real??????
>

No he is not. Put him in your kill file.
```

2650. Re: Any aussies here?

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 08:05:50 UTC
From: Taxman <IVABIGONE@yeah.com.au>
Message-ID: <407f93dd$0$16582$5a62ac22@freenews.iinet.net.au>
Source record: 19339

had a bad experience with an aussie eh?

We/they aren't all wankers, just the majority! ;)

"Pearce Bollington" <snob@highclass.com> wrote in message
news:407dd6e3@news.greennet.net...
> Thank goodness NO! we do have some culture on this NG unlike Australians
> Thankyou and GOODNIGHT!!!
>
>

2651. Need help remembering a game

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 08:27:55 UTC
From: mp__@hotmail.com
Message-ID: <32853c1a.0404160027.1b47fcee@posting.google.com>
Source record: 19340

I have this vague recollection of a game on the ST, kinda like one of those tile-matching games (Shanghai or whatever it's called) but when you clicked two tiles, not only did they have to have the same pattern, but they also had to be connectable by some small number--possibly 3?--of horizontal and vertical line segments, which was not always possible given intervening tiles, so the order in which you matched them was important. And you played against the clock.

Does that ring a bell with anyone?

I'm hoping someone will recognize the game and be able to refresh my memory as to exactly what the "connectability" rules were. Or perhaps there's a PC version out there?

Thanks,

Michael <-- has an ST in storage

2652. For sale: ATARI 260ST Handbook (German) 10 EUR + Shipping

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 09:47:27 UTC
From: Boehlke <boehlke@t-online.de>
Message-ID: <c5oa3mhtc04$1@news.t-online.com>
Source record: 19341
Cross-posted to: comp.sys.atari.st,ger.atari

18 x 20 cm, 81 pages, seems to be "unused".At interest please mailto:
jens.boehlke@epost.de

10 EUR + shipping or get it at Aachen (Germany)

2653. Re: Registration

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 11:41:58 UTC
From: Pearce Bollington <snob@highclass.com>
Message-ID: <407fe414@news.greennet.net>
Source record: 19345

"Clockmeister" <no-one@nowhere.com> wrote in message
news:407e7654$0$18991$c30e37c6@lon-reader.news.telstra.net...
sorry Ticket 4389478 Atatimugs now closed

2654. Re: Any aussies here?

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 11:43:14 UTC
From: Pearce Bollington <snob@highclass.com>
Message-ID: <407fe460@news.greennet.net>
Source record: 19344

"Taxman" <IVABIGONE@yeah.com.au> wrote in message
news:407f93dd$0$16582$5a62ac22@freenews.iinet.net.au...
> had a bad experience with an aussie eh?
>
> We/they aren't all wankers, just the majority! ;)

Well said here here

2655. Re: Need help remembering a game

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 12:01:00 UTC
From: Eric Bozon <no.spams@no.spams.cn>
Message-ID: <c5ohv7$l0q$1@news-reader5.wanadoo.fr>
Source record: 19342

Hello,

"mp" <mp__@hotmail.com> a crit dans le message de news:
32853c1a.0404160027.1b47fcee@posting.google.com...
> I have this vague recollection of a game on the ST, kinda like one of
> those tile-matching games (Shanghai or whatever it's called) but when
> you clicked two tiles, not only did they have to have the same
> pattern, but they also had to be connectable by some small
> number--possibly 3?--of horizontal and vertical line segments, which
> was not always possible given intervening tiles, so the order in which
> you matched them was important. And you played against the clock.
>
> Does that ring a bell with anyone?
>
> I'm hoping someone will recognize the game and be able to refresh my
> memory as to exactly what the "connectability" rules were. Or perhaps
> there's a PC version out there?
>
> Thanks,
>
> Michael <-- has an ST in storage

Match it ?

ST version ("ST magazine N 59") :

http://stmagazine.free.fr/archives/index.php

DOS version ("Telecharger") :

http://www.abandonware-france.org/ltf-jeu.php3?id=526

@+

2656. Re: Brand New ATARI ST mouse F/S in London

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 12:42:25 UTC
From: Bob Upundown <noboddy@nowhere.com>
Message-ID: <407ff23e@news.greennet.net>
Source record: 19246

"FCR" <frosaire@olypen.com> wrote in message
news:107rbtpok1i0nd3@corp.supernews.com...
> Blue Audio is selling these mice on eBay for 9.99 GBP starting bid. How
> do they work?
> Thanks,
> fcr

You plug them into a little hole under the computer and push them round on a rubber mat, as you do a little arrow moves around the screen, when it is on top of something you want you press one of the two buttons that are on top or the mouse

2657. Re: Falcon Video

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 12:46:14 UTC
From: RSE <stuff@recycledTAKECAPSOUTsteel.co.uk>
Message-ID: <c5ok73$5bq$1$8302bc10@news.demon.co.uk>
Source record: 19343

Yep I head great fun with my Eclipse, I think the problem was more software than anything. Never managed to get it completely stable, well not in anything that would be nice in the big resolutions.

E.

"SF0218" <sf0218@aol.com> wrote in message news:20040405132022.18673.00000664@mb-m03.aol.com...
> Sorry All,
>
> What can I do to increase the Falcon's video to say, 1024x768 truecolor?
>
> I've considered the Eclipse, but I've read that it has some problems with quite
> a few programs.
>
> Thanks everybody,
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,
> Seattle Seahawks Nut
>

2658. Re: UVK 2000 9.0

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 15:07:20 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <408004c04aba70@pandora.be>
Source record: 19247

on Fri 16-04-2004 06:34 Bernd Maedicke wrote:

>Martin "Nightowl" Byttebier <donotusethisaddress@tiscali.be> wrote:
>
>> Since when? A few seconds ago (19:41) I went to www.uvk2000.com and I could
>> retrieve the latest version.
>
>Hm, I test it for some minutes now with iCab on MacOS X.

Icab ... No wonder you can't load that page. Use Highwire and you'll get
in :-)

Seriously. I tried today (17:05 local time) with Highwire (Hades) and Ipiphany
(Linux). No problem whatsoever to get in.

Maybe a problem with your ISP? I don't know.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2659. UVK 2000 site and its accessibility

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 15:59:35 UTC
From: Richard Karsmakers <sorry@no.spam>
Message-ID: <qj0080pcfe0osah6i35b28qu8b8niu8ggi@4ax.com>
Source record: 19248

Some people could get to the site and some couldn't. Well, I think I know
why.
I changed hosts. The DNS details don't get update at the same time globally.
Some DNS servers may have had the old details, some the new details. In
theory all DNS servers world-wide should have the correct details now. I
think it should take no longer than 36 hours for them to synchronise.
So please try again if you're still interested: www.uvk2000.com.
Apologies for the hassle.

2660. Re: Newsie is fine app

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 16:17:52 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1082143064-141688AEicMi@gmx.net>
Source record: 19255

From: swamptaxes-NOT-@atlantic.net (John Garone)
Date: Sun, 11 Apr 2004 18:37:29 GMT

Hi John,

>>If an app has only a handfull of users then you can't really expect
>>tons of responses...
>>
>I see then even more need for those who "ran away" to have responded
>to the doc. At least they could have told the author why they flee so
>fast or at least point out major bugs (in a polite way of course :)

Ok....I ran away from it once as well. Like many people I contacted the
author pointing out certain flaws in the app, but there's a limit to being
helpfull, and certainly when its coming from only one direction. The way I
see it is that he couldn't fix them or he didn't give a damn about it. I
don't really care why, how, what the reasons were, all I know is that in
practice nothing changed. So I figured it was time to move on and look for
something better, I found it BTW, and I'm using it for almost six years
now. I could have dropped the Newsie author a line of course telling him
why I opted to use something different, but that would have been quite
pointless, he knows very well what's troubling Newsie...

>by today's net standards same with CAB, HSMODEM, Cubase and dialers that
>can't access certain ISPs.

Ho ho... it depends a lot on the stack that's being used also. I still
have to see the first ISP to which Iconnect isn't able to connect to. And
as for CAB, I've used and tried every OVL available for it, but always
return back to the one that's originally supplied with it. I must have
written this a thousand times by now.... use CAB with IConnect and the
Iconnect OVL and be pleasantly surprised.
BTW what's up with HSMODEM? AFAIK it does all it promises to do: speed up
the serial ports....

> I agree that Newsie is lacking and bugged (rather than putting it as
>"crap"). No new news there! But why the negative post because the sources
>are now public?

Because open source on this platform doesn't work, it's as simple as that.
There's a group of people here which thinks different, but they have very
little to show... one could say, leave them in peace, but they are partly
responsible for people dreaming here. Giving an app the open source status
is one thing, the app being actively maintained and developed is another
thing, and it's right there that things don't really work out to well.
Have you any idea how many ex commercial/shareware/public domain apps now

carry that status? And what in practice has changed? Except for the new status these apps are just as dead as they were before.
The way I see it is that the remaining bunch of people we call programmers are tied up doing different things, there's only so much one person can do also of course. And it's like you guys think that there are hundreds of programmers out there all very eagerly waiting to get their hands on a new project! Look around .... the situation had never been as worse. These programmers are a figure of our imagination, they don't exist. They're gone, and the remaining bunch is occupied with something different.

>Open sources been asked for from Alexander Clauss for CAB. Should he
>deserve the same treatment if he (ASH) had let it free?

Are you guys living in coockoo land? CAB is still being sold, not a lot of course, but every month at least a couple of copies. BTW, you shouldn't be asking Alexander Claus but ASH, CAB together with IConnect are one of the few apps made in commission for ASH, the copyright belongs to them, about all you can get from Alexander will be the sources for CAB 1.5... if these don't interfere with copyright of later versions. And don't forget that CAB is an example of teamwork, we all associate Alexander with CAB, but about every programmer that had something to do with ASH chipped in....

And it's about time we face it: the **only** reason why CAB is not further developed is theft. Someone at ASH once told me once how many versions of CAB that actually have been sold... I was stunned, and it's not only CAB, but about the whole ASH catalogue. Once that they couldn't even recover the costs anymore, that was it... we've got ourselves to thank for it. We all would love to see a new version of NVDI appear.... same reason! And then you guys have the nerves to ask these authors to release their code!! I think, no let's make that I'm convinced that they'll tell you where to stick it.
And it's not only happening to commercial software, ask Didier how many registered Aniplayer users there are, why do you think that the development of PhotoTip was halted?

First we steal it, and when it's not being developed further anymore we want it to be free and open source.... the same thing is happening to HD Driver, one of these days Uwe will be fed up with people ripping him off, I wonder who will be shameless enough to ask him for the sources.
The Newsie code is resting now on the same heap where QED, Chagall, Interface, Cypress and many others are gathering dust. So, like I said, let's talk in a couple of years...

>thanks for offering someone elses help but I'm not interested!
>I'm sure that if Okami is as great as the currnet users say it is then it
>would be more widely used by us inadequate or just plain lazy consumers if
>it were easier to install.

I had to offer someones elses help... I'm not an Okami user. Anyone who knows me a little knows that I'm always on standby to help someone out. If you for example would be willing to start using MagiC, I'll be the first one to get you going with ASH Emailer...
I have tried Okami a couple of times, it's just as good as ASH Emailer, but

didn't really offer anything more either, so I sticked to using what I like best. And yep, you are right. Okami is not the easiest app to set up

>he good lord willing, see you in '06. I'll set my alarm clock :)

That's not necessary, I'll wake you up :-)

Cheers from Belgium
Dennis

2661. Re: Atari STe

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 16:19:20 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1082143060-140903AEicMi@gmx.net>
Source record: 19254

From: "Dave T." <417ci-ohc-v8@Perth.com.au>
Date: Tue, 13 Apr 2004 07:57:58 +0800

Hi Dave,

>not a games machine, and hardly runs any either, thus, boring boring
>boring and the stock video capabilities are nothing to get excited about
>that's for sure.

What's boring about a standard 1280*960 resolution? what's boring about
being able to attach up to 14 different SCSI & DMA devices, Why are 5
serial ports boring? Why is a VME expansion port boring? Why is an easy
expandable computer boring? Why is fast ram boring? Why is the seperate
keyboard boring? etc...

>
>falcon has many games dedicated to take advantage of it.

Really? Would you perhaps care to list them? The whole lot should fit in a
relatively short posting. Or should I ask to define "many" ? LOL
IMO anyone who wants to play *many dedicated" games should focus his
attention on a ST or STE. If he plays a different game everyday, he'll be
busy for at least the next ten years...

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

2662. Re: Newsie is fine app

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 16:19:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1082143070-142963AEicMi@gmx.net>
Source record: 19256

From: lp <gfa@mint.org>
Date: Sun, 11 Apr 2004 15:09:45 -0400

>>> Look what clients are used to post here, most of the posters to this thread
>>> don't even use a Atari and/or Atari news client anymore. So does it
surprise
>>> you that hardly anyone is interested? It's amazing to see that some people
>>> who haven't used Newsie for years and on top of that prefer to post from a
>>> different platform have come out of the woodwork.
>
>Do you even have a clue you describe yourself... lol

On the contrary.... it might have escaped your attention -like so many things-
but I'm posting with a client that is 100% Atari. Unlike your client made by
that wonderfull firm which can't even keep pace with threads, but breaks them
up. But hey, if it's good enough for you....
Keep on LOL but don't choke, that would be a real waste.

Cheers from Belgium
Dennis

2663. Re: Where can i get an used Falcon ?

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 16:19:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1082143056-140199AEicMi@gmx.net>
Source record: 19253

From: "Ivan Barrera A." <Bruce@Ivn.cl>
Date: Mon, 12 Apr 2004 14:18:35 -0400

Hi Ivan,

>Dont be so rude...

Don't mind about him... he's our local idiot. It's best to not pay any
attention at all to posts posted from the news@greennet.server.

>I'm from Santiago, Chile (South America).
>As you can see, my primary language is spanish, not english, and i'm used my
>mailbox address just in eBay. So .. my mistake... then , my mailbox is in
>Miami, Florida , USA. But i'm from Santiago/Chile.

You really don't have to explain your where abouts here! but hey, welcome
anyway! I had absolutely no idea that there are Atarians in Chile, please
make my day and don't come telling us next that you're about the only one
there!

>Just curious....
>Why the TT is boring ???
>and... is it for sale ? xD

Ofcourse a TT is not boring, Atari never made one single boring machine! Every
computer they made, had some unique features. I think that the TT can best be
described as the "versatile work horse" from the range.
If you're looking for a TT get in touch with me privately I might be able to
help you out.

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

2664. .scr files

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 17:16:02 UTC
From: sf0218@aol.com
Message-ID: <20040416131602.10019.00000413@mb-m17.aol.com>
Source record: 19249

What the heck is that?
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2665. Re: .scr files

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 17:21:44 UTC
From: Bob Upundown <noboddy@nowhere.com>
Message-ID: <408033b3@news.greennet.net>
Source record: 19265

usually a PC virus hiding within a screensaver extension DO NOT OPEN IT IN A PC!!
"SF0218" <sf0218@aol.com> wrote in message news:20040416131602.10019.00000413@mb-m17.aol.com...
> What the heck is that?
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,
> Seattle Seahawks Nut
>

2666. Re: UVK 2000 9.0

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 17:25:51 UTC
From: BMaedicke@t-online.de
Message-ID: <1gccocr.13fkmw91li7tneN%BMaedicke@t-online.de>
Source record: 19250

Martin "Nightowl" Byttebier <donotusethisaddress@tiscali.be> wrote:

> Icab ... No wonder you can't load that page.

I test it with Mozilla, IE and Safari too. the result is the same
problem.

> Use Highwire and you'll get
> in :-)

:-)

> Maybe a problem with your ISP? I don't know.

Hm, very strange.

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

2667. Re: UVK 2000 9.0

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 17:49:49 UTC
From: sf0218@aol.com
Message-ID: <20040416134949.17478.00000421@mb-m20.aol.com>
Source record: 19251

Hey Bernd,

I use a Win pc to access the web. I haven't had any problem accessing the UVK site.

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2668. Re: .scr files

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 17:53:11 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c5p6cvjld1@news.freedom2surf.net>
Source record: 19252

If you see it posted on a newsgroup its a virus. Dont touch.

"SF0218" <sf0218@aol.com> wrote in message
news:20040416131602.10019.00000413@mb-m17.aol.com...
> What the heck is that?
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,
> Seattle Seahawks Nut
>

2669. Re: Brand New ATARI ST mouse F/S in London

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 19:10:25 UTC
From: FCR <frosaire@olypen.com>
Message-ID: <1080bt2n2vvgj1e@corp.supernews.com>
Source record: 19257

Ahhh..so THAT'S what the little arrow on my screen is for...!

--
Nighttrain Entertainment
http://forrestrosaire.com

"Bob Upundown" <noboddy@nowhere.com> wrote in message
news:407ff23e@news.greennet.net...
>
> "FCR" <frosaire@olypen.com> wrote in message
> news:107rbtpok1i0nd3@corp.supernews.com...
> > Blue Audio is selling these mice on eBay for 9.99 GBP starting bid.
How
> > do they work?
> > Thanks,
> > fcr
>
> You plug them into a little hole under the computer and push them round on
a
> rubber mat, as you do a little arrow moves around the screen, when it is
on
> top of something you want you press one of the two buttons that are on top
> or the mouse
>
>

2670. Re: .scr files

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 19:23:12 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <4080409ae5dc30@tripnet.se>
Source record: 19258

In comp.sys.atari.st <c5p6cvjld1@news.freedom2surf.net>
Coda wrote on Fri 16-04-2004 18:53 (+0100):

>If you see it posted on a newsgroup its a virus. Dont touch.
>
>"SF0218" <sf0218@aol.com> wrote in message
>news:20040416131602.10019.00000413@mb-m17.aol.com...
>> What the heck is that?

Well, it's usually just a dialer script for the STinG dialer
application if we are talking Atari here...

On another popular platform it might be a screensaver application or more
commonly yet other executable file that would infect your computer with
some virus... Nothing to worry about as long as you don't try to run it
on a vulnerable OS.

A toast to the brave who rely on Redmond software online!

I just finished a WindowsUpdate session that cured(?) some critical MSIE
security holes. The fact there are still new ways discowered that make it
possible to infect/destroy your computer by simply browse the web is
scary...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2671. Re: Need help remembering a game

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 19:35:49 UTC
From: John Miskinis <nospam@here.com>
Message-ID: <pan.2004.04.16.19.35.49.101506@here.com>
Source record: 19259

Well, there was a great game called "Nevermind", by
(sp?) Psygnosis. You had to gather and paste tiles of
an image together in the correct manner, against a running
clock and other obsticles

Was that it?

John Miskinis
http://conquest.palmside.com/miskinix

2672. Re: Brand New ATARI ST mouse F/S in London

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 19:52:15 UTC
From: Bob Upundown <noboddy@nowhere.com>
Message-ID: <408056f9@news.greennet.net>
Source record: 19266

You got it in one!! it had me puzzled for years!! freaky or what??

"FCR" <frosaire@olypen.com> wrote in message
news:1080bt2n2vvgj1e@corp.supernews.com...
> Ahhh..so THAT'S what the little arrow on my screen is for...!
> _____
> Nighttrain Entertainment
> http://forrestrosaire.com
>
>
>
> "Bob Upundown" <noboddy@nowhere.com> wrote in message
> news:407ff23e@news.greennet.net...
> >
> > "FCR" <frosaire@olypen.com> wrote in message
> > news:107rbtpok1i0nd3@corp.supernews.com...
> > > Blue Audio is selling these mice on eBay for 9.99 GBP starting bid.
> How
> > > do they work?
> > > Thanks,
> > > fcr
> >
> > You plug them into a little hole under the computer and push them round
on
> a
> > rubber mat, as you do a little arrow moves around the screen, when it is
> on
> > top of something you want you press one of the two buttons that are on
top
> > or the mouse
> >
> >
>
>

2673. Re: Any aussies here?

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 21:54:30 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <40805494$0$18997$c30e37c6@lon-reader.news.telstra.net>
Source record: 19261

```
"Pearce Bollington" <snob@highclass.com> wrote in message
news:407fe460@news.greennet.net...
>
> "Taxman" <IVABIGONE@yeah.com.au> wrote in message
> news:407f93dd$0$16582$5a62ac22@freenews.iinet.net.au...
> > had a bad experience with an aussie eh?
> >
> > We/they aren't all wankers, just the majority! ;)
>
> Well said here here
>

The majority are Poms... that is why.
```

2674. Re: Registration

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 21:55:38 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <408054d9$0$18996$c30e37c6@lon-reader.news.telstra.net>
Source record: 19260

"Pearce Bollington" <snob@highclass.com> wrote in message
news:407fe414@news.greennet.net...
>
> "Clockmeister" <no-one@nowhere.com> wrote in message
> news:407e7654$0$18991$c30e37c6@lon-reader.news.telstra.net...
> sorry Ticket 4389478 Atatimugs now closed
>

Don't stop trolling now.

2675. Re: Back to the STe

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 22:02:08 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4080039e9411a3@comcast.net>
Source record: 19262

>Hi all,
> back to the Newsgroup after a bit of an absence. Can anyone tell me
>what's new on the scene. I have a 4MB STe with TOS 2.06 and an IDEal HD
>interface with 340MB drive. Anything new on the block to turbo-charge the
>old ST?
>
>Chris Thorley

I have hooked my STe to my EytherNet lan using hardware that works
through the cart port. This makes it easy for me to back it up on
my Hades since it to is on my Lan...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2676. Re: Atari STe

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 22:02:08 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4080039e9411a2@comcast.net>
Source record: 19263

>
>"Ivan Barrera A." <Bruce@Ivn.cl> wrote in message
>news:20040411132609.67ee9a4a.Bruce@Ivn.cl...
>> Hi !
>>
>> I've lots of atari ST. But no STe.
>> Is there any difference i can make with one ?
>> Could i install better software ? Easy to install a harddisk ?
>>
>
>With newer STe software that supports it, yes better sound and graphics
>(Like Amiga, stereo sound and 4096 colors), and support for Jad Pads.
>
>But there aren't many titles that were made to use the extra features.
>
>Tim

That is true about there not being two many titles for the STe,
but the ones that came out really shined. Two bad Atari just did
not release this computer first instead of the regular ST.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2677. Re: MyPDF

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 22:02:09 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4080039e9411a4@comcast.net>
Source record: 19264

>Anyway, if this person really doesn't want to spend any money, and
>likes TOS that much, they could easily download the latest Mint binary
>and AES 4.0 or 4.1, put Mint in their AUTO folder, and simply edit a
>the MINT.CNF file so that it just contains GEM=<path to AES>\GEM.SYS.
>Just reboot and you'll have your usual GEM desktop with a few extra
>features, and most importantly multitasking. Or they could get XaAES
>or MyAES and Teradesk if they don't mind a different environment, and
>don't mind a slightly more complex installation. Either one should
>still work fine in limited memory as long as you don't have a full
>Mint distribution installed.
>
>Mike Freeman
>mike [at] freeman-studio [dot] com

I agree here. Mint is a nice way to go and for the most part, it
is free. I have it installed on a separate hardrive and I just
need to install version 2 of N.AES.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2678. Re: Newsie is fine app

Newsgroup: comp.sys.atari.st
Date: 2004-04-16 22:49:37 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c5pnu0$kq4$1@hercules.btinternet.com>
Source record: 19267

Hi there

<haha@killfile.com> wrote in message
news:BCA0BD9D.10946%haha@killfile.com...
> >Shit mate, i thought this was really you.
>
> Steve,
>
> It is me. Do you not recognize one of your sheep?
>
> Cheers from Belgium
> Dennis

Baaaarrr-ley!!

8~)

--

Regards, Steve S.

2679. Re: .scr files

Newsgroup: comp.sys.atari.st
Date: 2004-04-17 00:36:47 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <20040416203647.53df473d.No-Spam@Ivn.cl>
Source record: 19268

more specific :

Dont open it in a pc using Win$

El Fri, 16 Apr 2004 18:21:44 +0100
"Bob Upundown" <noboddy@nowhere.com> escribio:

> usually a PC virus hiding within a screensaver extension DO NOT OPEN IT IN A
> PC!!
> "SF0218" <sf0218@aol.com> wrote in message
> news:20040416131602.10019.00000413@mb-m17.aol.com...
> > What the heck is that?
> > Sam F.
> > Virginia U.S.A.
> > Atari Computer Nut
> > C-Lab Falcon, 14mbram,540mb hdd.,
> > Seattle Seahawks Nut
> >
>
>

2680. Re: .scr files

Newsgroup: comp.sys.atari.st
Date: 2004-04-17 00:49:37 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <1080vl5e2e94554@news.supernews.com>
Source record: 19269

On Fri, 16 Apr 2004 12:23:12 -0700, Kenneth Medin wrote:

[snipped]
>
> Well, it's usually just a dialer script for the STinG dialer application
> if we are talking Atari here...
>
> On another popular platform it might be a screensaver application or
> more commonly yet other executable file that would infect your computer
> with some virus... Nothing to worry about as long as you don't try to
> run it on a vulnerable OS.
>
[snipped]

Since we're discussing various uses, it is also an extension used for a
FAX image - but as stated, in most cases, it is not something you want to
try to run on a Windows platform.

--
Terry Ross | qnr | <MyFirstName@aliboom.com> | http://linux.aliboom.com
Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & General Guru
GnuPG Key fingerprint = AC11 C1C3 0371 D4E6 50CD 1285 D041 AD9F 68C4 06C2

2681. Re: Question about Atari ST floppy disk format

Newsgroup: comp.sys.atari.st
Date: 2004-04-17 01:12:57 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <lX4L2lGZSIgAFw+6@atari.org.uk>
Source record: 19270

On Sat, 10 Apr 2004 at 15:42:36 a message from Markus Lindstrï¿½m was
created on the subject of Question about Atari ST floppy disk format.
>Hi there!
>
>I just wanted to ask a simple question: which format does the Atari ST use
>for its floppy disks? I'm asking this on behalf of a good friend of mine who
>tries to "revive" his memories, stuck on dusty disks.
>
>Windows doesn't seem able to read it, so I'm guessing it's not the classic
>FAT format.
>
>Is there any way to read them? Or even better, does anyone know if Linux
>supports this format?
>
>Many thanks in advance,
>Markus.

Firstly HI all:)

I've just got my newsreader working again, and so having a waffle
through (trying to catch up).

I havent read all the thread, tut tut, but i thought i'd jump straight
in.

The ST doesnt obey the rules, as far as DOS is concerned, in the boot
sector record. But apart from that it obeys the laws governing the FDC
(floppy disk controller), which also enables a you to format a disk on
your humble ST using 'extended formatting' - in other words more sectors
per track and more than 80 tracks - very handy when you want to move
data across to the other platform.

I dont run any emulators on my (cough) pc's and i transfer all data
between the two formats using scsi drives.

What i do is format the disk on the Atari, if you have a High Density
drive that can have an 'extended format' as well. Then i use a program
called 'DCformat3' to sort out the boot sector so it's MS-DOS
compatible.

I've used floppies like that for ages reading and writing between the
windoze and TOS.

You can also format a disk using windows and i've never had any problems
with any on my ST's reading it. I can remember a few times where the ST
didnt like writing - or should i say that the pc didnt like it after it
had been written to by the ST on a pc formatted disk!!!! Weird one that.

I will have a link back up on LaST PD's web site for the dcformat program when i've replaced the 5 minute throwtogether menu it has at the moment:)

For now the link is www.last-pd.co.uk/programs/dcformat3.zip

A brilliant little program called gem explorer does a very good job indeed. This was with the gemulator package (the expensive one) and had no limitations. They also did a teaser which only allows access/transfer of ONE file at a time, then you had to re-run. Hopefully they may have released the full one in the public domain - even shareware would be welcome.

--
Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: +44 01834 812319 * fax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2682. Re: Where can i get an used Falcon ?

Newsgroup: comp.sys.atari.st
Date: 2004-04-17 01:20:22 UTC
From: The6502man <arudzki@yahoo.com>
Message-ID: <qD%fc.7784$0b4.15338@attbi_s51>
Source record: 19271

I think the TT is considered boring from a gamers perspective....I think that was the original posted idea.

Personally, if I had a use for it, I would trade my Falcon for a TT if the TT had a video card and I could use a SVGA monitor...

Tony

2683. Re: Mega ST 4 - Floppy Disk Question

Newsgroup: comp.sys.atari.st
Date: 2004-04-17 01:43:24 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <+EB9iWI8uIgAFw9F@atari.org.uk>
Source record: 19272

On Tue, 6 Apr 2004 at 20:53:23 a message from Ken K was created on the
subject of Mega ST 4 - Floppy Disk Question.
>Hello,
>
>When I work with floppy drive A:
>I frequently get the error: Data in Drive A may be damaged.
>
>I have tried swaping a drive from an old 1040 Stf with the same results.
>
>What else can cause this problem?
>
>Thank You
>
>Ken K
>
>
Hiyas

There are several reasons that can cause that error message. You did
what i would have done and tried another drive. Is the drive from the
STF a single sided drive?

If so it's possible that the disk you are trying to read is double
sided.

I would suggest you try and format a disk a few times, with a formatter
that verifies (reads back) the track it has just written - fastcopy 3 or
pro springs to mind.

Disk drives are funny beasts and something simple like a spec of dust
gave me a couple of sleepless nights wondering why a perfectly good
drive with perfectly good heads wasnt working.

Another problem can be dirty heads, not necessarily the build up over
time sort but something that has been transferred from the floppy media
surface itself. Disks are made of the same media as video tape, and can
grow a fungus if storage in the correct conditions. This is usually in a
form of very fine powder that seems to like drive heads. This can cause
erratic reading of the heads as this powdery stuff is moved around and
over the heads - one minute it'll read the other it wont.

Ideally you need to find out if it's the drive or not, try sticking the
drive in the STF and see if you are still getting the same problems.
Likewise for the drive out of the STF, if it's a single sided drive
format it and work with it as a single sided one.

Do you have an external drive (a drive B) or have you recently got
yourself one? I've come across a couple of external drives NOT liking
the internal drive - ok if run separately but not together.

--
Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: +44 01834 812319 * fax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2684. Re: 50 hz boot disk wanted ST 50/60 hz question

Newsgroup: comp.sys.atari.st
Date: 2004-04-17 01:57:49 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <EUpzm0Kd8IgAFw6h@atari.org.uk>
Source record: 19273

Hi

IIRC the frequency 50/60hz for the ST's alter the monitor output frequency. 60Hz (US) gives a bigger picture (less of a border) and slightly faster speed performance here in the UK. Over here some old tv and monitors dont like anything but 50hz.

By the sound of things it looks like ye olde internal timing and compatibility problems. I have found that running another TOS version - disk based - may also help. I use the original TOS 1.09 on disk for some NON STE software without any problems

I have never really had any problems from software that i have had from the usa, or anywhere in the world come to think of it. Anything that relies a lot on timing can be thrown off with different versions of TOS.

If you can look through my library catalogue, sorry not added search functions to the site yet, you may be able to find the exact program you are after as there are several that change all manor of things at boot time:)

www.last-pd.co.uk

Hope this helps

atb
Steve

On Mon, 5 Apr 2004 at 17:20:24 a message from CrimKingson was created on the subject of 50 hz boot disk wanted ST 50/60 hz question.
>Wanted: 50 hz boot disk (original or copy)
>
> I used to have a copy of a 50 hz boot disk that someone from the UK
>sent me(later corrupted by a virus), I think the program was in an
>autorun folder and simply called "50hz.prg". It always worked great
>for me. Quite a few (original copy protected) games would not run
>without it. I tried downloading one with the same filename off of an
>FTP but it didnt seem to work as well as the one I used to have. If
>anyone has this program, especially an original copy of it, let me
>know I would be glad to paypal a few bucks for it plus postage. Also
>if there are any other programs that do the same thing I would like as
>many different 50hz booting programs as possible to try on various
>game software that is stubborn on US machines.
>
> Does anyone know if it is possible to use a 50hz computer here in
>the US? I don't understand where the 50 or 60hz default comes from,

>the TOS (ie UK TOS), the monitor, or somewhere esle. I have always
>been confused by the Atari ST US/Europe 60hz 50hz phenomenon and am
>looking for a way to maybe have one computer set up to run the
>stubborn european games/demos without having to tweak it with a boot
>disk. (such as can be done with various consoles etc.) Thanks for any
>answers someone can give me. -SaTcom2

--
Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: +44 01834 812319 * fax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2685. Re: Need help remembering a game

Newsgroup: comp.sys.atari.st
Date: 2004-04-17 02:07:18 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <Qkr2KAMWFJgAFwLa@atari.org.uk>
Source record: 19274

On Fri, 16 Apr 2004 at 14:01:00 a message from Eric Bozon was created on
the subject of Need help remembering a game.
>Hello,
>
>"mp" <mp__@hotmail.com> a ï¿½crit dans le message de news:
>32853c1a.0404160027.1b47fcee@posting.google.com...
>> I have this vague recollection of a game on the ST, kinda like one of
>> those tile-matching games (Shanghai or whatever it's called) but when
>> you clicked two tiles, not only did they have to have the same
>> pattern, but they also had to be connectable by some small
>> number--possibly 3?--of horizontal and vertical line segments, which
>> was not always possible given intervening tiles, so the order in which
>> you matched them was important. And you played against the clock.
>>
>> Does that ring a bell with anyone?
>>
>> I'm hoping someone will recognize the game and be able to refresh my
>> memory as to exactly what the "connectability" rules were. Or perhaps
>> there's a PC version out there?
>>
>> Thanks,
>>
>> Michael <-- has an ST in storage
>
>Match it ?
>
>ST version ("ST magazine Nï¿½ 59") :
>
>http://stmagazine.free.fr/archives/index.php
>
>
Hi

There were several games called match it, i tried to get further info on
the site link above but kept getting page not found.... probably my isp
having routing problems again.

The match it i liked was iirc a demo, and had background music that you
either liked or loathed. It was a full working game though. Very easy at
the start but as the time got shorted at later levels, you also had to
think so that you didnt get a stalemate.

Where this was different from the rest is that you earnt helps, if you
didnt need a hint you would gain an additional help credit.

--
Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: +44 01834 812319 * fax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2686. Re: Question about Atari ST floppy disk format

Newsgroup: comp.sys.atari.st
Date: 2004-04-17 08:14:11 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c5qorb$18g$1@news.freedom2surf.net>
Source record: 19275

```
Try: http://www.last-pd.co.uk/programs/dcform3.zip

Coda
```

"Steve Stupple" <Steve@steverosie.demon.co.uk> wrote in message
news:lX4L2IGZSIgAFw+6@atari.org.uk...
> On Sat, 10 Apr 2004 at 15:42:36 a message from Markus Lindstr�m was
> created on the subject of Question about Atari ST floppy disk format.
> >Hi there!
> >
> >I just wanted to ask a simple question: which format does the Atari ST
use
> >for its floppy disks? I'm asking this on behalf of a good friend of mine
who
> >tries to "revive" his memories, stuck on dusty disks.
> >
> >Windows doesn't seem able to read it, so I'm guessing it's not the
classic
> >FAT format.
> >
> >Is there any way to read them? Or even better, does anyone know if Linux
> >supports this format?
> >
> >Many thanks in advance,
> >Markus.
>
> Firstly HI all:)
>
> I've just got my newsreader working again, and so having a waffle
> through (trying to catch up).
>
> I havent read all the thread, tut tut, but i thought i'd jump straight
> in.
>
> The ST doesnt obey the rules, as far as DOS is concerned, in the boot
> sector record. But apart from that it obeys the laws governing the FDC
> (floppy disk controller), which also enables a you to format a disk on
> your humble ST using 'extended formatting' - in other words more sectors
> per track and more than 80 tracks - very handy when you want to move
> data across to the other platform.
>
> I dont run any emulators on my (cough) pc's and i transfer all data
> between the two formats using scsi drives.
>

> What i do is format the disk on the Atari, if you have a High Density
> drive that can have an 'extended format' as well. Then i use a program
> called 'DCformat3' to sort out the boot sector so it's MS-DOS
> compatible.
>
> I've used floppies like that for ages reading and writing between the
> windoze and TOS.
>
> You can also format a disk using windows and i've never had any problems
> with any on my ST's reading it. I can remember a few times where the ST
> didnt like writing - or should i say that the pc didnt like it after it
> had been written to by the ST on a pc formatted disk!!!! Weird one that.
>
> I will have a link back up on LaST PD's web site for the dcformat
> program when i've replaced the 5 minute throwtogether menu it has at the
> moment:)
>
> For now the link is www.last-pd.co.uk/programs/dcformat3.zip
>
> A brilliant little program called gem explorer does a very good job
> indeed. This was with the gemulator package (the expensive one) and had
> no limitations. They also did a teaser which only allows access/transfer
> of ONE file at a time, then you had to re-run. Hopefully they may have
> released the full one in the public domain - even shareware would be
> welcome.
>
> --
> Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: +44 01834 812319 * fax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2687. Re: UVK 2000 9.0

Newsgroup: comp.sys.atari.st
Date: 2004-04-17 08:25:43 UTC
From: Paul CAILLET <noname@noos.fr>
Message-ID: <peq18093b7bcdibtfugl2tp7oha8od5do0@4ax.com>
Source record: 19276

Hello,

On Thu, 15 Apr 2004 18:43:05 +0100, "Coda"
<info@janthomas.f2s.nospam.com> wrote:

>Website is 404!

You can use http://www.42nd.net/uvk/ :-)

Best regards,
Paul

2688. Re: UVK 2000 9.0

Newsgroup: comp.sys.atari.st
Date: 2004-04-17 10:37:51 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <3O7gc.1377$Ua5.1135285@monger.newsread.com>
Source record: 19277

On 15 Apr 2004 18:43:05 , "Coda" wrote:
>Website is 404!
>
>"Richard Karsmakers" <sorry@no.spam> wrote in message
>news:c4ft70d3a0t9s90jb73jfecjbd7vdikhmv@4ax.com...
>> The other day I updated the Ultimate Virus Killer. Version 9.0 can be
>found
>> at www.uvk2000.com. Check it out.
>

got it ok with CAB. Thanks for the update Richard!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

2689. Re: Newsie is fine app

Newsgroup: comp.sys.atari.st
Date: 2004-04-17 11:21:13 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <Jq8gc.1378$Ua5.1136584@monger.newsread.com>
Source record: 19278

On 16 Apr 2004 18:17:52 , Dennis Vermeire wrote:
>From: swamptaxes-NOT-@atlantic.net (John Garone)
>Date: Sun, 11 Apr 2004 18:37:29 GMT
>
>Hi John,
>
>
>>>If an app has only a handfull of users then you can't really expect
>>>tons of responses...
>>>
>>I see then even more need for those who "ran away" to have responded
>>to the doc. At least they could have told the author why they flee so
>>fast or at least point out major bugs (in a polite way of course :)
>
>Ok....I ran away from it once as well. Like many people I contacted the
>author pointing out certain flaws in the app, but there's a limit to being
>helpfull, and certainly when its coming from only one direction. The way I
>see it is that he couldn't fix them or he didn't give a damn about it. I
>don't really care why, how, what the reasons were, all I know is that in
>practice nothing changed. So I figured it was time to move on and look for
>something better, I found it BTW, and I'm using it for almost six years
>now. I could have dropped the Newsie author a line of course telling him
>why I opted to use something different, but that would have been quite
>pointless, he knows very well what's troubling Newsie...
>

mostly understood! I'd be interested in the correct reason from John

>>by today's net standards same with CAB, HSMODEM, Cubase and dialers that
>>can't access certain ISPs.
>
>Ho ho... it depends a lot on the stack that's being used also. I still
>have to see the first ISP to which Iconnect isn't able to connect to. And
>as for CAB, I've used and tried every OVL available for it, but always
>return back to the one that's originally supplied with it.

Indeed! Can you send me that OVL? From what I recall it didn't work if
you didn't have a multi-tasking OS. Dan's OVL works well here with "single"
TOS 4.04

> I must have
>written this a thousand times by now.... use CAB with IConnect and the
>Iconnect OVL and be pleasantly surprised.

Again, Iconnect with TOS 4.04 , no Magic?

>BTW what's up with HSMODEM? AFAIK it does all it promises to do: speed up
>the serial ports....
>

others have mentioned bugs or deficiencies and the author intended to
put out an 8 version (way back when)

>> I agree that Newsie is lacking and bugged (rather than putting it as
>>"crap"). No new news there! But why the negative post because the sources
>>are now public?
>
>Because open source on this platform doesn't work, it's as simple as that.
>There's a group of people here which thinks different, but they have very
>little to show... one could say, leave them in peace, but they are partly
>responsible for people dreaming here. Giving an app the open source status
>is one thing, the app being actively maintained and developed is another
>thing, and it's right there that things don't really work out to well.

so I misunderstood that your coment was directed at John for releasing
the source code?

>Have you any idea how many ex commercial/shareware/public domain apps now
>carry that status? And what in practice has changed? Except for the new
>status these apps are just as dead as they were before.
>The way I see it is that the remaining bunch of people we call programmers
>are tied up doing different things, there's only so much one person can do
>also of course. And it's like you guys think that there are hundreds of
>programmers out there all very eagerly waiting to get their hands on a new
>project! Look around .... the situation had never been as worse. These
>programmers are a figure of our imagination, they don't exist. They're gone,
>and the remaining bunch is occupied with something different.
>

again, understood. Too bad you didn't say that in in the first place
(and in that manner :)

>>Open sources been asked for from Alexander Clauss for CAB. Should he
>>deserve the same treatment if he (ASH) had let it free?
>
>Are you guys living in coockoo land? CAB is still being sold, not a lot of
>course, but every month at least a couple of copies. BTW, you shouldn't be
>asking Alexander Claus but ASH, CAB together with IConnect are one of the
>few apps made in commission for ASH, the copyright belongs to them, about
>all you can get from Alexander will be the sources for CAB 1.5... if these
>don't interfere with copyright of later versions. And don't forget that CAB
>is an example of teamwork, we all associate Alexander with CAB, but about
>every programmer that had something to do with ASH chipped in....
>

I did mention ASH above. Should we consider ASH programs as "crap"?

>And it's about time we face it: the **only** reason why CAB is not further
>developed is theft.

so you're implying that there's little theft of the MAC version?
I don't know if the MAC version is still being upgraded but it was after
upgrades of the Atari version was dropped.

>Someone at ASH once told me once how many versions of
>CAB that actually have been sold... I was stunned, and it's not only CAB,
>but about the whole ASH catalogue. Once that they couldn't even recover the
>costs anymore, that was it... we've got ourselves to thank for it.

your omitting those who went to different platforms (some due to the lack
of bug fixes or upgrades).....vicious cycle!

> We all
>would love to see a new version of NVDI appear.... same reason! And then you
>guys have the nerves to ask these authors to release their code!! I think,
>no let's make that I'm convinced that they'll tell you where to stick it.
>And it's not only happening to commercial software, ask Didier how many
>registered Aniplayer users there are, why do you think that the development
>of PhotoTip was halted?
>

Right on that point. Piracy kills!

>First we steal it, and when it's not being developed further anymore we want
>it to be free and open source.... the same thing is happening to HD Driver,
>one of these days Uwe will be fed up with people ripping him off, I wonder
>who will be shameless enough to ask him for the sources.
>The Newsie code is resting now on the same heap where QED, Chagall, Interface,
>Cypress and many others are gathering dust. So, like I said, let's talk in a
>couple of years...
>

agreed! You're probably right about open sources being neglected

>>thanks for offering someone elses help but I'm not interested!
>>I'm sure that if Okami is as great as the currnet users say it is then it
>>would be more widely used by us inadequate or just plain lazy consumers if
>>it were easier to install.
>
>I had to offer someones elses help... I'm not an Okami user. Anyone who knows
>me a little knows that I'm always on standby to help someone out. If you for
>example would be willing to start using MagiC, I'll be the first one to get
>you going with ASH Emailer...
>I have tried Okami a couple of times, it's just as good as ASH Emailer, but
>didn't really offer anything more either, so I sticked to using what I like
>best. And yep, you are right. Okami is not the easiest app to set up
>
>>he good lord willing, see you in '06. I'll set my alarm clock :)
>
>That's not necessary, I'll wake you up :-)

either use something loud or send a female (no sheep from Steve) :)

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

P.S.
To Reply by E-mail, please remove -NOT- from my address!

2690. CT60 : what's up ?

Newsgroup: comp.sys.atari.st
Date: 2004-04-17 12:28:56 UTC
From: Rodolphe Czuba <yenamarreduspam-rczuba@free.fr>
Message-ID: <408122fe$0$22849$626a14ce@news.free.fr>
Source record: 19279

I confirm that the PCB are arrived this last week at the assembler
company...
The assembling will begin this week, as soon as the PGA socket of the 060
are arrived at the assembler.
There were some troubles to find then and buy them in a such small qty (80)
and the 18*18 format is a very old model now like the 060.

I confirm too that the 060 arrive next monday or tuesday.

Shipping of the first board should be so at the end of this month...

17 boards still available !

;-))

2691. Official communique about VERNAL ELM

Newsgroup: comp.sys.atari.st
Date: 2004-04-17 12:42:31 UTC
From: Rodolphe Czuba <yenamarreduspam-rczuba@free.fr>
Message-ID: <4081262e$0$22882$626a14ce@news.free.fr>
Source record: 19280

I inform you that Mr Ben Berkowitz, boss of the company decioded to manage himself the affair of my lost 060, and after a long period of troubles & silent for whose the causes seem to be a email & efax routing problem in USA, the dialog is retablished and he phoned me at my home to be sure I receive well his emails... and I appreciate this.

So, I ordered again some 060 to Vernal Elm and Ben decided to send me FREE the 25 CPU I didn't received the last October... A nice and commercial decision I appreciate too.

It seems that Vernal Elm, with the work from his boss, is a serious company that try to solve the problems and that is listening his customers...

This definitively cancels my complains !

Thank You for your attention.

And Thank You to all that tried to help me and were ready to move ...

Rodolphe

2692. Stuff for sale

Newsgroup: comp.sys.atari.st
Date: 2004-04-17 13:12:56 UTC
From: John Smith <john.smith@microsoft.com>
Message-ID: <c5rahd$om4$1@bagan.srce.hr>
Source record: 19281

Atari floppy, mouse, Portfolio parallel port, SCSI cd rom 12 x, 2.5" IDE HDD
for Falcon/STe...

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=4124201713&category=33871&sspagename=STRK%3AMESSE%3AIT&rd=1

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=4124201795&category=39971&sspagename=STRK%3AMESSE%3AIT&rd=1

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=4124201832&category=3759&sspagename=STRK%3AMESSE%3AIT&rd=1

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=4124355584&category=1247&sspagename=STRK%3AMESSE%3AIT&rd=1

2693. Re: Official communique about VERNAL ELM

Newsgroup: comp.sys.atari.st
Date: 2004-04-17 13:59:39 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.04.17.13.59.39.509601@removenoaspam.atari-source.com>
Source record: 19282

On Sat, 17 Apr 2004 14:42:31 +0200, Rodolphe Czuba wrote:
>
> It seems that Vernal Elm, with the work from his boss, is a serious company
> that try to solve the problems and that is listening his customers...
>
> This definitively cancels my complains !
>
> Thank You for your attention.
>
> And Thank You to all that tried to help me and were ready to move ...

Well... Good. :)

Mark
http://portal.atari-source.com

2694. Re: Need help remembering a game

Newsgroup: comp.sys.atari.st
Date: 2004-04-17 14:27:25 UTC
From: Eric Bozon <no.spams@no.spams.cn>
Message-ID: <c5reu1$81j$1@news-reader2.wanadoo.fr>
Source record: 19283

Hello,

"Steve Stupple" <Steve@steverosie.demon.co.uk> a crit dans le message de news: Qkr2KAMWFJgAFwLa@atari.org.uk...
> On Fri, 16 Apr 2004 at 14:01:00 a message from Eric Bozon was created on
> the subject of Need help remembering a game.
> >Hello,
> >
> >"mp" <mp__@hotmail.com> a crit dans le message de news:
> >32853c1a.0404160027.1b47fcee@posting.google.com...
> >> I have this vague recollection of a game on the ST, kinda like one of
> >> those tile-matching games (Shanghai or whatever it's called) but when
> >> you clicked two tiles, not only did they have to have the same
> >> pattern, but they also had to be connectable by some small
> >> number--possibly 3?--of horizontal and vertical line segments, which
> >> was not always possible given intervening tiles, so the order in which
> >> you matched them was important. And you played against the clock.
> >>
> >> Does that ring a bell with anyone?
> >>
> >> I'm hoping someone will recognize the game and be able to refresh my
> >> memory as to exactly what the "connectability" rules were. Or perhaps
> >> there's a PC version out there?
> >>
> >> Thanks,
> >>
> >> Michael <-- has an ST in storage
> >
> >Match it ?
> >
> >ST version ("ST magazine N 59") :
> >
> >http://stmagazine.free.fr/archives/index.php
> >
> >
> Hi
>
> There were several games called match it, i tried to get further info on
> the site link above but kept getting page not found.... probably my isp
> having routing problems again.
>

Direct link (download) :

http://laserforce.free.fr/stmag/stm59.zip

The game file is MATCHIT.TOS (others files are others APP)

> The match it i liked was iirc a demo, and had background music that you
> either liked or loathed.

A kind of Japanese music ?

MATCHIT.TOS is the game file, but the demo isn't in the ZIP file (sorry...
somme functions of the game can't be used for this reason :-( )
This game can be run on STEEM Engin for PC :-)

>It was a full working game though. Very easy at
> the start but as the time got shorted at later levels, you also had to
> think so that you didnt get a stalemate.

"Chekmated" in the game (sorry for orthography...)

>
> Where this was different from the rest is that you earnt helps, if you
> didnt need a hint you would gain an additional help credit.

In the game, seasons and flowers stop the time for a few second.

--
I offer one's apologies for my poor quality writing in English !
Thank's to my bilingual dictionary... ;-)

2695. Re: SupraDrive Hard Disk Will Not Boot

Newsgroup: comp.sys.atari.st
Date: 2004-04-17 22:11:14 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0404171411.28149fc1@posting.google.com>
Source record: 19284

> > > I recently bought a SupraDrive Atari Hard Disk and I can not get
> > > it to boot. I've tried to boot it from the disk with the SUPBOOT.PRG
> > > placed in an auto folder and that does'nt work.
> >
> > Very old equipment can occasionally die, but I wonder...
> >
> > What happens if you put a passive terminator on the SCSI in connector?
> > (Such a part can be found for under $5US.)
> >
> > Galen
>
> What's a passive terminator and how do I connect it.

A passive terminator is a small device that attaches to the SCSI in connector on the exterior of your drive's case. It performs the role of "caboose" to your SCSI "train" of devices, although like most modern trains, most modern drives have built-in termination. Your drive is quite elderly, and so may require external termination.

Galen

2696. Re: SupraDrive Hard Disk Will Not Boot

Newsgroup: comp.sys.atari.st
Date: 2004-04-17 22:13:12 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0404171413.59910460@posting.google.com>
Source record: 19285

Peter_Schneider@b.maus.de (Peter Schneider) wrote in message
news:<200404091508.a43691@b.maus.de>...
> Hi,
>
> D>That's not happening. I can't boot from the hard drive either, because
> D>there's no (C) drive on my desktop.
> is there any DESKTOP.INF (NEWDESK.INF) available that may show icon C:?
>
> Sometimes, even simple things might be forgotten... :-)
>
Choose "Install Drive" or "Install Device" from one of the pulldown
menus. I fear I can't recall which one off the top of my head, buy
there are only a few choices, so I'm sure you'll find it.

Galen

2697. Re: Registration

Newsgroup: comp.sys.atari.st
Date: 2004-04-18 00:11:39 UTC
From: cstanley@zetnet.co.uk
Message-ID: <4081c7ba$0$8569$4c56ba96@master.news.zetnet.net>
Source record: 19286

On 12 Apr 2004 03:02:46 , "Pearce Bollington" wrote:
>
>"Charles Stanley" <cstanley@zetnet.co.uk> wrote in message
>news:4079ca01$0$8570$4c56ba96@master.news.zetnet.net...
>> Dear Dr Uwe,

ETC.

>Please learn to spell, also this is not the place to conduct commercial
>transactions, could you direct any further posts on this subject either
>directly to the Author OR to System Solutions if they are still trading but
>please do not use up valuable bandwidth on this group GOODNIGHT!!!!!

Apologies to the group for my finger's trembling and hitting the wrong key
and buttons.

Charles.

2698. Atari Online News, Etc. #06-16

Newsgroup: comp.sys.atari.st
Date: 2004-04-18 01:31:42 UTC
From: danap8@aol.comno-spam
Message-ID: <20040417213142.17492.00000039@mb-m19.aol.com>
Source record: 19287

```
A-ONE #0616 04/16/04

~ HighWire Updated Again ~ People Are Talking! ~ Aussie's Spam Act!
~ Maryland's Spam Bill! ~ Death2Spam Sez It All! ~ Final Tempus Word!
~ Usenet Client - Troll! ~ UVK 9.0 Final Release! ~ Virus Scam Debunked
~ ANALOG/Antic Memories! ~ EarthLink ScamBlocker! ~ Pop-Up Maker Sues!

-* Berners-Lee Wins New Award! *-
-* Macworld Expo Boston - First Look! *-
-* FTC Says Pornographic Spam To Be Labeled! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj(at)atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

2699. http://www.josephplace.com website updated

Newsgroup: comp.sys.atari.st
Date: 2004-04-18 06:41:03 UTC
From: jdplace@adelphia.net
Message-ID: <e692d71c.0404172241.2714e109@posting.google.com>
Source record: 19288

I've updated my website, so for those interested in reading about
other's ATARI gear, please check it out.

http://www.josephplace.com/atari.htm

Thanks!

2700. CT60 and NVDI

Newsgroup: comp.sys.atari.st
Date: 2004-04-18 06:44:05 UTC
From: jdplace@adelphia.net
Message-ID: <e692d71c.0404172244.447d3b67@posting.google.com>
Source record: 19289

Has anyone else had problems printing with NVDI with the CT60 active?
I get a few lines of text along with some garbage, and then the page
ejects and this repeats.

TIA

Joseph Place

2701. new AmigaOS

Newsgroup: comp.sys.atari.st
Date: 2004-04-18 08:08:58 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2004.04.18.08.08.58.339198@sophics.cz>
Source record: 19290

I found the following link and especially the discussion below that
article rather interesting for us.

http://slashdot.org/article.pl?sid=04/04/17/1623200I

Some points can be extended from Amiga to Atari, I think.
Some things (m68k JIT) sounds even close to what ARAnyM does :)

Petr

2702. Re: new AmigaOS

Newsgroup: comp.sys.atari.st
Date: 2004-04-18 08:57:30 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <1084gjo6k4i9l1e@news.supernews.com>
Source record: 19291

On Sun, 18 Apr 2004 01:08:58 -0700, Petr Stehlik wrote:

> I found the following link and especially the discussion below that
> article rather interesting for us.
>
> http://slashdot.org/article.pl?sid=04/04/17/1623200I
>
> Some points can be extended from Amiga to Atari, I think. Some things
> (m68k JIT) sounds even close to what ARAnyM does :)
>
> Petr

http://slashdot.org/articles/04/04/17/1623200.shtml?tid=138&tid=187
--
Terry Ross | qnr | <MyFirstName@aliboom.com> | http://linux.aliboom.com
Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & General Guru
GnuPG Key fingerprint = AC11 C1C3 0371 D4E6 50CD 1285 D041 AD9F 68C4 06C2

2703. Re: Atari STe

Newsgroup: comp.sys.atari.st
Date: 2004-04-18 12:04:03 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <TYS2VyDz6mgAFwZl@atari.org.uk>
Source record: 19292

On Sun, 11 Apr 2004 at 13:26:09 a message from Ivan Barrera A. was created on the subject of Atari STe.
>Hi !
>
>I've lots of atari ST. But no STe.
>Is there any difference i can make with one ?
>Could i install better software ? Easy to install a harddisk ?
>

Hi Ivan

Been interesting reading the thread, hence my delay.

I have lots of ST machines, ST, STF, STM, STE etc. I need to have a machine for testing software out on and so have a large range of TOS versions:)

Imho i would keep an STFM and also get hold of an STE. For game play the STE is slightly faster and the software that is dedicated to it, written for STE in mind, is brilliant. I still reckon Obession is one of the best pinball games around and i've got the pc version (not called Obession, just tried to find the title, i got around 40 pinball games and i cant remember what it's called atm.) and it's not as good.

The Ste - 'e' standing for enhanced. Has a larger colour base, dma 4 channel sound, blitter, enhanced joystick ports (jaguar pad in laymans terms), easily memory upgraded, most are easily Dual TOS upgradable.

There are some drawbacks, especially for game players, some software doesnt like the timing, especially fdc copy protection techneques. Although most can be overcome, hence the reason i suggested hanging onto an STFM. You can also run software based TOS versions which should iron out 99.999.% of compatibility issues.

If you add a harddrive to any system it automatically allows you to use 'better' software, well not really better but efficient software. You dont have to keep changing floppies every 5 mins.

Whether it's easier on the e's is another matter. What is true is the TOS version for the STE's are either 1.6 or 1.62 and they are more geared up for hard drive and the hard drive partition limit is larger.

In the thread there isnt any mention of the Mega STE's - 16mhz, lots of serial ports, vme, 1.44 floppy and looks identical to the TT AND if you can get the SM144 monitor the stand is designed to sit on top of Mste and Tt bases. These, like the TT, are aimed more at the serious side of computing, although most games run on mste's.

Mste run under tos 2.05/2.06.

To be honest you cant call the TT or MSTE boring.

Now the Falcon is another beast altogether, and the current ebay price, like STE's, are starting to rise.

These are the same as STE's but different. They arent one-for-one compatible. So software works well, some doesnt. Games that are made for the Falcon arent bad, some are just quick conversions.

Where the Falcon blows the competition away is it's sound software. Iirc it was another first for Atari being the first production home computer to have a DSP as standard.

I have a Falcon, but dont use it very often. The Mste is a real pleasure to use, but i use my main STE most of the time because most people have STE's and some of the hardware i have wont run on mste's:((((and not having a second floppy port on falcons makes my discovery cart redundant:(

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: +44 01834 812319 * fax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2704. Re: Atari STe

Newsgroup: comp.sys.atari.st
Date: 2004-04-18 14:58:34 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <c5u52q$2u4r$1@ariadne.rz.tu-clausthal.de>
Source record: 19293

Steve Stupple wrote:
> The Ste - 'e' standing for enhanced. Has a larger colour base, dma 4
> channel sound, blitter, enhanced joystick ports (jaguar pad in laymans
> terms), easily memory upgraded, most are easily Dual TOS upgradable.

4 channel sound is wrong if you mean "all dma". It is 3 channel YM + 1
single DMA sampled voice. If you don't mind that 3 of the 4 voices are
chip voices, than you have ofcourse 4 ;)

Just to make clear,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

2705. Re: Power supplies in the UK

Newsgroup: comp.sys.atari.st
Date: 2004-04-18 15:15:30 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <+GKdSUESupgAFwtT@atari.org.uk>
Source record: 19294

On Wed, 14 Apr 2004 at 12:22:02 a message from Ian McCall was created on
the subject of Power supplies in the UK.
>I've been offered a 520ST (not FM) and two external drives (533s? Ca't
>remember the model), but the current owner can't find the power supplies.
>
>Is there anywhere I can cheaply get power supplies for these things in the
>UK? Obviously if it gets expensive then it rather negates the point of
>having one, but still - wouldn't mind if I could lay my hands on this stuff.
>
>
>Cheers,
>Ian
>
>

What power supplies are you after? The external one for the ST or the
disk drives?

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: +44 01834 812319 * fax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2706. do not do business with Vernalelm -- RE: Incredible...

Newsgroup: comp.sys.atari.st
Date: 2004-04-18 17:54:15 UTC
From: ech20@columbia.edu
Message-ID: <786f47a2.0404180954.1ba34982@posting.google.com>
Source record: 19295
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.marketplace,comp.sys.amiga.hardware

It looks like some more people got scammed by vernalelm. Well, just to reiterate my post from last summer: do not do business with vernalelm.

This is my post from last summer, detailing my sorry experience with them. I never did get my money back, and that's the last money I spent on my amiga. There must be some legitimate companies left in the atari and amiga markets, but vernalelm is not one of them. They did not respond to the Better Business Bureau complaint, but their website is still there hoping to snare some more people who don't know their reputation. Don't fall for it!

-Eric

From June 2003:

Greetings,

Some of you may have dealt with Vernal Elm in the past and had good results, but it's how a company handles bad situations that proves their integrity. The company sells Moto 68060 cpu's.

The short version: do not deal with Vernal Elm. Especially do not paypal
them any money, as they have shown that if they feel they can get away with it, they will accept the money and not show anything for it. On ebay,
well, they have to deal with building up a catalog of positive feedback. I
have no doubt though that as soon as they do, their unethical practices
will surface again.

The long version: I just filed a complaint with the Better Business Bureau
of Connecticut about their online business. They claim shipping within 48
hours.(incidentally, they charge $6 for shipping, but my cpu was in a reused mailer with a 60 cent stamp on it) After I clicked on the paypal
button, I had to email them 3 times to get them to respond and ship me the
chip. I got it more than 3 weeks after I ordered it. They claimed it would
be a full version. It was clearly marked EC. And. . . it didn't work in my

Amiga 4000 CSPPC (233MHz ver). I swapped out my old chip, stuck it in, and
the machine would't boot. I tried it again, reseated it, and got the same
results. The old chip went back in and it was fine. Well, they also claim
a 30 day refund/replacement guarantee. I email them about it. They take
their time getting back to me (this becomes a pattern). They tell me to
send it back, and I do, on Feb 26th. The package goes unclaimed. I email
again. I send it back a second time on April 2nd, after hearing an excuse
about large packages not being delivered (as if that were believable.)
This time, it IS accepted (at 10:49AM on April 9th: see www.usps.gov
tracking #7002 2030 0005 5261 1831), and after that all contact from them
ceases. I email 3 more times, but get no response. Who knows, maybe
they've ebay'ed it already.

So that's the long and short of it. It's amazing that when a company is
unethical, it starts from the very minor things: cheating on shipping
charges, shipping late, ignoring emails, sending the wrong merchandise,
and finally refusing to honor refund policies. Yes, I know that I should
have stopped trusting them in January, and yes, it IS after 30 days, but
that's only because they WAIT 3 weeks to reply to any email.

Want to contact Vernal Elm yourself?

Vernal Elm LLC
239B Front St.
New Haven, CT 06513
sales@vernalelm.com
fax: 720-294-4128

Benjamin Berkowitz
239 Front St.
New Haven, CT 06513
tel: 203-752-9814

webmaster@atari-users.net (webmaster at atari-users.net) wrote in message
news:<b8d63ca5.0403181321.2e3da58e@posting.google.com>...
> And the "sales@vernalelm.com" account on PayPal I think is suspended.
> If you click on the PayPal button on the main page you get a message
> from PayPal "This recipient is currently unable to receive money."
>
> Someone said the Ebay account of one of them was also suspended.

>
> Rob
>
>
> Mark D <mducksub@nossspamXXatari-source.com> wrote in message
news:<pan.2004.03.18.08.12.15.631955@nossspamXXatari-source.com>...
> > On Wed, 17 Mar 2004 18:14:13 -0500, lp wrote:
> >
> > > Suspended ebay account and a PayPal account in limbo.
> > > Pretty much speaks for itself...
> >
> > Their equifax ssl cert is expired too, and has been expired since July
> > 30th 2003! Professional?
> >
> > Mark

2707. SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 2004-04-18 18:59:45 UTC
From: sf0218@aol.com
Message-ID: <20040418145945.18771.00000051@mb-m25.aol.com>
Source record: 19196

Hi All,

Where can one obtain SpeedoGdos....mine's toast.

Do I need it? I guess I do if I'm using Atariworks eh? I do have NVDI though.

Looking for some input.

Thanks
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2708. Re: SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 2004-04-18 19:35:12 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.04.18.19.35.11.483992@removenoaspam.atari-source.com>
Source record: 19197

On Sun, 18 Apr 2004 18:59:45 +0000, SF0218 wrote:

> Hi All,
>
> Where can one obtain SpeedoGdos....mine's toast.
>
> Do I need it? I guess I do if I'm using Atariworks eh? I do have NVDI though.
>
> Looking for some input.
>

NVDI I guess depending on the version should offer all of the
functionality of speedogdos and more.

Mark
http://portal.atari-source.com

2709. Re: Atari mouse

Newsgroup: comp.sys.atari.st
Date: 2004-04-18 19:51:01 UTC
From: Bob Upundown <noboddy@nowhere.com>
Message-ID: <4082f9ac@news.greennet.net>
Source record: 19200

```
"Clockmeister" <no-one@nowhere.com> wrote in message
news:407ed9a5$0$18991$c30e37c6@lon-reader.news.telstra.net...
>
> "FCR" <frosaire@olypen.com> wrote in message
> news:107r7r4o45q7pa6@corp.supernews.com...
> > Hi,
> > Are Amiga and Atari mouse's interchangable? I have a Logic 3 that is
> > switchable and am wondering if all Amigas fit Atari.
> > Thanks,
>
> No, although it's just a matter of switching one wire to convert between
> Amiga/Atari hence a lot of aftermarket mice supported both with a switch.
>
>
>
>
> RUBBISH
```

2710. Re: do not do business with Vernalelm -- RE

Newsgroup: comp.sys.atari.st
Date: 2004-04-18 20:40:32 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <4JBgc.1469$Ua5.1185518@monger.newsread.com>
Source record: 19198

On 18 Apr 2004 10:54:15 , Eric Han wrote:
>It looks like some more people got scammed by vernalelm.

BIG SNIP

Below also for Rudolphe:

PayPal - What does PayPal say about using their name fraudulantly?
United Parcel service - Does UPS know about the scam?
Postal Service - If mailed bu USPS, mail fraud is a Federal offense!
Better Business Bureau - what's their reply about the scam?
Elm Host - Has Elm's host ISP been notified?
E-Bay - well.....Elm is at home!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

2711. Re: Official communique about VERNAL ELM

Newsgroup: comp.sys.atari.st
Date: 2004-04-18 20:47:54 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <_PBgc.1470$Ua5.1185651@monger.newsread.com>
Source record: 19199

On 17 Apr 2004 14:42:31 , "Rodolphe Czuba" wrote:
>I inform you that Mr Ben Berkowitz, boss of the company decioded to manage
>himself the affair of my lost 060, and after a long period of troubles &
>silent for whose the causes seem to be a email & efax routing problem in
>USA, the dialog is retablished and he phoned me at my home to be sure I
>receive well his emails... and I appreciate this.
>
>So, I ordered again some 060 to Vernal Elm and Ben decided to send me FREE
>the 25 CPU I didn't received the last October... A nice and commercial
>decision I appreciate too.
>
>It seems that Vernal Elm, with the work from his boss, is a serious company
>that try to solve the problems and that is listening his customers...
>
>This definitively cancels my complains !
>
>Thank You for your attention.
>
>And Thank You to all that tried to help me and were ready to move ...
>
>
>Rodolphe
>

sorry to say this Rudolphe but with all the calls, faxes and letters to
Elm, a reply after 1 year is way past being forthright and sounds like a
another stall tactic but hopefully not (I don't mind being wrong here).
When are you supposed to receive the 25?

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

2712. USING PC Floppy on Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-04-19 03:36:43 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <mLHgc.43508$951.32088@bignews3.bellsouth.net>
Source record: 19201

Is there a way to format a 3 1/2 Floppy Disk on a PC using XP so that I could transfer files to and from a Atari Falcon?

I know there are other ways to do this using CDs, Null Cables and etc. But I'd like to do it with a Floppy if possible.

Thanks,
phantomm@bellsouth.net

2713. Re: do not do business with Vernalelm -- RE: Incredible...

Newsgroup: comp.sys.atari.st
Date: 2004-04-19 05:06:06 UTC
From: Tony McKee <Tony.McK@xtra.co.nz>
Message-ID: <M7Jgc.1170$2%1.22378@news.xtra.co.nz>
Source record: 19202
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.marketplace,comp.sys.amiga.hardware

"Eric Han" <ech20@columbia.edu> wrote in message
news:786f47a2.0404180954.1ba34982@posting.google.com...
> It looks like some more people got scammed by vernalelm. Well, just to
> reiterate my post from last summer: do not do business with vernalelm.

< scary stuff snipped >

Bummer! Which '060 resellers can we trust then?

Cheers, Tony McKee

--

I am a part of all that I have met... yet all experience is but an arch
Wherethro' gleams that untravel'd world whose margins fade
Forever and forever... 'ere I move.

===-- Ulysses --===

2714. Re: USING PC Floppy on Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-04-19 06:04:30 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <40836bed$0$26197$cc9e4d1f@news-text.dial.pipex.com>
Source record: 19203

Falcon will read PC formatted 1.44 floppys.

chris

"Phantom" <phantomm@bellsouth.net> wrote in message
news:mLHgc.43508$951.32088@bignews3.bellsouth.net...
> Is there a way to format a 3 1/2 Floppy Disk on a PC using XP so that I
> could transfer files to and from a Atari Falcon?
>
> I know there are other ways to do this using CDs, Null Cables and etc. But
> I'd like to do it with a Floppy if possible.
>
>
> Thanks,
> phantomm@bellsouth.net
>

2715. Re: SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 2004-04-19 08:34:38 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BCA94CB5.107BB%derryck@nospam.cix.co.uk.invalid>
Source record: 19204

In article pan.2004.04.18.19.35.11.483992@removenoaspam.atari-source.com,
Mark D at mducksub@removenoaspam.atari-source.com wrote on 18/4/04 20:35:

>> Where can one obtain SpeedoGdos....mine's toast.
>>
>> Do I need it? I guess I do if I'm using Atariworks eh? I do have NVDI
>> though.

> NVDI I guess depending on the version should offer all of the
> functionality of speedogdos and more.

Seems to work OK - I don't know why the OP hasn't tried it for himself
though!

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

2716. Re: do not do business with Vernalelm -- RE: Incredible...

Newsgroup: comp.sys.atari.st
Date: 2004-04-19 08:59:59 UTC
From: MrZammler <none@nowhere.com>
Message-ID: <1082365199.131312@athnrd02.forthnet.gr>
Source record: 19205
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.marketplace,comp.sys.amiga.hardware

Tony McKee wrote:

>
> "Eric Han" <ech20@columbia.edu> wrote in message
> news:786f47a2.0404180954.1ba34982@posting.google.com...
>> It looks like some more people got scammed by vernalelm. Well, just to
>> reiterate my post from last summer: do not do business with vernalelm.
>
> < scary stuff snipped >
>
> Bummer! Which '060 resellers can we trust then?
>

Well, amiga.fr has 060's on their page, and I've heard good things about
them.

MrZammler
--
If something is hard to do, it will happen.
If something is impossible to do, it'll just take a bit longer...

2717. Re: Atari mouse

Newsgroup: comp.sys.atari.st
Date: 2004-04-19 09:46:31 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <40839e6d$0$83367$c30e37c6@lon-reader.news.telstra.net>
Source record: 19206

```
"Bob Upundown" <noboddy@nowhere.com> wrote in message
news:4082f9ac@news.greennet.net...
>
> "Clockmeister" <no-one@nowhere.com> wrote in message
> news:407ed9a5$0$18991$c30e37c6@lon-reader.news.telstra.net...
> >
> > "FCR" <frosaire@olypen.com> wrote in message
> > news:107r7r4o45q7pa6@corp.supernews.com...
> > > Hi,
> > > Are Amiga and Atari mouse's interchangable? I have a Logic 3 that is
> > > switchable and am wondering if all Amigas fit Atari.
> > > Thanks,
> >
> > No, although it's just a matter of switching one wire to convert between
> > Amiga/Atari hence a lot of aftermarket mice supported both with a
switch.
> >
> >
> >
> >
> > RUBBISH
>

No it isn't. I've owned several aftermarket Amiga mice with a switch to
select Atari/Amiga. It is only one wire that is switched so why you think it
is rubbish is beyond me, you clearly haven't a clue on the subject.
```

2718. Re: SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 2004-04-19 12:14:00 UTC
From: sf0218@aol.com
Message-ID: <20040419081400.02333.00000056@mb-m21.aol.com>
Source record: 19207

>Seems to work OK - I don't know why the OP hasn't tried it for himself
>though!

Huh?
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2719. Re: Stuff for sale

Newsgroup: comp.sys.atari.st
Date: 2004-04-19 12:51:56 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <20040419085156.34858513.No-Spam@Ivn.cl>
Source record: 19208

How do you connect the HDD and the cdrom to the falcon ?

El Sat, 17 Apr 2004 15:12:56 +0200
"John Smith" <john.smith@microsoft.com> escribio:

> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=4124201713&category=33871&sspagename=STRK%3AMESSE%3AIT&rd=1

2720. Re: Newsie is fine app

Newsgroup: comp.sys.atari.st
Date: 2004-04-19 14:49:50 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1082398928-62575AEicMi@gmx.net>
Source record: 19210

From: lp <gfa@mint.org>
Date: Sat, 17 Apr 2004 13:05:38 -0400

>The application can also, in some cases be recompiled for a specific
>processor or fpu. Try that with magic and it's closed source that will
>end up forever lost as the author already stated it will not be open
>sourced.

As a user I don't really care if the sources are open or closed, but how did you manage to get MagiC mixed up in this? I could say the same thing about N.AES 2.0...

>Newsie could be moved to another processor family if such a thing
>appeared.

Sure it could...
That's exactly the stuff potential buyers of a Coldfire or PPC clone are waiting for. I always assumed that one learns from his mistakes, but on this platform? One of the reasons that the Milan project failed was the lack of apps specifically written for it... and now you come telling us that people should be content with recompiled crap?
I can see the qeue lining up to get that clone....

>Newsie in it's present form has an edge over magic in this regard. From
>a technical standpoint newsie was made future proof simply by going open
>source. Sure it requires someone to do the work, but again the
>possibility is there.

No one expects MagiC to become open source in the first place, not even you, but it's a nice argument to use in discussions like this of course. Also, supposing that a new clone would be a success (number wise), then it wouldn't be a very large job for the programmer to adapt it. You overlook the development that went into MagiC when MagiC-Milan was developed, the way it's now, porting it over and ensuring that it recognises all the new stuff in the computer (PCI, graphic card, etc) is relatively easy.

>I am not saying newsie is a better app than magic, although it's a toss
>up which one trashed more partitions.

I guess I'm just a lucky fellow. I started using KAOS TOS back in 1987, followed by MagiX! and then MagiC. Without a shadow of doubt some of my grey hairs are caused by using this OS. But one thing it never done here is trash partitions...

>But realistically open source hurts no one, and anyone arguing against it
>simply has a defeatist attitude.

In certain circumstances it can hurt...
Take for example RSC editors/construction apps. These kind of apps are only used by a very small minority of users. When Interface was abandoned and later became open source, it indirectly hurted the sales of RSM from Armin Diedering, who after some time as a direct result of this halted the development. So what we've got now are two quite very good apps that both are not supported anymore. The question to ask is who wins here? And of course also who looses out.... :-/ From where I am sitting it's me the user who looses out! Interface although it is open source now lies there idle, and the few users that use these kind of apps are quite happy with it, probably because they can't look further then their nose... RSM which had a "to do/implement" list of at least a mile long, is now laying there idle also... thank you very much open source, you really helped us move forewards!!
Do yo think it's pure coincidence that the development of Smurf was halted shortly after Chagall became open source and PixArt public domain? If you do think again!
How's that for a defeatist attitude?

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

2721. Re: Newsie is fine app

Newsgroup: comp.sys.atari.st
Date: 2004-04-19 15:08:42 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1082398922-61443AEicMi@gmx.net>
Source record: 19209

Hi John,

> but always return back to the one that's originally supplied with it.
>
>Indeed! Can you send me that OVL? From what I recall it didn't work if
>you didn't have a multi-tasking OS. Dan's OVL works well here with "single"
>TOS 4.04

The CAB IConnect OVL comes supplied with CAB, so you already have it. But it will only work under MagiC. IConnect is the only app AFAIK that uses MagiC's multithreading so it won't function with MiNT either. I never said that Dan's OVL doesn't work well, but it's easy enough to compare... and then there's a difference between "working well" and working excellent" also of course.

>>I must have written this a thousand times by now.... use CAB with IConnect
>>and the Iconnect OVL and be pleasantly surprised.
>
>Again, Iconnect with TOS 4.04 , no Magic?

No, not under SingleTOS ...
For heaven sake John! Take a look at the manual that comes supplied with CAB, search as long as you like, but you will not find a reference even mentioning TOS or singletasking. CAB is ment to be run under multitasking. The fact that some people found a way around this, doesn't change much. CAB can of course run under TOS using STIK/STiNG and a OVL programmed for it, but you loose a lot of functionality. The IConnect stack is on average 20% faster, and like already mentioned the OVL is a lot better also. If you want to use the program different then it's intended to... that's up to you of course, but you must realise that it'll only give it's optimum performance under MagiC, using IConnect and the IConnect OVL.

>>BTW what's up with HSMODEM? AFAIK it does all it promises to do: speed up
>>the serial ports....
>>
>Others have mentioned bugs or deficiencies and the author intended to
>put out an 8 version (way back when)

Others? Personally I never encountered a problem with HSMODEM, it's there in the background doing whatever it is that needs to be done. Have you experienced these deficiences and bugs yourself?

>so I misunderstood that your coment was directed at John for releasing
>the source code?

Yes.

>I did mention ASH above. Should we consider ASH programs as "crap"?

That is a very tricky question.... :-)
To answer it, the first thing we must do is define the word "crap". I for example refer to apps as crap when they don't do what is stated or promised by their author. And apps which loose data, take down the system, are responsible for partitions being fucked up, do not use GEM etc are put in the same class. Remember! that's my definition of crap... You can say that I'm biased, but *none* of the apps that ASH distribute fall in any of the above mentioned categories. So from where I am sitting, no, they're definitely not crap.
And I'll take it even further: until today, not one of the ASH apps has been matched, none of the contenders as far as there are any come even close. I've been reading the silliest claims here the last couple of years, but until today nothing has appeared yet that comes even close to i.e: Texel, Phoenix, Jinnee, Artworx, Papillon and the rest of the long list...

But let's face it, if one of these apps would receive the open source status tomorrow, they would still be as dead and unsupported as they are today. On a platform with millions of users, open source can be a blessing, but on this platform however it's just hype.

Also, the only ASH app is CAB, all the others are distributed by ASH. There's quite a difference...

>>And it's about time we face it: the **only** reason why CAB is not further
>>developed is theft.
>
>so you're implying that there's little theft of the MAC version? I don't know
>if the MAC version is still being upgraded but it was after upgrades of the
>Atari version was dropped.

Not at all!
After five years of development iCab is still in beta phase, anyone can download it and use/test it for free. Users who like it and would like to support the author can pay for it straight away, once (if ever) it's out of beta, these people will be automatically be registered users. So, no one is stealing anything.
BTW, there is some confusion here about the development of CAB, the last couple Atari upgrades of CAB were teamwork, several of the ASH programmmers chipped in and improved it. Alexander Claus has nothing to do with versions 2.6, 2.7 and 2.8. The OVL is not his work either, just like all the bug fixes some new feautures and some of the supplied modules.

>>Someone at ASH once told me once how many versions of
>>CAB that actually have been sold... I was stunned, and it's not only CAB,
>>but about the whole ASH catalogue. Once that they couldn't even recover the
>>costs anymore, that was it... we've got ourselves to thank for it.
>
>your omitting those who went to different platforms (some due to the lack
>of bug fixes or upgrades).....vicious cycle!

No, not really. If every existing Atari user would have a legal copy, then CAB would probably still be supported. And this doesn't only apply to ASH apps. A lot of apps which are now "orphaned" could have been saved, if the users had a different attitude.

It's too easy to blame the people that left this platform. I assume that at least 8 out of 10 people use CAB, not to mention for example HD Driver, which is probably used by 9 out of 10 users. Meaning that Uwe Seimet in **theory** wouldn't have much to complain about, in practice however... Suppose he would be fed up tomorrow and stops further development, I really would like to see the guy that has the nerves asking him to make it open source.

>>The Newsie code is resting now on the same heap where QED, Chagall,
>>Interface, Cypress and many others are gathering dust. So, like I said,
>>let's talk in a couple of years...
>>
>
>agreed! You're probably right about open sources being neglected

It's not "probably" John, it is like that. And the next question to ask yourself is why they are being neglected... Let's assume for example that tomorrow Calumus, Papyrus, Texel, NVDI, Jinnee, Tempus Word NG etc would be released as open source. I'm convinced that it wouldn't take very long before someone picks up the code and maintain it to our benefit. The difference between those apps and Newsie should be obvious. They still have a major group of users, and they represent the "top" on this platform. Apps like Newsie however died a slow and painfull dead... they had a funeral and were burried, giving them a new status is like digging them up.... but who the hell is interested in a stinking rotten dead corps?

>>That's not necessary, I'll wake you up :-)
>
>either use something loud or send a female (no sheep from Steve) :)

I'll just shout, I'm rather good at that ;-)

Cheers from Belgium
Dennis

2722. Re: Newsie is fine app

Newsgroup: comp.sys.atari.st
Date: 2004-04-19 19:16:25 UTC
From: Sylwester Pietrzyk <sylwek@a4.pl>
Message-ID: <BCA9F229.1463F%sylwek@a4.pl>
Source record: 19211

in article 1082398922-61443AEicMi@gmx.net, Dennis Vermeire at
dennis.vermeire@gmx.net wrote on 19.04.04 17:08:

> I've
> been reading the silliest claims here the last couple of years, but until
> today nothing has appeared yet that comes even close to i.e: Texel, Phoenix,
> Jinnee, Artworx, Papillon and the rest of the long list...
Well, actually for me Signum! word processor was the weakest of the ASH
applications. Yes, it was feature packed, but still quite far from Papyrus,
not to mention that it uses its own GUI, not based on GEM :-)
Otherwise we can of course argue whether MiNT is better than Magic (in fact
it is - featurewise) - but the fact remains - ASH has done great job
supporting Atari system for many years and BTW - Magic is simply better for
most users just because it is simplier to install and mantain. I have just
tried to install MiNT using EasyMiNT installer, but despite my long computer
experience and reading supplied docs carefully it didn't work - it started
with few dialog-windows, but unfortunately not even single character
appeared in them - there were no such a stupid problems with Magic :-)

--
Regards
Sylwek

2723. For Sale Atari ST Magazines

Newsgroup: comp.sys.atari.st
Date: 2004-04-19 19:21:43 UTC
From: Dane Stegman <cf943@bfn.org>
Message-ID: <Pine.GSO.3.96.1040419152010.20639B-100000@bfn.org>
Source record: 19212

Hi! Anyone interested in Atari ST magazines with disks. ST format etc.
e-mail me at:danesteg@juno.com for a complete listing. Located in the USA!

Thanks!

Dane Stegman

2724. RGB Convertor for ST for sale - $25

Newsgroup: comp.sys.atari.st
Date: 2004-04-19 20:34:19 UTC
From: Cosmic Ray <cosmicray6@comcast.net>
Message-ID: <fJWgc.28829$ru4.27998@attbi_s52>
Source record: 19213

```
Video Key from Practical Solutions - RGB to Color Composite - $25 +
shipping - Accept PayPal
Contact Ray at (800)515-5352 Silicon Valley Area
```

2725. Re: USING PC Floppy on Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-04-19 20:39:58 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <1088e90gf4gjb2@corp.supernews.com>
Source record: 19214

"Phantom" <phantomm@bellsouth.net> wrote in message
news:mLHgc.43508$951.32088@bignews3.bellsouth.net...
> Is there a way to format a 3 1/2 Floppy Disk on a PC using XP so that I
> could transfer files to and from a Atari Falcon?

Yes just do a normal format in XP! Your Falcon should have a HD floppy
drive and will read the disk just fine. If it doesn't you probably have a
bad drive, heads are dirty or you have a Double Sided drive and will need
format to 720k.

Tim

2726. A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-19 21:11:29 UTC
From: David Ormand <dlormand@aztecfreenet.org>
Message-ID: <7gXgc.9$b91.8@dfw-service2.ext.ray.com>
Source record: 19215

I know this is an old topic, but with the recent interest in Pegasos (mine, too!) I thought I'd bring it up again.

What would it take to turn a PPC machine (Pegasos or Power Mac) or a peecee into an Atari? Not an emulator, but the OS and applications running natively on the non-M68K platform? Think "linux", how the OS and applications are all source distributions that are compiled to run natively on a variety of platforms. How close is the Atari world to being able to pull that off?

Am I right? -> We need BIOS/XBIOS/GEMDOS running in x86 machine code talking directly to the basic set of peecee hardware, and AES/VDI running on top of that, and MiNT and/or a suitable desktop (Teradesk?) running on top of that, and the basic set of applications running on top of that.

EmuTOS is BIOS/XBIOS/GEMDOS, is it not? Right now, it is intended to run on top of an emulation layer, such as ARAnyM. I've taken a quick peek at EmuTOS; it is mostly C-code with some M68K assembly that could probably by ported; this is perhaps the "arch" layer.

How portable is fVDI? Peeking at the version shipped with ARAnyM, there is a fair bit of assembly, but it is all/mostly short subroutines.

Do we have a maintained open-source AES, like oAESis? How portable is MiNT?

I know this is a lot of work, with too few hands, but as well as ARAnyM is doing, it is _still_ "just" an emulator, and while I appreciate the work Rudolphe is doing with CT60, and rumors of Atari ColdFire, the only real path forward for Atari is Intel(ish) and PowerPC.

Or is it really even feasible? Is emulation the _best_ we can ever really do, even theoretically, given the design (or lack of it) of the core Atari SW to depend so heavily on the underlying hardware architecture?

2727. CONGRESS SHOULD BEGIN IMPEACHMENT INQUIRY OF BUSH AND CHENEY

Newsgroup: comp.sys.atari.st
Date: 2004-04-20 01:02:45 UTC
From: Smelly Melly <mel@hotmail.com>
Message-ID: <f92a0423.e473e874@host-69-48-73-244.roc.choiceone.net>
Source record: 19217
Cross-posted to: comp.sys.ibm.pc.digest,comp.sys.atari.st,comp.os.os2.apps,comp.lang.smalltalk

Nader: Iraq an Unconstitutional, Illegal War

Based on Five Falsehoods:
CONGRESS SHOULD BEGIN IMPEACHMENT INQUIRY OF BUSH AND CHENEY

"All public policy should revolve around the principle that individuals are responsible for what they say and do." -- George W. Bush, 1994.

Washington, DC:
Building on his call for the impeachment of President Bush and Vice President Cheney, Independent Presidential candidate Ralph Nader today is calling on Members of the House of Representatives to begin an impeachment inquiry to investigate two distinct impeachable offenses.

An Impeachment Inquiry is the first step toward considering Articles of Impeachment. During an Impeachment Inquiry the House would investigate whether there are potential impeachable offenses.

Impeachment Inquiry and the Process of Impeachment

While the Constitution is clear in granting the impeachment power to the House, it leaves the development of mechanisms for exercising the power to the House. As noted by the Association of the Bar of the City of New York in "The Law of Presidential Impeachment By the Committee on Federal Legislation" (see: http://www.abcny.org/presimpt.htm):

"A variety of methods have been employed to institute impeachment proceedings: Charges may be made orally on the floor by a Member of the House; a Member may submit a written statement of charges; one or more Members of the House may offer a resolution and place it in the legislative hopper; a presidential message to the House may initiate proceedings. The House has also received charges from a state legislature, from a territory, and from a grand jury. Finally, there may be a report of a committee of the House which may submit facts or charges that will lead to impeachment. Under the rules governing the order of business in the House a direct proposition to impeach is a matter of highest privilege and supersedes other business. Similar privileged treatment is given to propositions relating to a pending impeachment."

The purpose of the Impeachment Inquiry is to have a Committee develop a report for the House which then can be considered for the purpose of determining whether to proceed with impeachment proceedings. The House

determines whether to impeach based on a majority vote. It is important to remember that impeachment does not mean conviction - that is left to the Senate. Impeachment is the equivalent of an indictment, making formal charges, which the Senate then considers. Conviction requires two-thirds of the Members present in the Senate to vote for conviction.

Two Potential Articles of Impeachment that Should be Part of an Impeachment Inquiry

The Impeachment Inquiry should focus on two areas involving President Bush and Vice President Dick Cheney.

The unconstitutional war in Iraq.

"The Inquiry should examine whether President Bush and Vice President Cheney have gone beyond the bounds of the Constitution, defied the rule of law, and if so, whether impeachment is the appropriate constitutional punishment," said Nader. The United States Congress never voted for the Iraq war. Congress voted for a resolution in October 2002 which unlawfully transferred to the President the decision-making power of whether to launch a first-strike invasion of Iraq. The United States Constitution's War Powers Clause (Article 1, Section 8, Clause 11) vests the power of deciding whether to send the nation into war solely in the United States Congress. This can only be changed by a constitutional amendment.

"Our founders had seen what could occur when the power to declare war was vested in one person, a King or a Queen, so they took clear steps to ensure no one person could declare war for the United States. As James Madison wrote: "In no part of the constitution is more wisdom to be found, than in the clause which confides the question of war and peace to the legislature, and not to the executive department," noted Nader.

Five Falsehoods that Led to the Iraq Quagmire:

Making matters worse in this situation, the illegal first-strike invasion and occupation of Iraq was justified by five falsehoods. Nader calls for a second area for Impeachment Inquiry to examine: the "five falsehoods that led to war." In 1994 George W. Bush said: "All public policy should revolve around the principle that individuals are responsible for what they say and do." In 2000, he ran as the "responsibility " candidate. Manipulation or deliberate misuse of national security intelligence data, if proven, would be "a high crime" under the Constitution's impeachment clause. Article II, Section 4 of the Constitution provides: "The President, Vice President and all civil Officers of the United States, shall be removed from Office on Impeachment for, and Conviction of, Treason, Bribery, or other high Crimes and Misdemeanors."

WEAPONS OF MASS DESTRUCTION.

The weapons have still not been found. Nader emphasized, "Until the 1991 Gulf War, Saddam Hussein was our government's anti-communist ally in the Middle East. We also used him to keep Iran at bay. In so doing, in the

1980s under Reagan and the first Bush, corporations were licensed by the Department of Commerce to export the materials for chemical and biological weapons that President George W. Bush and Vice President Dick Cheney later accused him of having." Those weapons were destroyed after the Gulf War. President Bush's favorite chief weapons inspector, David Kay, after returning from Iraq and leading a large team of inspectors and spending nearly half a billion dollars told the president :We were wrong."

See: David Kay testimony before Senate Armed Services Committee, January 28, 2004.

IRAQ TIES TO AL QAEDA:

The White House made this claim even though the CIA and FBI repeatedly told the Administration that there was no tie between Saddam Hussein and Al Qaeda. They were mortal enemies - one secular, the other fundamentalist.

SADDAM HUSSEIN WAS A THREAT TO THE UNITED STATES:

In fact, Saddam was a tottering dictator, with an antiquated, fractured army of low morale and with Kurdish enemies in Northern Iraq and Shiite adversaries in the South of Iraq. He did not even control the air space over most of Iraq.

SADDAM HUSSEIN WAS A THREAT TO HIS NEIGHBORS:

In fact, Iraq was surrounded by countries with far superior military forces. Turkey, Iran and Israel were all capable of obliterating any aggressive move by the Iraqi dictator.

THE LIBERATION OF THE IRAQI PEOPLE:

There are brutal dictators throughout the world, many supported over the years by Washington, whose people need "liberation " from their leaders. This is not a persuasive argument since for Iraq, it's about oil. In fact, the occupation of Iraq by the United States is a magnet for increasing violence, anarchy and insurrection.

Nader urges the Congress to investigate the illegal nature of the war, and how the five falsehoods became part of the Bush Administration's drum beat for war, in a formal Inquiry of Impeachment.

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For further information, contact:
Kevin Zeese
1-202-265-4000

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have also signed or endorsed the statement. NION organizes marches and other protest activities in its support.

However, Not In Our Name is deeper than the latest academic babblers and limosuine liberals. NION professes peace, yet it is involved - directly as well as indirectly - with terrorist organizations and anti-American propaganda campaigns headed by fanatical Communist and Muslim groups. NION has cemented alliances with bona fide radical organizations like the Interreligious Foundation for Community Organization, Women's International League for Peace and Freedom and the Revolutionary Communist Party.

Not In Our Name: What is IFCO?

Not In Our Name (NION) requests donations on its website, yet on this site donors are asked to make checks payable to NION/IFCO. IFCO is the acronym for the Interreligious Foundation for Community Organization. NION states that the " Interreligous Foundation for Community Organization (IFCO). is our fiscal sponsor." Fiscal sponsorship by IFCO means Not In Our Name receives donations that are tax deductible because of IFCO's 501c(3) (charitable, federal tax-exempt) status. IFCO charges a fee for this service.

Why is NION not a 501c(3)?

Donations to NION/IFCO are then mailed to the Women's International League for Peace and Freedom (WILPF), which is located at 339 Lafayette Street in New York City. The address is the same as NION's. The intimate nature of a financial partnership shows how closely aligned these two organizations are. And that's scary, because the Women's International League for Peace and Freedom has been associated with Communist cau

2728. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-20 01:20:26 UTC
From: Dirk-Jan Leys <chemmadnospam@stack.nl>
Message-ID: <slrnc88umq.kuh.chemmad@toad.stack.nl>
Source record: 19216

On 2004-04-19, David Ormand <dlormand@aztecfreenet.org> wrote:
> I know this is an old topic, but with the recent interest in Pegasos
> (mine, too!) I thought I'd bring it up again.
>
> What would it take to turn a PPC machine (Pegasos or Power Mac) or a
> peecee into an Atari? Not an emulator, but the OS and applications
> running natively on the non-M68K platform? Think "linux", how the
> OS and applications are all source distributions that are compiled
> to run natively on a variety of platforms. How close is the Atari
> world to being able to pull that off?
>
> Am I right? -> We need BIOS/XBIOS/GEMDOS running in x86 machine code
> talking directly to the basic set of peecee hardware, and AES/VDI
> running on top of that, and MiNT and/or a suitable desktop (Teradesk?)
> running on top of that, and the basic set of applications running on
> top of that.
>
> EmuTOS is BIOS/XBIOS/GEMDOS, is it not? Right now, it is intended to
> run on top of an emulation layer, such as ARAnyM. I've taken a quick
> peek at EmuTOS; it is mostly C-code with some M68K assembly that could
> probably by ported; this is perhaps the "arch" layer.
>
> How portable is fVDI? Peeking at the version shipped with ARAnyM, there
> is a fair bit of assembly, but it is all/mostly short subroutines.
>
> Do we have a maintained open-source AES, like oAESis? How portable is
> MiNT?
>
> I know this is a lot of work, with too few hands, but as well as ARAnyM
> is doing, it is _still_ "just" an emulator, and while I appreciate the
> work Rudolphe is doing with CT60, and rumors of Atari ColdFire, the only
> real path forward for Atari is Intel(ish) and PowerPC.
>
> Or is it really even feasible? Is emulation the _best_ we can ever
> really do, even theoretically, given the design (or lack of it) of the
> core Atari SW to depend so heavily on the underlying hardware
> architecture?
afaik rodolphe speak about pegasos
(even on fr.c.s.a)

and if we have asm convertor

Optimized 680x0->PowerPC source level assembly
porter and powerful 680x0 backwards compatible PPC assembly language for
the Amiga platform.

http://coyoteflux.nl/ppc680x0.htm

so lets port our atari stuff to ppc. instead of using emulation
we could ask if those amiga peeps want to help us, bye porting this
convertor to atari. then programmers can start making atari-ppc programms,
before the ppc is arived

2729. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-20 08:00:27 UTC
From: Standa Opichal <opichals@seznam.cz>
Message-ID: <c62las$105$1@server4.gts.cz>
Source record: 19218

Hi!

I've been thinking about that quite some time.... However I think about it as about what do we really want to keep.

There are two kinds of applications there, first the open-source applications that we can rebuild whenever we would like (have enough motivation) and second there are the old apps that are effectively unsupported.

Assuming we all don't want to dig deep into the OS kernel (like I quite enjoy in the FreeMiNT's case) we just need to run all the existing apps somewhere.

New apps beeing ported are facing more and more problems regarding the OS features like virtual memory, shared libraries, threads etc. I tent to think that if we want to turn our systems to be up-to-date featured OS running all the things we like then we need to change the underlying OS architecture (or implement the missing pieces which is unlikely). For changing the kernel say to BSD one we need to maintain the BIOS/XBIOS/GEMDOS/VDI/AES calling conventions which are not acceptable in a decent architecture (they are comming from a single tasking TOS, you know). There are some chances now to change this API for the newly appearing VDI and AES implementations, however. Once we change these bindings we can port the VDI/AES virtualy to any OS we use. The BIOS/XBIOS/GEMDOS are not really needed, because the OS kernel we would use does already have a replacement. We can create a dynamic library with a compatible API on a programing language level.

Still there is no good enough way to support the old apps in this scheme for which we would allways need to run the emulation layer to fullfill the TOS-like bindings requirements.

Now....

Taking the fact that there are about 150 platform users all over the world - guessing from the fact that Rodolphe can't sell more CT60's recently which is an absolute need for a non-gaming user the key questions are:

* Who would ever use this new VDI/AES like OS?
* If there are enough users who would write/port new apps to that and _debug_ them?
* Do people care nowadays?

best regards

STan

David Ormand wrote:
> I know this is an old topic, but with the recent interest in Pegasos
> (mine, too!) I thought I'd bring it up again.
>
> What would it take to turn a PPC machine (Pegasos or Power Mac) or a
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> work Rudolphe is doing with CT60, and rumors of Atari ColdFire, the only
> real path forward for Atari is Intel(ish) and PowerPC.
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> really do, even theoretically, given the design (or lack of it) of the
> core Atari SW to depend so heavily on the underlying hardware
> architecture?

2730. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-20 09:06:11 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2004.04.20.09.06.10.680481@sophics.cz>
Source record: 19219

On Mon, 19 Apr 2004 14:11:29 -0700, David Ormand wrote:

> EmuTOS is BIOS/XBIOS/GEMDOS, is it not? Right now, it is intended to
> run on top of an emulation layer, such as ARAnyM.

It can be ported, of course (Martin has always been rewriting parts of original assembler code to plain C to ease the possible port) but I don't think it makes any sense. Once you port it to a particular hardware platform you basically tie yourself to that hardware. Why would you want to do that when the hardware is being developed so quickly today? Intel x86, AMD64, PPC and who knows what else will come in near future. Why would you want to lock yourself say into PPC when the AMD64 maybe cheaper and better for other users? ARAnyM frees you from locking to any hardware platform and I consider that to be a great advantage.

> How portable is fVDI? Peeking at the version shipped with ARAnyM, there
> is a fair bit of assembly, but it is all/mostly short subroutines.

There is another VDI being developed that should be more portable.

> Do we have a maintained open-source AES, like oAESis?

almost yes - XaAES. And there is also myAES but I am not sure if it's open-source.

> How portable is MiNT?

well, this is a good question.

> I know this is a lot of work, with too few hands, but as well as ARAnyM
> is doing, it is _still_ "just" an emulator

I think that ARAnyM is doing the right thing here. The software world is trying to abstract from certain HW architecture. Do you know Java, C# with the whole Microsoft .Net architecture and the other bunch of scripting languages that are so popular today? People are bored by binary programs. They want portable solutions working everywhere. Now if you think about ARAnyM as the runtime system that allows you to run your good old TOS/GEM applications on any computer you might understand why I believe ARAnyM is the right way for prolonging the life of remaining active TOS/GEM users. And it even answers your question in the subject: "peecee or PPC" - the answer is "either or both, with ARAnyM the hardware doesn't matter".

Surprisingly related comments are also here:

http://slashdot.org/articles/04/04/17/1623200.shtml?tid=138&tid=187

"Sixth Sense", "Not terribly useful, "Jesus Christ" are the more
interesting subjects in the discussion under the article at the URL above.

Petr

2731. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-20 10:31:51 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0404201214130.411@feanor.schunter.etc.tu-bs.de>
Source record: 19220

On Tue, 20 Apr 2004, Petr Stehlik wrote:

PS> Once you port it to a particular hardware platform you basically tie
PS> yourself to that hardware. Why would you want to do that when the
PS> hardware is being developed so quickly today?
[...]
PS> ARAnyM frees you from locking to any hardware platform and I consider
PS> that to be a great advantage.
[...]
PS> I think that ARAnyM is doing the right thing here. The software world is
PS> trying to abstract from certain HW architecture.
[...]
PS> Now if you think about ARAnyM as the runtime system that allows you to
PS> run your good old TOS/GEM applications on any computer you might
PS> understand why I believe ARAnyM is the right way for prolonging the
PS> life of remaining active TOS/GEM users.

Full ACK.

I think the charm of Atari OSes is tightly coupled to their simplicity and
to the underlying hardware aspects.

Computers in general tend to become faster and faster, the evolution of
hardware architectures has very short circles, so why not try to decouple
from that by a virtual machine like ARAnyM? The VM settles upon a "BIOS"
(Linux kernel f.ex.) developed and maintained by others, so the few
programmers on our platform do not have to take up with Goliath.

And as one can see from ARAnyM it is even possible to hide the underlying
"BIOS", you can directly boot into your VM.

Regards,

Alexander

2732. Re: SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 2004-04-20 13:16:47 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BCAAE14F.10840%derryck@nospam.cix.co.uk.invalid>
Source record: 19221

In article 20040419081400.02333.00000056@mb-m21.aol.com, SF0218 at sf0218@aol.com wrote on 19/4/04 13:14:

>
>> Seems to work OK - I don't know why the OP hasn't tried it for himself
>> though!
>
> Huh?

OP=Original Poster, ie you.

So, does it work?

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

2733. Re: SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 2004-04-20 15:49:25 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.04.20.15.49.25.364243@removenoaspam.atari-source.com>
Source record: 19222

On Tue, 20 Apr 2004 14:16:47 +0100, Derryck Croker wrote:
>
> OP=Original Poster, ie you.
>
> So, does it work?

Derryck,

Sam seems to be a fan of post first, try it out later methodology ;-)

Mark
http://portal.atari-source.com

2734. Re: Newsie is fine app

Newsgroup: comp.sys.atari.st
Date: 2004-04-20 16:09:35 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.04.20.16.09.33.553885@removenoaspam.atari-source.com>
Source record: 19223

On Mon, 19 Apr 2004 17:08:42 +0200, Dennis Vermeire wrote:

> No, not really. If every existing Atari user would have a legal copy, then CAB
> would probably still be supported. And this doesn't only apply to ASH apps. A
> lot of apps which are now "orphaned" could have been saved, if the users had a
> different attitude.
> It's too easy to blame the people that left this platform. I assume that at
> least 8 out of 10 people use CAB, not to mention for example HD Driver, which
> is probably used by 9 out of 10 users. Meaning that Uwe Seimet in **theory**
> wouldn't have much to complain about, in practice however... Suppose he would be
> fed up tomorrow and stops further development, I really would like to see the
> guy that has the nerves asking him to make it open source.
>
> Cheers from Belgium
> Dennis

The problem IMHO is that a lot of things which should be system level and never should have to have been sold aren't. Extendos, HD-driver, NVDI, and various other system tools probably in all likelihood should be free, they should have been bought by Atari and included with TOS as part of MultiTOS. With most systems, you can depend on system apps being bundled. For instance, you go out and buy a cdwriter and Roxio CD Creator or Nero is bundled. Forcing all the owners of cd writers to have legal copies of the software helps to defray costs and eventually it becomes negligible. If windows needed external software to make it's video subsystem even useable, or another piece of external software to let you handle basic fetures like scsi bus arbitration people would scream bloody murder.

More or less, this is all shit that should have been bundled with the computer to begin with. If it was, maybe people would actually be able to stomach the concept of purchasing all the other apps like Texel or a word processor etc. But how when they spent so much money just building a base system with appropriate licenses.

Just as well for today, there perhaps should be a systems bundle, which comes with a slew of apps like HD-driver, nvdi, etc for around $100. Include MagiC and it costs $200. If things were a bit more straightforward I think there would have been a lot less piracy.

But one thing we can agree on, I have no question that piracy has directly harmed Atari computing severely. The power without the price thing might have led people who generally don't have money or don't want to spend money to our platform ;-)

That's my $.02

Mark
http://portal.atari-source.com

2735. Re: SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 2004-04-20 17:01:23 UTC
From: sf0218@aol.com
Message-ID: <20040420130123.10255.00000035@mb-m05.aol.com>
Source record: 19224

Folks, I have tried SpeedoGDOS, I like it, I had it untill my disk2 went bad.
So my main concern was whether or not I really do need it. I have nvdi4, I
have AtariWorks.

Thanks from the OP and good day....:)
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2736. Re: SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 2004-04-20 17:02:00 UTC
From: sf0218@aol.com
Message-ID: <20040420130200.10255.00000036@mb-m05.aol.com>
Source record: 19225

Okay, here I come with another huh?
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2737. Re: Atari mouse

Newsgroup: comp.sys.atari.st
Date: 2004-04-20 19:59:13 UTC
From: Bob Upundown <noboddy@nowhere.com>
Message-ID: <40859e97@news.greennet.net>
Source record: 19226

> > > RUBBISH
> >
>
> No it isn't. I've owned several aftermarket Amiga mice with a switch to
> select Atari/Amiga. It is only one wire that is switched so why you think
it
> is rubbish is beyond me, you clearly haven't a clue on the subject.
>
>
>
No true Atari fan would own anything that said A***a on it

2738. Re: Atari mouse

Newsgroup: comp.sys.atari.st
Date: 2004-04-20 21:02:49 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <40858e6a$0$83372$c30e37c6@lon-reader.news.telstra.net>
Source record: 19227

"Bob Upundown" <noboddy@nowhere.com> wrote in message
news:40859e97@news.greennet.net...
>
> > > > RUBBISH
> > >
> >
> > No it isn't. I've owned several aftermarket Amiga mice with a switch to
> > select Atari/Amiga. It is only one wire that is switched so why you
think
> it
> > is rubbish is beyond me, you clearly haven't a clue on the subject.
> >
> >
> >
> No true Atari fan would own anything that said A***a on it
>

Don't be so childish.

2739. Re: SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 2004-04-20 21:50:15 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.04.20.21.50.15.801054@removenoaspam.atari-source.com>
Source record: 19228

On Tue, 20 Apr 2004 17:02:00 +0000, SF0218 wrote:

> Okay, here I come with another huh?

What,

I'm just noticing your tendency to ask questions that you could easily
answer by just trying it out... that's all
Mark

2740. Re: SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 2004-04-20 22:20:58 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <yehhc.59751$UC4.7884@bignews2.bellsouth.net>
Source record: 19229

"SF0218" <sf0218@aol.com> wrote in message
news:20040420130123.10255.00000035@mb-m05.aol.com...
> Folks, I have tried SpeedoGDOS, I like it, I had it untill my disk2 went bad.
> So my main concern was whether or not I really do need it. I have nvdi4, I
> have AtariWorks.

NVDI 4 is mucho better than Speedo as bundled with Atari Works!
Faster, speeds up overall VDI, supports more font-types, likely more printers
too....
In some respects NVDI 4 is maybe even better than version 5.
Since you have it...go with NVDI!

Brian

2741. Re: SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 2004-04-20 22:48:55 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0404201448.129ef6ce@posting.google.com>
Source record: 19230

Mark D <mducksub@removenoaspam.atari-source.com> wrote in message
news:<pan.2004.04.20.15.49.25.364243@removenoaspam.atari-source.com>...
> On Tue, 20 Apr 2004 14:16:47 +0100, Derryck Croker wrote:
> >
> > OP=Original Poster, ie you.
> >
> > So, does it work?
>
> Derryck,
>
> Sam seems to be a fan of post first, try it out later methodology ;-)

Judging from some of the answers he is getting, one might think this is not the
proper forum to ask Atari related questions anymore...

/Joakim

2742. Re: SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 2004-04-20 23:35:51 UTC
From: sf0218@aol.com
Message-ID: <20040420193551.06893.00000059@mb-m20.aol.com>
Source record: 19231

Hello everyone

I consider everyone in this group an Atarian at heart, and a friend because we are Atarians. I'm not out to tick anyone off or offend anyone. And if I have a tendency to ask a lot of questions.......it's because I'm the only Atarian in this area, and I don't know of any in the surrounding areas either.

So, the newsgroups and forums are as close as I'm able to get to having Atari friends.

Thank you and good night.
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2743. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-21 04:06:43 UTC
From: David Ormand <dlormand@aztecfreenet.org>
Message-ID: <foGdnSyIVb5pbBjdRVn-tA@gbronline.com>
Source record: 19232

>New apps beeing ported are facing more and more problems regarding the
>OS features like virtual memory, shared libraries, threads etc. I tent
>to think that if we want to turn our systems to be up-to-date featured
>OS running all the things we like then we need to change the underlying
>OS architecture (or implement the missing pieces which is unlikely).
>For changing the kernel say to BSD one we need to maintain the
>BIOS/XBIOS/GEMDOS/VDI/AES calling conventions which are not acceptable
>in a decent architecture (they are comming from a single tasking TOS,
>you know). There are some chances now to change this API for the newly
>appearing VDI and AES implementations, however. Once we change these
>bindings we can port the VDI/AES virtualy to any OS we use. The
>BIOS/XBIOS/GEMDOS are not really needed, because the OS kernel we would
>use does already have a replacement. We can create a dynamic library
>with a compatible API on a programing language level.

Okay, this is the core of the question.

I'm going to reveal a bit of my ignorance. MiNT does NOT use the built-in BIOS/XBIOS/GEMDOS, does it? It's my understanding that TOS (and in particular EmuTOS under ARAnyM) is used by MiNT only for booting. Once running, MiNT runs independently and in full control of the hardware, in pretty much the same way Linux boots from the peecee BIOS and then ignores it. So all this modern OS stuff you mention, like virtual memory, shared libraries, threads, etc., would be built into MiNT (if it is not already). MiNT becomes the modern OS, and the driver set you build/select when installing MiNT is appropriate to the hardware platform you are using, in exactly the same way as linux.

The BIOS/XBIOS/GEMDOS stuff can remain however friendly or unfriendly they may be to multitasking, since they would only be used in the case of someone wanting a system that boots quickly and runs simple, unsophisticated applications - exactly the case of DOS on the peecee, which still supports a thriving community.

This is actually one of my keen interests in the question. An ST boots very quickly into singleTOS and can load and run a TOS or GEM app in much less time than even a hot peecee can boot linux, not to mention starting ARAnyM. But hot peecees are not cheap, and by the time you add a Link or IDE adapter and even an old hard drive, an ST is not exactly cheap, either, and certainly not "stock". A new Atari OS that boots into singleTOS on an old 486sx gets you a fast-booting machine that's practically free. A new Atari OS that boots into MiNT on a hot peecee gives a great migration path for the community.

>Still there is no good enough way to support the old apps in this
>scheme for which we would allways need to run the emulation layer to

>fullfill the TOS-like bindings requirements.

The model of the transition of the Macintosh comes immediately to mind. The new OS is native PPC, but old M68K binaries can be run via an emulation layer. The work on ARAnyM could be adapted to this role. Yes, it IS an emulation layer, but in _this_ scenario, the emulation is on top of a real Atari OS, rather than masking the underlying foreign OS.

>Now....
>
>Taking the fact that there are about 150 platform users all over the
>world - guessing from the fact that Rodolphe can't sell more CT60's
>recently which is an absolute need for a non-gaming user the key
>questions are:

I think the people buying CT60s are (a) Falcon owners who (b) want more out of their "pure" Atari (TM) hardware and (c) don't mind spending money on the admittedly dead-end M68K technology. My hat is off to them, and to Rodolphe. How representative is this of the community? Not sure...

>* Who would ever use this new VDI/AES like OS?

Anyone who is not religiously committed to the original, pure, M68K Atari (TM) hardware, and doesn't mind committing a peecee (or bootable partition) or PPC machine to a free, open-source _ATARI_ OS to run either original M68K binaries (via emulation layer) or portable source-based applications. Also, anyone who wants better performance than the pure Atari hardware is capable of, and would prefer a real Atari OS to an emulation running on top of a generic OS.

>* If there are enough users who would write/port new apps to that and
> _debug_ them?

I think the main problem now is potential Atari developers who are put off by the futility of supporting a dead-end hardware platform. It might be interesting to do a poll of existing Atari developers who would support both platforms. Or really, if they are already coding their work such that it would already be portable. I don't think there would be _fewer_ developers than there are now. And I think a viable system (rather than just another nostalgia emulator) might attract some outside attention. In fact, another interesting poll is how many developers are interested in developing M68K applications for ARAnyM - or any other emulator.

But like the MiNT people are fond of pointing out, a lot of Unix apps are easily ported to and debugged on MiNT. This can only increase if MiNT is running on a more mainstream hardware platform.

>* Do people care nowadays?

Depends... on how much attention this thread draws :)

2744. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-21 04:12:55 UTC
From: David Ormand <dlormand@aztecfreenet.org>
Message-ID: <iq6dnW0T3Z70bhjdRVn-sQ@gbronline.com>
Source record: 19233

>ARAnyM frees you from locking to any hardware
>platform and I consider that to be a great advantage.

ARAnyM frees you from the hardware by letting the linux people worry
about the hardware.

>Now if you think about
>ARAnyM as the runtime system that allows you to run your good old
>TOS/GEM applications on any computer you might understand why I believe
>ARAnyM is the right way for prolonging the life of remaining active
>TOS/GEM users. And it even answers your question in the subject:
>"peecee or PPC" - the answer is "either or both, with ARAnyM the
>hardware doesn't matter".

It might prolong the life of the users of the "good old TOS/GEM"
programs, but it doesn't do much for developers of _new_ TOS/GEM
programs who would like to do better than M68K binaries produced from
outdated toolsets. "With ARAnyM the hardware doesn't matter", because
the emulated hardware is still an obsolete M68K platform.

>The VM settles upon a "BIOS"
>(Linux kernel f.ex.) developed and maintained by others, so the few
>programmers on our platform do not have to take up with Goliath.

I think any hypothetical Atari developers should certainly leverage the
work of the Linux device driver people.

>And as one can see from ARAnyM it is even possible to hide the
>underlying "BIOS", you can directly boot into your VM.

But you are really just starting an emulator running on top of a foreign
OS. I want to boot an Atari OS!

But in all fairness to you ARAnyM developers, there was/is this
underlying whisper that ARAnyM _will_ become native at some point in the
future, but that whisper has been all but shouted down in the drive to
get this running under linux. At such time that ARAnyM _becomes_ a
flavor of linux running its own VDI, rather than just another emulator
running under X, and the M68K emulation layer for old programs is
invoked only for old programs and leaves natively developed GEM
applications to talk directly to the OS, then ARAnyM will be the native
Atari OS I'm thinking about!

2745. Re: Atari mouse

Newsgroup: comp.sys.atari.st
Date: 2004-04-21 06:39:53 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <c6556b$a0i$1@reader10.wxs.nl>
Source record: 19234

Bob Upundown wrote:

> No true Atari fan would own anything that said A***a on it

It's hidden carefully on the bottom next to the switch, in tiny print:
"Amiga" and "Atari". I have one as well.

Maurits (true Atari fan who also owns something else with "Amiga" on it:
An Amiga 2000 which he got for free at some point but never used it)

2746. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-21 08:27:46 UTC
From: Sylwek <sylwekWYKASUJTO@pf.pl>
Message-ID: <sylwekWYKASUJTO-76818B.10274521042004@gw1.news.tpi.pl>
Source record: 19235

In article <foGdnSyIVb5pbBjdRVn-tA@gbronline.com>,
David Ormand <dlormand@aztecfreenet.org> wrote:

> Anyone who is not religiously committed to the original, pure, M68K
> Atari (TM) hardware, and doesn't mind committing a peecee (or bootable
> partition) or PPC machine to a free, open-source _ATARI_ OS to run
> either original M68K binaries (via emulation layer) or portable source-
> based applications. Also, anyone who wants better performance than
> the pure Atari hardware is capable of, and would prefer a real Atari OS
> to an emulation running on top of a generic OS.

I think most users would like to see new platform. And it could be
PowerPC, as most users voted in this poll:
http://www.atari-users.net/modules.php?op=modload&name=NS-Polls&file=inde
x&req=results&pollID=8
According to Rodolphe Czuba some people in France already work on
porting Atari OS to the cheapest and most modern PowerPC platform -
Pegasos.

--
Pozdrowienia
Sylwek

P.S. Zeby wyslac do mnie maila - usun "WYKASUJTO" z adresu e-mail!

2747. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-21 08:33:41 UTC
From: Sylwek <sylwekWYKASUJTO@pf.pl>
Message-ID: <sylwekWYKASUJTO-AEC562.10334121042004@gw1.news.tpi.pl>
Source record: 19236

In article <pan.2004.04.20.09.06.10.680481@sophics.cz>,
Petr Stehlik <pstehlik@sophics.cz> wrote:

> I think that ARAnyM is doing the right thing here. The software world is
> trying to abstract from certain HW architecture.

I think this is not the case with open source OSes. Take a look at linux
and other unix clones. They are available for many platforms and porting
work was usually made by just a handful of programmers. It could happen
to MiNT too. With some efforts this really good OS could be ported to
PowerPC platform and maybe for Intel too :-) All that is needed is a
kind of bootloader that would run MiNT directly.
ARAnyM is a very good product but it is still emulator - much like UAE
(Universal Amiga Emulator), which is available for many HW platforms
(even for Pegasos - to run old Amiga games :-)

--
Pozdrowienia
Sylwek

P.S. Zeby wyslac do mnie maila - usun "WYKASUJTO" z adresu e-mail!

2748. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-21 08:40:22 UTC
From: Standa Opichal <opichals@seznam.cz>
Message-ID: <c65c1n$od3$1@server4.gts.cz>
Source record: 19237

Hi!

Sorry, but I can't stand watching your closed eyes... OPEN THEM and look
around!

Linux is beating the world and has great user base. Do you think that
the same think is feasible with say 200 people? There are maximally 5
developers that are 'active' FreeMiNT kernel develepers.

As you wrote in another mail "most users would like to see...", but
there are not enough of them in total, sorry.

STan

Sylwek wrote:
> In article <pan.2004.04.20.09.06.10.680481@sophics.cz>,
> Petr Stehlik <pstehlik@sophics.cz> wrote:
>
>
>>I think that ARAnyM is doing the right thing here. The software world is
>>trying to abstract from certain HW architecture.
>
>
> I think this is not the case with open source OSes. Take a look at linux
> and other unix clones. They are available for many platforms and porting
> work was usually made by just a handful of programmers. It could happen
> to MiNT too. With some efforts this really good OS could be ported to
> PowerPC platform and maybe for Intel too :-) All that is needed is a
> kind of bootloader that would run MiNT directly.
> ARAnyM is a very good product but it is still emulator - much like UAE
> (Universal Amiga Emulator), which is available for many HW platforms
> (even for Pegasos - to run old Amiga games :-)
>

2749. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-21 08:59:26 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2004.04.21.08.59.25.889909@sophics.cz>
Source record: 19239

On Tue, 20 Apr 2004 21:12:55 -0700, David Ormand wrote:

> It might prolong the life of the users of the "good old TOS/GEM"
> programs, but it doesn't do much for developers of _new_ TOS/GEM
> programs who would like to do better than M68K binaries produced from
> outdated toolsets. "With ARAnyM the hardware doesn't matter", because
> the emulated hardware is still an obsolete M68K platform.

First, what outdated toolsets you mean? We have the up-to-date GCC and its toolchain.

Second, show me the developers that want to "do better than M68K binaries". I want to see them. Want to ask them "what binaries are you going to produce and support? Will you still support old Atari user base or are you going to be PPC only? Or x86 only? Or AMD64 only? Or all? How are you going to support these architectures? Are you going to buy all the hardware? In all flavors? How about different graphics? What sound drivers? How about printing architecture?" etc. I want to hear it. Who will port NVDI to these platforms? Or is there a new VDI with same capabilities? Or are you going to run 80% of your system tools emulated, only the kernel and the few HOT applications will be 'native'?

Guys I don't believe that producing non-m68k GEM binaries makes any sense. If it ever happened it would basically divide the remaining few users - you'd tell them "upgrade to our new APC/Pegasos/whatever or die" and I bet most of them would choose the latter (and abandoned the few apps in favor of microsoft or linux new ones).

> But you are really just starting an emulator running on top of a foreign
> OS. I want to boot an Atari OS!

Atari OS? http://www.atari.com/ ? Last Atari OS is MultiTOS 1.09. You don't want to boot that, do you?

> But in all fairness to you ARAnyM developers, there was/is this
> underlying whisper that ARAnyM _will_ become native at some point in the
> future, but that whisper has been all but shouted down

We got (or are getting) realistic. You should too.

> invoked only for old programs and leaves natively developed GEM
> applications to talk directly to the OS, then ARAnyM will be the native
> Atari OS I'm thinking about!

See above what I think about your "natively developed GEM applications"

Petr

2750. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-21 09:00:06 UTC
From: Standa Opichal <opichals@seznam.cz>
Message-ID: <c65d6n$ph4$1@server4.gts.cz>
Source record: 19238

Hi!

> I'm going to reveal a bit of my ignorance. MiNT does NOT use the
> built-in BIOS/XBIOS/GEMDOS, does it?

It does. But in theory it need not, but it would most probably be hard
to keep the high level of Atari HW support it has because of that.

> BIOS and then ignores it. So all this modern OS stuff you mention, like
> virtual memory, shared libraries, threads, etc., would be built into
> MiNT (if it is not already). MiNT becomes the modern OS, and the driver
> set you build/select when installing MiNT is appropriate to the hardware
> platform you are using, in exactly the same way as linux.

But there is not enough people that would really do that and be able to
debug that all.

> The BIOS/XBIOS/GEMDOS stuff can remain however friendly or unfriendly
> they may be to multitasking, since they would only be used in the case
> of someone wanting a system that boots quickly and runs simple,
> unsophisticated applications - exactly the case of DOS on the peecee,
> which still supports a thriving community.

I don't run DOS apps anywhere and if I would I would choose some
emulator for that for sure. I don't want to install it definitely.

> This is actually one of my keen interests in the question. An ST boots
> very quickly into singleTOS and can load and run a TOS or GEM app in
> much less time than even a hot peecee can boot linux, not to mention
> starting ARAnyM. But hot peecees are not cheap, and by the time you add
> a Link or IDE adapter and even an old hard drive, an ST is not exactly
> cheap, either, and certainly not "stock". A new Atari OS that boots
> into singleTOS on an old 486sx gets you a fast-booting machine that's
> practically free. A new Atari OS that boots into MiNT on a hot peecee
> gives a great migration path for the community.

I tent to better not to boot the OS, but keep it up.

> The model of the transition of the Macintosh comes immediately to mind.

Yes, of course.

> The new OS is native PPC,

I doesn't have anything in common. I could have been x86 as well.

> but old M68K binaries can be run via an emulation layer.
> The work on ARAnyM could be adapted to this role.

> Yes, it IS an emulation layer, but in _this_ scenario, the emulation is
> on top of a real Atari OS, rather than masking the underlying foreign
> OS.

Yes, this is what I was talking about in the previous mail.

> I think the people buying CT60s are (a) Falcon owners who (b) want more
> out of their "pure" Atari (TM) hardware and (c) don't mind spending
> money on the admittedly dead-end M68K technology. My hat is off to
> them, and to Rodolphe. How representative is this of the community?
> Not sure...

Ok, assume there are twice that much users... Does it change anything?

> Anyone who is not religiously committed to the original, pure, M68K
> Atari (TM) hardware,

Would play games.

> and doesn't mind committing a peecee (or bootable
> partition) or PPC machine to a free,

There are close to 0 such people, just go through the archive of this
newsgroup. And for example track the neverending topic "ARAnyM" (
http://groups.google.com/groups?hl=en&lr=&ie=UTF-8&oe=UTF-8&threadm=sGKQb.1966%24%25x4.331
655%40news.siol.net&rnum=2&prev=/groups%3Fq%3DARAnyM%26hl%3Den%26lr%3D%26ie%3DUTF-8%26oe%3
DUTF-8%26selm%3DsGKQb.1966%2524%2525x4.331655%2540news.siol.net%26rnum%3D2
)

> open-source _ATARI_ OS to run
> either original M68K binaries (via emulation layer) or portable source-
> based applications. Also, anyone who wants better performance than
> the pure Atari hardware is capable of, and would prefer a real Atari OS
> to an emulation running on top of a generic OS.

So few people... No appropriate audience, sorry.

> >* If there are enough users who would write/port new apps to that and
> > _debug_ them?
>
> I think the main problem now is potential Atari developers who are put
> off by the futility of supporting a dead-end hardware platform. It
> might be interesting to do a poll of existing Atari developers who would
> support both platforms. Or really, if they are already coding their
> work such that it would already be portable. I don't think there would
> be _fewer_ developers than there are now. And I think a viable system
> (rather than just another nostalgia emulator) might attract some outside
> attention. In fact, another interesting poll is how many developers
> are interested in developing M68K applications for ARAnyM - or any other
> emulator.

I simply don't share this opinion more.

> But like the MiNT people are fond of pointing out, a lot of Unix apps
> are easily ported to and debugged on MiNT. This can only increase if
> MiNT is running on a more mainstream hardware platform.

This is true. But MiNT is not likely to change in this way.. It would
require too much effort which nobody is willing to invest.

> >* Do people care nowadays?
>
> Depends... on how much attention this thread draws :)

Nope.

regards

STan

2751. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-21 09:13:25 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2004.04.21.09.13.25.384473@sophics.cz>
Source record: 19240

On Wed, 21 Apr 2004 10:27:46 +0200, Sylwek wrote:

> I think most users would like to see new platform. And it could be
> PowerPC, as most users voted in this poll:

150 users. Great. Now let's estimate that at the time the new platform is finished there is at least half of them still around, that is 75. Now let's make another poll - are you 75 guys going to buy the $1000+ new machine when there is no software available, apart from maybe ARAnyM that allows you running your old apps emulated? No? You want some software first, right? OK, but we need developers that would write the software. Port whole FreeMiNT (who will do that?), write device drivers. Finish a VDI to NVDI 5 compatibility level (a tough job). Finish an AES to conform to MagiC standards. And start writing applications. Building those that have plain C source code is a piece of cake (almost), but what to do with those that are partially assembler based, or those that were written for PureC? We need more developers. They have to buy this new platform first. Or is somebody going to buy it for them? Who? And why? Anyway, if they happened to get the machine, would they be willing to spend days or weeks on porting the software for 75 potential users? And what if those users don't buy the machines in the end? Months or years of useless work.

Come on. Don't break the binary compatibility. M68K is a good instruction set. We know it well. Why abandon it? Look at the wintel world - they pay so much attention to binary compatibility for more than 20 years already. Even the latest AMD64 CPUs are still backwards compatible with the 25 years old CPUs. Why do you think they do that?

Petr

2752. Re: Atari mouse

Newsgroup: comp.sys.atari.st
Date: 2004-04-21 10:02:11 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <40864513$0$83375$c30e37c6@lon-reader.news.telstra.net>
Source record: 19241

"Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message
news:c6556b$a0i$1@reader10.wxs.nl...
> Bob Upundown wrote:
>
> > No true Atari fan would own anything that said A***a on it
>
> It's hidden carefully on the bottom next to the switch, in tiny print:
> "Amiga" and "Atari". I have one as well.
>
> Maurits (true Atari fan who also owns something else with "Amiga" on it:
> An Amiga 2000 which he got for free at some point but never used it)

Scared of what you might find?

2753. Re: Atari mouse

Newsgroup: comp.sys.atari.st
Date: 2004-04-21 10:02:57 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <c65h36$h1c$2@reader10.wxs.nl>
Source record: 19242

Clockmeister wrote:

>>Maurits (true Atari fan who also owns something else with "Amiga" on it:
>>An Amiga 2000 which he got for free at some point but never used it)
>
> Scared of what you might find?

sigh No, just never needed it for anything. All I "might find" is an animation of a floppy going into a drive, I couldn't be bothered to find out and install all the stuff I needed to get it going, not because I have anything against Amigas but just because I don't have any use for it at all.

My first girlfriend had an Amiga, I had no problems with it apart from the ugly GUI and the unstable desktop.

Maurits.

2754. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-21 11:39:46 UTC
From: Sylwek <sylwekpWYKASUJTO@pf.pl>
Message-ID: <sylwekpWYKASUJTO-218FFA.13394621042004@gw1.news.tpi.pl>
Source record: 19243

In article <pan.2004.04.21.09.13.25.384473@sophics.cz>,
Petr Stehlik <pstehlik@sophics.cz> wrote:

> 150 users. Great. Now let's estimate that at the time the new platform is
> finished there is at least half of them still around, that is 75. Now
> let's make another poll - are you 75 guys going to buy the $1000+ new
> machine when there is no software available, apart from maybe ARAnyM that
> allows you running your old apps emulated? No? You want some software
> first, right? OK, but we need developers that would write the software.
> Port whole FreeMiNT (who will do that?), write device drivers. Finish a
> VDI to NVDI 5 compatibility level (a tough job). Finish an AES to conform
> to MagiC standards. And start writing applications. Building those that
> have plain C source code is a piece of cake (almost), but what to do with
> those that are partially assembler based, or those that were written for
> PureC? We need more developers. They have to buy this new platform first.
> Or is somebody going to buy it for them? Who? And why? Anyway, if they
> happened to get the machine, would they be willing to spend days or weeks
> on porting the software for 75 potential users? And what if those users
> don't buy the machines in the end? Months or years of useless work.
Petr - FYI - MorphOS (AmigaOS clone for Pegasos) was created mainly by
just a handful ex-Phase5 (company that produced CPU boards for Amiga)
programmers. And MorphOS is able to run both - 68k Amiga software
directly from system (it has built-in fast JIT 68k compiler) and new PPC
native one. Very similar to MacOS, which could run 68k software since
first PowerPC machines. AFAIR on just 604e/200 68k code was running
faster than native on 68040/40.

> Come on. Don't break the binary compatibility. M68K is a good instruction
> set. We know it well. Why abandon it? Look at the wintel world - they pay
> so much attention to binary compatibility for more than 20 years already.
> Even the latest AMD64 CPUs are still backwards compatible with the 25
> years old CPUs. Why do you think they do that?

Well, but they have their fully compatible CPUs still developed, while
68k "died" many years ago with the last 68060.
Petr - I really appreciate work that has been done with Aranym. But I am
afraid it will end up as the best Atari emulator - just like UAE did for
Amiga.
And speaking of compatibility - I confess that I have tried only MacOSX
version running on G3/400. Photoline FPU version) crashed Aranym
totally, Calamus (both 95 and 2003 Light) had problems with colour
picking. I hope it is better on PC Linux, and if yes I hope future
releases will be equally compatible no matter which platform it is used
on. Otherwise it can't be called "Atari running on any machine" but
rather "Atari running on some machines" (no offence :-)

--
Pozdrowienia
Sylwek

P.S. Zeby wyslac do mnie maila - usun "WYKASUJTO" z adresu e-mail!

2755. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-21 12:20:14 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2004.04.21.12.20.14.533184@sophics.cz>
Source record: 19244

On Wed, 21 Apr 2004 13:39:46 +0200, Sylwek wrote:

>> Or is somebody going to buy it for them? Who? And why? Anyway, if they
>> happened to get the machine, would they be willing to spend days or weeks
>> on porting the software for 75 potential users? And what if those users
>> don't buy the machines in the end? Months or years of useless work.

> Petr - FYI - MorphOS (AmigaOS clone for Pegasos) was created mainly by
> just a handful ex-Phase5 programmers.

Sounds great. Handful. But developed since 1999. And its price is hidden
in the PegasosPPC machine which is available for $1500. Now get back to my
questions above. They (MorphOS) have more than 1000 registered developers
(or were they users, I don't know)... How many atari users? 75?

> Well, but they have their fully compatible CPUs still developed, while
> 68k "died" many years ago with the last 68060.

ARAnyM could change that (could be your compatible CPU) if users would
agree with this idea of a virtual machine.

> on. Otherwise it can't be called "Atari running on any machine" but
> rather "Atari running on some machines" (no offence :-)

I agree. Few developers, mainly with linux, lukewarm acceptance in the
target audience, disappearing interest. Bugs on platforms without active
developers don't get fixed, that's natural.

And besides that, I forgot to upload the bugfixed PPC version. My fault.

Petr

2756. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-21 14:51:48 UTC
From: Sylwek <sylwekpWYKASUJTO@pf.pl>
Message-ID: <sylwekpWYKASUJTO-E8F212.16514821042004@gw1.news.tpi.pl>
Source record: 19245

In article <pan.2004.04.21.12.20.14.533184@sophics.cz>,
Petr Stehlik <pstehlik@sophics.cz> wrote:

> Sounds great. Handful. But developed since 1999. And its price is hidden
> in the PegasosPPC machine which is available for $1500.
Nah, the cheapest Pegasos II mainboard kosts about 400$ - you can put it
in ATX case, add ordinary DDR ram, ATI Radeon card, UltraATA HDD and CD
and all should cost in this case about 600-700$. This is not too much
even by PC standards, is it?

> Now get back to my questions above. They (MorphOS) have more than 1000 registered
developers
> (or were they users, I don't know)... How many atari users? 75?
You are right - they have much more developers (and of course users)
than Atari world. But we've got to know how many retired ex-Atari
developers would be interested in comeback and writing software for new
platform.

> ARAnyM could change that (could be your compatible CPU) if users would
> agree with this idea of a virtual machine.
As you can see it is difficult to convince people that ARAnyM is rather
virtual machine than emulator. ARAnyM is very similar in what it does to
UAE - the latter one is directly called by its developers "Emulator".

> I agree. Few developers, mainly with linux, lukewarm acceptance in the
> target audience, disappearing interest. Bugs on platforms without active
> developers don't get fixed, that's natural.
I could help you if only I would be a developer :-(However I am not.
All that I can do is to test ARAnyM with various PPC configurations and
Atari applications.

> And besides that, I forgot to upload the bugfixed PPC version. My fault.
Actually Francois has sent me a link to new MacOSX version. And I
managed to run it under Panther 10.3.3 - and it was quite a pleasure to
run Atari with MiNT on Mac :-) However a few programs that I have tried
were not working as I would like it to. I hope future releases will be
better in this regard.
Petr - ARAnyM is a very good idea - and your team made hard work to
create it. But there is still quite a number of users that would like to
hav something unique - computer that the could say "it is machine
running Atari software natively" - thus results of mentioned before by
me poll. Keep up good work - ARAnyM is very good - althought not for all.

--
Pozdrowienia/Regards
Sylwek

P.S. Zeby wyslac do mnie maila - usun "WYKASUJTO" z adresu e-mail!
To send e-mail directly to me - just remove "WYKASUJTO" from adress

2757. Re: Newsie is fine app

Newsgroup: comp.sys.atari.st
Date: 2004-04-21 16:19:42 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <Fjwhc.1330$37.196391@news.siol.net>
Source record: 19146

Dennis Vermeire wrote:

> That is a very tricky question.... :-)
> To answer it, the first thing we must do is define the word "crap". I for
> example refer to apps as crap when they don't do what is stated or
> promised by their author. And apps which loose data, take down the system,
> are responsible for partitions being fucked up, do not use GEM etc are put
> in the same class. Remember!
that'sï¿½ï¿½myï¿½definitionï¿½ofï¿½crap...ï¿½ï¿½Youï¿½canï¿½say
> thatï¿½I'mï¿½biased,ï¿½but none of the apps that ASH distribute fall in any of
> the above mentioned categories.

Just notice: Magic (legally bought) crashed 2 times during boot time, no
other apps on me (plain falcon, 14mb ram) and i ended up with wiped hard
disk, once even with crapped MBR... Respond from ASH (dont know who really
replied) was "we are aware of this bug"... Once reason was "Fatal Gemdos
Error" and 2nd time it was "System overwritten"..

So much about bias....

>been reading the silliest claims here the last couple of years, but until
>todayï¿½ï¿½nothingï¿½hasï¿½appearedï¿½yetï¿½thatï¿½comesï¿½evenï¿½closeï¿½toï¿½i.e:ï¿½Tex
el,ï¿½Phoenix,ï¿½
>Jinnee, Artworx, Papillon and the rest of the long list...ï¿½ï¿½ï¿½

This is a joke, right...
Thing is on jinnee level, it may miss some cuteness and MAC HFS support
(i know u like that a lot) but its WAY of :it cant even came close"
category.Texel is good i admit, its contender is LDW2000, powefrull app,
but tbh, outdated and wont work on newer machines, Phoneix is not bad
either, ArtWork cant really see as long as DaLayout, DaVector.. note they
arent CUTER, but they are BETTER. And Papillon trigered me off, its shity
painter, or gfx processing app. ApexMedia is way better so its ESC paint,
Pixart is better if u want more compatible app, Photoline is better
processing application.... U may like those, im okay with that, dont make
them beter as they are, please and dont as always ditch all the others.

Janez

P.S those weren't only crashes, just 2 fatal ones.. It was during my testing
apps for Magic, so system was clean, no odd ACCs etc..

2758. Re: SupraDrive Hard Disk Will Not Boot

Newsgroup: comp.sys.atari.st
Date: 2004-04-21 16:39:13 UTC
From: nick@1632systems.co.uk
Message-ID: <c6683g$kh9$1@thorium.cix.co.uk>
Source record: 19147

So you install the C drive icon after running SUPBOOT and save the
desktop.... before you reboot did you test wether you could access C?

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

2759. Help Please

Newsgroup: comp.sys.atari.st
Date: 2004-04-21 16:43:42 UTC
From: nick@1632systems.co.uk
Message-ID: <c668btkjo1@thorium.cix.co.uk>
Source record: 19148

time for me to ask for help

A customer bought a GFA 3,5 Interpreter from me and says the disk is corrupt... I can't remaster it. Can anybody send me a copy of the disk so I can send it on please...

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

2760. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-21 18:38:57 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0404211038.67fa1c03@posting.google.com>
Source record: 19149

Standa Opichal <opichals@seznam.cz> wrote in message news:<c62las$105$1@server4.gts.cz>...
> Taking the fact that there are about 150 platform users all over the
> world - guessing from the fact that Rodolphe can't sell more CT60's
> recently which is an absolute need for a non-gaming user the key
> questions are:
>
> * Who would ever use this new VDI/AES like OS?
> * If there are enough users who would write/port new apps to that and
> _debug_ them?
> * Do people care nowadays?

Well, I'm not saying that there are a ton of users out there, but if you base your estimate of the number of *platform* users on the number of *CT60* users, wouldn't you be way off? CT60 is Falcon only, and even saying that there are only 150 Falcon users would be inaccurate, as I know there are a number of Falcon users out there who haven't bought a CT60 for one reason or another. So I would guess the number of platform users (for me, this includes users of *all* models of 16 and 32 bit Atari machines, Atari emulation via MagicMac/PC or Aranym, and Hades/Milan clone users) would be quite a bit higher. It's of course impossible at this point to say, though, exactly how many there are, as many don't use this Newsgroup or other communication sources, or at least make their usage of it known very often. But 150 seems excessively low.

That said, I'm probably pretty safe in assuming the only people left are the extreme die-hard users, rather than the casual computer user who wouldn't really find the switch to PC/Mac a difficult one. But for those of us left, I think we're probably committed enough to use anything new and exciting that comes down the line, write programs for the platform, and care about its development.

Mike Freeman
mike [at] freeman-studio [dot] com

2761. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-21 19:18:52 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <108di4a8hat4e70@news.supernews.com>
Source record: 19150

On Wed, 21 Apr 2004 11:54:19 -0700, lp wrote:
[snipped]
> Not everyone has internet
> access or would even know CT60 existed. There is no clear and simple
> way to compute world wide how many Atari users there are and what would
> motivate them. Also as you noted who might come back if a REAL native
> OS reappeared with some real speed.

While understanding that this would not give you a proper count, I'm curious whether anyone is running something equivalent to xplanet & xplanet markers to keep track of "active" Atari users?

Here is an example of how it is used, note the screenshot links at the bottom of the page.

http://wiki.sourcemage.org/index.php?page=XplanetMarkers

It can look like a mess with a lot of names, but you can adjust the output, and zoom in as close as you like.

Terry

--
Terry Ross | qnr | <MyFirstName@aliboom.com> | http://linux.aliboom.com
Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & General Guru
GnuPG Key fingerprint = AC11 C1C3 0371 D4E6 50CD 1285 D041 AD9F 68C4 06C2

2762. Re: SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 2004-04-21 20:40:47 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0404211240.7d85248@posting.google.com>
Source record: 19151

sf0218@aol.com (SF0218) wrote in message
news:<20040420130123.10255.00000035@mb-m05.aol.com>...
> Folks, I have tried SpeedoGDOS, I like it, I had it untill my disk2 went bad.
> So my main concern was whether or not I really do need it. I have nvdi4, I
> have AtariWorks.
>
In my opinion SpeedoGDOS is inferior to NVDI4 overall. That isn't to say that there aren't a couple of things SpeedoGDOS does better, but if you have NVDI4, you likely will never miss SpeedoGDOS.

I started in the world of fonts with SpeedoGDOS (and used Warp 9 for acceleration). When I purchased NVDI4 (from someone leaving Atari) I set my machine up to provide the option to boot either SpeedoGDOS or NVDI4. Over the years I found there was never really any reason not to use NVDI4, so I deleted SpeedoGDOS from my hard drive a couple of years back.

For what it's worth, if your printer works, there really isn't much reason to get NVDI5. I'm using 5.03 on my CT60ed Falcon, but reverted to 4.x on my stock Falcon due to strange behavior in PageStream.

Galen

2763. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-21 20:56:02 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0404211256.26837893@posting.google.com>
Source record: 19152

Standa Opichal <opichals@seznam.cz> wrote in message news:<c62las$105$1@server4.gts.cz>...

> Taking the fact that there are about 150 platform users all over the
> world - guessing from the fact that Rodolphe can't sell more CT60's
> recently which is an absolute need for a non-gaming user the key
> questions are:
>

I think your estimate is off by a good multiple. There are (IIRC)
about 150 CT60s sold or to be sold. There are also a fair number of
unaccelerated Falcons, TTs, and others that are still being used as
people's primary computers.

Add to this the number of STs that are used as secondary computers.
My mother, for example, used to use an ST almost every day to type
letters and play solitare games. Then her sister gave her a P90
running W95. Now my mother uses the P90 to type letters and play
solitare games when she is in the spare bedroom and uses the ST to
type letters and play solitare games when she is in her
workroom/sewing room. (Curiously, she has no other use for a computer
despite my attempts.)

While I don't doubt that our numbers are tiny (and don't change the
points you make), I'd suspect that there are probably 500 ST-class and
500 above ST-class Ataris in use worldwide on a regular (non-gaming)
basis.

Galen (who types this on a WinXP machine and longs to go home to his
Falcons)

2764. Re: SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 2004-04-21 21:09:33 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <c66nud$s83$1@thorium.cix.co.uk>
Source record: 19153

In message <yehhc.59751$UC4.7884@bignews2.bellsouth.net>, BJRoland@bellsouth.net said:

>NVDI 4 is mucho better than Speedo as bundled with Atari Works!
>Faster, speeds up overall VDI, supports more font-types, likely more printers
>too....
>In some respects NVDI 4 is maybe even better than version 5.
>Since you have it...go with NVDI!

I agree. Note, however, that Atari Works can only handle (I think)
a total of 255 fonts - if you have more than that in your BTFONTS
(and/or TTF) folders, only the first 255 will be available.

AFAIK, this is a restriction of AW and *not* NVDI/SpeedoGDOS. It's
one reason why I switched to Papyrus and now Tempus-Word NG, which
don't have that restriction (I have 317 Speedo fonts in BTFONTS
plus another often-used 19 TTFs in a TEMPFONT folder that are
normally in use - the TTF folder with another 2400-odd fonts is
normaly not used directly, as I copy any TTF fonts required to the
TEMPFONT folder).

And no - I don't use all of them, or remember what they all are -
but luckily Papyrus provides a preview in its font selector, and I
also have the German Hugo font selector that offers a preview in
other programs.

Regards, /Peter/

2765. Re: Atari mouse

Newsgroup: comp.sys.atari.st
Date: 2004-04-21 22:06:14 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4086eec5$0$83377$c30e37c6@lon-reader.news.telstra.net>
Source record: 19154

"Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message
news:c65h36$h1c$2@reader10.wxs.nl...
> Clockmeister wrote:
>
> >>Maurits (true Atari fan who also owns something else with "Amiga" on it:
> >>An Amiga 2000 which he got for free at some point but never used it)
> >
> > Scared of what you might find?
>
> *sigh* No, just never needed it for anything. All I "might find" is an
> animation of a floppy going into a drive, I couldn't be bothered to find
> out and install all the stuff I needed to get it going, not because I
> have anything against Amigas but just because I don't have any use for
> it at all.
>
> My first girlfriend had an Amiga, I had no problems with it apart from
> the ugly GUI and the unstable desktop.
>

Not a nice way to speak of your first girlfriend;-)

Innovation comes at a prices, so early on AmigaOS was a little unstable. Not
that that made early TOS (a hack of an OS) any more stable...

2766. Re: SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 2004-04-22 08:38:22 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BCAD4163.1097D%derryck@nospam.cix.co.uk.invalid>
Source record: 19155

In article c66nud$s83$1@thorium.cix.co.uk, xlator@cix.compulink.co.uk at xlator@cix.compulink.co.uk wrote on 21/4/04 22:09:

>> In some respects NVDI 4 is maybe even better than version 5.
>> Since you have it...go with NVDI!
>
> I agree. Note, however, that Atari Works can only handle (I think)
> a total of 255 fonts - if you have more than that in your BTFONTS
> (and/or TTF) folders, only the first 255 will be available.

I don't know if NVDI4 included "Font Tools", but NVDI5 does and it makes enabling/disabling fonts a breeze - this is something that Speedo does not do IIRC.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

2767. Falcon Audio Mods

Newsgroup: comp.sys.atari.st
Date: 2004-04-22 08:43:49 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BCAD4455.10999%derryck@nospam.cix.co.uk.invalid>
Source record: 19156

I have a sheet of paper with instructions and the necessary parts attached to perform the Cubase Audio Falcon mods which I never got round to fitting.

The first person to email me with their postal address can have it; I'm afraid this is UK-only as I'm providing the stamp!

Please note that the parts are SMD so you will need the appropriate level of skill to fit.

I'll be checking the successful applicant (ie the first post recieved) against my kill file first, if you've been a time-waster in the past you won't get it.

--

Cheers

Derryck


```
____ ____ ____
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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

2768. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-22 09:15:28 UTC
From: Sylwek <sylwekpWYKASUJTO@pf.pl>
Message-ID: <sylwekpWYKASUJTO-3F2FDB.11152722042004@gw1.news.tpi.pl>
Source record: 19157

In article <4645be9.0404211256.26837893@posting.google.com>,
atarigalen@yahoo.com (Galen) wrote:

> I think your estimate is off by a good multiple. There are (IIRC)
> about 150 CT60s sold or to be sold. There are also a fair number of
> unaccelerated Falcons, TTs, and others that are still being used as
> people's primary computers.

Well, I think the best source could be Invers. In their "Die Feder"
newsletter Ulf Dunkel from Invers said that in 2001 there was about 2200
active Calamus users, of which about 15% were still TOS users. This
gives us about 330 users actively using Calamus. And they mainly would
be TT, Hades and Medusa users and perhaps some Falcon too. You can
safely add to this number some users, that have SL 2000 and older
versions of Calamus and are still happy with them. I think most of these
people are proffesionals and they would be a potential buyers of Pegasos
with MiNT. So if we estimate about 300 professionals - Calamus users and
300 enthusiasts, we could probably count on 500-600 people who would
probably buy PowerPC platform running MiNT + GEM.
What's more development of native MacOSX version of Calamus is now in
progress. MacOSX is Unix based and works on Apple's PowerPC computers,
so Invers could quite easy port Calamus to Unix based MiNT PowerPC
machine like Pegasos and have profit of it! It makes sense for me.
Now if we could only find a few brave developers and make an agreement
with Genesi (producer of Pegasos) to add third OS to their boards. Adter
all they could sell more mainboards too and it shuld be profitable for
them - they don't need to change anything - just allow to make new OS
and give full documentation to Atari developers.

--
Pozdrowienia/Regards
Sylwek

P.S. Zeby wyslac do mnie maila - usun "WYKASUJTO" z adresu e-mail!
To send e-mail directly to me - just remove "WYKASUJTO" from adress

2769. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-22 09:21:38 UTC
From: Sylwek <sylwekpWYKASUJTO@pf.pl>
Message-ID: <sylwekpWYKASUJTO-5C1F59.11213822042004@gw1.news.tpi.pl>
Source record: 19158

In article <BCAC3B9B.6416%gfa@mint.org>, lp <gfa@mint.org> wrote:

> I agree here. The mac version cannot be used for serious work at this time
> as too many programs that do no special anything, act strange yet work just
> fine on my Hades060.
Exactly - despite some claims it seems that machine-specific ports of
ARAnyM work different...

> Anyway, the equipment I have is not suitable for
> aranym, so if I must buy something I'd much rather buy a ppc board and run a
> native OS if such a thing could be done for Atari.
Me too :-)

> I also think basing an argument on a fixed number of users at 150 is very
> funny. CT60 sales is not a defining factor who may or may not do something.
Well, there are still CT2 and Afterburner040 users, who are just happy
with these accelerators and simply don't need or want CT60. But many of
them would gladly jump to modern board, that would be compatible with
their existing programs and would promise better and faster ones.

> If you have no falcon you would not be wanting a ct60, also it's no good for
> ST, Ste, or TT users. Also users with other 060 clones most likely opted
> out of getting one too. Not everyone has internet access or would even know
> CT60 existed. There is no clear and simple way to compute world wide how
> many Atari users there are and what would motivate them. Also as you noted
> who might come back if a REAL native OS reappeared with some real speed.
That would be great. Many users of TT, Milan and Hades use still their
machnies professionally - mainly for Calamus, and if they could jump to
modern and fast machine not changing their habbits and software, that
would surely push them to go and buy PowerPC board with TOS compatible
OS.

--
Pozdrowienia/Regards
Sylwek

P.S. Zeby wyslac do mnie maila - usun "WYKASUJTO" z adresu e-mail!
To send e-mail directly to me - just remove "WYKASUJTO" from adress

2770. Atari SC1435 pinout?

Newsgroup: comp.sys.atari.st
Date: 2004-04-22 10:35:22 UTC
From: "news.home.nl" <FMunniksma@home.nl>
Message-ID: <c687hl$l61$1@news4.tilbu1.nb.home.nl>
Source record: 19159

Hi all! It's been a LONG time since i've been here. I just bought a big box with an Amiga 500 with loads of floppies, books, joysticks, mouse, power supply for a mere 5 euro! Remember the Big Enemy from the 80s? (:-)) Alas, no video cable. Surfing around i discovered that going from the 23 pin RGB Sub D Amiga port to SVGA is not that easy. I still have an old Atari SC1435 RGB monitor in the attic (Atari museum) with a 9 pin connection. Is this standard sub D pinout like on the Amiga monitors? Where can i find a diagram?
Thanks in advance, Atari forever,

Freek.

2771. Re: Atari SC1435 pinout?

Newsgroup: comp.sys.atari.st
Date: 2004-04-22 11:15:35 UTC
From: Taxman <IVABIGONE@yeah.com.au>
Message-ID: <4087a983$0$16593$5a62ac22@freenews.iinet.net.au>
Source record: 19160

plug it in and see, it wont hurt it.

Ive run ataris on amiga monitors and amigas on atari monitors - properly, IE rgb+Hsync+Vsync with some messing around with the cables.

"news.home.nl" <FMunniksma@home.nl> wrote in message news:c687hl$l61$1@news4.tilbu1.nb.home.nl...
> Hi all! It4s been a LONG time since i4ve been here. I just bought a big box
> with an Amiga 500 with loads of floppies, books, joysticks, mouse, power
> supply for a mere 5 euro! Remember the Big Enemy from the 80s? (:-)) Alas,
> no video cable. Surfing around i discovered that going from the 23 pin RGB
> Sub D Amiga port to SVGA is not that easy. I still have an old Atari SC1435
> RGB monitor in the attic (Atari museum) with a 9 pin connection. Is this
> standard sub D pinout like on the Amiga monitors? Where can i find a
> diagram?
> Thanks in advance, Atari forever,
>
> Freek.
>
>

2772. ADV: 20% off Atari! 2600/7800! New stuff!

Newsgroup: comp.sys.atari.st
Date: 2004-04-22 11:28:54 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0404220423140.10170-100000@onyx.spiritone.com>
Source record: 19162
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

04-15-2004: I've just updated 5 Catalogs with New Games & stuff & Created a New Catalog for 2600/7800 Games! Goto http://BensCatalogs.Atari.org

I'm offering A 20% Discount on Games/ SoftWare & References/ Books for Classic Atari 8 Bit & Atari ST Computer Lines! Whether your spending Tax Rebate Dollars, spending Euro's from Europe or satisfying your Yen for Atari! We Ship anywhere the Law allows! And If your in the United States, take advantage of the cheaper Postage for Media Mail Rate. Got Questions? E-Mail Atari@aracnet.com or call Ben@ (503)256-9974! 1st Come! 1st Serve!

http://www.aracnet.com/~atari/atariclub.htm Portland Atari Club News!
http://www.aracnet.com/~atari/newstuff.htm Whats New from BSC.
http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/specials.htm Atari Tax Break Special!!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

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2773. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-04-22 11:31:34 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0404220429100.10170-100000@onyx.spiritone.com>
Source record: 19163
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2774. Re: Atari SC1435 pinout?

Newsgroup: comp.sys.atari.st
Date: 2004-04-22 11:42:32 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <4087aed1$0$20219$afc38c87@news.optusnet.com.au>
Source record: 19161

"news.home.nl" <FMunniksma@home.nl> wrote in message
news:c687hl$l61$1@news4.tilbu1.nb.home.nl...
> Hi all! It's been a LONG time since i've been here. I just bought a big
box
> with an Amiga 500 with loads of floppies, books, joysticks, mouse, power
> supply for a mere 5 euro! Remember the Big Enemy from the 80s? (:-))

Enemy? Implies competition;-)

Alas,
> no video cable. Surfing around i discovered that going from the 23 pin RGB
> Sub D Amiga port to SVGA is not that easy. I still have an old Atari
SC1435
> RGB monitor in the attic (Atari museum) with a 9 pin connection. Is this
> standard sub D pinout like on the Amiga monitors?

Yup, the SC1435 WAS a Philips CM8833 MKII cut down, same as the Commodore
1084s.

>Where can i find a diagram?

http://www.titan.co.nz/amigaak/AA060112.htm

> Thanks in advance, Atari forever,

Your welcome,

Mark

2775. ADV: Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-04-22 11:50:36 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0404220447140.10170-100000@onyx.spiritone.com>
Source record: 19165
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2776. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-22 12:19:52 UTC
From: Standa Opichal <opichals@seznam.cz>
Message-ID: <c68d99hls1@server4.gts.cz>
Source record: 19164

Hi! :)))

Sylwek wrote:
> In article <BCAC3B9B.6416%gfa@mint.org>, lp <gfa@mint.org> wrote:
>
>>I agree here. The mac version cannot be used for serious work at this time
>>as too many programs that do no special anything, act strange yet work just
>>fine on my Hades060.
>
> Exactly - despite some claims it seems that machine-specific ports of
> ARAnyM work different...

Simply taky any platform a fix it. It is open-source, you know? I don't
care about things I don't use that much. Just like others. ;)

>>If you have no falcon you would not be wanting a ct60, also it's no good for
>>ST, Ste, or TT users. Also users with other 060 clones most likely opted
>>out of getting one too. Not everyone has internet access or would even know
>>CT60 existed. There is no clear and simple way to compute world wide how
>>many Atari users there are and what would motivate them. Also as you noted
>>who might come back if a REAL native OS reappeared with some real speed.
>
> That would be great. Many users of TT, Milan and Hades use still their
> machnies professionally - mainly for Calamus, and if they could jump to
> modern and fast machine not changing their habbits and software, that
> would surely push them to go and buy PowerPC board with TOS compatible
> OS.

Mainly for Calamus? :)))) This makes me smile. Sorry, but Invers is not
planning TOS future IIRC and moreover Calamus would probably never be
adapted to a new OS with different CPU.

330 users of TOS Calamus doesn't say anything about users that would
spend the money for a new low support (all clone producers died, did you
notice it?) expensive buggy machine.

regards

STan

2777. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-22 13:05:59 UTC
From: Sylwek <sylwekpWYKASUJTO@pf.pl>
Message-ID: <sylwekpWYKASUJTO-1FE868.15055822042004@gw1.news.tpi.pl>
Source record: 19166

In article <c68d99hls1@server4.gts.cz>,
Standa Opichal <opichals@seznam.cz> wrote:

> Simply taky any platform a fix it. It is open-source, you know? I don't
> care about things I don't use that much. Just like others. ;)
I won't fix as I am not developer :-)

> Mainly for Calamus? :)))) This makes me smile. Sorry, but Invers is not
> planning TOS future IIRC and moreover Calamus would probably never be
> adapted to a new OS with different CPU.
Maybe Invers won't release future versions of Calamus for TOS platform,
but that's because there is no suitable hardware to run this version -
professional users chenge their TOS machines to Macs or PCs. However as
I said there is Calamus version in development for MacOSX. This OS is
Unix based as MiNT is and of course it runs on PowerPC, so I guess it
would be relatively easy for experience Invers developers to port it to
Pegasos + MiNT PPC platform...

> 330 users of TOS Calamus doesn't say anything about users that would
> spend the money for a new low support (all clone producers died, did you
> notice it?) expensive buggy machine.
All clone producers died, but Genesi - Pegasos producer didn't and it
has been in businees for a few years. We don't need new hardware - it is
ready and not expensive - as I mentioned complete G3/600 Pegasos based
computer would cost about 600$ - that's not much - anyway much cheaper
than any of the TOS clones were and almost 2x times cheaper than
Coldfire board (supposed to cost about 1000$ for mainboard only).

--
Pozdrowienia/Regards
Sylwek

P.S. Zeby wyslac do mnie maila - usun "WYKASUJTO" z adresu e-mail!
To send e-mail directly to me - just remove "WYKASUJTO" from adress

2778. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-22 15:42:12 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <4088113a1940b90@pandora.be>
Source record: 19167

on Thu 22-04-2004 14:19 Standa Opichal wrote:

>Hi! :)))
>

>> That would be great. Many users of TT, Milan and Hades use still their
>> machnies professionally - mainly for Calamus, and if they could jump to
>> modern and fast machine not changing their habbits and software, that
>> would surely push them to go and buy PowerPC board with TOS compatible
>> OS.
>
>Mainly for Calamus? :)))) This makes me smile. Sorry, but Invers is not
>planning TOS future IIRC and moreover Calamus would probably never be
>adapted to a new OS with different CPU.

A year ago I was able to talk to Ulf Dunkel of Invers. From what I've understand the next big release will not run on Atari even with Magic because Calamus will make use of a great deal of the native OS be it Mac OS or Windows. However, due the huge amount of work to make a native Calamus-version, Calamus will always make use of some kind of TOS-emulator. There are certainly no plans whatsoever to make a Linux version of Calamus.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2779. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-22 18:56:53 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c694hk$1im$1@hercules.btinternet.com>
Source record: 19168

Hi there

> I know this is an old topic, but with the recent interest in Pegasos
> (mine, too!) I thought I'd bring it up again.
>
> What would it take to turn a PPC machine (Pegasos or Power Mac) or a
> peecee into an Atari?

Nothing, it cant be done, if it wasn't made by Atari then nothing can make
it an Atari?

--

Regards, Steve S.

2780. Re: Any aussies here?

Newsgroup: comp.sys.atari.st
Date: 2004-04-22 18:56:56 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c694hm$1im$2@hercules.btinternet.com>
Source record: 19169

HI there

"Pearce Bollington" <snob@highclass.com> wrote in message
news:407dd6e3@news.greennet.net...

> Thank goodness NO! we do have some culture on this NG unlike Australians

Another racist bigot arsehole!!.

> Thankyou and GOODNIGHT!!!

NO, screw you and fuck off!!

--

Regards, Steve S.

2781. Re: Atari mouse

Newsgroup: comp.sys.atari.st
Date: 2004-04-22 18:56:58 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c694hp$1im$3@hercules.btinternet.com>
Source record: 19170

Hi there

> My first girlfriend had an Amiga, I had no problems with it apart from
> the ugly GUI and the unstable desktop.

This GUI, was it the girlfriends, is she a minger then, the desktop, did you fall off of it perhaps?.

8~)

--

Regards, Steve S.

2782. Re: Back to the STe

Newsgroup: comp.sys.atari.st
Date: 2004-04-22 18:57:00 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c694hr$1im$4@hercules.btinternet.com>
Source record: 19171

Hi Chris

> back to the Newsgroup after a bit of an absence. Can anyone tell
me
> what's new on the scene. I have a 4MB STe with TOS 2.06 and an IDEal HD
> interface with 340MB drive. Anything new on the block to turbo-charge the
> old ST?

There's nowt 'new' for the 16 bitters, there's some old stuff to be found
that will certainly speed it up a bit thought.

--

Regards from STeve & his nice warm cosy PAK'd MegaSTe.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
* Magic - NVDI - Jinnee - Scripter - Freedom - HDDriver - Extendos
*

2783. Re: Stuff for sale

Newsgroup: comp.sys.atari.st
Date: 2004-04-22 18:57:02 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c694ht$1im$5@hercules.btinternet.com>
Source record: 19172

Hi Bruce

> How do you connect the HDD and the cdrom to the falcon ?

Plug them into the SCSI port

--

Regards, Steve S.

2784. FS:items at ebay...

Newsgroup: comp.sys.atari.st
Date: 2004-04-22 20:24:59 UTC
From: John Smith <john.smith@microsoft.com>
Message-ID: <c699nr$b7r$1@bagan.srce.hr>
Source record: 19173

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=4125115669&category=1247&sspagename=STRK%3AMESSE%3AIT&rd=1

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=4126503018&category=33871&sspagename=STRK%3AMESSE%3AIT&rd=1

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=4126517088&category=3759&sspagename=STRK%3AMESSE%3AIT&rd=1

2785. Re: Any aussies here?

Newsgroup: comp.sys.atari.st
Date: 2004-04-22 21:59:44 UTC
From: lovebliss <love@blis.com>
Message-ID: <40885dd4@news.greennet.net>
Source record: 19174

"Steve Sweet" <steve.sweet@btopen-2-viri-world.com> wrote in message
news:c694hm$1im$2@hercules.btinternet.com...
> HI there
>
> "Pearce Bollington" <snob@highclass.com> wrote in message
> news:407dd6e3@news.greennet.net...
>
> > Thank goodness NO! we do have some culture on this NG unlike Australians
>
> Another racist bigot arsehole!!.
>
> > Thankyou and GOODNIGHT!!!
>
> NO, screw you and fuck off!!
>
> --
>
> Regards, Steve S.
>
>

No you have it wrong we must learn to remain calm and accept that we are now
living in a multiracial society, and that these other people are in fact
"Enriching" our lives and adding to the experience of living and being a
part of beautiful Britain.
Bless all of you

2786. Re: Falcon Audio Mods

Newsgroup: comp.sys.atari.st
Date: 2004-04-22 22:46:32 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c69i26$75f$1@news.freedom2surf.net>
Source record: 19175

Hi Derrick,

Its a shame you never got time to do the job.

If anyone else wants a kit (I supplied the one to Derryck) email me, and
i'll be able to accomodate.

Coda.

"Derryck Croker" <derryck@nospam.cix.co.uk.invalid> wrote in message
news:BCAD4455.10999%derryck@nospam.cix.co.uk.invalid...
> I have a sheet of paper with instructions and the necessary parts attached
> to perform the Cubase Audio Falcon mods which I never got round to
fitting.
>
> The first person to email me with their postal address can have it; I'm
> afraid this is UK-only as I'm providing the stamp!
>
> Please note that the parts are SMD so you will need the appropriate level
of
> skill to fit.
>
> I'll be checking the successful applicant (ie the first post recieved)
> against my kill file first, if you've been a time-waster in the past you
> won't get it.
>
> --
>
> Cheers
>
> Derryck
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://ddp.atari.org
>
>

2787. Re: Any aussies here?

Newsgroup: comp.sys.atari.st
Date: 2004-04-22 22:51:42 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c69ibl$7aa$1@news.freedom2surf.net>
Source record: 19177

LOVEBLISS AKA PEARCE BOLLOCKHEAD AKA LOVEBLISS

"lovebliss" <love@blis.com> wrote in message
news:40885dd4@news.greennet.net...
>
> "Steve Sweet" <steve.sweet@btopen-2-viri-world.com> wrote in message
> news:c694hm$1im$2@hercules.btinternet.com...
> > HI there
> >
> > "Pearce Bollington" <snob@highclass.com> wrote in message
> > news:407dd6e3@news.greennet.net...
> >
> > > Thank goodness NO! we do have some culture on this NG unlike
Australians
> >
> > Another racist bigot arsehole!!.
> >
> > > Thankyou and GOODNIGHT!!!
> >
> > NO, screw you and fuck off!!
> >
> > --
> >
> > Regards, Steve S.
> >
> >
>
> No you have it wrong we must learn to remain calm and accept that we are
now
> living in a multiracial society, and that these other people are in fact
> "Enriching" our lives and adding to the experience of living and being a
> part of beautiful Britain.
> Bless all of you
>
>

2788. Re: Any aussies here?

Newsgroup: comp.sys.atari.st
Date: 2004-04-22 22:57:23 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <40884c3d$0$83369$c30e37c6@lon-reader.news.telstra.net>
Source record: 19176

```
"lovebliss" <love@blis.com> wrote in message
news:40885dd4@news.greennet.net...
>
> "Steve Sweet" <steve.sweet@btopen-2-viri-world.com> wrote in message
> news:c694hm$1im$2@hercules.btinternet.com...
> > HI there
> >
> > "Pearce Bollington" <snob@highclass.com> wrote in message
> > news:407dd6e3@news.greennet.net...
> >
> > > Thank goodness NO! we do have some culture on this NG unlike
Australians
> >
> > Another racist bigot arsehole!!.
> >
> > > Thankyou and GOODNIGHT!!!
> >
> > NO, screw you and fuck off!!
> >
> > --
> >
> > Regards, Steve S.
> >
> >
>
> No you have it wrong we must learn to remain calm and accept that we are
now
> living in a multiracial society, and that these other people are in fact
> "Enriching" our lives and adding to the experience of living and being a
> part of beautiful Britain.
> Bless all of you
>

England ruins it for the rest of Britain.
```

2789. Re: SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 2004-04-23 03:35:44 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.04.23.03.35.43.213939@nossspamXXatari-source.com>
Source record: 19178

On Tue, 20 Apr 2004 23:35:51 +0000, SF0218 wrote:

> Hello everyone
>
> I consider everyone in this group an Atarian at heart, and a friend because we
> are Atarians. I'm not out to tick anyone off or offend anyone. And if I have
> a tendency to ask a lot of questions.......it's because I'm the only Atarian in
> this area, and I don't know of any in the surrounding areas either.
>
> So, the newsgroups and forums are as close as I'm able to get to having Atari
> friends.

Sam,

I'm very sarcastically picking on you. Just drumming up some
conversation. This group sees some good action thanks to your questions
drumming up activity. Don't mistake my complaining for innocent humor :)
By all means, ask the questions. It makes us feel important and perhaps
smarter than we really are ;-)

As for the question, you definitely want to use NVDI versus SpeedoGDOS.
Consider NVDI an upgrade of SpeedoGDOS.

Thanks,
Mark

2790. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-23 07:11:29 UTC
From: Standa Opichal <opichals@seznam.cz>
Message-ID: <c6afj1$4v3$1@server4.gts.cz>
Source record: 19179

lp wrote:
> in article c68d99hls1@server4.gts.cz, Standa Opichal at opichals@seznam.cz
> wrote on 4/22/04 8:19 AM:
>
>
>>330 users of TOS Calamus doesn't say anything about users that would
>>spend the money for a new low support (all clone producers died, did you
>>notice it?) expensive buggy machine.
>
> That is total conjecture on your part. Heaven forbid this platform takes
> one step forward.

:) Of course, but it is an extimate. It is up to you to choose whether
you agree or not. I'm not forcing anything I'm just showing my point of
view on the whole thing.

Still it seems that I can't leave the platform (some psychological
deviation that appears by former Atarians ;)). I just chose that I would
do only projects that would possibly give me some more education that
those I've been doing so far. So... stay tunned ;)))

> On the other maybe you raise a good point, since you
> indirectly provide a free buggy machine. ;-)

Yes! At least "free" and DIY. :)

STan

2791. Re: SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 2004-04-23 12:05:15 UTC
From: sf0218@aol.com
Message-ID: <20040423080515.07015.00000318@mb-m24.aol.com>
Source record: 19180

Thanks.

BTW, as soon as I get the cojones to do it, I'm gonna wipe the drive and install a Mint setup.

Wish me luck y'all, I'll for sure be hitting you folks up with even more questions!! :)

Thanks
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2792. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-23 12:16:27 UTC
From: sf0218@aol.com
Message-ID: <20040423081627.07015.00000319@mb-m24.aol.com>
Source record: 19181

Hey, if it can be done.....why not. My interest is definitely stoked!!

I love my Falcon, but it's not 100% Atari....it's the C-Lab variety. My knock against the Falcon is if I want to upgrade it, I'm gonna have to shell out a ALOT of bucks. I'm talking re-casing it to start, so then I"ll be able to add a hardware accelerator so that I can also modify the memory from obsolete simms to uptodate dimms, and so I can upgrade the video. Then, I'll be able to use off the shelf INTERNAL drives.

So, if you add all that stuff together, it'll run oh....$500-$600 dollars if not more. And then, you've got to be able to do some soldering and some metal cutting and trimming in order to customize the case. One screw and your Falcon mainboard is toast!
So, if this Pegasos board can be had for about $400 give or take, and run mint and all my Atari applications and such, yeah, I'd get one.

Thanks
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2793. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-23 13:51:59 UTC
From: Sylwek <sylwekpWYKASUJTO@pf.pl>
Message-ID: <sylwekpWYKASUJTO-0EB0E5.15515923042004@gw1.news.tpi.pl>
Source record: 19182

In article <20040423081627.07015.00000319@mb-m24.aol.com>,
sf0218@aol.com (SF0218) wrote:

> So, if this Pegasos board can be had for about $400 give or take, and run mint
> and all my Atari applications and such, yeah, I'd get one.

Yes it can - here are sample prices in Europe:
http://www.pegasos-de.de/
350 Euro for Pegasos II G3/600 is about 400USD :-)
Even this weaker CPU should be about 15x faster than 68060 found in CT60
:-)

--
Pozdrowienia/Regards
Sylwek

P.S. Zeby wyslac do mnie maila - usun "WYKASUJTO" z adresu e-mail!
To send e-mail directly to me - just remove "WYKASUJTO" from adress

2794. Re: SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 2004-04-23 15:11:56 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.04.23.15.11.55.562764@removenoaspam.atari-source.com>
Source record: 19183

On Fri, 23 Apr 2004 12:05:15 +0000, SF0218 wrote:

> Thanks.
>
> BTW, as soon as I get the cojones to do it, I'm gonna wipe the drive and
> install a Mint setup.
>
> Wish me luck y'all, I'll for sure be hitting you folks up with even more
> questions!! :)
>

Sam,

I highly advise installing a separate drive for the MiNT install if you have the know-how to do it. It gives you a bit of an escape route if things go sour ;-).

BTW: On a non-accelerated falcon, while I found MiNT to be useful, I also found it to be rather slow. If you want, I could probably find a 2.5" drive and create a nice MiNT setup for you and mail it.

Thanks,
Mark

2795. Re: SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 2004-04-23 16:08:11 UTC
From: sf0218@aol.com
Message-ID: <20040423120811.20241.00000302@mb-m29.aol.com>
Source record: 19184

That would be tremendously great except that my internal drive is a scsi. For some reason I guess C-Lab didn't like ide drives.

I think I've downloaded all the files I need, including the latest MyAes binary.

If I screw up I'll just start all over!! :)

Besides, I'm waiting to see if anything will be done with that Pegsos machine.

Thanks
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2796. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-23 16:30:49 UTC
From: sf0218@aol.com
Message-ID: <20040423123049.20340.00000203@mb-m04.aol.com>
Source record: 19185

I browsed their website and I am impressed!!!!

I also saw where it's able to run several flavors of Linux, 2 Amiga OS's, a few BSD versions, Mac OS9 and OS X, Windows, and Morphos!!!!!

Seeing all that makes me believe that it can also run our favorite Atari software and OS's as well!

This probably should be the most exciting news in the Atari world!!!

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2797. Re: SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 2004-04-23 18:01:31 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.04.23.18.01.31.473003@removenoaspam.atari-source.com>
Source record: 19186

On Fri, 23 Apr 2004 16:08:11 +0000, SF0218 wrote:

> That would be tremendously great except that my internal drive is a scsi. For
> some reason I guess C-Lab didn't like ide drives.
>
> I think I've downloaded all the files I need, including the latest MyAes
> binary.
>
> If I screw up I'll just start all over!! :)
>
> Besides, I'm waiting to see if anything will be done with that Pegsos machine.
>

Sam,

Don't use MyAES yet. It's just not ready quite yet for daily use.
Experiment sure, but don't try to use it. Use XaAES for now, grab the
latest beta off the unofficial xaaes development page (google for it). As
far as the clab drives are concerned, the story as I hear it is that the
internal 2.5" ide drives normal falcons had sucked, and were slow and
tended to fry under the weight of D2D audio recording. The SCSI drives
were a bit better and higher throughput.

This in mind however, I have a C-Lab Mk2 myself and I simply disconnected
my failed 2.5" scsi drive that came stock, and hooked up a 2.5" ide drive
to the existing fully functional IDE port.
If you need one of the mini-IDE cables, I got one, ide laptop drives
available in stores for fairly low prices, compared to what you get
storage wise. Take care to backup your data often, I don't trust these
2.5" drives much at all, at least the conners or whatever comes with the
c-lab machines. I also have for you, if you need one a convertor to use
a 3.5" IDE drive on that mini-IDE port, however this would probably
involve recasing your falcon since a normal sized IDE drive probably
won't fit.

Thanks,
Mark
http://portal.atari-source.com

2798. iomega rev drive

Newsgroup: comp.sys.atari.st
Date: 2004-04-23 18:04:12 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.04.23.18.04.12.541808@removenoaspam.atari-source.com>
Source record: 19188

Hello,

I plan to purchase a pair of the new iomega rev drives. Anyone know if
they will likely function properly or not on an Atari of any sort?

Thanks,
Mark
http://portal.atari-source.com

2799. FA items

Newsgroup: comp.sys.atari.st
Date: 2004-04-23 18:06:37 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <40895b21$0$20507$cc9e4d1f@news-text.dial.pipex.com>
Source record: 19187

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&include=0&userid=exxos_uk&sort=2&rows=25&since=-1&rd=1

if that link dont work check out exxos_uk

Chris

2800. Re: iomega rev drive

Newsgroup: comp.sys.atari.st
Date: 2004-04-23 18:57:55 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c6bp0lqij1@news.freedom2surf.net>
Source record: 19189

It seems that the discs come formatted UDF as standard. Maybe HDDriver can read this, or maybe you can reformat them with FAT. They look like a hybrid hardware between HD and CD drive. If you want one of these for things other than your Atari platforms, then youve nothing to lose if it doesnt work...

Coda.

"Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message news:pan.2004.04.23.18.04.12.541808@removenoaspam.atari-source.com...
> Hello,
>
> I plan to purchase a pair of the new iomega rev drives. Anyone know if
> they will likely function properly or not on an Atari of any sort?
>
> Thanks,
> Mark
> http://portal.atari-source.com
>

2801. New EtherNEC drivers

Newsgroup: comp.sys.atari.st
Date: 2004-04-23 20:26:58 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <40898a1632c3b30@tripnet.se>
Source record: 19190

I happend to surf in at:

http://home.arcor.de/thomas.redelberger/prj/atari/etherne

and found new driver versions for EtherNEC!

Has anyone with a TT tried the new drivers with success?

EtherNEC and TT is a temperamental combination as is well known... I made some serious attempts but the best I got from the new driver was outbound ARP questions. These packets looks fine without errors but it seems the TT does not receive anything at all It does read the MAC, though. Tested with crossover cable to a Linux pc running Ethereal and Magic 6 on the TT.

The old driver works fine now but does seem extremely sensitive on my TT. After some initial tweaking I got ENEC.STX running perfectly for over a year. 6 months ago it started to behave strange if I rebooted the TT after it got warm. Turned out it could not read the MAC address right when warm! Mostly usable anyway with all sorts of strange MAC...

Things got worse and after Christmas I could not get any MAC at all and had to revert to nullmodem subnet to my other TT (with Genius LAN adaptor in the cartridge port). But, in January I suddenly discovered that ENEC3.STX suddenly worked perfectly! No hardware or software (tried with old backup) changes in meantime so something is aging in my TT that has influence on cartridge port timing...

So now EtherNEC runs perfect (warm or cold) here with the old ENEC3.STX (set to run in TT RAM and last in STING foler), but none of the new drivers do. It's a pity Thomas Redelberger does not have a TT to test on...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2802. [ANN] Meg 1.2D (bugfixes)

Newsgroup: comp.sys.atari.st
Date: 2004-04-23 20:44:44 UTC
From: ptonthatNO@SPAMclub-internet.fr
Message-ID: <4089803b$0$7780$7a628cd7@news.club-internet.fr>
Source record: 19191

Bonjour :)

Download on my homepage or directly at:
http://rajah.atari.org/files/ -> meg12d_uk.zip (230Kb)

News or bugfixes:
- added 'Reply-To' and 'Bcc' for the search
- new friend type: own email address (in case the username
of the mailbox is different from the email)
- scan is desactivated while the mail client is running
- new POP3 receive routine (quicker, maybe less freezing)
- bugfix of the iso8859->atari conversion routine
- bugfix of size(s) of mail(s) announced
- more memory for analysis
(Thanks Kenneth ;))

For those who does not know 'Meg'. It's a mailbox verificator
and spamkiller (STinG/StiK2/Gluestik).

Regards

Rajah Lone / Renaissance
http://rajah.atari.org

PS: Dennis has translated 'Troll beta 2' RSC in English. Available
also on my homepage. Thanks to him :)

2803. Learn GarageBand at 92y.org

Newsgroup: comp.sys.atari.st
Date: 2004-04-23 20:54:18 UTC
From: mpdwarka@yahoo.com
Message-ID: <fdcf610.0404231254.70142ee5@posting.google.com>
Source record: 19192

Learn to create music using Apple's new composition software. No previous music knowledge necessary. Learn everything from beats and grooves to theory and orchestration. Amp and Mic modelers covered too. One on one lessons. Feel free to drop us a line regarding anything to do with music and computers.

Logic, Finale, Digital Performer, Reason.

2804. TeraDesk 3.30

Newsgroup: comp.sys.atari.st
Date: 2004-04-23 23:17:12 UTC
From: vdjole@EUnet.yu
Message-ID: <c6c85k$2vu$1@news.eunet.yu>
Source record: 19193

Version 3.30 (please, 3.30 is not the same as 3.03) of TeraDesk open-source desktop is available at:

http://solair.eunet.yu/~vdjole/teradesk.htm

TeraDesk is currently the only open-souce desktop available for 16-bit and 32-bit Atari computers. Developers' goal has been to maintain TeraDesk as a small, simple, fast and reliable desktop, which would be functional in the modern multitasking environments and all flavours and versions of TOS-compatible operating systems, and yet to keep, as much as reasonable, familiarity with the original TOS desktop.

TeraDesk is NOT intended to be a direct replacement for the excellent but resources-demanding desktops like Thing or Jinnee, but instead is designed to be used where disk space or system memory and speed limitations (or price) make the use of those fine desktops impractical (e.g. TeraDesk's size and memory usage is currently only about 1/3 to 1/2 of Jinnee's in a similar setup).

Main improvements relative to the last published version:

- AV-server functionality; almost all AV-protocol messages supported.
- FONT-protocol functionality; TeraDesk can be a system-wide font selector.
- Drag & Drop protocol repaired (TeraDesk acts as a sender only).
- Repaired handling of ARGV protocol in Mint and Magic.
- Local per-installed-application environment variables can be defined.
- Symbolic links can be created, edited, deleted, copied...
- More logical interpretation of symbolic links when "opening" items.
- Filenames containing blanks are quoted when passed as parameters.
- Window-related menu items moved under a new menu title "Window".
- "Duplicate" window menu function added.
- Capability added to flag installed applications for special uses such as viewer, editor, shutdown, resolution change, file search, etc.
- Restore-mode copying enabled by [RShift] (overwrite newer files only).
- Update-mode copying enabled by [LShift] (overwrite older files only).
- Better handling of iconified windows, visible mostly in XaAES.
- When dialogs are in window mode, there is a closer widget which acts the same as Cancel button.
- Removed "normal" dialog mode as obsolete. Only the "flying" and "windowed" dialog modes remain.
- Removed startup batch file capability as obsolete.
- Improved memory allocation system used (new version of AHCM), for better handling of large blocks.
- Extensive cleanup of the source code.
- A number of bugs fixed.

Reports on any bugs found would be welcome.

Have fun.

2805. Re: Falcon Audio Mods

Newsgroup: comp.sys.atari.st
Date: 2004-04-24 06:37:47 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BCAE8D0F.109FB%derryck@nospam.cix.co.uk.invalid>
Source record: 19194

In article c69i26$75f$1@news.freedom2surf.net, Coda at
info@janthomas.f2s.nospam.com wrote on 22/4/04 23:46:

> Its a shame you never got time to do the job.

When the opportunity came up I couldn't find the kit!

> If anyone else wants a kit (I supplied the one to Derryck) email me, and
> i'll be able to accomodate.

Very generous offer by yourself.

Meanwhile, Mark Earwood is the lucky winner :-)

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

2806. WTT: Jaguar system + games for Mega ST

Newsgroup: comp.sys.atari.st
Date: 2004-04-24 06:49:08 UTC
From: Matt Sauer <msauerNO@spambigzoo.net>
Message-ID: <E5oic.9791$e4.3847@newsread2.news.pas.earthlink.net>
Source record: 19195

Write me if interested - I have a Jaguar system, one controller, no CD, and about 6 or 7 games (incl. Tempest 2000, Checkered Flag, Trevor McFur, Iron Soldier, and some others that escape me now). Looking to trade for a working Mega ST (any RAM) with keyboard and mouse.

Reach me at kudammSPAM@MEnetzero.NOTnet (remove SPAM, ME & NOT).

Thanks,
Matt

2807. Re: iomega rev drive

Newsgroup: comp.sys.atari.st
Date: 2004-04-24 08:15:11 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.04.24.08.15.11.253722@nossspamXXatari-source.com>
Source record: 19096

On Fri, 23 Apr 2004 19:57:55 +0100, Coda wrote:

> It seems that the discs come formatted UDF as standard. Maybe HDDriver can
> read this, or maybe you can reformat them with FAT. They look like a hybrid
> hardware between HD and CD drive. If you want one of these for things other
> than your Atari platforms, then youve nothing to lose if it doesnt work...
>
> Coda.
>
> "Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message
> news:pan.2004.04.23.18.04.12.541808@removenoaspam.atari-source.com...
>> Hello,
>>
>> I plan to purchase a pair of the new iomega rev drives. Anyone know if
>> they will likely function properly or not on an Atari of any sort?
>>
>> Thanks,
>> Mark
>> http://portal.atari-source.com
>>

I wanted one for Atari, one for PC. But the more I consider it the more I
realize I'm just going to buy/build a NAS server. There's no reliable
network filesystem for TOS yet though :-/ (in terms of multi-gigabyte
files).

Mark
http://portal.atari-source.com

2808. Re: Back to the STe

Newsgroup: comp.sys.atari.st
Date: 2004-04-24 08:22:41 UTC
From: Chris Thorley <christopher@thorley4082.fsnet.co.uk>
Message-ID: <c6d83stje1@newsg2.svr.pol.co.uk>
Source record: 19097

Hi Steve,
can you point me in the direction of this "old stuff". It
would be nice to 'soup-up' the STe.

Chris.
"Steve Sweet" <steve.sweet@btopen-2-viri-world.com> wrote in message
news:c694hr$1im$4@hercules.btinternet.com...
> Hi Chris
>
>
> > back to the Newsgroup after a bit of an absence. Can anyone tell
> me
> > what's new on the scene. I have a 4MB STe with TOS 2.06 and an IDEal HD
> > interface with 340MB drive. Anything new on the block to turbo-charge
the
> > old ST?
>
> There's nowt 'new' for the 16 bitters, there's some old stuff to be found
> that will certainly speed it up a bit thought.
>
>
> --
>
> Regards from STeve & his nice warm cosy PAK'd MegaSTe.
>
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
> * Magic - NVDI - Jinnee - Scripter - Freedom - HDDriver - Extendos
> *
>
>

2809. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-24 08:58:23 UTC
From: Frederic PECOURT <frederic.pecourt@nospam.free.fr>
Message-ID: <408a2a7c$0$26455$626a14ce@news.free.fr>
Source record: 19098

Hello!

SF0218 wrote:
> I browsed their website and I am impressed!!!!
>
> I also saw where it's able to run several flavors of Linux, 2 Amiga
> OS's, a few BSD versions, Mac OS9 and OS X, Windows, and Morphos!!!!!
>
>
> Seeing all that makes me believe that it can also run our favorite
> Atari software and OS's as well!
>
> This probably should be the most exciting news in the Atari world!!!

I am a Pegasos II owner since January, 2004 and wanted to mention that I paid 300 Euros for the mainboard and not 350 as mentionned in some previous posts for a G3/600MHz.

It is still listed at this price on their page :
https://www.pegasosppc.com/store.php

I am basically a Linux user on this machine and I am very satisfied with it. There is yes the possibility to run OSes like Mac OS9 or OS X over Linux, and my try with Mac OS X was impressively fast despite my 600MHz only cpu. Well, I do not really use it since I stick to Linux but be aware of the fact that Apple forbids my law the use of Mac OS on non-Apple hardware. (There might me some exceptions but the Pegasos is not)

Finally, I also gave a try to Aranym, and 68000 "emulation" is quite deceiving in terms of speed, even my stock Falcon is faster so I gave up Aranym.

F.

2810. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-24 09:04:39 UTC
From: Frederic PECOURT <frederic.pecourt@nospam.free.fr>
Message-ID: <408a2bf4$0$26448$626a14ce@news.free.fr>
Source record: 19099

Hi!

Martin "Nightowl" Byttebier wrote:

>
> A year ago I was able to talk to Ulf Dunkel of Invers. From what I've
> understand the next big release will not run on Atari even with
> Magic because Calamus will make use of a great deal of the native OS be
> it Mac OS or Windows. However, due the huge amount of work to make a
> native Calamus-version, Calamus will always make use of some kind of
> TOS-emulator. There are certainly no plans whatsoever to make a Linux
> version of Calamus.
>

Do you or anyone know(s) by chance if Calamus is 100% written in C code
or if it also has some 68000 assembly code inside. I am asking this to
get an idea if Invers could have the temptation to make a port to Linux
if all TOS system fonctions were natively provided by a linux based TOS.

Fred.

2811. Re: Newsie is fine app

Newsgroup: comp.sys.atari.st
Date: 2004-04-24 11:26:24 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1082823718-62655AEicMi@gmx.net>
Source record: 19103

From: Janez Valant <swe@atari.org>
Date: Wed, 21 Apr 2004 18:19:42 +0200

Hi Janez,

>>You_can_say that_I'm_biased,_but none of the apps that ASH distribute fall in
>>any of the above mentioned categories.
>
>Just notice: Magic (legally bought) crashed 2 times during boot time, no
>other apps on me (plain falcon, 14mb ram) and i ended up with wiped hard
>disk, once even with crapped MBR... Respond from ASH (dont know who really
>replied) was "we are aware of this bug"... Once reason was "Fatal Gemdos
>Error" and 2nd time it was "System overwritten"..
>
> So much about bias....

AFAIK MagiC is an operating system, *not* an application, but I doubt very much
that you're talking about a recent version. BTW you're the third guy now who
tries to pull MagiC into this discussion.... I somehow get the feeling that you
are all bored and want to see an OS War breaking out again? Sorry, it's to soon,
following a long standing tradition here, OS Wars are reserved for july-august.
But stay tuned to this station :-)

>>today__nothing_has_appeared_yet_that_comes_even_close_to_i.e:_Texel,
>_Phoenix,_ Jinnee, Artworx, Papillon and the rest of the long list..___
>
>This is a joke, right...
>Thing is on jinnee level, it may miss some cuteness and MAC HFS support
>(i know u like that a lot) but its WAY of :it cant even came close"
>category.

No, it's not a joke...
Featurewise Thing has a lot of catching up to do, but what IMO sets Jinnee
really apart are its plugins, in combination with Scripter it's unbeatable, not
only on this platform but on any platform. I have never seen/used a desktop with
the same functionality. Compared to it the Win XP and OSX desktops are kidstuff,
and I'm not even going to mention the Linux desktops at all. But then desktops
have always been excellent on Atari; Neodesk, Ease, Thing, Magixdesk etc were
all ahead of their time. Jinnee keeps the tradition going...

>ArtWork cant really see as long as DaLayout, DaVector.. note they
>arent CUTER, but they are BETTER.

I'm not talking about cute at all. DaLayout is a DTP package (that's how it was
marketed) so you should compare it to Calamus and the likes. DaVector doesn't
has a chance in my book, it has problems running on some hardware and in

addition doesn't work in all resolutions offered by graphic cards. And furthermore the outdated printer drivers prevent using it these days.
Import/export in DaVector isn't much too shout about either. Artworx can import/export all popular formats on this platform and in addition also Adobe Illustrator, EPS, WMA etc... and yep I know that WMA format is crap, but there happen to be zillions of pics floating about in that format, do you know another app on this platform that can handle that format? Printing is more than versatile, show me one graphic app which offers more choice to the user.
And it's also a Scripter and OLGA client, every serious Texel user will tell you the advantage of using Artworx for designing the graphs and being able to see the result directly displayed in Texel, try *that* with DaVector, and last but not least Artworx is available in English with a very good English manual... and no, for once DDP Translations has nothing to do with it.

>And Papillon trigered me off, its shity painter, or gfx processing app.

Shitty or not, but it's about the only thing with which you can construct, load and view animated GIF's, which runs on *all* Atari's. You always overlook that there's more out there then just Falcons. Someone who wants i.e to design a website on this platform, has no other option then to use Papillon. Oh and this reminds me, Artworx can use load/save PNG format also... and there are a couple of Scripter scripts which call up Artworx from Papillon or vice versa, throw in the OLGA protocol and you probbaly see the picture...so, design a bitmap in Papillon, call up Artworx and save it in PNG format.... or load a PNG file in Artworx, call up Papillon and edit it there thanks to OLGA.
That's about as far as shitty goes...

>ApexMedia is way better so its ESC paint,

Oh I believe you, but they both are Falcon only apps...
It might have escaped your attention, but there are people here using other hardware. You can say a lot against ASH, but they always made sure that the software they distributed was for *all* Atari hardware & clones, and most if not all of it runs in TOS and MiNT

>Pixart is better if u want more compatible app,

Compatible to what? And with what is Papillon not compatible?

>Photoline is better processing application.... U may like those, im okay with
>that, dont make them beter as they are,

I'm a Photoline user myself from day one. But it's showing it's age... no drag & drop, no AV protocol, no long file names with spaces... buggy printer routine, etc, but most importantly it's not a graphic design app, photoline is like you said a processing app, so comparing these two to each other is not really fair.

I'm not making them better, in fact I think they *all* desperately need a couple of upgrades, but then the competion is not really much too shout about either as I've just tried to show here.

But keep the faith Janez, at least you care, and that is a hell of a lot more then what can be said of some other posters here, you may like it or not but we

do have something in common <FAT GRIN>

Cheers from Belgium
Dennis

2812. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-24 11:38:54 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <408a648a1aae650@pandora.be>
Source record: 19100

on Sat 24-04-2004 11:04 Frederic PECOURT wrote:

>Hi!
>
>Martin "Nightowl" Byttebier wrote:
>
>>
>> A year ago I was able to talk to Ulf Dunkel of Invers. From what I've
>> understand the next big release will not run on Atari even with
>> Magic because Calamus will make use of a great deal of the native OS be
>> it Mac OS or Windows. However, due the huge amount of work to make a
>> native Calamus-version, Calamus will always make use of some kind of
>> TOS-emulator. There are certainly no plans whatsoever to make a Linux
>> version of Calamus.
>>
>
>Do you or anyone know(s) by chance if Calamus is 100% written in C code
>or if it also has some 68000 assembly code inside. I am asking this to
>get an idea if Invers could have the temptation to make a port to Linux
>if all TOS system fonctions were natively provided by a linux based TOS.

Sorry I don't know that.
However it seems I've make a little mistake in my previous message.
In Calamus Newstickers (05.05.2003) one can read that in the past Invers
didn't care about Linux because there was no good TOS-emulator available
for that platform. Also one can read that the port of Calamus is
proceeding step by step but they don't know when Calamus will run
complet natively under Windows, Mac OS X or Linux.

<quote>
Immer wieder mal werden wir gefragt, ob und wann Calamus unter Linux
verfi¿½gbar ist. Fri¿½her haben wir uns nicht um Linux geki¿½mmert, weil es dort
keinen sinnvollen TOS-Emulator gab und eine Portierung nicht infrage kam.
Die Portierung von Calamus li¿½uft mittlerweile in kleinen Schritten
schleichend an, doch ob und wann Calamus komplett nativ unter Windows,
MacOS X und Linux verfi¿½gbar ist, ki¿½nnen wir noch nicht sagen.
</quote>

In the same newsletter they point to a Spanish Linux user who is trying to
make Calamus SL 2003 running under Linux with the use of Wine. I did try
to run Calamus SL 2003 with Wine following the advise of that Spanish guy
but alas I didn't succeed. See <URL:http://www.yelos.come/wine/>

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2813. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-24 12:02:36 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1082823730-65155AEicMi@gmx.net>
Source record: 19106

From: Sylwek <sylwekpWYKASUJTO@pf.pl>
Date: Thu, 22 Apr 2004 11:15:28 +0200

Hi Sylwek,

>Well, I think the best source could be Invers. In their "Die Feder"
>newsletter Ulf Dunkel from Invers said that in 2001 there was about 2200
>active Calamus users, of which about 15% were still TOS users. This
>gives us about 330 users actively using Calamus. And they mainly would
>be TT, Hades and Medusa users and perhaps some Falcon too.

Those figures are from 2001, I think it's safe to assume that at least 50%
of those 330 users have moved on in the mean time.

>I think most of these
>people are proffesionals and they would be a potential buyers of Pegasos
>with MiNT. So if we estimate about 300 professionals - Calamus users and
>300 enthusiasts, we could probably count on 500-600 people who would
>probably buy PowerPC platform running MiNT + GEM.

Between 1995 and 1999 when there were at least 200.000 users left, only a
mere 1500 of them bought a Hades or Milan. Let me put it differently: we
had our chance and blew it...
When the Milan was released it costed EUR 750, and about everyone agreed
that it delivered "power for the price", It took Milan nearly three years
to shift a measly 1000 computers... and in the end they died a very sad
dead. Just imagine for a moment that instead of 1000 computers they would
have been able to sell 20.000 -the available user base was large enough -
then right now they would still be in business, probably producing yours
and some others dream machine, and with such a relatively large userbase
software support would look different also. I can even see a 3th party
developer releasing PPC upgrade cards for the 68040 & 60860 machines.

Today, and I'm trying to be very realistic here, 150 people buying that
proposed machine would be a small miracle... Hades and Milan users bought
their computer when there was still relatively a lot of support for Atari
apps, today however things are quite different, and some of us (including
me) had visions of software being developed for those clones that addressed
the features of those machines. Today we all know better, except for a
handfull apps, nothing is developed nor upgraded anymore, open source
doesn't work either because there are not enough people who can actively
maintain/port it. So what it comes down to is that you want us to invest
(waste ?) money in a machine that offers only more speed... I can just as
well invest it in a G5 or P5. With those machines I'll at least know that
new printers, scanners, DVD writers etc will be usable... because so far
whenever someone here mentions the word "drivers" and who the hell is

going to take care of these, all we get from you guys is a lot of silence.

>What's more development of native MacOSX version of Calamus is now in
>progress. MacOSX is Unix based and works on Apple's PowerPC computers,
>so Invers could quite easy port Calamus to Unix based MiNT PowerPC
>machine like Pegasos and have profit of it! It makes sense for me.

It doesn't make much sense to me...
It's programmed in Cocoa, that language has nothing to do with Unix at all
porting it will be very difficult...
Following your logic every OSX app should be easy to port... to use Steve
Jobs his favourite line: "think again, think different" :-)
And what makes even less sense is that according to you Calamus should be
ported to run on a Unix based MiNT PowerPC.... I assume this is a typo? Why
on earth would an Atari program running under an Atari OS need to be ported,
as far as compatibility goes, anything we like to throw at it should run, if
it doesn't then it doesn't deserve the name Atari, TOS, MiNT, MagiC clone or
whatever, it would only be a very poor substitute.... any emulator performs
better.

>Many users of TT, Milan and Hades use still their
>machnies professionally - mainly for Calamus, and if they could jump to
>modern and fast machine not changing their habbits and software, that
>would surely push them to go and buy PowerPC board with TOS compatible
>OS.

Forget it...
These users have in the mean time already bought a Mac and run Calamus
under MagiCMac, Invers has not only adviced it but literally pushed them
in that direction for many years.
The "not so very professional users" bought a PC and run it under a PC
emulator. These professional users are not even remotely interested in
what you are proposing, their only interest is to run Calamus in a fast
and stable environment, and right now, that's possible on both the Mac
and PC. Professional users don't give a damn about this platform, their
only concern is that the work gets done with their favourite tool.
MagiCMac was the first incentive for people to jump ship, later when the
Pentium chips became more powerfull their example was followed by people
using PC-emulators. And the softwarehouses supported it... they still do,
just drop a mail to ROM or Invers and be surprised, nine times out of ten
they'll advice you to migrate to a MAC/PC.

Oh, and last but not least...
There's also a category of users who are purists, these people only want
to work with hardware labeled Atari, and there are more of these about
then you think. Even if you turn the earth upside down, they won't move an
inch towards your PPC based platform.

Cheers from Belgium
Dennis
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

2814. Re: Newsie is fine app

Newsgroup: comp.sys.atari.st
Date: 2004-04-24 12:03:46 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1082823728-64447AEicMi@gmx.net>
Source record: 19105

From: Mark D <mducksub@removenoaspam.atari-source.com>
Date: Tue, 20 Apr 2004 12:09:35 -0400

Hi Mark,

>The problem IMHO is that a lot of things which should be system level and
>never should have to have been sold aren't. Extendos, HD-driver, NVDI,
>and various other system tools probably in all likelihood should be free,
>they should have been bought by Atari and included with TOS as part of
>MultiTOS.

Ah, well, like usual we have different views:
The problem is that Atari died in 1995 and it's not like they didn't supply
those tools, MetaDOS, AHDI, GDOS, SpeedoGDOS back in those days worked for
most users quite satisfying.

>More or less, this is all shit that should have been bundled with the
>computer to begin with. If it was, maybe people would actually be able to
>stomach the concept of purchasing all the other apps like Texel or a word
>processor etc. But how when they spent so much money just building a base
>system with appropriate licenses.

But is was bundled with the computer or with the additional hardware! stuff
like NVDI and HD-Driver are improvements, and if Atari would still be around
today I'm convinced that there would be no need for these at all.

>The power without the price thing might have led people who generally don't
>have money or don't want to spend money to our platform ;-)

If you ask me the power without the price slogan was only true for the ST, the
TT and the Falcon weren't any cheaper then the competition. For most ST users
upgrading to these computers was no option. I bought my TT in 1992 and payed
almost $4000 for it, and it seems to me that most people here forgot the price
tag that was attached to a Falcon also...

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

http://ddp.atari.org

2815. Re: Newsie is fine app

Newsgroup: comp.sys.atari.st
Date: 2004-04-24 12:11:30 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1082823724-63683AEicMi@gmx.net>
Source record: 19104

From: Sylwester Pietrzyk <sylwek@a4.pl>
Date: Mon, 19 Apr 2004 21:16:25 +0200

Hi Sylwester,

>Well, actually for me Signum! word processor was the weakest of the ASH
>applications. Yes, it was feature packed, but still quite far from Papyrus,
>not to mention that it uses its own GUI, not based on GEM :-)

I agree, Signum! 4.0 is indeed the weakest one of the bunch, but to be fair
let's not forget that development stopped in 1995, so you should compare
Papyrus 4.0 to Signum 4.0. IIRC Signum 3.0 was also the first word processor on
this platform that allowed us to use our colour printer... today, however it's
hopelessly outdated. I've just realised that this app has never been translated
either, it's probably not very well known by most people here.

>Otherwise we can of course argue whether MiNT is better than Magic

No, we will not.
MagiC is an OS, and this thread is about apps.

>I have just tried to install MiNT using EasyMiNT installer, but despite my
>long computer experience and reading supplied docs carefully it didn't work -
>it started with few dialog-windows, but unfortunately not even single
>character appeared in them - there were no such a stupid problems with Magic

The MagiC installation is foolproof of course, but like with most installers
you don't have any control of what is installed where and in what. This is not
so bad when you are new to the OS, but I can imagine that an experienced user
would like to have some more control...
As for MiNT, setting it up manually is not very difficult, anyone with a litle
basic experience on this platform should be able to if you ask me, but tuning
it to perfection however is a different matter, that's IMO mainly because the
docs are not very good.

But I have some good news...
In a couple of months you'll be able to download an installer which will really
make it a piece of cake to install MiNT/N.AES/MiNTNET etc. At the moment it's
not certain yet which installer will be used; GEMSetup or the ASH installer,
they both have their advantages and disadvantages. But rest assured, it's on
the way... people complaining about MiNT being difficult to setup will be a
thing of the past soon. As an avid MagiC user I vote for the ASH installer,
talking about irony at its very best.... <grin>

Oh, and while I'm announcing good news.... here's some more:
Last weekend the Troll newsreader archive was updated with an English interface,
the programmer asked me to announce it, but it slipped my mind... the docs are

not translated yet, but they're in the pipeline....

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

2816. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-24 12:35:18 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <408a6d4e2187250@pandora.be>
Source record: 19101

on Sat 24-04-2004 13:38 Martin "Nightowl" Byttebier wrote:

>on Sat 24-04-2004 11:04 Frederic PECOURT wrote:
>
>
>but alas I didn't succeed. See <URL:http://www.yelos.come/wine/>

Oeps, I've make a little typo, it must be
<URL:http://www.yelos.com/wine/>

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2817. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-24 13:47:54 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1082823740-66843AEicMi@gmx.net>
Source record: 19108

From: lp <gfa@mint.org>
Date: Wed, 21 Apr 2004 14:54:19 -0400

>There is no clear and simple way to compute world wide how
>many Atari users there are and what would motivate them. Also as you noted
>who might come back if a REAL native OS reappeared with some real speed.

Oh Boy!!!
Do you REALLY expect anyone to come back? If the thought of it wasn't so ridiculous I would actually believe that you mean it! The only people that might come back are these with a mental illness. Anyone with a sound brain will stay away from this platform as far as he can.

Sometimes I really think you guys live in coockoo land... :-/

OK, let's follow that weird reasoning: assuming that for example tomorrow someone drops a nice dual G5 2Ghz TOS clone on us, so what? Why would that attract anyone new or even back again? It seems to me that the very first question which will be asked is software related... and what have we got to show? There's still no browser that can handle something as common as java applets, remember the mailer and newsreader discussion? The general concencus was that we needed something better, and until then a lot of posters would stick to posting from a different platform. Our entire software base is simply ridiculous today, there's absolutely nothing that will attract someone back and certainly nothing that will attract new users. And if that's still not convincing enough here's something else to chew on, if anyone sees what "productivity" software we have on offer he'll think we're a bunch of morons and run as far away as he can from this platform. We don't have a Powerpoint look alike, in fact we have no presentation software on this platform! And I just have been doing my utter best to think of an *English* database which isn't at least 10 years old and completely outdated, but I'm afraid that I've found nothing in that department either... spreadsheets, there's only Texel, which comes with a lot of bugs.... and little features compared to what's on offer FREE on other platforms. And we can't even brag about a word processor, Papyrus is too much bug ridden for that, and since no one here seems to like the new contender TempusWord NG very much...
So what's left? music, games, graphics: let's face it, it's all ridiculous by today standards, it's good enough for us, but certainly not to attract someone back. Someone who left this platform disgusted 5 years ago, won't see any improvement at all, he'll see that even less software is supported, released, updated & upgraded. Now, that's really the incentive to get someone back!!

Ok, back to reality... I admit that I was a bit over the top, but was I really so far off? Instead of dreaming of new hardware, we should really concentrate on getting some more advanced software first. We got two excellent OS's, all that's needed now is some software showing what they're *really* capable off.

Just look at what has been written for the Mac 68040's ten years ago, if it ran OK on that slow OS, then something similar should fly under MiNT or MagiC, surely there must be some stuff from the mac 68040 architecture that is now open and free? Is it really al that difficult to port it over? I can't imagine that it's more difficult then porting unix code, which is bound to run way to slow on our platform...

Please please please, wake up!!!! It's really five to twelve....

Cheers from Belgium
Dennis
--

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/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

2818. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-24 13:52:04 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1082823736-66187AEicMi@gmx.net>
Source record: 19107

From: lp <gfa@mint.org>
Date: Fri, 23 Apr 2004 12:30:18 -0400

>Not to mention the cost is not to bad, considering the Hades set me back 3 times
>that amount. And that was just the board, ram, and video card alone. ;-)

That's not really a fair comparisation. The Hades was the "Rolls Royce", and all the stuff packed in it was simply expensive in those days, prices of components have fallen dramatically over the years. A fair comparisation would be that PPC board with a Radeon 9800 card, 2 GB RAM and a G5 processor ofcourse....

This board in a way is just like the Coldfire project, they want us to pay money for already outdated hardware... think a couple of years ahead, it'll be just as antique as our hardware is now. A new clone should reflect the state of art in technology, unlike Mac and PC users we can't exchange it for something more advanced in a couple of years from now. USB-2, Firewire 800, Serial-ATA, PCI-X and all the other goodies are essential. I assume that someone bying such a machine wants to be able to scan, print, burn DVD's etc also? Well, then the above mentioned interfaces are essential.
So here's the 10 million dollar question.... who's gonna write the drivers?

Oh and for what it's worth I agree fully with Standa, whatever clone appears its bound to be a very low support machine, but then there's nothing new under the sun, we've been enjoying low support for the last 10 years and we're still alive and kicking (more or less)

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

2819. EMAIL Change

Newsgroup: comp.sys.atari.st
Date: 2004-04-24 14:03:47 UTC
From: Rodolphe Czuba <yenamarreduspam-rczuba@free.fr>
Message-ID: <408a73b6$0$19485$636a15ce@news.free.fr>
Source record: 19102

After this day, my email is : 'forname'.'name'@free.fr

The actual will no more be used !

You are awarded...

SPAMs won the game !

PS : to some people : my forname is written with a 'O' letter, not a 'U' !

2820. Re: Newsie is fine app

Newsgroup: comp.sys.atari.st
Date: 2004-04-24 17:47:50 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <vUwic.1535$37.220374@news.siol.net>
Source record: 19109

> now who tries to pull MagiC into this discussion.... I somehow get the
> feeling that you are all bored and want to see an OS War breaking out
> again? Sorry, it's to soon, following a long standing tradition here, OS
> Wars are reserved for july-august. But stay tuned to this station :-)

Na, u pulled Magic into it.. My idea is not to start OS flame, im stating u are biased. Any OS can crash, MiNT does that as well... My statement was that i got Magic, had probs (indeed they were 4.01 and 5.xx) thus ASH did offer not 100% safe programs to the public.. ASH (or it was magic team, i dont know) came out bad, since after is send a mail after probs with 4.01, their reply was:"Yes we are aware of that problem some time yet" and that was all, and 5.xx did same again...

>
>>>today__nothing_has_appeared_yet_that_comes_even_close_to_i.e:_Texel,
>>_Phoenix,_ Jinnee, Artworx, Papillon and the rest of the long list..___

And this is what i think its, well, wrong... There are apps as good, or better, but some not as friendly, or dont know modern protocols. Dilema is still what is better> painter which allows u to make better pictures, or painter which is more friendly.. Id choose 1st option, and thats why i think most of those apps have atleast VERY decent oponents.

>>This is a joke, right...
>>Thing is on jinnee level, it may miss some cuteness and MAC HFS support
>>(i know u like that a lot) but its WAY of :it cant even came close"
>>category.
>
> No, it's not a joke...
> Featurewise Thing has a lot of catching up to do, but what IMO sets Jinnee
> really apart are its plugins, in combination with Scripter it's
> unbeatable, not only on this platform but on any platform.

U see, now we talk different language... I wont claim Thing is better as Jinne, i claim its in same range... Jinnee is more "mature", Scripter is great as well, Thing has other advantages, like Thing Groups, better behaving in MiNT and unix FS... That don't make it better... it make it very decent jinnee's alternative.

> I'm not talking about cute at all. DaLayout is a DTP package (that's how
> it was marketed) so you should compare it to Calamus and the likes.
> DaVector doesn't has a chance in my book, it has problems running on some
> hardware and in
> addition doesn't work in all resolutions offered by graphic cards. And
> furthermore the outdated printer drivers prevent using it these days.
> Import/export in DaVector isn't much too shout about either. Artworx can

> import/export all popular formats on this platform and in addition also
> Adobe Illustrator, EPS, WMA etc... and yep I know that WMA format is crap,
> but there happen to be zillions of pics floating about in that format, do
> you know another app on this platform that can handle that format?
> Printing is more than versatile, show me one graphic app which offers more
> choice to the user. And it's also a Scripter and OLGA client, every
> serious Texel user will tell you the advantage of using Artworx for
> designing the graphs and being able to see the
> result directly displayed in Texel, try *that* with DaVector, and last
> but not least Artworx is available in English with a very good English
> manual... and no, for once DDP Translations has nothing to do with it.

I hear u here.. DTP or not, i meant to say DaLayout and DaVector
especially, offers more as Artworx in its manin area: vector drawing. Esp
animation stuff is great etc.. Also basic drawing is more powerfull. Indeed
they may have some troubles with non standard gfx modes... Converting can
be done externally, but yes, Artworx know more formats.. altough none of
the recent ones... Still that again dont make it better. It make it fair
app, but not ages or eons better. Because as vector drawing app, DaVector
is more powerfull and imho, thats best argument if we judge vector gfx
applications.

> Shitty or not, but it's about the only thing with which you can construct,
> load and view animated GIF's, which runs on *all* Atari's.

I liked other feature at that time, dithering block to destination
palette. Actually, dithering is a bad point of Papillon, but it was nice
option.. But that again, don't make it better... It slowness make it
impossible for hand drawing, etc.. I used it few times for some demo pics
etc for my scroller and im sorry, but its slowness and awkwardness really
get to my nerves...

> That's about as far as shitty goes...

Well honestly it is a shitty painter. It is fair app in whole, but i
would (and did ;) use others for most tasks..

>>Pixart is better if u want more compatible app,
>
> Compatible to what? And with what is Papillon not compatible?

As u stated, i mentioned Falcon bounded apps, Pixart is widely usable on
all Ataris so i added it to a list..

> I'm a Photoline user myself from day one. But it's showing it's age... no
> drag & drop, no AV protocol, no long file names with spaces... buggy
> printer routine, etc, but most importantly it's not a graphic design app,
> photoline is like you said a processing app, so comparing these two to
> each other is not really fair.

I think it is. Reason i mentioned Photoline is because Papillon is really
a bad painter, or as u said, gfx design app. Most stuff i did with it, were
processing nature. Drawing is really bad part of Papillon, thus for this

app i mean, it really has better alternatives..

> I'm not making them better, in fact I think they *all* desperately need a
> couple of upgrades, but then the competion is not really much too shout
> about either as I've just tried to show here.

Well u definately did not say it that way. Alternatives are quite strong, most sadly from older era, but back then they were brilliant... Absence of "less important" stuff, like av servers etc dont make them less good in their basic expertise... thats what i have to say.. Bottom point: beside ASH there are VERY good apps as well. Many better, ASH just stood the time and remains arround when most gave up etc.. I apreciate that, but i think many apps from other houses, were atleast as good...

Janez

2821. Re: Newsie is fine app

Newsgroup: comp.sys.atari.st
Date: 2004-04-24 17:53:11 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <wZwic.1536$37.220235@news.siol.net>
Source record: 19110

> If you ask me the power without the price slogan was only true for the ST,
> the TT and the Falcon weren't any cheaper then the competition. For most
> ST users upgrading to these computers was no option. I bought my TT in
> 1992 and payed almost $4000 for it, and it seems to me that most people
> here forgot the price tag that was attached to a Falcon also...

Depends how u look.. Falcon was $1000, but it offered a lot. Take
CubaseAudio etc, price for PC/MAC, capable what Falcon could do, was
ridiculous. And both TT and Falcon were/are used looong, when PC ppl
updated hardware more times... At its time, Falcon offered much more as the
opposition for such money...

Janez

2822. Re: SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 2004-04-24 20:29:56 UTC
From: sf0218@aol.com
Message-ID: <20040424162956.22633.00000173@mb-m15.aol.com>
Source record: 19111

Okay Mark,

How much is this gonna cost? And where do you live dude? If it's overseas,
the shipping is gonna be a killer.

Oh, btw, I plan on recasing my Falcon as soon as I can acquire a suitable case
for it.

Thanks,

>Sam,
>
>Don't use MyAES yet. It's just not ready quite yet for daily use.
>Experiment sure, but don't try to use it. Use XaAES for now, grab the
>latest beta off the unofficial xaaes development page (google for it). As
>far as the clab drives are concerned, the story as I hear it is that the
>internal 2.5" ide drives normal falcons had sucked, and were slow and
>tended to fry under the weight of D2D audio recording. The SCSI drives
>were a bit better and higher throughput.
>
>This in mind however, I have a C-Lab Mk2 myself and I simply disconnected
>my failed 2.5" scsi drive that came stock, and hooked up a 2.5" ide drive
>to the existing fully functional IDE port.
> If you need one of the mini-IDE cables, I got one, ide laptop drives
> available in stores for fairly low prices, compared to what you get
> storage wise. Take care to backup your data often, I don't trust these
> 2.5" drives much at all, at least the conners or whatever comes with the
> c-lab machines. I also have for you, if you need one a convertor to use
> a 3.5" IDE drive on that mini-IDE port, however this would probably
> involve recasing your falcon since a normal sized IDE drive probably
> won't fit.

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2823. Re: New EtherNEC drivers

Newsgroup: comp.sys.atari.st
Date: 2004-04-24 22:08:06 UTC
From: Jean-Luc <wd.wd@wd.com>
Message-ID: <25042004000842i2C00156IH4C0A80004@wanadoo.fr>
Source record: 19112

Kenneth Medin a écrit :

> I happend to surf in at:
>
> http://home.arcor.de/thomas.redelberger/prj/atari/etherne
>
> and found new driver versions for EtherNEC!
>
> Has anyone with a TT tried the new drivers with success?
>

Neither enec.mif nor enec3.mif work on my TT (MagiC! 6.20,
MagiC-Net). I had to reinstall the previous enec3.stx :-(

J.-Luc

--
«From» est un anti-pourriels. Pour me répondre, lire mon adresse en
zig-zagant dans la boîte ci-dessous (utilisez une fonte fixe, svp).
-=oOo=-
"From" is an anti-spam adress. If you wish to contact me, read my
adress zigzaging in the box below (use a non-prop font, please).

```
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```

2824. Re: Back to the STe

Newsgroup: comp.sys.atari.st
Date: 2004-04-24 22:12:55 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c6eop5$7qs$1@sparta.btinternet.com>
Source record: 19113

```
Hi Chris

> can you point me in the direction of this "old stuff". It
would be nice to 'soup-up' the STe.

> > > back to the Newsgroup after a bit of an absence. Can anyone
tell me
> > > what's new on the scene. I have a 4MB STe with TOS 2.06 and an IDEal
HD
> > > interface with 340MB drive. Anything new on the block to turbo-charge
the
> > > old ST?

> > There's nowt 'new' for the 16 bitters, there's some old stuff to be
found
> > that will certainly speed it up a bit thought.
> >
> >
> > --
> >
> > Regards from STeve & his nice warm cosy PAK'd MegaSTe.
> >
> > * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
> > * Magic - NVDI - Jinnee - Scripter - Freedom - HDDriver - Extendos
*
```

I don't know of anything specific available at the moment, you can have my beast if you've got a £1000 to spare, as detailed above, with 4.5Gig hard drive and shed loads of software.

```
--

Regards, Steve S.
```

2825. Re: Falcon Audio Mods

Newsgroup: comp.sys.atari.st
Date: 2004-04-24 22:13:00 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c6eop8$7qs$2@sparta.btinternet.com>
Source record: 19114

Hi Delboy

> > Its a shame you never got time to do the job.
>
> When the opportunity came up I couldn't find the kit!
>
> > If anyone else wants a kit (I supplied the one to Derryck) email me, and
> > i'll be able to accomodate.
>
> Very generous offer by yourself.
>
> Meanwhile, Mark Earwood is the lucky winner :-)

Is he a club member?

--

Regards, Steve S.

2826. Re: SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 2004-04-24 22:19:07 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.04.24.22.19.07.777736@nossspamXXatari-source.com>
Source record: 19115

On Sat, 24 Apr 2004 20:29:56 +0000, SF0218 wrote:

> Okay Mark,
>
> How much is this gonna cost? And where do you live dude? If it's overseas,
> the shipping is gonna be a killer.
>
> Oh, btw, I plan on recasing my Falcon as soon as I can acquire a suitable case
> for it.
>
> Thanks,
>
>
>>Sam,
>>

Sam,

I live in Pennsylvania ;-).

Well if you plan to recase, I can just send you a 3.5" drive with the
proper adapters formatted with a nice MiNT install for an unaccelerated
falcon @ 14MB.... that probably won't cost much.. Maybe $5-$10 for
shipping, but I must warn you, I'm very busy with GIM development,
preparing for an alpha release so it'll be a week or so before I can get
to it.

BTW all, GIM is nearly ready for the first crappy but useable release ;-)

Mark
http://portal.atari-source.com

2827. [ANN] fVDI Catcher 1.0B

Newsgroup: comp.sys.atari.st
Date: 2004-04-24 22:26:32 UTC
From: ptonthatNO@SPAMclub-internet.fr
Message-ID: <408ae998$0$7782$7a628cd7@news.club-internet.fr>
Source record: 19116

Bonsoir :)

Download on my homepage or directly at
http://rajah.atari.org/files/ -> fvdisnap.zip (18Kb)

Reminder: this software is used to get screens (or screen parts)
snapshots (ST, TT, Falcon, Falcon + Eclipse/ATI RageIIc).
The GFA source is provided in a separate archive.

Changes:
- keeps pathfile of the previous snapshot
- display fileselector after catching the snapshot
(to try to correct some redraw problems)

Regards

Rajah Lone / Renaissance
http://rajah.atari.org

2828. Re: Newsie is fine app

Newsgroup: comp.sys.atari.st
Date: 2004-04-24 22:28:03 UTC
From: Sylwester Pietrzyk <sylwek_usunto@a4.pl>
Message-ID: <BCB0B693.146F6%sylwek_usunto@a4.pl>
Source record: 19117

in article 1082823728-64447AEicMi@gmx.net, Dennis Vermeire at
dennis.vermeire@gmx.net wrote on 24.04.04 14:03:

> If you ask me the power without the price slogan was only true for the ST, the
> TT and the Falcon weren't any cheaper then the competition. For most ST users
> upgrading to these computers was no option. I bought my TT in 1992 and payed
> almost $4000 for it, and it seems to me that most people here forgot the price
> tag that was attached to a Falcon also...
Coming from TT age (1989) was Mac IIci - it was 6700USD with slower
processor (68030/25MHz). So even at introductory price of 4000$ TT was much
better priced than comparable Macs.

--
Regards
Sylwek

2829. Re: SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 2004-04-24 23:15:33 UTC
From: sf0218@aol.com
Message-ID: <20040424191533.29140.00000304@mb-m13.aol.com>
Source record: 19118

Mark,

Someday we need to get together.....it would be nice to meet another U.S.
atarian face to face......it's been way too long since I've seen one!!!

It will be some time before I recase my Falcon. I'm saving up the bucks to get
an AB040 and nemesis video card/adapter.

That is from overseas. But go ahead and send the 3.5 drive....if I have to,
I'll just live the cover off the Falcon! :)

BTW, will GIM run in Mint? It sounds really interesting.

Thanks,

>Sam,
>
>I live in Pennsylvania ;-).
>
>Well if you plan to recase, I can just send you a 3.5" drive with the
>proper adapters formatted with a nice MiNT install for an unaccelerated
>falcon @ 14MB.... that probably won't cost much.. Maybe $5-$10 for
>shipping, but I must warn you, I'm very busy with GIM development,
>preparing for an alpha release so it'll be a week or so before I can get
>to it.
>
>BTW all, GIM is nearly ready for the first crappy but useable release ;-)
>
>Mark
>http://portal.atari-source.com
>
>

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2830. Atari Online News, Etc. #06-17

Newsgroup: comp.sys.atari.st
Date: 2004-04-25 00:17:23 UTC
From: danap8@aol.comno-spam
Message-ID: <20040424201723.17253.00000175@mb-m03.aol.com>
Source record: 19119

A-ONE #0617 04/23/04

~ Serious Internet Flaw! ~ People Are Talking! ~ Data Speed Limit!
~ New Version of SainT! ~ Making Web Kids Safe! ~ No Fragments #2!
~ Netscape Rises Again! ~ Whopper AOL Phone Bill ~ Web Tax Ban Revival
~ Net Piracy Crackdown! ~ Why EU Fined Microsoft ~ Win Apps On Linux?

-* Return of Leisure Suit Larry *-
-* FTC To Take Closer Look at Spyware! *-
-* Many E-mail Marketers Fail CanSpam Ruling! *-

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\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
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2831. Re: New EtherNEC drivers

Newsgroup: comp.sys.atari.st
Date: 2004-04-25 06:10:19 UTC
From: BMaedicke@t-online.de
Message-ID: <1gcsgzl.r0l3e3qh9mliN%BMaedicke@t-online.de>
Source record: 19120

Jean-Luc <wd.wd@wd.com> wrote:

> Neither enec.mif nor enec3.mif work on my TT (MagiC! 6.20,
> MagiC-Net). I had to reinstall the previous enec3.stx :-(

You make a bug report to the coder, please.

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

2832. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-25 08:05:48 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040425100548.a2801@du3.maus.de>
Source record: 19123

>against the Falcon is if I want to upgrade it, I'm gonna have to shell
>out a ALOT of bucks.

Well, that is exactly what I did. Fortunately I already had a case to put it in (removed my old MSTE out of its tower) but even though I had to buy the following things:

CT60 with CPU EUR 250
Fanless power supply EUR 220
Very quiet harddisk 80 GB EUR 80
DVD CR/RW combo drive EUR 70
14 MB RAM Card EUR 70
512 MB FastRAM EUR 80

EUR 770

Well, that is quite a lot of money but I got for it a fanless, noiseless MP3 jukebox (with Aniplayer) that is also capable of surfing the web (with CAB or Highwire).

I can also write CDs with my machine (5x with CD Writer from Anodyne) or read DVD ROMs with it (ExtenDOS Gold, HD-Driver), use it as an email/newsreader client (CAT), chat with ATARIICQ and write large documentation without crashes (with Papyrus X compared to MS Word).

I believe that the question: "Is your computer REALLY working, I can't hear anything?" from PC users was worth the money. :-)

Regards,

Frank

2833. Re: New EtherNEC drivers

Newsgroup: comp.sys.atari.st
Date: 2004-04-25 08:22:40 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <KlJic.1548$37.224080@news.siol.net>
Source record: 19121

Jean-Luc wrote:

> Kenneth Medin a ï¿½crit :
>
>> I happend to surf in at:
>>
>> http://home.arcor.de/thomas.redelberger/prj/atari/etherne
>>
>> and found new driver versions for EtherNEC!
>>
>> Has anyone with a TT tried the new drivers with success?
>>
> Neither enec.mif nor enec3.mif work on my TT (MagiC! 6.20,
> MagiC-Net). I had to reinstall the previous enec3.stx :-(

Don't know for Magic-net, but on MiNT u definately must use OZK's drivers,
superb stuff. U could give them a try with Magic-net.

Janez

2834. Re: Falcon Audio Mods

Newsgroup: comp.sys.atari.st
Date: 2004-04-25 09:56:12 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BCB149CC.10B07%derryck@nospam.cix.co.uk.invalid>
Source record: 19122

In article c6eop8$7qs$2@sparta.btinternet.com, Steve Sweet at
steve.sweet@btopen-2-viri-world.com wrote on 24/4/04 23:13:

>> Meanwhile, Mark Earwood is the lucky winner :-)
>
> Is he a club member?

Should be I know, but it's a bit far for him to go!

Next meting is this coming Wednesday, for anyone who can get to Cheshunt,
Herts!!!

Details on the web page whose URL is in my sig...

--

Cheers

Derryck

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

2835. Using Meg to delete SPAM

Newsgroup: comp.sys.atari.st
Date: 2004-04-25 11:51:32 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <c6g8o4ttc1@news5.svr.pol.co.uk>
Source record: 19124

Hi All

Does any one know how to get information on setting up Meg 1.2c?

I have been getting a lot of SPAM email in my Freeserve mailbox and want to automate the process of getting rid of it! Currently I am using Newsie's excellent "Get Selected Mail" feature which still involves scrolling through the mail headers and deleting the suspicious ones. Every day I get 150 junk emails.

Luckily Freeserve have started marking the "Subject" line of the emails with "*** SPAM ***" before the rest of the subject line. This means that I could use a filter program like Meg to delete 95% of junk emails. Is this a correct assumption?

Can anyone tell me what to put in the Mailbox dialog, as at the moment when "check mail" is selected Meg runs but is "Waiting" and OK - but nothing else happens - this is after dialing in with STiK2.

The Email client I use is Newsie961 under STik2 and Magic 6.20.

Thanks

Neil :-)

2836. Re: Back to the STe

Newsgroup: comp.sys.atari.st
Date: 2004-04-25 13:32:52 UTC
From: Chris Thorley <christopher@thorley4082.fsnet.co.uk>
Message-ID: <c6gelbnhb1@newsg2.svr.pol.co.uk>
Source record: 19125

Hi Steve,
if only..... I was on the lookout for the Veloce mod but
obviously TUS isn't around anymore.

Chris.

> Hi Chris
>
> > can you point me in the direction of this "old stuff". It
> would be nice to 'soup-up' the STe.
>
Anything new on the block to turbo-charge
> the
> > > > > old ST?
>
> > > > There's nowt 'new' for the 16 bitters, there's some old stuff to be
> found
> > > > that will certainly speed it up a bit thought.
> > > >
> > > > Regards from STeve & his nice warm cosy PAK'd MegaSTe.
> > > >
> > > > * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
> > > > * Magic - NVDI - Jinnee - Scripter - Freedom - HDDriver -
Extendos
> *
>
> I don't know of anything specific available at the moment, you can have my
> beast if you've got a £1000 to spare, as detailed above, with 4.5Gig hard
> drive and shed loads of software.
>

>
> Regards, Steve S.
>
>

2837. Re: SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 2004-04-25 14:10:20 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <c6ggsc$am8$1@thorium.cix.co.uk>
Source record: 19126

In message <pan.2004.04.23.18.01.31.473003@removenoaspam.atari-source.com>,
mducksub@removenoaspam.atari-source.com said:

> c-lab machines. I also have for you, if you need one a convertor to use
> a 3.5" IDE drive on that mini-IDE port, however this would probably
> involve recasing your falcon since a normal sized IDE drive probably
> won't fit.

I fitted a 3.5" 6.4 GB IBM IDE drive into my stock Falcon case
with no problems - it just lies on top of the shielding, wrapped
in card to insulate it and has worked fine for some years now. I
can't believe that the C-Lab Falcon case is any smaller than the
original.

Regards, /Peter/

2838. Re: [ANN] fVDI Catcher 1.0B

Newsgroup: comp.sys.atari.st
Date: 2004-04-25 15:17:31 UTC
From: BMaedicke@t-online.de
Message-ID: <1gct6l2.1phszec9a31doN%BMaedicke@t-online.de>
Source record: 19127

Pierre TONTHAT <ptonthatNO@SPAMclub-internet.fr> wrote:

> Reminder: this software is used to get screens (or screen parts)
> snapshots (ST, TT, Falcon, Falcon + Eclipse/ATI RageIIc).

Is this program only for Eclipse graphic card?
When I use this program on my Falcon with NOVA graphic card (800x600 65k color deep) then are false colors in the TGA file.

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

2839. Re: SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 2004-04-25 15:41:25 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.04.25.15.41.21.976651@removenoaspam.atari-source.com>
Source record: 19128

On Sat, 24 Apr 2004 23:15:33 +0000, SF0218 wrote:

> Mark,
>
> Someday we need to get together.....it would be nice to meet another U.S.
> atarian face to face......it's been way too long since I've seen one!!!
>
> It will be some time before I recase my Falcon. I'm saving up the bucks to get
> an AB040 and nemesis video card/adapter.
>
> That is from overseas. But go ahead and send the 3.5 drive....if I have to,
> I'll just live the cover off the Falcon! :)
>
> BTW, will GIM run in Mint? It sounds really interesting.
>
> Thanks,
>

Sam,

Currently GIM Only runs in MiNT and Magxnet. STiK compatibility is
secondary though will likely be added and will be available as a
configuration option later on. As a current AIM client, gim is nothing
that wonderful, but the alpha version sets me up to really improve on it.
Once you have a working client that isn't that great, you really have a
lot more motivation to improve on it ;-)

Mark
http://portal.atari-source.com

2840. Re: Using Meg to delete SPAM

Newsgroup: comp.sys.atari.st
Date: 2004-04-25 16:42:17 UTC
From: ptonthatNO@SPAMclub-internet.fr
Message-ID: <408bea68$0$7780$7a628cd7@news.club-internet.fr>
Source record: 19129

Bonjour :)

> Meg 1.2c?

1.2d version now.

> Luckily Freeserve have started marking the "Subject" line of
> the emails with "*** SPAM ***" before the rest of the subject line.
> This means that I could use a filter program like Meg to delete
> 95% of junk emails. Is this a correct assumption?

If your mailserver put this "*** SPAM ***" string in your subject,
yes, you can delete them automaticaly with Meg.

You have to add a filter on the subjects which contain this string.

> Can anyone tell me what to put in the Mailbox dialog, as at
> the moment when "check mail" is selected Meg runs but is
> "Waiting" and OK - but nothing else happens - this is
> after dialing in with STiK2.

You have to declare at least one mailbox (you can add more of your
mailboxes). You should see in NEWSie preferences: same parameters.
In Meg:

Account= name of your mailbox (name it as you like)
Hostname= servername (ie mail.club-internet.fr)
Port= 110 (POP3 protocol)
Username= login to the server (usualy your internet login)
Password= password to the server (usualy your internet password)

Bye

Pierre
http://rajah.atari.org

2841. Re: [ANN] fVDI Catcher 1.0B

Newsgroup: comp.sys.atari.st
Date: 2004-04-25 17:44:52 UTC
From: ptonthatNO@SPAMclub-internet.fr
Message-ID: <408bf913$0$7782$7a628cd7@news.club-internet.fr>
Source record: 19130

Bonsoir :)

>> Reminder: this software is used to get screens (or screen parts)
>> snapshots (ST, TT, Falcon, Falcon + Eclipse/ATI RageIIc).

>Is this program only for Eclipse graphic card?

was coded for it (still problem in 8bit mode, but due to the driver),
but it's also working with normal Atari WITHOUT graphic card.

>When I use this program on my Falcon with NOVA graphic card (800x600 65k
>color deep) then are false colors in the TGA file.

The problem is that if your VDI driver use byteswapping (Motorola <>
Intel) or not, and if its vro_cpyfm function (VRAM to TT/STRAM) is
correctly written.

Bye

Pierre
http://rajah.atari.org

2842. 060 are here

Newsgroup: comp.sys.atari.st
Date: 2004-04-25 19:50:34 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <408c1689$0$19499$636a15ce@news.free.fr>
Source record: 19131

I received my 060s from VERNAL ELM by UPS !

Now I 'm sure to be able to ship the CT60s.

Regards

2843. GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-04-26 02:26:19 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.04.26.02.26.18.802252@nossspamXXatari-source.com>
Source record: 19132

Hello folks,

I wanted to pass along this screenshot which I'm quite proud of, since it means we have passed all major hurdles, buddy list is done and text entry is done as well as message receive buffers. All the data structures are done for their final implementation but all the vdi calls and UI design will surely change in the long run.

This has been *quite* a learning experience for me. I have to give HUGE credit to windom, which is an AMAZING gem library! As well the libfaim and Gaim project who cut down my work big time! Proof that open source CAN AND DOES help our native GEM applications :)

Name blotted for privacy.

http://toad.atari-source.com/~mduckworth/gimstuff.gif

Development Blog:
http://toad.atari-source.com/blog/blogger.html

Mark
http://portal.atari-source.com

2844. Re: 060 are here

Newsgroup: comp.sys.atari.st
Date: 2004-04-26 03:39:03 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <rv%ic.1823$Ua5.1397057@monger.newsread.com>
Source record: 19133

On 25 Apr 2004 21:50:34 , "Rodolphe Czuba" wrote:
>I received my 060s from VERNAL ELM by UPS !
>
>Now I 'm sure to be able to ship the CT60s.
>
>Regards
>

very good to hear! Did you get all that you ordered?

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

2845. Re: 060 are here

Newsgroup: comp.sys.atari.st
Date: 2004-04-26 07:46:59 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <408cbe70$0$17626$636a15ce@news.free.fr>
Source record: 19134

Yes I receive all + the 25 pieces from 2003 and free (for the 25 pcs).

Regards

John Garone wrote:
> On 25 Apr 2004 21:50:34 , "Rodolphe Czuba" wrote:
>> I received my 060s from VERNAL ELM by UPS !
>>
>> Now I 'm sure to be able to ship the CT60s.
>>
>> Regards
>>
>
> very good to hear! Did you get all that you ordered?
>
> John
> P.S.
> To Reply by E-mail, please remove -NOT- from my address!

2846. Looking for Photoline demo

Newsgroup: comp.sys.atari.st
Date: 2004-04-26 07:53:47 UTC
From: Sylwek <sylwekp_WYKASUJTO@pf.pl>
Message-ID: <sylwekp_WYKASUJTO-B176D6.09534726042004@gw1.news.tpi.pl>
Source record: 19135

Hi all,
I am looking for the last Photoline demo (it was 2.25 as I suppose) that was ever released. Has anybody it and could send it to me via mail? I want to purchase Photoline32 for MacOSX and I was promised by producer, that I will get free serial number for Atari version then :-) Thanks in advance!

--
Pozdrowienia/Regards
Sylwek

P.S. Zeby wyslac do mnie maila - usun "WYKASUJTO" z adresu e-mail!
To send e-mail directly to me - just remove "WYKASUJTO" from adress

2847. Re: 060 are here

Newsgroup: comp.sys.atari.st
Date: 2004-04-26 14:44:52 UTC
From: rsmac@t-online.de
Message-ID: <1gcuyvh.adxt3flnc2ueN%rsmac@t-online.de>
Source record: 19136

Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr> wrote:

> I received my 060s from VERNAL ELM by UPS !

Great! ;)

Regards, Robert
--
-= DOIT-Hardware FAQs =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

2848. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-04-26 16:04:20 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040426180420.a3659@du3.maus.de>
Source record: 19056

>I wanted to pass along this screenshot which I'm quite proud of, since it
>means we have passed all major hurdles, buddy list is done and text entry

Will GAIM support different character sets, e.g. cyrillic?

Regards,

Frank

2849. CT60, freezes and N.AES

Newsgroup: comp.sys.atari.st
Date: 2004-04-26 16:07:06 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040426180706.a3660@du3.maus.de>
Source record: 19057

Hello,

weeks ago I posted some information about problems with my CT60 and N.AES. I discovered a lot of freezes when using Aniplayer and a simple text editor at the same time.

After Rodolphe advised to do so I removed my clockpatch (originally installed by ATARI) and now everything works fine.

Thanks again Rodolphe for your help!

Regards,

Frank

2850. Re: Looking for Photoline demo

Newsgroup: comp.sys.atari.st
Date: 2004-04-26 17:53:21 UTC
From: BMaedicke@t-online.de
Message-ID: <1gcv89u.2lb2sccczhoN%BMaedicke@t-online.de>
Source record: 19137

Sylwek <sylwekp_WYKASUJTO@pf.pl> wrote:

> I am looking for the last Photoline demo (it was 2.25 as I suppose) that
> was ever released. Has anybody it and could send it to me via mail?

I have the german version 2.30 here.

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

2851. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-04-26 18:00:18 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0404261000.70af06b8@posting.google.com>
Source record: 19138

Mark D <mducksub@nossspamXXatari-source.com> wrote in message
news:<pan.2004.04.26.02.26.18.802252@nossspamXXatari-source.com>...
> Hello folks,
>
> I wanted to pass along this screenshot which I'm quite proud of, since it
> means we have passed all major hurdles, buddy list is done and text entry
> is done as well as message receive buffers. All the data structures are
> done for their final implementation but all the vdi calls and UI design
> will surely change in the long run.
>
Congratulations and thank you for your support of Atari.

Galen (who hasn't a clue how to use IM but wouldn't mind learning)

2852. Re: 060 are here

Newsgroup: comp.sys.atari.st
Date: 2004-04-26 18:01:59 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0404261001.6cbdf5af@posting.google.com>
Source record: 19139

"Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in message
news:<408c1689$0$19499$636a15ce@news.free.fr>...
> I received my 060s from VERNAL ELM by UPS !
>
> Now I 'm sure to be able to ship the CT60s.
>
Most excellent news! I'm glad that dispute is finally over. Thank
you Rodolphe for not giving up on the CT60 even when it looked like
you would take a large financial loss on the 68060s.

Galen

2853. Re: 060 are here

Newsgroup: comp.sys.atari.st
Date: 2004-04-26 18:10:29 UTC
From: sf0218@aol.com
Message-ID: <20040426141029.25970.00000360@mb-m29.aol.com>
Source record: 19140

I second that statement and emotion.

You go Rodolphe!!!!!!!!!!!!!!!!!!!!!!!!!! :)
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2854. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-04-26 18:11:29 UTC
From: sf0218@aol.com
Message-ID: <20040426141129.25970.00000361@mb-m29.aol.com>
Source record: 19141

And I second that statement as well!!!!!!!!!

You go Mark!!!!!!!!!!!!!!!!!!!!!!!!!!!! :)

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2855. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-04-26 20:49:02 UTC
From: Sylwester Pietrzyk <sylwek_usunto@a4.pl>
Message-ID: <BCB3425E.14751%sylwek_usunto@a4.pl>
Source record: 19142

in article pan.2004.04.26.02.26.18.802252@nossspamXXatari-source.com, Mark D
at mducksub@nossspamXXatari-source.com wrote on 26.04.04 4:26:

> I wanted to pass along this screenshot which I'm quite proud of, since it
> means we have passed all major hurdles, buddy list is done and text entry
> is done as well as message receive buffers. All the data structures are
> done for their final implementation but all the vdi calls and UI design
> will surely change in the long run.
Looks very nice at first sight! Good work!

--
Regards
Sylwek

2856. Re: [ANN] Meg 1.2D (bugfixes)

Newsgroup: comp.sys.atari.st
Date: 2004-04-26 23:45:44 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <408d97c64a9ae44@tripnet.se>
Source record: 19143

In comp.sys.atari.st <4089803b$0$7780$7a628cd7@news.club-internet.fr>
Pierre TONTHAT wrote on Fri 23-04-2004 20:44 (GMT):

>Bonjour :)

Goder Afton, (bï¿½de Herre och Fru!)

>Download on my homepage or directly at:
>http://rajah.atari.org/files/ -> meg12d_uk.zip (230Kb)
>
>News or bugfixes:
>- added 'Reply-To' and 'Bcc' for the search

When searching for "Not for me" I guess? "Bcc" sounds strange and I
assume you really mean just "Cc".

>- new friend type: own email address (in case the username
>of the mailbox is different from the email)

I still have problems with some mails from Yahoo mailinglists if I turn
on a "Not for me" filter. I tried to add a "my own address" like "atari-
midi" but they got filtered out anyway. Maybe wildcards are not supported
in this function...

Actually I would like to have a possibility to filter on any header line
and to be able to locate mails with words like "Atari" or whatever in
the message text.

A function to read in addressbook files from Okami and Mymail on startup
would be excellent. Maybe too complicated but a simple textfile with one
email address/line should not be too difficult. It's very time consuming
to manually add all email contacts to the friends list. The fact you use
a modal and not movable (at least not in Magic) dialog makes it even
worse...

>- scan is desactivated while the mail client is running

Hm, Does not make sense?? Which mail client?
Previous MEG versions did freeze if a mail client was busy downloading
mail and did not allow MEG to log on right away. Maybe it retries to
login in this new version.

>- new POP3 receive routine (quicker, maybe less freezing)

Previous versions used to hang on certain posts (usually from Russia
for some reason). This new version instead makes a 30 seconds timeout and
then starts again so it's much better. I get a couple of houndred
spam/day so it used to hang all the time. Something is still wrong but I

don't mind waiting 30 seconds now and then as I don't pay by the minute.

I actually added to the program so the "STATUS:" line displays mail number in the mailbox that is scanned at the moment. When MEG frooze i could then manually delete the offending mail and rerun MEG after killing the tcp connection with TUR_GEM.APP (Olivier Booklage).

I made the same alterations to the latest version too, so I can see what is going on. It's a very simple global counter. Also it might work to have MEG react on GEM redraw messages once for each mail checked. It looks a little ugly as it works right now.

Also you might put in a EVNT_TIMER() call in the long scan loops. This would make MEG take less resources while polling, I think.

Finally MEG leaves the tcp port in "CLOSE_WAIT" state taking up one line in TUR_GEM.APP for each run. No good as MEG can be set to run once every 5 minutes or so. Will end up with lots of not properly closed sockets...

This behaviour was present in previous versions as well. Interestingly this only happens with my Tripnet mailbox (running Exim/Debian). A mailbox at my ADSL provider does not show this effect.

MEG is really a saviour as the amount of SPAM has reached silly levels here... Without MEG I would have to switch to another way of getting my emails...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2857. Re: 060 are here

Newsgroup: comp.sys.atari.st
Date: 2004-04-27 04:37:13 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <Zrljc.1236$Hf.818215@newshog.newsread.com>
Source record: 19144

>Yes I receive all + the 25 pieces from 2003 and free (for the 25 pcs).
>
>Regards
>

I'm glad for you and those who ordered the CT60 and must admit I
thought there was no hope!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

2858. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-27 09:05:35 UTC
From: Chris Bates <mc205@hotmail.com>
Message-ID: <c6l7p7$2ejs$1@arachne.labyrinth.net.au>
Source record: 19145

It appears to me that the majority of crew here are living in the past! It is time to admit that the Atari platform is dead in any useful contemporary context and move on. There are still some valid uses using existing hardware/software but hoping for miracles regarding the future is just plain silly! See you in the next life.....

2859. Re: Newsie is fine app

Newsgroup: comp.sys.atari.st
Date: 2004-04-27 12:01:10 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1083095998-158655AEicMi@gmx.net>
Source record: 19052

From: Janez Valant <swe@atari.org>
Date: Sat, 24 Apr 2004 19:53:11 +0200

Hi Janez,

>>and it seems to me that most people here forgot the price tag that was
>>attached to a Falcon also...
>
>Depends how u look.. Falcon was $1000, but it offered a lot. Take
>CubaseAudio etc, price for PC/MAC, capable what Falcon could do, was
>ridiculous.

I simply look at the price tag...
When is was released it costed 1250 EUR & USD, and at the time of release there was no Cubase Audio in sight. It wasn't until 1995 that some really good software started to appear, and by that time it was already too late. Shortly after is was released Atari announced that the STE production was ended, so they regarded the Falcon as the successor. The STE costed 300 EUR & USD back then, the price difference was simply too large for most users (gamers) to upgrade. Viewed from a commercial angle one can only conclude that the Falcon was a failure, and it was probably also the Falcon which was the final nail in the coffin. Personally I have known a lot of people back then who migrated to a different platform. I agree that technically speaking the Falcon was the most advanced one, but a lot of users weren't waiting for a computer with a DSP chip. A lot of people expected a 68040 based computer, three years after the TT. And the last thing they expected was a basically slower computer housed in a 10 years old ST casing.

>And both TT and Falcon were/are used looong, when PC ppl updated hardware
>more times... At its time, Falcon offered much more as the opposition for
>such money...

That's true, but then we had no idea of this back then. If someone in 1991 would have told me that 13 years later I would still be using the TT I would have ROTFL.

>At its time, Falcon offered much more as the opposition for such money...

Yes and no, on paper it wrapped up the competition, but in practical every day use it was a different story. It took quite some time before some apps appeared that exploited the power hidden in the Falcon. And for people who were more into DTP or office tools, it didn't offer anything extra at all. On the contrary, both the TT or MegaSTE were much more suited... Apps like Apex, Cubase, the SoundPool stuff etc have pulled it into a different class but these apps only attract a small portions of users.
Like with any computer or games console there should have been a flood of

games released in 1993 for the Falcon, but it didn't happen, probably
because the softwarehouses thought that not a lot of people would invest
$1250 in a computer to play just games on it. Don't forget the competition
of the STE, A500 and A1200, the handfull of games that were released in 1993
were not really an incentive to upgrade to the Falcon either. Like I wrote
earlier it was only from 1995 onwards that some really amazing software was
produced, but two yera is an awfully long time in computerland....
In 1995 the competition was already working on PPC and Pentium 90's :-(

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

2860. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-04-27 12:10:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1083096002-159431AEicMi@gmx.net>
Source record: 19053

From: lp <gfa@mint.org>
Date: Sun, 25 Apr 2004 23:56:02 -0400

>> Proof that open source CAN AND DOES help our native GEM applications :)
>
>Only an idiot would think otherwise. :o)

Yep...
That's one, so that leaves another zillion to go.
BTW: it doesn't proof much, all it shows is that it can help a programmer at a certain stage in programming by using & incorporating some of the existing code. Do I have to understand from this that no one on this platform would be capable of programming a messenger without help of open source routines? Then we are really in bad shape!

So what's next on the list? A peer to peer server perhaps?

Cheers from Belgium
Dennis

2861. Re: Looking for Photoline demo

Newsgroup: comp.sys.atari.st
Date: 2004-04-27 12:11:54 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1083095992-157359AEicMi@gmx.net>
Source record: 19050

From: Sylwek <sylwekp_WYKASUJTO@pf.pl>
Date: Mon, 26 Apr 2004 09:53:47 +0200

Hi Sylwek,

>I am looking for the last Photoline demo (it was 2.25 as I suppose) that
>was ever released.

The last version was 2.30, there are two versions one for use with an FPU
and one for use on machines without these or emulators. They have been both
translated in English. Also check out the DDP website for a small patch app
that fixes some issues and adds a little more functionality. The patch is an
official one from ComputerInsel BTW.

>I want to purchase Photoline32 for MacOSX and I was promised by producer,
>that I will get free serial number for Atari version then

If you can boot into OS 9, use it in that manner, you'll notice that it'll
run at least 25% faster, and that's quite a lot... Photoline32 10.xx is a
carbonised OS 9 app.

>Has anybody it and could send it to me via mail?

No problem, just let me know what version you need.

Cheers from Belgium
Dennis
--

____ ____ ____
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/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

2862. Re: Newsie is fine app

Newsgroup: comp.sys.atari.st
Date: 2004-04-27 12:14:46 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1083095994-157955AEicMi@gmx.net>
Source record: 19051

From: Sylwester Pietrzyk <sylwek_usunto@a4.pl>
Date: Sun, 25 Apr 2004 00:28:03 +0200

Hi Sylwester,

>Coming from TT age (1989) was Mac IIci - it was 6700USD with slower
>processor (68030/25MHz). So even at introductory price of 4000$ TT was much
>better priced than comparable Macs.

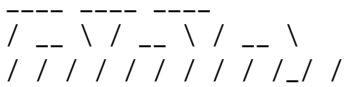
Back in 1989 there was no TT for sale yet, Atari presented them in that year
but it was only early in 1991 when they finally arrived at the dealers. I
bought mine in february 1991. I think I was one of the first TT owners in
the Benelux countries. And it wasn't a very good deal. The TT came equipped
with a buggy TOS 3.01 and a 720Kb diskdrive. I had to fork out an additional
$250 for a *good* TOS and high density diskdrive later that year. Until I
had TOS 3.05 fitted, working with it was hell, except for a lot of bombs
there wasn't much to enjoy.In january 1992 they replaced TOS 3.05 for 3.06
free of charge.
I wasn't comparing the price to a Mac, I only wanted to say that $4000 for
most of us was not feasible, and the best proof of this was Atari releasing
a cut down version of the TT a year later (the MegaSTE).
I dug up the original invoice, and that $4000 was much too low:

TT030 2MB => 2800 EUR & USD
2MB ST-RAM => 250 EUR & USD
4MB TT-RAM => 400 EUR & USD
105Mb HD => 450 EUR & USD
TT VGA monitor => 450 EUR & USD

So it was more like $4600.

Also, the Mac might have been more expensive but the users didn't have to
invest in an additinal graphic card anymore (which also costed a small
fortune BTW), and the Macs could be expanded with relatively cheap 30pin
SIMMs. In 1991 the direct contender was the IIsi which costed $5000, and
only 6 months later Apple released the Quadra 700 and 900 based on 68040,
Atari did nothing for 2 whole years until they replied with the Falcon
which compared to the Quadras was a joke. And then people wonder how Atari
never succeeded in wrapping up the professional market!

Cheers from Belgium
Dennis
--



/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

2863. Re: UVK 2000 9.0

Newsgroup: comp.sys.atari.st
Date: 2004-04-27 13:42:52 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <408e0f082d2f23@comcast.net>
Source record: 19047

>Hello,
>
>On Thu, 15 Apr 2004 18:43:05 +0100, "Coda"
><info@janthomas.f2s.nospam.com> wrote:
>
>>Website is 404!
>
>You can use http://www.42nd.net/uvk/ :-)
>
>Best regards,
>Paul

That one works fine. Thanks Paul....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2864. Re: RGB Convertor for ST for sale - $25

Newsgroup: comp.sys.atari.st
Date: 2004-04-27 13:42:53 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <408e0f082d2f24@comcast.net>
Source record: 19046

>Video Key from Practical Solutions - RGB to Color Composite - $25 +
>shipping - Accept PayPal
>Contact Ray at (800)515-5352 Silicon Valley Area
>

I already have and do not need this, but I suggest if there is
anyone out there who wants to hook their ST to a SVGA Color
monitor to buy this. All you have to do is to be a video converter
and hook the Video Key to it and you will be able to use the SVGA
monitor in color with your ST. I just may get his if no one
bites...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2865. Re: SpeedoGdos

Newsgroup: comp.sys.atari.st
Date: 2004-04-27 13:42:53 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <408e0f082d2f25@comcast.net>
Source record: 19048

>Hi All,
>
>Where can one obtain SpeedoGdos....mine's toast.
>
>Do I need it? I guess I do if I'm using Atariworks eh? I do have NVDI though.
>
>Looking for some input.
>
>Thanks
>Sam F.
>Virginia U.S.A.
>Atari Computer Nut
>C-Lab Falcon, 14mbram,540mb hdd.,
>Seattle Seahawks Nut

Get NVDI 5. It is better and has more features.....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2866. Re: USING PC Floppy on Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-04-27 13:42:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <408e0f082d2f26@comcast.net>
Source record: 19049

>Is there a way to format a 3 1/2 Floppy Disk on a PC using XP so that I
>could transfer files to and from a Atari Falcon?
>
>I know there are other ways to do this using CDs, Null Cables and etc. But
>I'd like to do it with a Floppy if possible.
>
>
>Thanks,
>phantomm@bellsouth.net

I do this alot between my wife's PC and my Hades. The Falcon
should be able to ready any disk formatted on the PC and the PC
should be able to ready any disk formatted on the Falcon.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2867. Re: UVK 2000 9.0

Newsgroup: comp.sys.atari.st
Date: 2004-04-27 21:53:29 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c6mkqr$t4r$1@news.freedom2surf.net>
Source record: 19054

Of course its fine, a week later.....

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:408e0f082d2f23@comcast.net...
> >Hello,
> >
> >On Thu, 15 Apr 2004 18:43:05 +0100, "Coda"
> ><info@janthomas.f2s.nospam.com> wrote:
> >
> >>Website is 404!
> >
> >You can use http://www.42nd.net/uvk/ :-)
> >
> >Best regards,
> >Paul
>
> That one works fine. Thanks Paul....
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2868. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-27 21:56:39 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c6ml0p$t5a$1@news.freedom2surf.net>
Source record: 19055

"Chris Bates" <mc205@hotmail.com> wrote in message
news:c6l7p7$2ejs$1@arachne.labyrinth.net.au...
> It appears to me that the majority of crew here are living in the past! It
> is time to admit that the Atari platform is dead in any useful
contemporary
> context and move on. There are still some valid uses using existing
> hardware/software but hoping for miracles regarding the future is just
plain
> silly! See you in the next life.........

Yeah, see you in the next life.... talk that way round here, someone may
make sure you get an express delivery ;-)

2869. TT is a fine computer (Was Re: Newsie is fine app)

Newsgroup: comp.sys.atari.st
Date: 2004-04-27 22:24:04 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <408eeb7a2db7810@tripnet.se>
Source record: 19058

In comp.sys.atari.st <1083095994-157955AEicMi@gmx.net>
Dennis Vermeire wrote on Tue 27-04-2004 14:14 (+0200):

>Back in 1989 there was no TT for sale yet, Atari presented them in that year
>but it was only early in 1991 when they finally arrived at the dealers. I
>bought mine in february 1991. I think I was one of the first TT owners in
>the Benelux countries. And it wasn't a very good deal. The TT came equipped
>with a buggy TOS 3.01 and a 720Kb diskdrive. I had to fork out an additional
>$250 for a *good* TOS and high density diskdrive later that year. Until I
>had TOS 3.05 fitted, working with it was hell, except for a lot of bombs
>there wasn't much to enjoy.In january 1992 they replaced TOS 3.05 for 3.06
>free of charge.

Hm, TOS 3.01 is really not that bad... I have one of those to the right
here and it mostly run Cubase Score in monochrome. I have also used it a
lot with plain TOS or Gemeva/Neodesk and later Magic in VGA. Never had
serious trouble with it.

I hardly feel any difference to the TOS 3.6 I'm writing this on. On the
other hand I never had any problems with TOS 1.2 either...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2870. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-04-28 02:00:13 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.04.28.02.00.12.199637@nossspamXXatari-source.com>
Source record: 19059

On Tue, 27 Apr 2004 14:10:28 +0200, Dennis Vermeire wrote:

> From: lp <gfa@mint.org>
> Date: Sun, 25 Apr 2004 23:56:02 -0400
>
>>> Proof that open source CAN AND DOES help our native GEM applications :)
>>
>>Only an idiot would think otherwise. :o)
>
> Yep...
> That's one, so that leaves another zillion to go.
> BTW: it doesn't proof much, all it shows is that it can help a programmer at
> a certain stage in programming by using & incorporating some of the existing
> code. Do I have to understand from this that no one on this platform would
> be capable of programming a messenger without help of open source routines?
> Then we are really in bad shape!
>
> So what's next on the list? A peer to peer server perhaps?
>
> Cheers from Belgium
> Dennis

Ermm, Well with the oscar protocol. No. libfaim is pretty much the only
implementation, of which it's likely that Trillian and the others copied
from. Now aicq also uses some sort of oscar library written by Dan
Ackerman. Where he got the info, who knows ;-)

Mark
http://portal.atari-source.com

2871. Re: Newsie is fine app

Newsgroup: comp.sys.atari.st
Date: 2004-04-28 02:02:09 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <BgEjc.1918$Ua5.1445447@monger.newsread.com>
Source record: 19060

Big Snip

>In 1991 the direct contender was the IIsi which costed $5000, and
>only 6 months later Apple released the Quadra 700 and 900 based on 68040,
>Atari did nothing for 2 whole years until they replied with the Falcon
>which compared to the Quadras was a joke. And then people wonder how Atari
>never succeeded in wrapping up the professional market!
>
>Cheers from Belgium
>Dennis

also note that a good reason for Atari's failure was NO marketing dept.
(my opinion). To this day, if you mention Atari you hear back, "oh yeah,
pong, space invaders, 2600". No one out of the music loop even knew Atari
made computers! And if I'm not mistaken, Atari built the first 64 bit game
(Jaguar) when Genesis and Nintendo was 32 bit. The unknown Jaguar was left
stranded on Walmart's shelves! If there were any ads, I sure didn't see
any.

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

2872. GEM Instant Messenger Dilemma

Newsgroup: comp.sys.atari.st
Date: 2004-04-28 02:34:36 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.04.28.02.34.35.618908@nossspamXXatari-source.com>
Source record: 19061

Hello folks,

I have a question for you, the potential future users of GEM Instant Messenger. The path I can choose now is fairly simple. I choose to either use the last standalone libfaim package, dated November of 2002 or I can use the latest libfaim incarnation which is now a part of gaim. The problem is, using the one that's built into gaim is going to take a LOT of work. To put it simple, I've been working on it all day and haven't gotten even 1/4 of the work done to the point where I should even THINK about compiling, let alone be finished debugging and understand it.

The other libfaim implementation is done but it doesn't support server side buddy lists. So I have to ask the question, what matters more. Having server side buddy lists and the latest features, or having a working product asap?

Thanks,
Mark
http://portal.atari-source.com

2873. Re: GEM Instant Messenger Dilemma

Newsgroup: comp.sys.atari.st
Date: 2004-04-28 05:15:43 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.04.28.05.15.42.360527@nossspamXXatari-source.com>
Source record: 19062

On Wed, 28 Apr 2004 00:29:23 -0400, lp wrote:

> in article pan.2004.04.28.02.34.35.618908@nossspamXXatari-source.com, Mark D
> at mducksub@nossspamXXatari-source.com wrote on 4/27/04 10:34 PM:
>
>> I have a question for you, the potential future users of GEM Instant
>> Messenger. The path I can choose now is fairly simple. I choose to
>> either use the last standalone libfaim package, dated November of 2002 or
>> I can use the latest libfaim incarnation which is now a part of gaim. The
>> problem is, using the one that's built into gaim is going to take a LOT of
>> work. To put it simple, I've been working on it all day and haven't
>> gotten even 1/4 of the work done to the point where I should even THINK
>> about compiling, let alone be finished debugging and understand it.
>>
>> The other libfaim implementation is done but it doesn't support server
>> side buddy lists. So I have to ask the question, what matters more.
>> Having server side buddy lists and the latest features, or having a
>> working product asap?
>
> Been waiting this long, what's a slightly long wait going to hurt? Also if
> you port the latest stuff you will get less negative feedback. Someone will
> eventually download it and wonder why it's outdated or some feature is
> missing that other apps have. Just my thoughts on it since you asked. ;-)

2 arguments in the other direction though, If I have never sent a file
over aim in my life, nor had the need for direct connect, why should I
bother implementing it? ;) The cardinal reason for writing open source
apps is to solve my own needs, which as long as the old code actually
WORKS, it will solve my needs.

The second argument is that the latest versions of jabberd's aim transport
is actually using an OLDER version of libfaim. Food for though, it's
really complicated.

Thanks,
Mark

2874. Re: Newsie is fine app

Newsgroup: comp.sys.atari.st
Date: 2004-04-28 05:52:59 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <%EHjc.1289$Hf.837223@newshog.newsread.com>
Source record: 19063

On 28 Apr 2004 00:24:33 , lp wrote:
>in article BgEjc.1918$Ua5.1445447@monger.newsread.com, John Garone at
>swamptaxes-NOT-@atlantic.net wrote on 4/27/04 10:02 PM:
>
>> also note that a good reason for Atari's failure was NO marketing dept.
>> (my opinion). To this day, if you mention Atari you hear back, "oh yeah,
>> pong, space invaders, 2600". No one out of the music loop even knew Atari
>> made computers! And if I'm not mistaken, Atari built the first 64 bit game
>> (Jaguar) when Genesis and Nintendo was 32 bit. The unknown Jaguar was left
>> stranded on Walmart's shelves! If there were any ads, I sure didn't see
>> any.
>
>There were TV ads really late at night, in time slots no one seen.
>I seen a couple of them myself.
>

I must have blinked and missed one! From what I hear (which someone more knowledgeable than I can add to or correct), If I see a network ad by Dell it's paid for by Dell but the Trimiels wanted the dealers to pay for the ads. That didn't happen and Atari equipment gathered dust on the dealers shelves hence, lawsuits against Atari corp.

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

2875. Re: Newsie is fine app

Newsgroup: comp.sys.atari.st
Date: 2004-04-28 06:04:37 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <108ui6hj7u8bqf6@news.supernews.com>
Source record: 19064

On Tue, 27 Apr 2004 22:52:59 -0700, John Garone wrote:

[snipped]
> I must have blinked and missed one! From what I hear (which someone
> more

I never saw them. I've heard that there were infomercials in limited
markets though.

--
Terry Ross | qnr | <MyFirstName@aliboom.com> | http://linux.aliboom.com
Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & General Guru
GnuPG Key fingerprint = AC11 C1C3 0371 D4E6 50CD 1285 D041 AD9F 68C4 06C2

2876. Re: GEM Instant Messenger Dilemma

Newsgroup: comp.sys.atari.st
Date: 2004-04-28 09:51:11 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnc8uuhh.hs7.atari@komp7.euh-e.edu.pl>
Source record: 19065

On Tue, 27 Apr 2004 22:34:36 -0400, Mark D <mducksub@nossspamXXatari-source.com> had a noticeable pleasure while writting:
> Hello folks,
>
> I have a question for you, the potential future users of GEM Instant
> Messenger. The path I can choose now is fairly simple. I choose to
> either use the last standalone libfaim package, dated November of 2002 or
> I can use the latest libfaim incarnation which is now a part of gaim. The
> problem is, using the one that's built into gaim is going to take a LOT of
> work. To put it simple, I've been working on it all day and haven't
> gotten even 1/4 of the work done to the point where I should even THINK
> about compiling, let alone be finished debugging and understand it.
>
> The other libfaim implementation is done but it doesn't support server
> side buddy lists. So I have to ask the question, what matters more.
> Having server side buddy lists and the latest features, or having a
> working product asap?

I would go for the latest version - it would allow easu upgrading to latest versions.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

2877. Re: GEM Instant Messenger Dilemma

Newsgroup: comp.sys.atari.st
Date: 2004-04-28 12:15:11 UTC
From: sf0218@aol.com
Message-ID: <20040428081511.17253.00000408@mb-m03.aol.com>
Source record: 19066

Mark,

It's your program dude! You design it the you think it shoud be.

All I care about personally is simply being able to IM people the way I do now on my XP box using AIM.

If that is how you're designing it.....great!!!

Thanks

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2878. Re: CT60, freezes and N.AES

Newsgroup: comp.sys.atari.st
Date: 2004-04-28 12:17:47 UTC
From: sf0218@aol.com
Message-ID: <20040428081747.17253.00000409@mb-m03.aol.com>
Source record: 19067

>Hello,
>
>weeks ago I posted some information about problems with my CT60 and N.AES. I
>discovered a lot of freezes when using Aniplayer and a simple text editor at
>the same time.
>
>After Rodolphe advised to do so I removed my clockpatch (originally installed
>
>by ATARI) and now everything works fine.
>
>Thanks again Rodolphe for your help!
>
>Regards,
>
>Frank
>

I'm telling you folks, Rodolphe is awesome!!!!!

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2879. Linux on atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-28 13:11:04 UTC
From: jvas@hu.imshealth.com
Message-ID: <df09c25f.0404280511.34fcad0c@posting.google.com>
Source record: 19068

Hi,

Has anybodoy got any kind of experience with linux on a Falcon
(installation, speed, compatibility, etc...)?
Does it worth a try?

Thanks,
Jozsi

2880. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-04-28 14:01:46 UTC
From: Dan A <artdeptNOSPAM@coinboards.com>
Message-ID: <ePOjc.5772$g31.5161@newsread2.news.atl.earthlink.net>
Source record: 19069

lp <gfa@mint.org> wrote in message news:BCB4A9E9.6545%gfa@mint.org...
> in article pan.2004.04.28.02.00.12.199637@nossspamXXatari-source.com, Mark
D
> at mducksub@nossspamXXatari-source.com wrote on 4/27/04 10:00 PM:
>
> > On Tue, 27 Apr 2004 14:10:28 +0200, Pennis Vermeire wrote:
> >
> >> From: lp <gfa@mint.org>
> >> Date: Sun, 25 Apr 2004 23:56:02 -0400
> >>
> > Ermm, Well with the oscar protocol. No. libfaim is pretty much the
only
> > implementation, of which it's likely that Trillian and the others copied
> > from. Now aicq also uses some sort of oscar library written by Dan
> > Ackerman. Where he got the info, who knows ;-)

Actually AOL released a draft OSCAR spec to the public, which led
to M$ adding it to MSN and the ensuing fight. It is by no means complete
or current, but does give at least a glimpse at what the intention is behind
the data of the incoming packet. Once you have some sort of model to
throw the data against, figuring out what it means is alot easier.

>
> Part of it might be based on technique known as reverse engineering.
> Logging incoming messages and examining the data stream. Been forced to
do
> this myself actually.
>

Yes alot of logging data and disecting it. That and trading with other
programmers
and sharing information on lists etc.

The great problem with the IM stuff is that it's not homogenous. The lack
of a
definitive RFC has led to a myriad of variations.
You can have GAIM doing one thing with packets while Miranda does something
slightly differently. Then you have competing protocol info sites, where
they both
have slightly different information about what a packet contains and what it
means,
and of course the bold claims that they are correct and that the other is
wrong.

In the end dumping packets that don't work and disecting them has been the
best

solution for me.

Dan
aka baldrick

2881. Re: Linux on atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-28 14:47:50 UTC
From: John Oakes <doyene@zetnet.co.uk>
Message-ID: <408fc415$0$8570$4c56ba96@master.news.zetnet.net>
Source record: 19071

Joe Iron wrote:
> Hi,
>
> Has anybodoy got any kind of experience with linux on a Falcon
> (installation, speed, compatibility, etc...)?
> Does it worth a try?
>
> Thanks,
> Jozsi
Hello Joe.
At present I am using the latest version of Linux Debian
Woody. If you could get hold of a copy of Potato version, you will have
less of a worry to install. The limitation are from graphics via X with
Gnome and KDE. This is due to processing speed. It is worth a try if you
want to use alternative OS. It very good for learning Unix controlling.
You still can use the graphics via X with desktop called OLVWM, FVWM
FVWM95 ICEWM and Afterstep. If you need extra assistance I would be glad
to help and there lots of helpful newsgroups. There is no harm in giving
Linux or even Mint a try.

2882. Re: Linux on atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-28 14:48:29 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <c6ogeritm1@reader10.wxs.nl>
Source record: 19072

Joe Iron wrote:

> Has anybodoy got any kind of experience with linux on a Falcon
> (installation, speed, compatibility, etc...)?
> Does it worth a try?

I've seen it on a TT (which is considerably faster than a Falcon) and it was very stable but pretty slow. Especially when you want to use X. :)

If you just want Unix functionality, MiNT should be nice (it's even TOS-compatible). :) Again, X is extremely slow, but MiNT is nice for combining Unix text-based apps with Atari GEM software.

If you really want a Unix without TOS-compatibility (of course, TOS-compatibility puts limitations on the Unixeness), BSD might also be a good choice. It's lots faster than Linux because it is better optimized for the Atari. Apparantly, even X runs at a usable speed although I've never seen it run myself, so I don't know.

If it's really Linux itself you want, an old second-hand PC (586) can run it faster and cheaper. Since Linux (and BSD) leaves nothing of the Atari's "personality" in tact, there's not really any reason I could think of for running it on an Atari, except perhaps because it's possible, and fun to show your friends. :) (I must admit using Linux on a TT felt pretty cool). :)

Maurits.

2883. Re: Linux on atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-28 15:19:52 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <q6Pjc.1731$37.249660@news.siol.net>
Source record: 19070

Joe Iron wrote:

> Hi,
>
> Has anybodoy got any kind of experience with linux on a Falcon
> (installation, speed, compatibility, etc...)?
> Does it worth a try?

Its slowish.... did u consider MiNT?

Janez

2884. Jumper settings on Mighty Mic 32 B

Newsgroup: comp.sys.atari.st
Date: 2004-04-28 17:25:48 UTC
From: Will van Dongen <wvdongen@wanadoo.nl>
Message-ID: <408fe8f2$0$65912$a344fe98@news.wanadoo.nl>
Source record: 19073

Can somebody tel me the jumpersettings on memory expansionbord ftom GeSoft
the Might Mic 32 B (revision B) this bord has three jumpers J0 J1 and J2
+++ J0
+++ J1
+++ J2

And can also somebody tell what kind of simms to use to get 32 Mb.
Samsung or Toshiba Siemens....

Thanks,

Will

2885. Re: Jumper settings on Mighty Mic 32 B

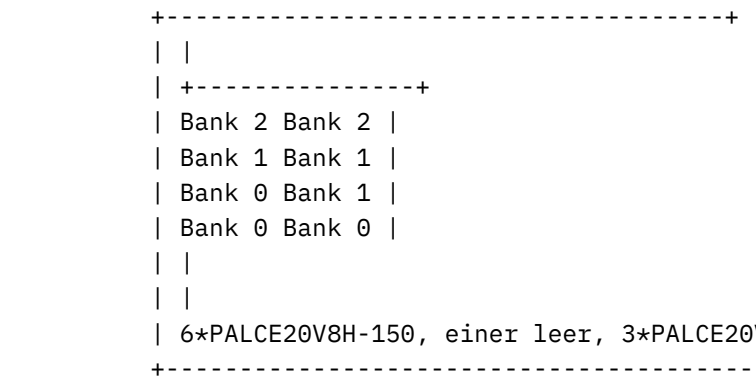
Newsgroup: comp.sys.atari.st
Date: 2004-04-28 18:57:22 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <40900c943b3cd0@tripnet.se>
Source record: 19074

In comp.sys.atari.st <408fe8f2$0$65912$a344fe98@news.wanadoo.nl>
Will van Dongen wrote on Wed 28-04-2004 19:25 (+0200):

>Can somebody tel me the jumpersettings on memory expansionbord ftom GeSoft
>the Might Mic 32 B (revision B) this bord has three jumpers J0 J1 and J2
>+++ J0
>+++ J1
>+++ J2
>
>And can also somebody tell what kind of simms to use to get 32 Mb.
>Samsung or Toshiba Siemens....

Here is some relevant info from "Chips 'n Chips" by Michael Ruge:

Jumperbelegung Bankbestï¿½ckung
J0 J1 J2 Bank 0 Bank 1 Bank 2 Bank 3
2-3 2-3 2-3 4 MB 4 MB 4 MB 4 MB
1-2 2-3 16 MB 4 MB 4 MB 4 MB
2-3 1-2 16 MB 16 MB 4 MB 4 MB
1-2 1-2 16 MB 16 MB 16 MB 16 MB



Die Migthy-Mic 32 wird mit Page-Mode Ram-Modulen in SIMM 30Pin
Bauform mit einer Zugriffszeit von 60 bis 80ns bestï¿½ckt. Fï¿½r eine
16MB Bank benï¿½tigen Sie 4St. 4M* 8(9) und fï¿½r eine 64MB Bank 4St.
4M* 8(9). Eine Einwandfreie Funktion gewï¿½hrte GE SOFT damals nur
mit SIMM Modulen der Hersteller Samsung oder Toshiba.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2886. Re: Jumper settings on Mighty Mic 32 B

Newsgroup: comp.sys.atari.st
Date: 2004-04-28 19:17:37 UTC
From: Sylwester Pietrzyk <sylwek_usunto@a4.pl>
Message-ID: <BCB5CFF1.147F4%sylwek_usunto@a4.pl>
Source record: 19075

in article 408fe8f2$0$65912$a344fe98@news.wanadoo.nl, Will van Dongen at wvdongen@wanadoo.nl wrote on 28.04.04 19:25:

> Can somebody tel me the jumpersettings on memory expansionbord ftom GeSoft
> the Might Mic 32 B (revision B) this bord has three jumpers J0 J1 and J2
> +++ J0
> +++ J1
> +++ J2

Have you tried DoitST? If not, you can find it here:
http://www.doitarchive.de/downloae.htm

> And can also somebody tell what kind of simms to use to get 32 Mb.
> Samsung or Toshiba Siemens....

I think manufacturer doesn't matter in this case - it is more important to use right kind and speed of SIMMs - EDO or FPM - 60, 70 or 80ns? I think you will find the answers in DoitST. Just remember to send them e-mail to get a key to ZIP file.

--
Best regards
Sylwek

2887. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-04-28 23:01:24 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c6pd42ete2@sparta.btinternet.com>
Source record: 19076

Why its...

"lp"

> >>>> Proof that open source CAN AND DOES help our native GEM applications
:)

> >>> Only an idiot would think otherwise. :o)

> >> Yep... That's one, so that leaves another zillion to go.

> Well I know of one person not capable of programming a messenger.

How did you see this numb nuts, Dennis is supposed to be in your kill
filter, i suggest you give it a tweak

> Part of it might be based on technique known as reverse engineering.
> Logging incoming messages and examining the data stream. Been forced to
do
> this myself actually.

So you couldn't program one either without stealing someone else's ready
made work?

--

Regards, Steve S.

2888. Re: Newsie is fine app

Newsgroup: comp.sys.atari.st
Date: 2004-04-28 23:01:26 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c6pd44ete3@sparta.btinternet.com>
Source record: 19077

Hi "John Garone"

> >Atari did nothing for 2 whole years until they replied with the Falcon
> >which compared to the Quadras was a joke. And then people wonder how
Atari
> >never succeeded in wrapping up the professional market!

> also note that a good reason for Atari's failure was NO marketing dept.
(my opinion).

I think you could safely say that's a fact, not just your opinion.

--

Regards, Steve S.

2889. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 00:27:14 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.04.29.00.27.14.913157@removenoaspam.atari-source.com>
Source record: 19078

On Wed, 28 Apr 2004 23:01:24 +0000, Steve Sweet wrote:

> So you couldn't program one either without stealing someone else's ready
> made work?

Funny how the first person to jump to this conclusion is likely someone
who never coded anything in his life. It's called a LIBRARY. Just like
libc is a LIBRARY, a library. Because everyone who uses gemlib or windom
to write their program is stealing code too right?

Mark
http://portal.atari-source.com

2890. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 02:29:59 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <1090pvuhb1vkk29@news.supernews.com>
Source record: 19079

On Wed, 28 Apr 2004 16:01:24 -0700, Steve Sweet wrote:

[snipped]

> How did you see this numb nuts, Dennis is supposed to be in your kill
> filter, i suggest you give it a tweak
>
Why should his filter be tweaked? An tenth of a seconds thought would
show that he was responding to quoted text within Mark's message.

> So you couldn't program one either without stealing someone else's ready
> made work?

That's what libraries are for, and why they are made available. Think of
any project that you do during the course of the day. Driving to work;
Cooking Dinner; Watching television, pretty much anything. When you do them,
are you not "stealing" someone else's ready made work? Everyone with an
ounce of sense recognizes this - Ever heard the regular comment from the
scientific community about someone being able to see farther because they
stood on the shoulder of giants? About not reinventing the wheel?

--
Terry Ross | qnr | <MyFirstName@aliboom.com> | http://linux.aliboom.com
Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & General Guru
GnuPG Key fingerprint = AC11 C1C3 0371 D4E6 50CD 1285 D041 AD9F 68C4 06C2

2891. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 04:51:57 UTC
From: Standa Opichal <opichals@seznam.cz>
Message-ID: <c6q1ldvtt1@server4.gts.cz>
Source record: 19080

Hi Lonny!

Yes! I was also impressed at the first glance. And moreover I am impressed more and more not only by the WinDom itself, but by its authors. Big thanks to them both!

I was so impressed that I went patching that library for my needs. We are talking about the changes that would make it ever cooler than it is right now - And it is not that I would like to say that it is not cool enough ATM for sure!

I strongly suggest all remaining GEM application developers to give this library a try.

And... moving from GFA is not that a big deal, believe me, once you try to work with WinDom in C then you would never change back :)

best regards

STan

lp wrote:
> in article pan.2004.04.29.00.27.14.913157@removenoaspam.atari-source.com,
> Mark D at mducksub@removenoaspam.atari-source.com wrote on 4/28/04 8:27 PM:
>
>
>>On Wed, 28 Apr 2004 23:01:24 +0000, Steve Sweet wrote:
>>
>
> [stupid comment removed]
>
>>Funny how the first person to jump to this conclusion is likely someone
>>who never coded anything in his life. It's called a LIBRARY. Just like
>>libc is a LIBRARY, a library. Because everyone who uses gemlib or windom
>>to write their program is s
>
>
> I'm quite impressed with windom having looked over the documentation.
> Really wish it could be called from GFA.
>

2892. Re: Linux on atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 07:16:17 UTC
From: jvas@hu.imshealth.com
Message-ID: <df09c25f.0404282316.5d5c0a00@posting.google.com>
Source record: 19081

Thank you all for the replies.
Currently I'm using MiNT. The only thing I would like to try Linux is that I have to buy many softwares If I want it to use MiNT(HDDriver, NAes, Thing, NVDI, CDDriver, etc... ,just to mention the basic things. I already payed for many of them). I ordered a CT60, so I don't have much money left for my Atari.
I've heard that Linux for Atari is source compatible with other linuxes, so the programs will cost almost 0. I think the CT60 will be powerfull enough to run Linux. (In the future I also planning to buy the SuperVidel from Nature if it finally finished)

2893. FS: Portfolio par port; Atari 1.44 floppy and mouse

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 09:52:35 UTC
From: John Smith <john.smith@microsoft.com>
Message-ID: <c6qj9mpcl1@bagan.srce.hr>
Source record: 19082

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=4126517088&category=3759&sspagename=STRK%3AMESSE%3AIT&rd=1

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=4127066384&category=1247&sspagename=STRK%3AMESSE%3AIT&rd=1

2894. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 10:14:31 UTC
From: lp <gfa@mint.org>
Message-ID: <BCB64DC7.6584%gfa@mint.org>
Source record: 19019

in article 1090pvuhb1vkk29@news.supernews.com, qnr at
terry@timestorm.ross.com wrote on 4/28/04 10:29 PM:

> On Wed, 28 Apr 2004 16:01:24 -0700, Steve Sweet wrote:
>
> [snipped]
>
>> How did you see this numb nuts, Pennis is supposed to be in your kill
>> filter, i suggest you give it a tweak
>>
> Why should his filter be tweaked? An tenth of a seconds thought would
> show that he was responding to quoted text within Mark's message.

That is exactly the case and tweaking filters would require filtering out
everyone that replies to such nonsense. The above comment which I initially
dropped is a perfect example. It's utterly stupid and obviously intended to
provoke. Apparently not everyone has figured out that is their main hobby.

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]

2895. ADV: 20% off Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 10:20:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0404290317470.11101-100000@onyx.spiritone.com>
Source record: 19084
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm offering A 20% Discount on Games/ SoftWare & References/ Books for Classic Atari 8 Bit & Atari ST Computer Lines! Whether your spending Tax Rebate Dollars, spending Euro's from Europe or satisfying your Yen for Atari! We Ship anywhere the Law allows! And If your in the United States, take advantage of the cheaper Postage for Media Mail Rate. Got Questions? E-Mail Atari@aracnet.com or call Ben@ (503)256-9974! 1st Come! 1st Serve!

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http://www.aracnet.com/~atari/newstuff.htm Whats New from BSC.
http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
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2896. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 10:23:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0404290321060.11101-100000@onyx.spiritone.com>
Source record: 19083
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

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Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2897. ADV: Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 10:27:04 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0404290324100.11101-100000@onyx.spiritone.com>
Source record: 19085
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2898. ADV: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 10:31:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0404290327190.11101-100000@onyx.spiritone.com>
Source record: 19086
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Why should you try Bravo Sierra Computers? Maybe you should ask Why Not? Those telling you Not to buy have there own prejudice to deal with. I can only speak for myself. Why Buy from BSC? Good Service! I earn your Atari Business one Customer at a time! Many Customers refer me to friends. Good Support! I'm in this for the long haul. Should you need Atari Help, I held teaching positions in my local Atari Clubs. You can call me or I'll call you for Atari Phone Support. I'm a good teacher, and I dont speak over my students heads! I prefer to keep it simple when necessary. Atari Sales! I have a lot of Atari I can sell you! Games/ Software, Hardware, Books and Accessories.Rather than print up a Catalog, thereby making it out of Date! I regularly update my Catalogs, for you to Download or view online at:

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Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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2899. Re: [ANN] Meg 1.2D (bugfixes)

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 11:07:56 UTC
From: Pierre TONTHAT <ptonthat@NO.club-internet.fr.SPAM>
Message-ID: <c6qnkh$70c$1@news-reader5.wanadoo.fr>
Source record: 19087

Salut Kenneth :)

> When searching for "Not for me" I guess? "Bcc" sounds strange and I
> assume you really mean just "Cc".

Oups... i did not understand your last mail... i'll remove this "Bcc"
search.

> I still have problems with some mails from Yahoo mailinglists if I turn
> on a "Not for me" filter. I tried to add a "my own address" like "atari-
> midi" but they got filtered out anyway. Maybe wildcards are not supported
> in this function...

I'll verify the "Not for me" with "my own adress"...
There are not wildcards "?" or "*" in Meg, just a string search (with or
without case sensitivity).

> Actually I would like to have a possibility to filter on any header line
> _and_ to be able to locate mails with words like "Atari" or whatever in
> the message text.

Well, good suggestion, added in the wishlist for the next upgrade, but
please wait.

> A function to read in addressbook files from Okami and Mymail on startup
> would be excellent. Maybe too complicated but a simple textfile with one
> email address/line should not be too difficult. It's very time consuming
> to manually add all email contacts to the friends list. The fact you use
> a modal and not movable (at least not in Magic) dialog makes it even
> worse...

Can't make the dialog windowed, so "import" is added in the wishlist.
Can you send me an exemple for Okami / Mymail address book ?
This is not urgent, i'll can only upgrade Meg in late June, after a new
Troll release.

> >- scan is desactivated while the mail client is running
>
> Hm, Does not make sense?? Which mail client?

This does make sense: my mail client is aMail and i noticed Meg could scan
while i was browsing the "remote" mailbox in aMail.

> [new pop3 receive routine]
> Previous versions used to hang on certain posts (usually from Russia
> for some reason).

Okay, good to hear. I think these servers are badly administrated or are down from time to time.

> I actually added to the program so the "STATUS:" line displays mail

Can you send me your modifications ? (with a comment or "! <-------" string so that i can note them). I'll integrate them in the next bugfix.

> [redraw between each mail scan + evnt_timer()]

Okay, added for the next bugfix.

> Finally MEG leaves the tcp port in "CLOSE_WAIT" state taking up one line
> in TUR_GEM.APP for each run. No good as MEG can be set to run once every
> 5 minutes or so. Will end up with lots of not properly closed sockets...
>
> This behaviour was present in previous versions as well. Interestingly
> this only happens with my Tripnet mailbox (running Exim/Debian). A
> mailbox at my ADSL provider does not show this effect.

it depends with the remote mailserver: the logout is implicit. i'll inquire on it for the next bugfix. Maybe an explicit tcp_wait with CLOSE param is needed but this function is not very well implemented (I used it for Troll beta1, but it was running only for STinG and freezed under STiK or Gluestik).

> MEG is really a saviour as the amount of SPAM has reached silly levels
> here... Without MEG I would have to switch to another way of getting my
> emails...

Hope Meg helps.
I never launch my Falcon at home, without running Meg. All the spam is purged and Meg is very efficient now, with correct and choosen filters.

Tips : (in first position, this will be quicker)
- delete mails with HTML only
- delete mails which from contains ".kr>"

Regards

Pierre
http://rajah.atari.org

2900. ARANYM

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 14:13:53 UTC
From: sf0218@aol.com
Message-ID: <20040429101353.13347.00000532@mb-m06.aol.com>
Source record: 19088

Hi everybody!!!!!!!!!!!!

Just wondering what you all think of ARANYM?

Thanks,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2901. Re: ARANYM

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 14:25:44 UTC
From: Standa Opichal <opichals@seznam.cz>
Message-ID: <c6r39c$d3l$1@server4.gts.cz>
Source record: 19089

Neverending story... ;)

STan

SF0218 wrote:
> Hi everybody!!!!!!!!!!!!
>
> Just wondering what you all think of ARANYM?
>
> Thanks,
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,
> Seattle Seahawks Nut
>

2902. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 14:32:07 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0404290632.69f1494e@posting.google.com>
Source record: 19090

"Steve Sweet" <steve.sweet@btopen-2-viri-world.com> wrote in message
news:<c6pd42ete2@sparta.btinternet.com>...

> So you couldn't program one either without stealing someone else's ready
> made work?

I suggest you either elaborate this, or keep quiet.
Who has stolen what? And what do you refer to with "ready made work"?

I can only refer to myself here, but can not see a problem with using
existing code that is either supplied by original author, or freely
available on the internet. Either by using snippets from it, or by
learning from it. Without such stuff I would certainly not have a clue
about how to code GFA at all. Now I have a clue at least ;)

Regards,

Joakim

2903. Re: ARANYM

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 15:35:55 UTC
From: sf0218@aol.com
Message-ID: <20040429113555.03927.00000508@mb-m01.aol.com>
Source record: 19093

:)

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2904. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 15:55:23 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <PJ8kc.1812$37.257793@news.siol.net>
Source record: 19091

Joakim H?gberg wrote:

> "Steve Sweet" <steve.sweet@btopen-2-viri-world.comengineeringmessage
> news:<c6pd42ete2@sparta.btinternet.com>...
>
>> So you couldn't program one either without stealing someone else's ready
>> made work?
>
> I suggest you either elaborate this, or keep quiet.
> Who has stolen what? And what do you refer to with "ready made work"?

It is obviously a comment by person who don't understand coding: reverse engineering is to observe certain application's logs and outputs compared to input with a goal to understand the protocol and principle used in that XXX server, application, whatever.. It is simply necessary if we want to do some client for some protocol, let say some peer to peer, if docs and specs are not public and code is not GPL or available.. U don't use one byte of code of observed application or protocol, so hardly stealing of other code.

No matter what application u examine, N.AES or Magic or Texel or Airc... it use some parts of code by other coders, if nothing else, atleast drag n drop protocols, commandline protocols, av_start etc etc, so this thread is only meant to insult coders.. by non coders.

Janez

2905. Re: ARANYM

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 15:56:25 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <NK8kc.1813$37.257793@news.siol.net>
Source record: 19092

SF0218 wrote:

> Hi everybody!!!!!!!!!!!!
>
> Just wondering what you all think of ARANYM?

I don't thing about it at all ;)

Janez

2906. Re: ARANYM

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 16:06:36 UTC
From: ozk@atari-RULES.org
Message-ID: <Pine.MNT.4.31.0404291606140.156-100000@hadesbox>
Source record: 19094

On Thu, 29 Apr 2004, Janez Valant wrote:

> SF0218 wrote:
>
> > Hi everybody!!!!!!!!!!!!
> >
> > Just wondering what you all think of ARANYM?
>
> I don't thing about it at all ;)

And neither do I ;)

>
> Janez
>

--
Regards,

Odd Skancke - <ozk AT atari DOT org> - http://assemsoft.atari.org
To reply, remove -RULES from the Reply-To: address.

2907. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 17:11:51 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <1092dlbetur0k22@news.supernews.com>
Source record: 19095

On Thu, 29 Apr 2004 03:04:19 -0700, lp wrote:

> in article c6q1ldvtt1@server4.gts.cz, Standa Opichal at
> opichals@seznam.cz wrote on 4/29/04 12:51 AM:
>
>> And... moving from GFA is not that a big deal, believe me, once you try
>> to work with WinDom in C then you would never change back :)
>
> GFA is fine for 68k so no reason to change and I really like it. Now if
> some other machine appears where GFA is no longer suitable or usable I
> will make that jump to "C". Might be never, who knows. ;-))

"GFA" works fine on my AMD 2600+ Athlon too, using GNU/Linux. This is
just a, "hey, neat" kind of comment. See:
http://x11-basic.sourceforge.net/

Myself, I almost never program in C or C++ .... I do all my compiled work
(the the package management system and other utilities in the distro I develop
for is, interestingly enough, programmed in bash) Modula-2 or Oberon-2.

--
Terry Ross | qnr | <MyFirstName@aliboom.com> | http://linux.aliboom.com
Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & General Guru
GnuPG Key fingerprint = AC11 C1C3 0371 D4E6 50CD 1285 D041 AD9F 68C4 06C2

2908. Re: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 17:17:20 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <c6rdce$r2u$1@newsg4.svr.pol.co.uk>
Source record: 18997
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

> Rather than print up a Catalog, thereby making it out of Date!
> I regularly update my Catalogs, for you to Download or view online

Just to make sure, he also posts what seems like the entire contents of his catalogues on this group whenever he changes them, which annoys pretty much everyone else by cluttering the place up.

2909. Re: ARANYM

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 17:19:02 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <1092e2q9dmur775@news.supernews.com>
Source record: 18996

On Thu, 29 Apr 2004 07:13:53 -0700, SF0218 wrote:

> Hi everybody!!!!!!!!!!!!
>
> Just wondering what you all think of ARANYM?

Haven't really tried it "ARANYM" itself (meaning, running from within another environment), but I do use the Live CD version of it on an older machine here (a Celeron 400), and I think it's quite nice. For you purists, what can I say.... All of my Atari hardware is in storage back in Maine while I'm stuck in Nevada.

--
Terry Ross | qnr | <MyFirstName@aliboom.com> | http://linux.aliboom.com
Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & General Guru
GnuPG Key fingerprint = AC11 C1C3 0371 D4E6 50CD 1285 D041 AD9F 68C4 06C2

2910. Re: ARANYM

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 18:06:14 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnc92ftl.isv.atari@komp7.euh-e.edu.pl>
Source record: 18998

On Thu, 29 Apr 2004 16:06:36 +0000, <ozk@atari-RULES.org> <ozk@atari-RULES.org> had a noticeable pleasure while writting:
> On Thu, 29 Apr 2004, Janez Valant wrote:
>
>> SF0218 wrote:
>>
>> > Hi everybody!!!!!!!!!!!!
>> >
>> > Just wondering what you all think of ARANYM?
>>
>> I don't thing about it at all ;)
>
> And neither do I ;)

Thinking sucks anyway. ;)

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

2911. Re: ARANYM

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 18:37:28 UTC
From: sf0218@aol.com
Message-ID: <20040429143728.10652.00000507@mb-m27.aol.com>
Source record: 18999

are you able to get it to full screen size.

i tried it on a 350mhz dell, but i couldn't get it to use the entire 17"
screen.

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2912. Re: ARANYM

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 18:39:39 UTC
From: sf0218@aol.com
Message-ID: <20040429143939.10652.00000508@mb-m27.aol.com>
Source record: 19000

I'm just curious 'sall. I have a falcon which I'm slowly trying to upgrade.

I've tried Aranym a little bit, it seemed okay, but it reallydidn't wow me either..

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2913. Re: ARANYM

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 18:45:27 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <1092j4r1ttnjo77@news.supernews.com>
Source record: 19001

On Thu, 29 Apr 2004 11:37:28 -0700, SF0218 wrote:

> are you able to get it to full screen size.
>
> i tried it on a 350mhz dell, but i couldn't get it to use the entire 17"
> screen.
>
>
[snipped]

Yeah, I saw your post a while back on c.s.a.advocacy, but didn't have anything useful to add. Since you ask specifically though, it always boots to fullscreen for me. This is on an old gateway with a 15" monitor though.

--
Terry Ross | qnr | <MyFirstName@aliboom.com> | http://linux.aliboom.com
Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & General Guru
GnuPG Key fingerprint = AC11 C1C3 0371 D4E6 50CD 1285 D041 AD9F 68C4 06C2

2914. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 20:09:17 UTC
From: lp <gfa@mint.org>
Message-ID: <BCB6D92D.659E%gfa@mint.org>
Source record: 19020

in article 1092dlbetur0k22@news.supernews.com, qnr at
terry@timestorm.ross.com wrote on 4/29/04 1:11 PM:

> "GFA" works fine on my AMD 2600+ Athlon too, using GNU/Linux. This is
> just a, "hey, neat" kind of comment. See:
> http://x11-basic.sourceforge.net/

Sometime I might try to compile that for mint. I have looked at that page
before and it's neat that he went for gfa compatibility.

> Myself, I almost never program in C or C++ .... I do all my compiled work
> (the the package management system and other utilities in the distro I develop
> for is, interestingly enough, programmed in bash) Modula-2 or Oberon-2.

I used modula2 briefly for about 3 months while helping my cousin make some
pixel routines for his peecee some years back. It was quite easy to learn.

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]

2915. Re: ARANYM

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 21:22:27 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.04.29.21.22.27.601196@removenoaspam.atari-source.com>
Source record: 19010

On Thu, 29 Apr 2004 18:37:28 +0000, SF0218 wrote:

> are you able to get it to full screen size.
>
> i tried it on a 350mhz dell, but i couldn't get it to use the entire 17"
> screen.

Scroll lock key.. I'm 99% sure that's what you're looking for. This was
something I didn't know for the longest time too ;-)

Mark
http://portal.atari-source.com

2916. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 21:43:14 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.04.29.21.43.14.685699@removenoaspam.atari-source.com>
Source record: 19011

On Thu, 29 Apr 2004 22:17:19 +0000, Steve Sweet wrote:

> Lonny openly addmited to stealing code by reverse enginering, go read for
> yourself.
>
>

Reverse engineering != stealing code and in many cases requires much more intelligence and knowledge than writing the software ever did to begin with, besides I don't remember Lonny admitting that he himself did it, but that it was a way that certain things have been written - namely Gaim's Oscar protocol, DeCSS, and many others.

The true intelligence level of certain people around here is coming out swiftly.

Mark
http://portal.atari-source.com

2917. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 21:44:44 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.04.29.21.44.44.445377@removenoaspam.atari-source.com>
Source record: 19012

On Thu, 29 Apr 2004 17:55:23 +0200, Janez Valant wrote:
> It is obviously a comment by person who don't understand coding: reverse
> engineering is to observe certain application's logs and outputs compared
> to input with a goal to understand the protocol and principle used in that
> XXX server, application, whatever.. It is simply necessary if we want to do
> some client for some protocol, let say some peer to peer, if docs and specs
> are not public and code is not GPL or available.. U don't use one byte of
> code of observed application or protocol, so hardly stealing of other code.
>
> No matter what application u examine, N.AES or Magic or Texel or Airc...
> it use some parts of code by other coders, if nothing else, atleast drag n
> drop protocols, commandline protocols, av_start etc etc, so this thread is
> only meant to insult coders.. by non coders.
>
> Janez

Yeah, You mean bullshit. That's what this thread is turning out to be.
Still I can't resist the opportunity to educate the grossly uneducated.

Mark
http://portal.atari-source.com

2918. Re: Linux on atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 21:53:22 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <c6rtgj$fih31$1@ID-40235.news.uni-berlin.de>
Source record: 19002

"Joe Iron" <jvas@hu.imshealth.com> wrote in message
news:df09c25f.0404282316.5d5c0a00@posting.google.com...
> Thank you all for the replies.
> Currently I'm using MiNT. The only thing I would like to try Linux is
> that I have to buy many softwares If I want it to use MiNT(HDDriver,
> NAes, Thing, NVDI, CDDriver, etc... ,just to mention the basic things.
> I already payed for many of them). I ordered a CT60, so I don't have
> much money left for my Atari.
> I've heard that Linux for Atari is source compatible with other
> linuxes, so the programs will cost almost 0. I think the CT60 will be
> powerfull enough to run Linux. (In the future I also planning to buy
> the SuperVidel from Nature if it finally finished)

But are there any LAN drivers for Linux on the Atari?
Linux without a LAN.....

2919. Re: ARANYM

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 22:08:29 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <x1fkc.6910$oW1.634@amsnews05.chello.com>
Source record: 19003

SF0218 wrote:

> Hi everybody!!!!!!!!!!!!
>
> Just wondering what you all think of ARANYM?
>

Aranym is brilliant.

I dont have to worry about the life expectancy of my
13 year old TT.

I keep up to date Aranym installation on a PIII laptop
and a Athlon desktop.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

2920. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 22:17:17 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c6rutc$4pt$1@hercules.btinternet.com>
Source record: 19004

Hi Mark

> > So you couldn't program one either without stealing someone else's ready
> > made work?
>
> Funny how the first person to jump to this conclusion is likely someone
> who never coded anything in his life.

Well that's where you'd be wrong.

>It's called a LIBRARY. Just like libc is a LIBRARY, a library. Because
everyone who uses gemlib or windom
> to write their program is stealing code too right?

If there's anything in there that was reverse engineered then yes.

--

Regards, Steve S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.672 / Virus Database: 434 - Release Date: 28/04/2004

2921. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 22:17:19 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c6rute$4pt$2@hercules.btinternet.com>
Source record: 19005

Hi "Joakim H?gberg"

> > So you couldn't program one either without stealing someone else's ready
> > made work?
>
> I suggest you either elaborate this, or keep quiet.

Um!, no.

> Who has stolen what? And what do you refer to with "ready made work"?

Lonny openly addmited to stealing code by reverse enginering, go read for
yourself.

--

Regards, Steve S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.672 / Virus Database: 434 - Release Date: 28/04/2004

2922. Re: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 22:17:21 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c6rutg$4pt$3@hercules.btinternet.com>
Source record: 19006
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hi Tom

> > Rather than print up a Catalog, thereby making it out of Date!
> > I regularly update my Catalogs, for you to Download or view online
>
> Just to make sure, he also posts what seems like the entire contents of
his
> catalogues on this group whenever he changes them, which annoys pretty
much
> everyone else by cluttering the place up.

Get ready for the hate mail from his butt bopping defenders!!

--

Regards, Steve S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.672 / Virus Database: 434 - Release Date: 28/04/2004

2923. Re: ARANYM

Newsgroup: comp.sys.atari.st
Date: 2004-04-29 23:51:11 UTC
From: Chris Wilkinson <misterblobby@NOSPAMsnap.net.nz>
Message-ID: <1083282566.957644@kyle.snap.net.nz>
Source record: 19007

Hi there,

SF0218 wrote:
> are you able to get it to full screen size.
>
> i tried it on a 350mhz dell, but i couldn't get it to use the entire 17"
> screen.

In the config file somewhere you can select OpenGL to be used. That
allows smooth scaling to take place on resolutions that are not the
same as the nearest on the host screen...

--
Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
Canterbury Horse Taxis. http://www.horsetaxis.co.nz/
Remove spamblocker to send replies direct to my email...

2924. Re: ARANYM

Newsgroup: comp.sys.atari.st
Date: 2004-04-30 00:08:30 UTC
From: Andy Ball <ball@not.valid>
Message-ID: <2Ogkc.17810$e4.16291@newsread2.news.pas.earthlink.net>
Source record: 19008

Hello Sam,

SF> Just wondering what you all think of ARANYM?

I tried building it once on NetBSD, and failed. I forget
what the problem was, and it's a while since I tried it.
Coincidentally I installed 'hatari' today, and that seems to
work okay.

- Andy Ball

2925. Re: Linux on atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-30 00:15:16 UTC
From: Andy Ball <ball@not.valid>
Message-ID: <oUgkc.17820$e4.8296@newsread2.news.pas.earthlink.net>
Source record: 19009

> But are there any LAN drivers for Linux on the Atari?

SLIP? :-)

2926. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-04-30 03:12:29 UTC
From: lp <gfa@mint.org>
Message-ID: <BCB73C5D.65CC%gfa@mint.org>
Source record: 19021

in article pan.2004.04.29.21.43.14.685699@removenoaspam.atari-source.com,
Mark D at mducksub@removenoaspam.atari-source.com wrote on 4/29/04 5:43 PM:

> On Thu, 29 Apr 2004 22:17:19 +0000, Steve Sweet wrote:
>
>> Lonny openly addmited to stealing code by reverse enginering, go read for
>> yourself.

Dan also explained the same scenario, but no you only seem concerned with
me. I'll make the same offer I made once before, if you can prove it, then
do so. Oh but you can't, you don't know assembler. Perhaps sticking your
nose in a book instead of writing gibberish here would prove more useful?
Just a suggestion.

> Reverse engineering != stealing code and in many cases requires much more
> intelligence and knowledge than writing the software ever did to begin
> with, besides I don't remember Lonny admitting that he himself did it, but
> that it was a way that certain things have been written - namely Gaim's
> Oscar protocol, DeCSS, and many others.
>
> The true intelligence level of certain people around here is coming out
> swiftly.

For the uneducated in "C" the "!=" means "does not equal". ;-)

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]

2927. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-04-30 04:53:58 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0404292053.77d5fd70@posting.google.com>
Source record: 19022

"Steve Sweet" <steve.sweet@btopen-2-viri-world.com> wrote in message
news:<c6rute$4pt$2@hercules.btinternet.com>...

> Lonny openly addmited to stealing code by reverse enginering, go read for
> yourself.

Is reverse engineering stealing code? How do you steal code that you
derived yourself without someone else's illegally-gotten source code?
What part of any patentent, original program's code does Lonny
possess? Seems to me, by reverse engineering, he means he came up with
his own code by simply examining protocols freely and openly used
online, by free programs, that are freely available on PC/Mac/Linux. I
don't see how that's stealing.

Stealing is taking something directly owned by someone other than
yourself. If he had taken illegally-obtained source code and derived a
program from it, that would definitely be stealing. Looking at
information (i.e. protocol data) being legally sent to you and
deriving code from scratch in order to view that information can't be
stealing IMO, unless someone specifically holds the rights to that
information. Has Lonny done that?

Just some food for thought...

Mike Freeman
mike [at] freeman-studio [dot] com

2928. [UTD] May Release of Eureka

Newsgroup: comp.sys.atari.st
Date: 2004-04-30 06:08:37 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <c6sqcf$97s$1@news-reader1.wanadoo.fr>
Source record: 19023

Hi,

The software "Eureka" is updated and released on its WEB page.
It is a "2D Graph Describer and 3D Modeller". It is updated
nearly every month, if I found significant improvements for it.
You will have to fetch it at :

http://eureka.atari.org/eurka405.zip
That is the Complete Common Edition

http://eureka.atari.org/eurka020.zip
Is the Complete 68020 Edition

http://eureka.atari.org/eurkafpu.zip
Is the Limited FPU Edition

http://eureka.atari.org/eurklite.zip
Is the Lite Edition, working on early ST with 720kb floppy

http://eureka.atari.org/lib_dgem.zip
Are Dynamic Libraries Extensions for Eureka

http://eureka.atari.org/tiny045.zip
Is the OpenGL Extension (requires previous package)

A new AES has been published. This is MyAeS
(http://myaes.free.fr) that is very interesting for
users and developers. Eureka definitely takes advantage
of it. You should use it ...

I wish you big fun with all this new STuff !

Best regards,

-- Franï¿½ois LE COAT
Author of Eureka 2.12
http://eureka.atari.org

2929. Re: [TOPP] Sources for NEWSie available

Newsgroup: comp.sys.atari.st
Date: 2004-04-30 07:04:29 UTC
From: Mikael Ljungberg <mikael.ljungberg@telia.com>
Message-ID: <4091FB04.75EC9003@telia.com>
Source record: 19024

hi

BIG SNIP

What I can say,,,,...some, many years ago, some went wrong, it all started with M$. To look on ex m$ win 2k it can open a webpage in every program, will we have that shit in our Ataris, not me. If I want to look at the web I open a webbrowser, not a filselector or a standard windows which normally shows icons. When I want to read e-mails I open ex. Mymail or Newsie or Okami, whatever mail client I use /etc..

The web and the mail, to send html based e-mails, the traffic increase a lot and the postboxes the ISPs got must grow to contain all mails, and don't got the "full quoted" mess. Some ppl, ex m$ like to do web to some eh.. publicservice TV thing, with heavy things, that make you to upgrade browser, OS, computer /etc..to what need, I can't get it. When do they put it in mails to. Newsie, was the first mail apps I used in my Atari. Can just C that thoose who want aka m$ things in Atari software are contaminated with m$ fever. But it's more for comersial stuff, instead a company send thier http link in a mail, they send they whole homepage, almost. And all win/linux common mail clients send mail defalut as html, you have to configure the client to send it as plain text.

I like the concept, Atari are great computers, and small programs. oh yeah I got a lot of computers, before anyone yell I say I mail this with Netscape Messenger 4.5, just coz I some months ago first did Magic 6.20 destroy my patitions, when a waterleak, so I'm in the stage to use MiNT for now, lost of backup/restore, that I could save.

Beware mail clients from reading html mails...

Regards

M.Lj aka MrAtari

2930. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-04-30 07:41:19 UTC
From: lp <gfa@mint.org>
Message-ID: <BCB77B5F.65D3%gfa@mint.org>
Source record: 19025

in article 5c1cf651.0404292053.77d5fd70@posting.google.com, Mike Freeman at mail@freeman-studio.com wrote on 4/30/04 12:53 AM:

> Stealing is taking something directly owned by someone other than
> yourself. If he had taken illegally-obtained source code and derived a
> program from it, that would definitely be stealing. Looking at
> information (i.e. protocol data) being legally sent to you and
> deriving code from scratch in order to view that information can't be
> stealing IMO, unless someone specifically holds the rights to that
> information. Has Lonny done that?
>
>Just some food for thought...

More food for thought... any source code I might happen to come across has to be 100% hand translated into GFA. Again, totally recoded from scratch.

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]

2931. Re: Bombs...again

Newsgroup: comp.sys.atari.st
Date: 2004-04-30 07:42:36 UTC
From: Mikael Ljungberg <mikael.ljungberg@telia.com>
Message-ID: <409203F2.E5605B95@telia.com>
Source record: 19026

the soundpass or sndpass.cpx, does not use any memory more than the Xcontrole does. I had som problem with sndpass.cpx, it did hockup my Falc, instead I use the snd_thru.prg, but don't run it in my auto folder, in Magic I open MSDOS.TOS then run snd_tru to enable sound go from the microphone jack over and out thrue the headphone jack, or in MiNT use the console. Coz snd_thru.prg does not stay in memory after it has been run, and if you run it again, it will cut of the audiolink from microphone --> headphone.

Regards

MrAtari

Janez Valant skrev:
>
> SF0218 wrote:
>
> > If I remember....the Falcons' been going bombs crazy....it was the
> > snd-thru cpx.
>
> SND-thru manages Falcons sound matrix. It is possible to set matrix that
> way that u cant hear sound... However most newer mod players etc, set
> matrix on its own, so u may try one of those.. Try to get program called
> Iphigeny or SoundPass cpx and try setting the matrix... I suspect u use
> some cpx that was saved with some exotic settings. (u can for example in
> mtasking os start winrec and snd player and rerout snd player signal via
> winrec, so u can apply dsp effects etc on chipmusix played..)
>
> Janez

2932. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-04-30 07:57:55 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0404292357.290f8844@posting.google.com>
Source record: 19027

Why its "Steve Sweet"

> > I suggest you either elaborate this, or keep quiet.
>
> Um!, no.

Too bad.

> > Who has stolen what? And what do you refer to with "ready made work"?
>
> Lonny openly addmited to stealing code by reverse enginering, go read for
> yourself.

I am certainly not going to waste any time trying to find a posting
you are misinterpreting on purpose.

As has been mentioned by other ppl that also know more than you on
this topic, I need to state that reverse engineering is not the same
as stealing code. In order to get a communitcation app working
smoothly, it is often a necessity to see what other clients are
sending/receiving. Any lib for chat clients now available are most
certainly the result of such work.

/Joakim

2933. Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-04-30 12:41:26 UTC
From: Bibou <cs.lefebvre@free.fr>
Message-ID: <0032624ea36eeae16c9d73dceae71e70.88368@mygate.mailgate.org>
Source record: 19018
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hi,

StinG is actually the best internet connexion on Atari. But is it possible to create a stx for emulate Iconnect API ? I'm not coder but the best software (Emailer, Fiffi) run only with Iconnect and Iconnect is bad...

Who can create it ?

Thanks for your answer.

Cyril LEFEBVRE

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

2934. Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-04-30 12:50:58 UTC
From: Bibou <bibou7nospam@free.fr>
Message-ID: <c6ti3i$3cq$1@news.x-echo.com>
Source record: 19028

Hi,

StinG is actually the best internet connexion on Atari. But is it possib
le to create a stx for emulate Iconnect API ? I'm not coder but the best
software (Emailer, Fiffi) run only with Iconnect and Iconnect is bad...

Who can create it ?

Thanks for your answer.

Cyril LEFEBVRE

=-
Article poste via Voila News - http://www.news.voila.fr
Le : Fri Apr 30 14:50:58 2004 depuis l'IP : 195.115.41.103 [VIP 8945752]

2935. Re: 50 hz boot disk wanted ST 50/60 hz question

Newsgroup: comp.sys.atari.st
Date: 2004-04-30 17:28:57 UTC
From: RSE <stuff@recycledTAKECAPSOUTsteel.co.uk>
Message-ID: <c6u20b$qu0$1$8302bc10@news.demon.co.uk>
Source record: 19029

From a technical point of view I should think that it would be very hard to get a smooth (sync) signal from the mains, everytime someone switched someting on in your street your TV would flicker, let along when the TV adverts come on, mains is not that clean (better now than then).

I also have a suspicion that all (old) B&W sets could run at both 50 and 60Hz, can anyone confirm this? Not sure why?

E.

<xlator@cix.compulink.co.uk> wrote in message news:c545hk$g27$1@thorium.cix.co.uk...
> In message <c4tpjn$io6$1@news.freedom2surf.net>, info@janthomas.f2s.nospam.com said:
>
> >The 50/60Hz comes from the mains electricity standard. Your mains is 110V @
> >60Hz, ours is 220v @ 50Hz. That was put in place donkeys ago. Tv's used to
> >use the main for a sync signal for the screen, so you would have a 60hz
> >vertical refresh.
>
> Not quite. TV sets didn't use the mains frequency as a sync signal
> - that was always in the transmitted waveform. But early TVs in
> particular did not have very good smoothing on the EHT (extra high
> voltage) supply for the tube, which was transformed from mains and
> rectified. Manufacturers claimed high voltage rating smoothing
> capacitors of higher values were too expensive. As a result there
> would be a slight change in brightness across the tube face, known
> as a hum-bar. When this was stationary, you could hardly see it.
> But if the sync requency differed from the local mains frequency,
> the bar moved up or down the screen, and that *was* easily
> visible, and annoying. That's why sync was locked to the mains -
> fine for people on the grid in the UK, which was synchronized over
> most of the country, but not elsewhere (such as N. Ireland and
> some islands, which had their own power networks or mainland Europe.)
>
> Later, EHT was derived from the flyback pulses from energy stored
> in the scanning coils, and that problem went away. When NTSC
> colour was introduced in the USA, the field frequency had to be
> changed slightly to prevent interference between the frame
> frequency and the colour subcarrier (which is locked to the line
> frequency), and is now something like 59.9-odd Hz. In '50 Hz
> countries' (using PAL or SECAM) the field and line frequencies are
> also locked to the colour subcarrier, but the field frequency

> coincides with 50 Hz.
>
> Most modern TV sets and some monitors will happily synchronize to
> both 50 and 60 Hz field frequencies (and higher for PCs or Macs at
> high screen resolutions). But older computers such as the Atari
> and Amiga may have to use an uncoded video (preferably RGB)
> connection for use in countries with different TV standards. This
> is because monitors that accept TV-style signals normally only
> decode either PAL or NTSC. Modern TVs in Europe, at least, will
> accept NTSC signals - not sure whether US TVs will accept PAL.
>
> Regards, /Peter/
>

2936. Re: Atari STe

Newsgroup: comp.sys.atari.st
Date: 2004-04-30 17:32:28 UTC
From: Mikael Ljungberg <mikael.ljungberg@telia.com>
Message-ID: <40928E33.900C018D@telia.com>
Source record: 19030

Hi Atarians!!!

The ST:

Can play from the soundchip 3 channel sound and 1 channel noice. Sound effects and "audio feedback", alarm and keyboard click.

Yup, get it right boy, it seems you ment an ST/F/M.

The STE, Enhanced:

The Stereosound chip in the STE represent digital (sampled) sounds. It works via DMA and do not eat power from the CPU. DMA chip get soundvalue to a D/A-converter. Sampling rate is 6258, 12517, 25033 or 50066Hz. The sound is filtered and then reach volume/tone-controlechip a National LMC1992m before they are accessibility via two RCA-sockets. The soundchip can either play stereosound, different sounddata in the sockets, or monosound, same sound in both sockets. The sound are also sended out to the TV's or monitors loudspeaker.

The soundchips active-signal (which is connected to timer A:s way in) goes from active to deactive when DMA-chipet has got the last word in the loop. There is however a mfour word large FIFO-buffer (First-In-First-Out) in the chip. This mean that four samples (eight in mono) will be played before the sound ends.

Also 3 channel sound plus 1 channel noice from the Yamaha syntheziser chip, plus audio feedback as alarm and keyboardclick.

Source: ATARI ST/STE HardFact of Magnus Zagerholm ISBN:91-86201-04-2.

Regards

MrAtari

> 4 channel sound is wrong if you mean "all dma". It is 3 channel YM + 1
> single DMA sampled voice. If you don't mind that 3 of the 4 voices are
> chip voices, than you have ofcourse 4 ;)
>
> Just to make clear,
> Matthias

2937. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-04-30 18:21:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1083354582-98271AEicMi@gmx.net>
Source record: 19033

From: lp <gfa@mint.org>
Date: Wed, 28 Apr 2004 00:23:05 -0400

>>>So what's next on the list? A peer to peer server perhaps?
>
>Well I know of one person not capable of programming a messenger.

Get away from that mirror!

>If you want a peer to peer server then pick up a book and start learning.
>As I said, only good can come from open source. .

I don't want anything and I certainly don't expect anything either, but it's pure logic, a peer to peer server is about the only remaining client that hasn't been tackled yet by some brave soul here...

>All I see from you is negative comments,

You have been my shiney example for years, you've turned being negative into some form of art. It's not easy to follow in your footsteps but I'm a fast learner.

>so you still prefer to look stupid.

Oh, but there's quite a difference between looking stupid and actually being it. I prefer *looking* stupid :-)

>> Hey it's your call.

Is it?
May I remind you that I'm not the one who forms an opinion based on bits and pieces of quoted text and then comes shouting it out loud here, talking about being stupid, well *that* is stupid.

Cheers from Belgium
Dennis

2938. WTB: Atari TT

Newsgroup: comp.sys.atari.st
Date: 2004-04-30 18:36:27 UTC
From: d_mango1@yahoo.com
Message-ID: <6d40f6fd.0404301036.266dffe1@posting.google.com>
Source record: 19031

If anyone has a TT gathering dust that they would be willing to part with, please let me know. Thanks.

2939. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-04-30 18:37:52 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c6u6dune1@titan.btinternet.com>
Source record: 19032

Why its "lp"

> Oh but you can't, you don't know assembler.

Wrong again!!

--

Regards, Steve S.

2940. Re: Linux on atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-30 19:49:17 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <c6uajt$g9rps$1@ID-40235.news.uni-berlin.de>
Source record: 19034

"Andy Ball" <ball@not.valid> wrote in message
news:oUgkc.17820$e4.8296@newsread2.news.pas.earthlink.net...
>
> > But are there any LAN drivers for Linux on the Atari?
>
> SLIP? :-)

More like slip :-(

I guess that parcp would work though, but I don;t think the source is
available :-(

2941. Re: Linux on atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-30 21:36:57 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <c6ugti$p4s$1@news1.nivel5.cl>
Source record: 19035

btw..

Anyone has got hdd_dmn to work ???
I have this program source code, and want to rewrite to work in win and
linux... but the protocol doc is in czech...
does anyone knows czech ?
or anyone get it to work ?

"David Wade" <g8mqw@yahoo.com> escribi&#65533; en el mensaje
news:c6uajt$g9rps$1@ID-40235.news.uni-berlin.de...
>
> "Andy Ball" <ball@not.valid> wrote in message
> news:oUgkc.17820$e4.8296@newsread2.news.pas.earthlink.net...
> >
> > > But are there any LAN drivers for Linux on the Atari?
> >
> > SLIP? :-)
>
> More like slip :-(
>
> I guess that parcp would work though, but I don;t think the source is
> available :-(
>
>

2942. Re: Linux on atari

Newsgroup: comp.sys.atari.st
Date: 2004-04-30 21:40:06 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <4092d5b8c1abb0@tripnet.se>
Source record: 19037

In comp.sys.atari.st <c6uajt$g9rps$1@ID-40235.news.uni-berlin.de>
David Wade wrote on Fri 30-04-2004 20:49 (+0100):

>
>"Andy Ball" <ball@not.valid> wrote in message
>news:oUgkc.17820$e4.8296@newsread2.news.pas.earthlink.net...
>>
>> > But are there any LAN drivers for Linux on the Atari?
>>
>> SLIP? :-)
>
>More like slip :-(
>
>I guess that parcp would work though, but I don;t think the source is
>available :-(

What's wrong with SLIP? I've been running Debian Woody on a TT here and installed most of the system through Debian apt on a SLIP connection to my other TT running STinG acting as a router to my Ethernet LAN. Works great and 115200 bps is not too bad. You need plenty of time anyway to run Linux on a 32 Mhz TT...

I upgraded it to Sarge (testing) some time ago and it took a couple of days to complete but it did work. Even installed Aranym via Dselect but as expected it did not run at all :-)

The cli is quite usable but X exits with a signal 11... Apache does work well but it feels too stupid even for me as Weblight is up and running on the Ethernetted TT...

With the right bootstrap commands it works well with an ET4000 Spektrum card in monochrome. In colour the pallette gets mixed up with light yellow text on white background... Not really suitable for reading...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2943. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-04-30 21:40:07 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <4092d5b8c1abb1@tripnet.se>
Source record: 19036

In comp.sys.atari.st <1083354582-98271AEicMi@gmx.net>
Dennis Vermeire wrote on Fri 30-04-2004 20:21 (+0200):

>From: lp <gfa@mint.org>
>Date: Wed, 28 Apr 2004 00:23:05 -0400

>>so you still prefer to look stupid.
>
>Oh, but there's quite a difference between looking stupid and actually being
>it. I prefer *looking* stupid :-)

Does not matter much if you look stupid as long as you don't get a live
webcam working with that Instant Messenger...

By reading this NG you get the feeling all Atari users are kind of
stupid... but that would include myself as well... Guess I have to think
this over again... On the other hand it's fun to do stupid things on the
Atari like trying to start Aranym on the TT... not to mention writing
stupid posts to the NG :-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2944. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-04-30 21:51:39 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.04.30.21.51.38.498022@removenoaspam.atari-source.com>
Source record: 19038

On Fri, 30 Apr 2004 20:21:00 +0200, Dennis Vermeire wrote:

> From: lp <gfa@mint.org>
> Date: Wed, 28 Apr 2004 00:23:05 -0400
>
>>>>So what's next on the list? A peer to peer server perhaps?
>>
>>Well I know of one person not capable of programming a messenger.
>
> Get away from that mirror!
>
>>If you want a peer to peer server then pick up a book and start learning.
>>As I said, only good can come from open source. .
>
> I don't want anything and I certainly don't expect anything either, but it's
> pure logic, a peer to peer server is about the only remaining client that
> hasn't been tackled yet by some brave soul here...
>

What are you talking about... PyBittorrent runs perfectly?

>>All I see from you is negative comments,
>
> You have been my shiney example for years, you've turned being negative into
> some form of art. It's not easy to follow in your footsteps but I'm a fast
> learner.
>
>
>>so you still prefer to look stupid.
>
> Oh, but there's quite a difference between looking stupid and actually being
> it. I prefer *looking* stupid :-)

Nice cover ;-)

>
>>> Hey it's your call.
>
> Is it?
> May I remind you that I'm not the one who forms an opinion based on bits and
> pieces of quoted text and then comes shouting it out loud here, talking about
> being stupid, well *that* is stupid.
>
> Cheers from Belgium
> Dennis

2945. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-04-30 21:54:20 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.04.30.21.54.20.36479@removenoaspam.atari-source.com>
Source record: 19039

On Fri, 30 Apr 2004 18:37:52 +0000, Steve Sweet wrote:

> Why its "lp"
>
>> Oh but you can't, you don't know assembler.
>
> Wrong again!!

So you know our assembler and all you do to help the community *cough
cough* is spout shit in here? Give something. Even a half assed effort
is better than nothing at all.

Mark
http://portal.atari-source.com

2946. Re: Atari TT

Newsgroup: comp.sys.atari.st
Date: 2004-04-30 22:10:11 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <p8Akc.4796$N13.3156@newsfe1-win>
Source record: 19040

Hello.

"D.C." <d_mango1@yahoo.com> wrote in message
news:6d40f6fd.0404301036.266dffe1@posting.google.com...
> If anyone has a TT gathering dust that they would be willing to part
> with, please let me know. Thanks.

So where are you?

2947. WTB: FALCON

Newsgroup: comp.sys.atari.st
Date: 2004-05-01 01:53:22 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <ioDkc.73190$Yw5.1112@bignews4.bellsouth.net>
Source record: 19041

Looking for Non-Working Falcons to purchase in USA.

If ya have one or more to sell e-mail me at:

phantomm@bellsouth.net

2948. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-05-01 01:59:49 UTC
From: lp <gfa@mint.org>
Message-ID: <BCB87CD5.65FC%gfa@mint.org>
Source record: 19042

in article pan.2004.04.30.21.54.20.36479@removenoaspam.atari-source.com,
Mark D at mducksub@removenoaspam.atari-source.com wrote on 4/30/04 5:54 PM:

> On Fri, 30 Apr 2004 18:37:52 +0000, Steve Sweet wrote:
>
>> Why its "lp"
>>
>>> Oh but you can't, you don't know assembler.
>>
>> Wrong again!!
>
> So you know our assembler and all you do to help the community *cough
> cough* is spout shit in here? Give something. Even a half assed effort
> is better than nothing at all.

Well doing nothing at all is what he excels at. I've never see any projects
of his done in assembler or anything else for that matter. Actions speak
louder than words and this is rather boring anymore.

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]

2949. Re: Atari TT

Newsgroup: comp.sys.atari.st
Date: 2004-05-01 04:39:17 UTC
From: d_mango1@yahoo.com
Message-ID: <6d40f6fd.0404302039.659734d6@posting.google.com>
Source record: 19043

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:<p8Akc.4796$N13.3156@newsfe1-win>...
> Hello.
>
> "D.C." <d_mango1@yahoo.com> wrote in message
> news:6d40f6fd.0404301036.266dffe1@posting.google.com...
> > If anyone has a TT gathering dust that they would be willing to part
> > with, please let me know. Thanks.
>
> So where are you?

I'm in Canada.

2950. [ANN] Cresus beta 7 (bugfixes)

Newsgroup: comp.sys.atari.st
Date: 2004-05-01 09:40:08 UTC
From: ptonthatNO@SPAMclub-internet.fr
Message-ID: <40937077$0$307$7a628cd7@news.club-internet.fr>
Source record: 19044

Bonjour :)

Reminder: Cresus is an application to manage/survey your
banks accounts.

Download on my homepage or directly at
http://rajah.atari.org/files/ -> cresusb7_uk.zip (150Kb)

Bugfixes:
- crashes at launch if automatic operation (2 bugs:
deleting a job after its use, confirmation dialogue
for an transaction that is not a transfer)
- windows sliders managment: no more wild selection,
nor opening of editing windows
- transaction deleting via the "~" popup: say 'no'
correctly avoid deleting now
- the birthday is no more necessary
- ":" instead of "h" for hours in English date format
- flags correction for non private memory allocation
- translation fixes in the HYP and BUB, by http://ddp.atari.org

'Merci' to Olivier and Derryck

Sorry for this only-bugfixes version. I have no time to upgrade
it. Troll and DGEM will require my energy.

Regards

Rajah Lone / Renaissance
http://rajah.atari.org

2951. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-01 10:13:52 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040501121352.a5190@du3.maus.de>
Source record: 18963

>StinG is actually the best internet connexion on Atari. But is it
>possible to create a stx for emulate Iconnect API ? I'm not coder but

At the moment you cannot use Emailer or Fiffi with STinG. Unfortunately it seems that there will never be a solution for this.

>the best software (Emailer, Fiffi) run only with Iconnect and Iconnect
>is bad...

Sorry, but I do not agree. There are better programs for Email and FTP and most of them are free.

I recommend aFTP for FTP and CAT for email/news but you can also give aMail, MyMail, Marihuana Mail or Newsie a try.

Regards,

Frank

2952. Re: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.st
Date: 2004-05-01 11:51:48 UTC
From: Don Schmidt <"Retired Engineer"@PNB.usa>
Message-ID: <10973qm1vgoq0ee@corp.supernews.com>
Source record: 19017
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

You read messages that don't interest you?

--
Don

If you can read this, thank a teacher.
If you can read this in American, thank a veteran.

"Tom McEwan" <captaininsanity@ONAYAMSPAYuk2.co.uk> wrote in message
news:c6rdce$r2u$1@newsg4.svr.pol.co.uk...
> > Rather than print up a Catalog, thereby making it out of Date!
> > I regularly update my Catalogs, for you to Download or view online
>
> Just to make sure, he also posts what seems like the entire contents of
his
> catalogues on this group whenever he changes them, which annoys pretty
much
> everyone else by cluttering the place up.
>
>

2953. Something to compliment your ST work station

Newsgroup: comp.sys.atari.st
Date: 2004-05-01 11:54:50 UTC
From: Don Schmidt <"Retired Engineer"@PNB.usa>
Message-ID: <109740bl4a5c623@corp.supernews.com>
Source record: 19045

Due to upgrading our home office we have the following communications
equipment for sale.

Siemens Single Line Gigaset Cordless 2.4 Ghz 4 Phone System (four handset
maximum)
(Doesn't have message recording)
One 4210 base unit
One 4200 extension (handset same as the base unit)
Two 4000 extensions
Power Supplies for each
Owner's Manual. (Also has Siemens 800 Help Line)

Outstanding voice and features.
Talk between units, even if one of the other units is making or receiving an
outside call.
Answer a call on any handset and transfer to any of the other handsets.
Call one or all the handsets.
Room monitor if wanted (i.e., the baby's room)
Backlighted display.
Caller ID
Hold 200 names with numbers in the directory.
Voice dialing.
Name each unit with it's own name, i.e., Dad's Ext, Sue's EXT etc.
Custom ringing or no ringing (nice if there are two phones in near
proximity).

Sold as a set $200.00 (save over $100 from store price)

Don Schmidt
dschmidt@pacifier.com
(360) 573-3333
11111 NE 30 Ave
Vancouver WA 98686-4326

2954. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-05-01 12:23:54 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1083427114-72511AEicMi@gmx.net>
Source record: 18946

From: Mark D <mducksub@nossspamXXatari-source.com>
Date: Tue, 27 Apr 2004 22:00:13 -0400

Hi Mark,

>> So what's next on the list? A peer to peer server perhaps?
>>
>> Cheers from Belgium
>> Dennis
>
>Ermm, Well with the oscar protocol. No. libfaim is pretty much the only
>implementation, of which it's likely that Trillian and the others copied
>from. Now aicq also uses some sort of oscar library written by Dan
>Ackerman. Where he got the info, who knows ;-)

I see, thanks for the info.
TBH I didn't understand much of it, but it beats the earlier advice to stuff
our nose in a book and code it ourselves given by a very valuable member of
this community any day, especially since he forgot to mention what book...

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

2955. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-01 12:27:36 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1083427116-73095AEicMi@gmx.net>
Source record: 18948

From: "Bibou" <cs.lefebvre@free.fr>
Date: Fri, 30 Apr 2004 12:41:26 +0000 (UTC)

Hi Cyril,

>the best software (Emailer, Fiffi) run only with Iconnect and Iconnect
>is bad...

Bad?
When connected at 46000, Iconnect will give you an average download speed of 6100. Except for the copy utility from Magxdesk it's the only app running and actually using MagiC threads, and it shows, it won't slow down with more then 15% when Emailer, Fiffi, Chatter and CAB are all running and doing there stuff together. Try that with STiNG...
Start up Iconfig and activate the PRO option, tweaking some of the default fixed values will make *all* the difference. I can't really give you any figures because these differ from ISP to ISP... so you'll have to apply some trial and error. Unlike with STiNG the user at least has the opportunity to tweak Iconnect to give optimal performance.

Another route to follow is MagiCNET, the iConnect API is quite good.

>Who can create it ?

According to one of the remaining top programmers here, it's best to open a book, read it, and do it yourself...

Cheers from Belgium
Dennis

2956. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-05-01 12:29:56 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1083427108-71275AEicMi@gmx.net>
Source record: 18949

From: lp <gfa@mint.org>
Date: Thu, 29 Apr 2004 06:14:31 -0400

>> Why should his filter be tweaked? An tenth of a seconds thought would
>> show that he was responding to quoted text within Mark's message.
>
>That is exactly the case and tweaking filters would require filtering out
>everyone that replies to such nonsense.

Yep, and that's a dilemma isn't it?
But you could for example filter yourself away, and that would help a lot, over the last six months you are on top, nobody replied to more of my nonsense then you.

>the above comment which I initially dropped is a perfect example. It's
>utterly stupid and obviously intended to provoke. Apparently not everyone has
>figured out that is their main hobby.

Did you say provoke? You've publicly announced that I'm in your kill filter, but whenever someone quotes a piece of text from me, you're the first one to react to it. You do not want to hear, read, hear anything of my "nonsense" hence the filter, but you can't resist posting whenever you see a piece of quoted text carrying my name. It's a free world, you can post as much as you like, but these posts are not constructive, informative, helpfull etc in any way, they don't even express an opinion. They're targetted towards me, and there only purpose is to degrade and make riduculous.... has it ever crossed your mind that this is PROVOCATIVE also? Do you really think you score points somewhere when referring to me as Pennis? You've been playing this stupid game for a year now, you really must hate my guts! And what good has it done? I'm still here...
People who know me a little, are stunned that I haven't reacted to your repeated provocative remarks. I've ignored your nonsense trying to keep the peace in here. But enough is enough... the choice is yours, you can show that you're an adult, or continue your personal vendetta in here. And if you choose to continue it, well be my guest.... you ain't see nothing yet. :-)

Could anyone please quote this? I want to be sure that Conny reads this.

Cheers from Belgium
Dennis

2957. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-05-01 12:31:08 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1083427110-71955AEicMi@gmx.net>
Source record: 18947

From: qnr <terry@timestorm.ross.com>
Date: Wed, 28 Apr 2004 19:29:59 -0700

>Why should his filter be tweaked? An tenth of a seconds thought would
>show that he was responding to quoted text within Mark's message.

Two tenths of a second thought would have shown that he was responding to his
own earlier posted bullshit.
That's his favourite hobby for the last year...

Cheers from Belgium
Dennis

2958. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-05-01 14:59:22 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c70e05$q93$1@hercules.btinternet.com>
Source record: 18950

Why its...

> >> Oh but you can't, you don't know assembler.
> >
> > Wrong again!!
>
> So you know our assembler and all you do to help the community *cough
> cough* is spout shit in here?

This is the shit spouting echo, hence all the assholes being here,
programming is discussed elsewhere.

>Give something. Even a half assed effort is better than nothing at all.

Sure, £200 an hour and you've got my full attention.

--

Regards, Steve S.

2959. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-01 15:14:58 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <4093d97622037b0@europe-shareware.org>
Source record: 18952

Hello,

in article <1083427116-73095AEicMi@gmx.net>,
Dennis Vermeire wrote on Sat 01-05-2004 14:27 (+0200):

> Hi Cyril,
>
> >the best software (Emailer, Fiffi) run only with Iconnect and Iconnect
> >is bad...
>
> Bad?

This is not the exact word for what he means. He does have problems with
IConnect (I have some too). My guess is that the fault is on his phone
line but the weird thing is that STinG gives no problems to him so far.
(I do not have much problems with STinG either)

> >Who can create it ?
>
> According to one of the remaining top programmers here, it's best to open a
> book, read it, and do it yourself...

:-)

Bye,
/Pascal/

2960. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-05-01 15:31:55 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0405010731.3370b37d@posting.google.com>
Source record: 18951

Mark D <mducksub@removenoaspam.atari-source.com> wrote in message
news:<pan.2004.04.30.21.54.20.36479@removenoaspam.atari-source.com>...
> On Fri, 30 Apr 2004 18:37:52 +0000, Steve Sweet wrote:
>
> > Why its "lp"
> >
> >> Oh but you can't, you don't know assembler.
> >
> > Wrong again!!
>
> So you know our assembler and all you do to help the community *cough
> cough* is spout shit in here? Give something. Even a half assed effort
> is better than nothing at all.
>
> Mark
> http://portal.atari-source.com

Mark, thanks for coding "anything" for our platform. I've never used
any instant messanger, so I have no comment about it, but I do plan on
trying it sometime. Regarding the unfortunate direction of this
thread, remember that "It makes no sense to argue with a fool, because
onlookers can't tell which is which."

2961. The ideal AES

Newsgroup: comp.sys.atari.st
Date: 2004-05-01 16:54:54 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0405010854.3e09c140@posting.google.com>
Source record: 18953

Hi there!

With all the activity going on with AES development these days (i.e. XaAES and MyAES), I was wondering, and thought it might make for some good discussion, what would you want to see in your "ideal" AES? (And perhaps some of these might actually be read by an AES developer and included?)

Mine is mostly cosmetic, rather than protocols, as I think we already have a good basis for that established. Here's my list...

1. Editable window frames (like Natframe on Magic), but allowing the user to define a transparent color (like a transparent GIF) that allows what's behind the window to show through. Then let the user define for themselves the dimensions of each window element. This would let you create more contoured windows rather than the dull, squared-off windows we're currently limited to. For example, one could conceivably make a window frame that has a wavy outter edge, or curved corners, or even a completely circular window frame, with a square section cut out of the center where the actual window data is displayed. You could even make window elements that seem to float away from the edge of the window by putting transparent pixels inbetween.

2. An *option* the user can associate with individual programs to display either standard AES 4.1 icons or Magic icons for that program. For instance, you can set most programs to follow the standard AES 4.1 definitions, but define the option for Papyrus to use Magic-compatible icon handling so that the icons in the program are in color instead of grey and black. This might be handled similarly to how Geneva handles program runtime options independently.

3. A single-tasking emulation mode option for programs that don't run under a multitasking environment. For instance, Cubase doesn't seem to work well (at least for me) under any environment but single-tasking TOS or Geneva. So any time I want to use it, I have to reconfigure my OS and reboot, or reboot using a boot manager. I'd like to just be able to run the program from within my multitasking environment, have the AES freeze other running programs and become single-tasking, just for that program, the way Geneva does, only under Mint or Magic OS.

Anyone else have ideas? I'd be interested in see what kind of things other people would like to see.

Mike Freeman
mike [at] freeman-studio [dot] com

2962. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-01 17:04:31 UTC
From: lp <gfa@mint.org>
Message-ID: <BCB950DF.6619%gfa@mint.org>
Source record: 18954

in article 4093d97622037b0@europe-shareware.org, Pascal Ricard at nospam@mydomain.thanx.invalid wrote on 5/1/04 11:14 AM:

[snip]
>>
>> According to one of the remaining top programmers here, it's best to open a
>> book, read it, and do it yourself...
>
> :-)

Since it was a reference to one of my posts, let me add that I have been told that exact same think by even more advanced programmer's.
That is a valid suggestion. Especially for this platform. ;-)

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]

2963. Re: The ideal AES

Newsgroup: comp.sys.atari.st
Date: 2004-05-01 17:12:30 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <c70lpu$e5j$1@orkan.itea.ntnu.no>
Source record: 18955

Mike Freeman <mail@freeman-studio.com> wrote:

> 2. An *option* the user can associate with individual programs to
> display either standard AES 4.1 icons or Magic icons for that program.
> For instance, you can set most programs to follow the standard AES 4.1
> definitions, but define the option for Papyrus to use Magic-compatible
> icon handling so that the icons in the program are in color instead of
> grey and black. This might be handled similarly to how Geneva handles

The correct place to fix this is in Papyrus, not in the AES. Bodging is a
sure way to bloat and instability.

> Anyone else have ideas? I'd be interested in see what kind of things
> other people would like to see.

A way to replace and add new object types to the AES without resorting to
userdefs. E.g. by loadable modules. This way it's possible to "skin" the
entire AES, not just the window frames. And you can add new functionality
in a much safer way than today.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2964. FA:Atari ST computers

Newsgroup: comp.sys.atari.st
Date: 2004-05-01 18:13:36 UTC
From: Atari Only <atarionly@adelphia.net>
Message-ID: <9dqdnenfv7xNdQ7dRVn-ig@adelphia.com>
Source record: 18957

I have listed a few Atari items for auction on Ebay. You can check them out at:

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=atari_only&include=0&since=-1&sort=3&rows=50

2965. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-01 18:26:44 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <L7Rkc.1924$37.272525@news.siol.net>
Source record: 18956

> This is not the exact word for what he means. He does have problems with
> IConnect (I have some too). My guess is that the fault is on his phone
> line but the weird thing is that STinG gives no problems to him so far.
> (I do not have much problems with STinG either)

Well it can be due to some internal protocols or login/ident differences..
there are variations,a nd it seems iconnect doesn't support this particular
one...

>> >Who can create it ?
>>
>> According to one of the remaining top programmers here, it's best to open
>> a book, read it, and do it yourself...

Well i think Dennis did actually announce translator some time ago, i
don't know what happened with it...

2966. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-05-01 20:41:02 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c7120q$b33$2@titan.btinternet.com>
Source record: 18958

For Dennis's benefit

Quoted so's lp will see it.

> >> Why should his filter be tweaked? An tenth of a seconds thought would
> >> show that he was responding to quoted text within Mark's message.
> >
> >That is exactly the case and tweaking filters would require filtering out
> >everyone that replies to such nonsense.
>
> Yep, and that's a dilemma isn't it?
> But you could for example filter yourself away, and that would help a lot,
over
> the last six months you are on top, nobody replied to more of my nonsense
then
> you.
>
> >the above comment which I initially dropped is a perfect example. It's
> >utterly stupid and obviously intended to provoke. Apparently not everyone
has
> >figured out that is their main hobby.
>
> Did you say provoke? You've publicly announced that I'm in your kill
filter,
> but whenever someone quotes a piece of text from me, you're the first one
to
> react to it. You do not want to hear, read, hear anything of my
"nonsense"
> hence the filter, but you can't resist posting whenever you see a piece of
> quoted text carrying my name. It's a free world, you can post as much as
you
> like, but these posts are not constructive, informative, helpfull etc in
any
> way, they don't even express an opinion. They're targetted towards me, and
> there only purpose is to degrade and make riduculous.... has it ever
crossed
> your mind that this is PROVOCATIVE also? Do you really think you score
points
> somewhere when referring to me as Pennis? You've been playing this stupid
game
> for a year now, you really must hate my guts! And what good has it done?
I'm
> still here...
> People who know me a little, are stunned that I haven't reacted to your
> repeated provocative remarks. I've ignored your nonsense trying to keep

the
> peace in here. But enough is enough... the choice is yours, you can show
> that you're an adult, or continue your personal vendetta in here. And if
you
> choose to continue it, well be my guest.... you ain't see nothing yet. :-)
>
> Could anyone please quote this? I want to be sure that Conny reads this.
>
> Cheers from Belgium
> Dennis

Regards from the stirrer this side of the channel

--

Regards, Steve S.

2967. Atari monitor knobs siezed up?

Newsgroup: comp.sys.atari.st
Date: 2004-05-01 22:32:50 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <10989ck3ea1mc70@corp.supernews.com>
Source record: 18851
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have a SC1224 (Samsung) that has siezed up / frozen Brightness and Contrast knobs. But the volume is fine! Weird. This seems to be quite common on this samsung brand. Another one had all 3 frozen, and another user told me his does the same thing. What is the best way to loosen up the knobs? I don't want to force it and have them break, as the monitor seems to be working fine otherwise.

2968. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-05-01 22:58:39 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.05.01.22.58.39.385582@removenoaspam.atari-source.com>
Source record: 18959

On Sat, 01 May 2004 14:23:54 +0200, Dennis Vermeire wrote:
>
> I see, thanks for the info.
> TBH I didn't understand much of it, but it beats the earlier advice to stuff
> our nose in a book and code it ourselves given by a very valuable member of
> this community any day, especially since he forgot to mention what book...
>

As long as the difference is understood. It's quite complicated and not
many people have time to waste not reusing code on an open source project
;-) I would be one of those people. But actually I think libfaim could
possibly be LGPL meaning I may not even have to release the source. But I
am.. I can face the embarassment and criticism ;)

Mark
http://portal.atari-source.com

2969. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-05-01 23:01:40 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.05.01.23.01.40.32602@removenoaspam.atari-source.com>
Source record: 18960

On Sat, 01 May 2004 14:59:22 +0000, Steve Sweet wrote:
>
> Sure, ï¿½200 an hour and you've got my full attention.

Now *that* is why atari is where it is. Because it's reasonable for graphics card drivers to cost $100 right? Especially when other platforms give such things away for free. (That's just an example... I hear the amiga world is even worse in this respect) In a prior time sure, that might have worked, now anything software-wise really should be done for free. There's no money left to be made on this platform. And there's just not enough people left to re-implement quality software like Emailer, Fiffi, and all the likes. But the attempt is there.. Highwire is shaping up, Troll is quite nice, etc.

Mark
http://portal.atari-source.com

2970. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-05-01 23:44:09 UTC
From: lp <gfa@mint.org>
Message-ID: <BCB9AE89.6626%gfa@mint.org>
Source record: 18961

> On Sat, 01 May 2004 14:23:54 +0200, Pennis Vermeire wrote:
>>
>> I see, thanks for the info.
>> TBH I didn't understand much of it, but it beats the earlier advice to stuff
>> our nose in a book and code it ourselves given by a very valuable member of
>> this community any day, especially since he forgot to mention what book...

If you are that stupid you don't know. Well forget I mentioned it.
I picked up a book and read it, several actually and that's how I got
where I am software-wise. If you assume I went to school or took any
additional classes you assumed wrongly. The amount of ignorance you give
off is overwhelming anymore. Geesh.

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]

2971. Installing Mint

Newsgroup: comp.sys.atari.st
Date: 2004-05-02 00:34:18 UTC
From: sf0218@aol.com
Message-ID: <20040501203418.22947.00000602@mb-m16.aol.com>
Source record: 18962

Hi all,

I'm trying to install mint using easymint. It's looking for an LNX or RAW partition. I suppose I'm required to have hddriver to be able to accomplish this? If not, how do I do it.

Thanks everybody,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2972. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-02 01:06:41 UTC
From: lp <gfa@mint.org>
Message-ID: <BCB9C1E1.662D%gfa@mint.org>
Source record: 18964

in article 20040501121352.a5190@du3.maus.de, Frank Szymanski at
Frank_Szymanski@du3.ohse.de wrote on 5/1/04 6:13 AM:

>> StinG is actually the best internet connexion on Atari. But is it
>> possible to create a stx for emulate Iconnect API ? I'm not coder but
>
> At the moment you cannot use Emailer or Fiffi with STinG. Unfortunately it
> seems that there will never be a solution for this.

From the magicnet author's site:
I-Conn_emu 1.00 16 KB I-Connect gateway for MagiCNet and MiNTNet.
Coming soon :-)

Of course the "coming soon" is often the mark of death in Atari land. ;-)
But you never know, maybe one day it will appear.

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]

2973. Re: The ideal AES

Newsgroup: comp.sys.atari.st
Date: 2004-05-02 04:45:52 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0405012045.62d126c@posting.google.com>
Source record: 18965

Jo Even Skarstein <joska@nvg.ntnu.no> wrote in message
news:<c70lpu$e5j$1@orkan.itea.ntnu.no>...
> Mike Freeman <mail@freeman-studio.com> wrote:
>
> > 2. An *option* the user can associate with individual programs to
> > display either standard AES 4.1 icons or Magic icons for that program.
> > For instance, you can set most programs to follow the standard AES 4.1
> > definitions, but define the option for Papyrus to use Magic-compatible
> > icon handling so that the icons in the program are in color instead of
> > grey and black. This might be handled similarly to how Geneva handles
>
> The correct place to fix this is in Papyrus, not in the AES. Bodging is a
> sure way to bloat and instability.

Well, I agree with you ideologically. Unfortunately, in most cases I
don't think that'll ever happen. For example, I don't think CAB will
ever see another update, and its icons are designed for Magic. On any
other AES, CAB's icon masks just look ugly and strange. And I've dealt
with ROM on the Papyrus issue, and they won't budge. So, my opinion
is, why not let the user make the decision on which AES protocols to
use? I'm sure there are not so many differences between the Magic and
AES 4.1 GUI protocols that it'd make things *that* unstable and
bloated. Anyway, these are just my own personal "wish list items", and
aren't anything that absolutely must be done. Just ideas...

> > Anyone else have ideas? I'd be interested in see what kind of things
> > other people would like to see.
>
> A way to replace and add new object types to the AES without resorting to
> userdefs. E.g. by loadable modules. This way it's possible to "skin" the
> entire AES, not just the window frames. And you can add new functionality
> in a much safer way than today.

Sounds good!

I also thought of some other things to add, like non-blocking
drop-down menus, so that programs can continue running when they are
opened, and MacOS X- and Windows XP-like shadowing effects behind
anything displayed on screen (i.e. menus, windows, icons, etc.) for
machines fast enough to handle it.

Mike Freeman
mike [at] freeman-studio [dot] com

2974. Re: The ideal AES

Newsgroup: comp.sys.atari.st
Date: 2004-05-02 05:25:00 UTC
From: Martin_Elsaesser@ll.maus.de
Message-ID: <200405020725.a30754@ll.maus.de>
Source record: 18968

Hallo Mike,

MF>Anyone else have ideas? I'd be interested in see what kind of things
MF>other people would like to see.

A colored mouse pointer on the screen, not only black & white.

Gruï¿½

Martin [PGP-Key available]

Fï¿½r Mails >16 kByte: martin@melsaesser.de

2975. Re: Installing Mint

Newsgroup: comp.sys.atari.st
Date: 2004-05-02 06:39:40 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.05.02.06.39.40.597451@removenoaspam.atari-source.com>
Source record: 18966

On Sun, 02 May 2004 00:34:18 +0000, SF0218 wrote:

> Hi all,
>
> I'm trying to install mint using easymint. It's looking for an LNX or RAW
> partition. I suppose I'm required to have hddriver to be able to accomplish
> this? If not, how do I do it.
>

Hrmm.. You don't. Though I suppose a utility could be made easily enough
to adjust the partition id. It's not rocket science or anything (but not
something you should know how to do). If you have an HDD editor you could
edit it yourself actually.

But alas when it comes to actual software that can do it for you, the only
thing I know of is HD-Driver.

Course when I send you an HDD this will all be done for you. But I sure
didn't think about the legalities of NVDI and all that. What licenses do
you have? I guess I could setup everything for you but you're going to
have to put your own nvdi.prg and such on the drive.

Mark
http://portal.atari-source.com

2976. Re: The ideal AES

Newsgroup: comp.sys.atari.st
Date: 2004-05-02 06:40:39 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.05.02.06.40.39.466646@removenoaspam.atari-source.com>
Source record: 18967

On Sat, 01 May 2004 09:54:54 -0700, Mike Freeman wrote:
>
> Anyone else have ideas? I'd be interested in see what kind of things
> other people would like to see.
>
> Mike Freeman
> mike [at] freeman-studio [dot] com

The ideal AES would make damn good use of Truecolor. Everything I've seen now is fairly pathetic, and the difference between 256 col and truecol is negligible. I want to be impressed ;-)

Mark
http://portal.atari-source.com

2977. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-02 08:30:45 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BCBA7045.10EE5%derryck@nospam.cix.co.uk.invalid>
Source record: 18969

In article BCB9C1E1.662D%gfa@mint.org, lp at gfa@mint.org wrote on 2/5/04
02:06:

Can someone quote this as I'm in lp's killfile please?

>> At the moment you cannot use Emailer or Fiffi with STinG. Unfortunately it
>> seems that there will never be a solution for this.
>
> From the magicnet author's site:
> I-Conn_emu 1.00 16 KB I-Connect gateway for MagiCNet and MiNTNet.
> Coming soon :-)
>
> Of course the "coming soon" is often the mark of death in Atari land. ;-)
> But you never know, maybe one day it will appear.

So what was I using for the past year or more on my Falcon?

This gateway, the STinG gateway plus Magxnet and a broadband connection
brought together STinG and IConnect clients, and I could even use Draconis
should I have desired. And much faster than the corresponding STinG setup as
Dennis has also testified to.

Did I mention that IConnect and Emailer can also be scripted?

Apologies to the OP as this doesn't answer his question, but there's a point
that has to be straightened out here!

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

2978. FO: HP Deskjet 550C in original condition with spare original ink !

Newsgroup: comp.sys.atari.st
Date: 2004-05-02 09:51:36 UTC
From: designer4hire <xx_webdesignerforhire@hotmail.com>
Message-ID: <c72g8u$5vj$1$830fa79f@news.demon.co.uk>
Source record: 18970

I have for sale in original, fully working condition a classic HP Deskjet 550C printer. This is the four colour version, i.e. CMY & K and works with Atari ST (and others). I've had this years and recently gave it a good clean/overhaul. It's now in tip top condition, I've just fitted a couple of brand new original HP cartridges to it at a cost of £10 to test it and the print quality is superb for a 300dpi printer of it's age.

I'm also throwing in a brand new black and colour cartridge (both genuine HP unopened and recently cost me a further £10) with the printer.

Comes with a high quality parallel cable suitable for connection to the Atari and the original HP power supply (like a brick).

Genuine offers over £20 (UK only)

If collecting, I'll include a working (but no ink, and needs a clean) Deskjet 500C for spares.

Private sale, can accept Nochex, Debit Cards, Cash, Cheque, Postal Orders, Bank Deposit, etc.

Postage with parcel2go is £10.56 with £100 insurance included, or can deliver/meet within 50 miles of Prestwich, Manchester for cost of petrol (approx £10 per 100 mile return trip) or collection possible.

[[remove xx_ to mail me back, include your number I'll give you a call]]

2979. FS: (UK) breaking Atari 1040STF (not FM)

Newsgroup: comp.sys.atari.st
Date: 2004-05-02 10:30:19 UTC
From: designer4hire <xx_webdesignerforhire@hotmail.com>
Message-ID: <c72ihh$b7a$1$830fa17d@news.demon.co.uk>
Source record: 18971

I have an Atari 1040STF which has stopped working and I've narrowed it down to the main board itself. All other parts available from it including keyboard with red led instead of green found on my STE, floppy, power supply, case (clean), and any other bits inside. I guess the case might be quite rare as it doesn't have the hole in the rear for TV being an STF not the STFM (F=floppy/M=modulator)

Anyone wanting to buy as spares or any of the bits please email offers, thanks.

Postage at cost with royal snail.

[remove xx_ from email address to reply]

2980. Re: Linux on atari

Newsgroup: comp.sys.atari.st
Date: 2004-05-02 11:15:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <409483d69dacf2@comcast.net>
Source record: 18972

>Hi,
>
>Has anybodoy got any kind of experience with linux on a Falcon
>(installation, speed, compatibility, etc...)?
>Does it worth a try?
>
>Thanks,
>Jozsi

Well I had Linux up and running great on my Hades060 and even had XWindow, but after I upgraded my motherboard it would not run anymore. From the short experience I had with it, I would say it is something that Atari computer owners could use. Someday I will try it again after the installation software has been upgraded.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP, Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2981. Re: 50 hz boot disk wanted ST 50/60 hz question

Newsgroup: comp.sys.atari.st
Date: 2004-05-02 13:52:01 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <c72ue1$sq9$1@thorium.cix.co.uk>
Source record: 18973

In message <c6u20b$qu0$1$8302bc10@news.demon.co.uk>, stuff@recycledTAKECAPSOUTsteel.co.uk said:

>From a technical point of view I should think that it would be very hard to
>get a smooth (sync) signal from the mains, everytime someone switched
>someting on in your street your TV would flicker, let along when the TV
>adverts come on, mains is not that clean (better now than then).

You misunderstand. The sync in the TV set was not derived from the mains, but the sync-pulse generator at the TV station was locked to the country-wide supply grid so that the sync-pulses were at the grid frequency. Actually the supply frequency is not really influenced locally by load changes. With heavy loads over a wide part of the country, the whole grid may be pulled down by a fraction of a hertz but that's all. Of course, this does not apply for some islands etc that are not connected to the grid and may set their own frequency.

>I also have a suspicion that all (old) B&W sets could run at both 50 and
>60Hz, can anyone confirm this? Not sure why?

No British TV sets, or German ones, that I saw would take 60Hz TV standards. Just a few speciliast monitors used in TV stations etc. were dual-standard. OTOH, the TV set itself would probably run from a 60Hz supply (though I have never seen such a supply outside N. America or parts of South America and Japan) - but with the risk of a 10 Hz rolling hum-bar. Modern colour sets in UK and Europe, at least, usually handle both 50 and 60 Hz TV standards. Quite possible that US sets don't, though.

Regards, /Peter/

2982. Re: Installing Mint

Newsgroup: comp.sys.atari.st
Date: 2004-05-02 16:32:18 UTC
From: sf0218@aol.com
Message-ID: <20040502123218.23696.00000420@mb-m20.aol.com>
Source record: 18974

Hey Mark,

I've got NVDI 4, Extendos Pro, Atariworks, and Pagestream. I am planning to order HDDriver this week...as soon as I can locate a North American source. Thanks,

>Hrmm.. You don't. Though I suppose a utility could be made easily enough
>to adjust the partition id. It's not rocket science or anything (but not
>something you should know how to do). If you have an HDD editor you could
>edit it yourself actually.
>
>But alas when it comes to actual software that can do it for you, the only
>thing I know of is HD-Driver.
>
>Course when I send you an HDD this will all be done for you. But I sure
>didn't think about the legalities of NVDI and all that. What licenses do
>you have? I guess I could setup everything for you but you're going to
>have to put your own nvdi.prg and such on the drive.
>
>Mark
>http://portal.atari-source.com

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2983. Re:Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-02 16:49:44 UTC
From: Bibou <bibou7nospam@free.fr>
Message-ID: <c738r8asm1@news.x-echo.com>
Source record: 18975

>According to one of the remaining top programmers here, it's best to >o
pen a
>book, read it, and do it yourself...

Hi Dennis,

your answer is so ironical. If you know to read, I noted that I am not a
coder!!!

If you are so ironical, don't answer or don't read...

Thanks,

Cyril.

=-
Article poste via Voila News - http://www.news.voila.fr
Le : Sun May 2 18:49:44 2004 depuis l'IP : 195.115.41.103 [VIP 8945752]

2984. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-02 18:21:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200405022021.a47578@wun.maus.de>
Source record: 18984

Hi Lonny!

L>I-Conn_emu 1.00 16 KB I-Connect gateway for MagiCNet and
L>MiNTNet. Coming soon :-)
L>

For beta testers, this has been available for quite some time now. And it's working, at least to some extent. I don't have EMailer, but at least Cab with Iconnect-OVL did work for me, and even Chatter is able to go online, but crashes once I try to enter text.

With best regards
Ekkehard

2985. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-02 22:09:46 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040503000946.a5500@du3.maus.de>
Source record: 18976

>> I-Conn_emu 1.00 16 KB I-Connect gateway for MagiCNet and
>So what was I using for the past year or more on my Falcon?
>This gateway, the STinG gateway plus Magxnet and a broadband connection
>brought together STinG and IConnect clients

Do you know, whether this gateway also works on MiNT-Net?

But as I understood you need MagiCNet for this so you have IConnect clients
running on MagiCNet and STinG clients running on MagiCNet as well.

Well, this is a start but it's not IConnect clients with STinG. :-)

Regards,

Frank

2986. Atari Online News, Etc. #06-18

Newsgroup: comp.sys.atari.st
Date: 2004-05-03 00:27:43 UTC
From: danap8@aol.comno-spam
Message-ID: <20040502202743.22633.00000685@mb-m15.aol.com>
Source record: 18977

A-ONE #0618 04/30/04

~ AntiSpam Charges Filed ~ People Are Talking! ~ Atari++ Update!
~ AOL E-mail Access Plan ~ Fighting Pop-Up Blocks ~ EBay Billing Glitch
~ Workplace Porn Spam! ~ UK Phishing Arrests! ~ A Longhorn Preview?
~ PS2 Price Cut Pressure ~ Playing Console Catchup ~ Senate OKs Tax Ban!

-* Shaming Tax Scofflaws Online *-
-* Bush Seeks More Access, Web Tax Ban *-
-* Lawmakers Vow To Pass New Laws vs. Spyware *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/_0_/ _0_/\
-| o o |- E-mail subscription: dpj(at)atarinews.org
/ _____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org

2987. FS (US) CT60, Falcon Nova, DynaPort SCSI/Link-3

Newsgroup: comp.sys.atari.st
Date: 2004-05-03 06:01:50 UTC
From: silvercreek2k4@yahoo.com
Message-ID: <c4071fff.0405022201.672d8799@posting.google.com>
Source record: 18978

I have the following for sale:

1) A CT60 which has never been used. Still in its original bubble wrap with original cables, heat sync and fan. No longer required.

2) A Nova graphics card for the Falcon. This includes the original manual and driver disk, the board that plugs onto the internal Falcon extender bus, the ATI Mach64 graphics board and cables.

3) A DynaPORT SCSI/Link-3 with Firmware 2.0f. This has both the RJ-45 type connector and the coax. I also have the PSU for this.

All items are believed to be working and in good shape. The Dynaport is missing one of the four clips that go round the shell, but this doesnt affect the performance.

Will ship internationally, but note I'm based in the USA.

Offers / questions to

silvercreek2k4

at

yahoo.com

Cheers.

2988. A

Newsgroup: comp.sys.atari.st
Date: 2004-05-03 09:30:13 UTC
From: olivier.landemarre@utbm.fr
Message-ID: <7c05a9.0405030130.79bf3e4e@posting.google.com>
Source record: 18979

Hello

First I'm the author of MyAeS (a very buggy AES but a day perhaps...!)
> Hi there!
>
> With all the activity going on with AES development these days
> (i.e. XaAES and MyAES), I was wondering, and thought it might make for
> some good discussion, what would you want to see in your "ideal" AES?
> (And perhaps some of these might actually be read by an AES developer
> and included?)
>
> Mine is mostly cosmetic, rather than protocols, as I think we already
> have a good basis for that established. Here's my list...
>
> 1. Editable window frames (like Natframe on Magic), but allowing the
> user to define a transparent color (like a transparent GIF) that
> allows what's behind the window to show through. Then let the user
> define for themselves the dimensions of each window element. This
> would let you create more contoured windows rather than the dull,
> squared-off windows we're currently limited to. For example, one could
> conceivably make a window frame that has a wavy outter edge, or curved
> corners, or even a completely circular window frame, with a square
> section cut out of the center where the actual window data is
> displayed. You could even make window elements that seem to float away
> from the edge of the window by putting transparent pixels inbetween.
MyAeS use already a bitmap 32 bit true color as a TGA load at start,
it can be modify by anyone. It use alpha channel but not exactly
transparency but for be able to modify color of widgets (for example
for first window plane etc..)
To have real true color, actualy it's impossible and probably
impossible for a long time! sorry.
>
> 2. An *option* the user can associate with individual programs to
> display either standard AES 4.1 icons or Magic icons for that program.
> For instance, you can set most programs to follow the standard AES 4.1
> definitions, but define the option for Papyrus to use Magic-compatible
> icon handling so that the icons in the program are in color instead of
> grey and black. This might be handled similarly to how Geneva handles
> program runtime options independently.

It's a desktop problem not an AES problem, if I understand what you
said.

>
> 3. A single-tasking emulation mode option for programs that don't run

> under a multitasking environment. For instance, Cubase doesn't seem to
> work well (at least for me) under any environment but single-tasking
> TOS or Geneva. So any time I want to use it, I have to reconfigure my
> OS and reboot, or reboot using a boot manager. I'd like to just be
> able to run the program from within my multitasking environment, have
> the AES freeze other running programs and become single-tasking, just
> for that program, the way Geneva does, only under Mint or Magic OS.

MyAeS can be launch as a single AES even above Mint, I'm not sure it
solve most problems.

>
> Anyone else have ideas? I'd be interested in see what kind of things
> other people would like to see.
There is a lot of things to do, I have lot of idea really new, in
futur step and easy to do :-), but actually all my time is spend to
fix MyAeS due to bugs, and it's longer than I thought.

It's one years this month I have start MyAeS, it a long work!
>
> Mike Freeman
> mike [at] freeman-studio [dot] com
Olivier

2989. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-03 09:51:53 UTC
From: Cyril Lefebvre <cs.lefebvre@free.fr>
Message-ID: <9932bf38b1d172adf12bf2616ade8603.88368@mygate.mailgate.org>
Source record: 18980

> According to one of the remaining top programmers here, it's best to>o pen a
> book, read it, and do it yourself...

Hi Dennis,

your answer is so ironical. If you know to read, I noted that I am not a
coder!!!

If you are so ironical, don't answer or don't read...

Thanks,

Cyril.

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

2990. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-03 11:42:17 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BCBBEEA9.10F44%derryck@nospam.cix.co.uk.invalid>
Source record: 18981

In article 20040503000946.a5500@du3.maus.de, Frank Szymanski at
Frank_Szymanski@du3.ohse.de wrote on 2/5/04 23:09:

>>> I-Conn_emu 1.00 16 KB I-Connect gateway for MagiCNet and
>> So what was I using for the past year or more on my Falcon?
>> This gateway, the STinG gateway plus Magxnet and a broadband connection
>> brought together STinG and IConnect clients
>
> Do you know, whether this gateway also works on MiNT-Net?

I doubt it, but I don't claim any expertise in MiNT...

> But as I understood you need MagiCNet for this so you have IConnect clients
> running on MagiCNet and STinG clients running on MagiCNet as well.

That's correct.

> Well, this is a start but it's not IConnect clients with STinG. :-)

Also true, but I can't see why anyone (who has the necessary extras as I've
said) could possibly want to use STinG ;-)

--

Cheers

Derryck

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

2991. Re: FS (US) CT60, Falcon Nova, DynaPort SCSI/Link-3

Newsgroup: comp.sys.atari.st
Date: 2004-05-03 12:48:54 UTC
From: sf0218@aol.com
Message-ID: <20040503084854.01198.00000608@mb-m14.aol.com>
Source record: 18982

How much are you asking? I'm interested.
Please respond to my email.

Thanks

>I have the following for sale:
>
>1) A CT60 which has never been used. Still in its original
>bubble wrap with original cables, heat sync and fan. No
>longer required.
>
>2) A Nova graphics card for the Falcon. This includes the
>original manual and driver disk, the board that plugs onto
>the internal Falcon extender bus, the ATI Mach64 graphics
>board and cables.
>
>3) A DynaPORT SCSI/Link-3 with Firmware 2.0f. This has both
>the RJ-45 type connector and the coax. I also have the PSU
>for this.
>
>All items are believed to be working and in good shape. The
>Dynaport is missing one of the four clips that go round
>the shell, but this doesnt affect the performance.
>
>Will ship internationally, but note I'm based in the USA.
>
>Offers / questions to
>
>silvercreek2k4
>
>at
>
>yahoo.com
>
>Cheers.

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2992. FS Jag System

Newsgroup: comp.sys.atari.st
Date: 2004-05-03 15:32:20 UTC
From: sf0218@aol.com
Message-ID: <20040503113220.21890.00000560@mb-m23.aol.com>
Source record: 18983

The system consists of:

Jag Console, Jag CD, 1 controller, all boxes and manuals.
The boxes the Console and CD came in are a bit roughed up each on one side, but are still usable.

CARTS
AVP, RAIDEN, RAYMAN, ZOOL2, VAL d'ISERE, KASUMI NINJA, THEME PARK, TREVOR MCFUR, FIGHT FOR LIFE, CYBERMORPH(no box, came with Jag).

CDs
MYST, BLUE LIGHTNING, GRID VID (note: last 2 came with JagCD).

BOOKS
Jaguar Official Gamers Guide.

I’m asking $130.00 for the entire system. Shipping is extra.

I’ll accept cash (if picking up), personal check, cashiers check, or Postal money order. On personal check, system ships when check clears.

Please to reply to my email.

Thanks,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

2993. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-03 16:30:54 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040503183054.a8056@du3.maus.de>
Source record: 18937

>>>> I-Conn_emu 1.00 16 KB I-Connect gateway for MagiCNet and
>> Do you know, whether this gateway also works on MiNT-Net?
>I doubt it, but I don't claim any expertise in MiNT...

Well, I think I will just give it a try. :-)

>> Well, this is a start but it's not IConnect clients with STinG. :-)
>Also true, but I can't see why anyone (who has the necessary extras as
>I've said) could possibly want to use STinG ;-)

Well, I think for beginners both IConnect and STinG are easier to setup than
MiNT-Net or MagiC-Net.

Regards,

Frank

2994. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-03 17:37:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200405031937.a47586@wun.maus.de>
Source record: 18994

Hallo Frank!

FS>Do you know, whether this gateway also works on MiNT-Net?

The gateway itself is working, but IIRC some clients need MagiC Threads and
therefore won't run under MiNT, regardless which stack is in use.

FS>Well, this is a start but it's not IConnect clients with STinG. :-)

For me, MagiCNet is working fine and is more stable than STinG was. And I don't
use Iconnect clients either, except for testing.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

2995. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-03 17:56:32 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c7614fdhl2@titan.btinternet.com>
Source record: 18985

```
Why its my old mate "Derryck Croker"

I'll oblige sir!

Oy numb nuts, my mate Delboy is chatting to ya!

> Can someone quote this as I'm in lp's killfile please?
>
> >> At the moment you cannot use Emailer or Fiffi with STinG. Unfortunately
it
> >> seems that there will never be a solution for this.
> >
> > From the magicnet author's site:
> > I-Conn_emu 1.00 16 KB I-Connect gateway for MagiCNet and
MiNTNet.
> > Coming soon :-)
> >
> > Of course the "coming soon" is often the mark of death in Atari land.
;-)
> > But you never know, maybe one day it will appear.
>
> So what was I using for the past year or more on my Falcon?
>
> This gateway, the STinG gateway plus Magxnet and a broadband connection
> brought together STinG and IConnect clients, and I could even use Draconis
> should I have desired. And much faster than the corresponding STinG setup
as
> Dennis has also testified to.
>
> Did I mention that IConnect and Emailer can also be scripted?
>
> Apologies to the OP as this doesn't answer his question, but there's a
point
> that has to be straightened out here!
>
> --
>
> Cheers
>
> Derryck
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
```

> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://ddp.atari.org
>
>

2996. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-03 19:06:29 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0405031106.d56a432@posting.google.com>
Source record: 18986

Derryck Croker <derryck@nospam.cix.co.uk.invalid> wrote in message
news:<BCBBEEA9.10F44%derryck@nospam.cix.co.uk.invalid>...
> In article 20040503000946.a5500@du3.maus.de, Frank Szymanski at
> Frank_Szymanski@du3.ohse.de wrote on 2/5/04 23:09:
>

> > But as I understood you need MagiCNet for this so you have IConnect clients
> > running on MagiCNet and STinG clients running on MagiCNet as well.
>
> That's correct.
>
> > Well, this is a start but it's not IConnect clients with STinG. :-)
>
> Also true, but I can't see why anyone (who has the necessary extras as I've
> said) could possibly want to use STinG ;-)

I agree! I used STiNG for quite a long time, and it was ok, but both
STiK 2, and eventually MagXNet gave me a *much* better, more solid
connection with fewer dropped packets (via dialup, anyway - don't have
broadband yet). And with MagXNet, I can use STiK/Sting, I-Connect,
Draconis, and *some* MintNet clients. That you can't do with STiNG,
and as I haven't seen any STiNG updates for years, I get the feeling
you never will. The only advantage I can see to using STiNG is that
you can use it in singletasking (if anyone still uses TOS for Internet
anymore), you don't have to mess with all the Unix config files (which
aren't really that difficult to figure out, and there are many who can
help you), and you can use the DaynaPort SCSI/Link drivers (only
available for STiNG at the moment - anyone willing to port them to
MintNet/MagXNet?). So if you have the time to learn a little about how
they work, I'd definitely look into either MagXNet or MintNet,
depending on the OS you run.

Mike Freeman
mike [at] freeman-studio [dot] com

2997. Re: The ideal AES

Newsgroup: comp.sys.atari.st
Date: 2004-05-03 19:44:02 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.58.0405032139390.10326@wh58-508.st.uni-magdeburg.de>
Source record: 18987

Hello!

> 3. A single-tasking emulation mode option for programs that don't run
> under a multitasking environment. For instance, Cubase doesn't seem to
> work well (at least for me) under any environment but single-tasking
> TOS or Geneva. So any time I want to use it, I have to reconfigure my
> OS and reboot, or reboot using a boot manager. I'd like to just be
> able to run the program from within my multitasking environment, have
> the AES freeze other running programs and become single-tasking, just
> for that program, the way Geneva does, only under Mint or Magic OS.

It's mostly not a problem of the AES that for example Cubase run only
under SingleTOS. The problem is that Cubase access the hardware directly
and thus is incompatible with MagiC or FreeMiNT as only one instance can
manage the hardware ressources.

Ciao
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

2998. Re: Installing Mint

Newsgroup: comp.sys.atari.st
Date: 2004-05-03 20:27:24 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0405031227.70a0bb4e@posting.google.com>
Source record: 18988

sf0218@aol.com (SF0218) wrote in message
news:<20040502123218.23696.00000420@mb-m20.aol.com>...

> I've got NVDI 4, Extendos Pro, Atariworks, and Pagestream. I am planning to
> order HDDriver this week...as soon as I can locate a North American source.
> Thanks,

I'd suggest getting in touch with ESNA. I had rather good service
from them a couple of years ago, and I think they stock HDDriver.

http://www.chez.com/europeshareware/english/products/atari/

Otherwise, the official English language source for HDDriver is Atari
Workshop. They will charge about $60US IIRC including shipping.

http://www.atari-workshop.co.uk

Frankly, ordering from Europe isn't that difficult so long as you have
a Visa card. The shipping is a bit higher than one might like, but
it's coming a long way!

Galen

2999. TAT Announces back copies now available!

Newsgroup: comp.sys.atari.st
Date: 2004-05-03 20:44:21 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <Faylc.553320$Po1.447915@twister.tampabay.rr.com>
Source record: 19013
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st

THE ATARI TIMES ANNOUNCES: BACK COPIES NOW AVAILABLE

April 26, 2004

For immediate release:

WINTER HAVEN, FL - The editor of The Atari Times (www.ataritimes.com) has announced the availability of the 2001 Year End Issue and the 2004 Compendium at CafePress.com.

Both books include 100 or more pages full of news, features, reviews, and previews for all Atari home systems that have appeared on the website. These include articles for the Jaguar, Lynx, 7800, 5200, 2600, home computers, and even the arcade systems. Each book is in black and white with a wire-o binding and an excellent color cover.

Gregory D. George, editor and writer for The Atari Times commented, "The moment I ran out of the original run of these books, people were asking for reprints. Well, your demand has finally been answered!"

Continued Mr. George, "These books have been updated and are better than ever. I'm greatly pleased with the quality job CafePress.com offers. The covers are beautiful, the print quality is absolutely perfect, and the binding is even better than I could have hoped for."

Two more Atari Times books are soon to be released. "The 2002 Year End Issue will be offered soon and I also have plans to reprint the original 10 paper-based newsletters into a single book. This will allow those who missed out on the original runs to finally have the opportunity to catch up."

The pricing of the 2001 Year End Issue and 2004 Compendium is $14.00. Both books can be purchased at http://www.cafepress.com/ataritimes

More information about The Atari Times books can be found at http://www.ataritimes.com/store/books.html

The Atari Times is a web-based newsletter devoted to all Atari game systems. Updates to the site are on a weekly basis. Visit http://www.ataritimes.com/ for Atari related news, previews, reviews, and feature articles.

END PRESS RELEASE

3000. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-03 21:14:57 UTC
From: lp <gfa@mint.org>
Message-ID: <BCBC2E91.6656%gfa@mint.org>
Source record: 18989

in article 200405022021.a47578@wun.maus.de, Ekkehard Flessa at
Ekkehard_Flessa@wun.maus.de wrote on 5/2/04 2:21 PM:

Hi!

> L>I-Conn_emu 1.00 16 KB I-Connect gateway for MagiCNet and
> L>MiNTNet. Coming soon :-)
> L>
>
> For beta testers, this has been available for quite some time now. And it's
> working, at least to some extent. I don't have EMailer, but at least Cab with
> Iconnect-OVL did work for me, and even Chatter is able to go online, but
> crashes once I try to enter text.

These problems keep it from reaching a public release I take it?

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]

3001. Re: Installing Mint

Newsgroup: comp.sys.atari.st
Date: 2004-05-03 21:48:50 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <4096cf9ef8ad80@europe-shareware.org>
Source record: 18991

Hello,

in article <4645be9.0405031227.70a0bb4e@posting.google.com>,
Galen wrote on Mon 03-05-2004 13:27 (-0700):

> I'd suggest getting in touch with ESNA. I had rather good service
> from them a couple of years ago, and I think they stock HDDriver.

Nope, AFAIK.

> http://www.chez.com/europeshareware/english/products/atari/

Please, do not use this old address anymore!

Regards,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
ST Magazine : http://stmagazine.org (printed Atari fanzine)
Ric's HomePage : http://paricard.free.fr

3002. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-03 21:56:17 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c76f5u$m2d$1@titan.btinternet.com>
Source record: 18990

Yo!, Delboy

"Derryck Croker"

> > Do you know, whether this gateway also works on MiNT-Net?
>
> I doubt it, but I don't claim any expertise in MiNT...

You offered me a polo once with quite some authority!!.

--

Regards, Steve S.

3003. Wanted: Soundpool Audiotracker

Newsgroup: comp.sys.atari.st
Date: 2004-05-03 23:06:08 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c76jaiifs1@news.freedom2surf.net>
Source record: 18992

Anyone have a copy for sale (English manual please) or know where I can get it?

Thanks.

Coda.

3004. Re: Atari monitor knobs siezed up?

Newsgroup: comp.sys.atari.st
Date: 2004-05-03 23:27:53 UTC
From: Taxman <IVABIGONE@yeah.com.au>
Message-ID: <4096d56c$0$16588$5a62ac22@freenews.iinet.net.au>
Source record: 18852
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

personally, id open it up and replace them, I've done it to a friends commodore monitor a few years ago and had no trouble finding replacement pots. worst case you may not find ones that fit where the old ones are and may have to drill holes in the case to install them elsewhere and install generic knobs on them.

"Tim" <tjlazer@nospam.mail.com> wrote in message news:10989ck3ea1mc70@corp.supernews.com...
> I have a SC1224 (Samsung) that has siezed up / frozen Brightness and
> Contrast knobs. But the volume is fine! Weird. This seems to be quite
> common on this samsung brand. Another one had all 3 frozen, and another
> user told me his does the same thing. What is the best way to loosen up
the
> knobs? I don't want to force it and have them break, as the monitor seems
> to be working fine otherwise.
>
>

3005. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-04 00:33:26 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.05.04.00.33.26.966603@removenoaspam.atari-source.com>
Source record: 18993

On Mon, 03 May 2004 12:42:17 +0100, Derryck Croker wrote:

> In article 20040503000946.a5500@du3.maus.de, Frank Szymanski at
> Frank_Szymanski@du3.ohse.de wrote on 2/5/04 23:09:
>
>>>> I-Conn_emu 1.00 16 KB I-Connect gateway for MagiCNet and
>>> So what was I using for the past year or more on my Falcon?
>>> This gateway, the STinG gateway plus Magxnet and a broadband connection
>>> brought together STinG and IConnect clients
>>
>> Do you know, whether this gateway also works on MiNT-Net?
>
> I doubt it, but I don't claim any expertise in MiNT...
>

In my experience things work with MiNTnet first, then MagiCnet second, so
if it works with MagiCnet, it's almost guaranteed to work with MiNTnet.

>> But as I understood you need MagiCNet for this so you have IConnect clients
>> running on MagiCNet and STinG clients running on MagiCNet as well.
>
> That's correct.
>
>> Well, this is a start but it's not IConnect clients with STinG. :-)
>
> Also true, but I can't see why anyone (who has the necessary extras as I've
> said) could possibly want to use STinG ;-)

Maybe I missed something with the original post or something but why not
run:

MintNet or MagiCnet as base.
Gluestik on top (which works perfectly with both)
iFusion on top (which works fairly terribly for me, but works nonetheless).

This should in theory work.

Thanks,
mark

3006. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-04 04:54:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200405040654.a47591@wun.maus.de>
Source record: 18903

Hi Lonny!

L>These problems keep it from reaching a public release I take it?

I don't think so. That's just one client out of five.

Vassilis seems to be quite busy with other things, so I don't know if and when
he's going to issue a new release :-(

With best regards
Ekkehard

3007. GIM Version 0.1 Alpha Released

Newsgroup: comp.sys.atari.st
Date: 2004-05-04 05:41:16 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.05.04.05.41.15.558558@removenoaspam.atari-source.com>
Source record: 18995

Hello all,

Just a quick note to let you know that over on
http://portal.atari-source.com, GIM Version 0.1 Alpha has been released.
This release has been made because of a request of a couple people in the
community. It's primarily for those who are in a hurry to use an AIM
client for GEM. It's NOT DONE in ANY WAY! So PLEASE be nice with the
critique. Also, DON'T bother trying to compile it unless you are
proficient enough that you will not need to ask any questions. I will not
help you get it compiled beyond the guidelines of the readme file, unless
your intention is to participate in future GIM development. This project
is open to new members of a development team, but I retain rights to
accept or reject any code that goes to GIM CVS when it opens. In the mean
time, submit patches to me.

Please understand that I know that this is rediculously inefficient for
VDI routines and riddled with bugs. This is an ALPHA. Please keep your
nasty comments to yourself. Constructive criticism and ideas discussion
can take place on this thread.

Thanks,
Mark
http://portal.atari-source.com

3008. Re: Linux on atari

Newsgroup: comp.sys.atari.st
Date: 2004-05-04 07:12:13 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <c77g4j$711$2@reader11.wxs.nl>
Source record: 18896

David Wade wrote:

> But are there any LAN drivers for Linux on the Atari?
> Linux without a LAN.....

That's another reason why you should use MiNT or BSD. :)

Maurits.

3009. HELP trying to install Aranym under Panther

Newsgroup: comp.sys.atari.st
Date: 2004-05-04 08:59:10 UTC
From: Jo Vandeweghe Mobile <gastro@wanadoodead.be>
Message-ID: <40975B5E.5010109@wanadoodead.be>
Source record: 18897

Hi,

It's now a long time ago I was here.
I've just received the last issue of "A Vos Macs" a french magazine
where I can read some people has succeeded tu run Calamus SL under Aranym.

So I downloaded the program and tried to run it .... nothing happens.
And the readme file seems to be chinese for me.
If someone here can help I would be very pleased.

thanks in advance

Jo

3010. Re: HELP trying to install Aranym under Panther

Newsgroup: comp.sys.atari.st
Date: 2004-05-04 09:15:13 UTC
From: Sylwek <sylwekp_WYKASUJTO@pf.pl>
Message-ID: <sylwekp_WYKASUJTO-8F177D.11151204052004@gw1.news.tpi.pl>
Source record: 18898

In article <40975B5E.5010109@wanadoodead.be>,
Jo Vandeweghe Mobile <gastro@wanadoodead.be> wrote:

> It's now a long time ago I was here.
> I've just received the last issue of "A Vos Macs" a french magazine
> where I can read some people has succeeded tu run Calamus SL under Aranym.
>
> So I downloaded the program and tried to run it .... nothing happens.
> And the readme file seems to be chinese for me.
> If someone here can help I would be very pleased.

You've got probably wrong version from Aranym WWW. Strange that they
haven't changed it yet. Anyway, if you want right version - just let me
know - I can send you one via e-mail. But keep in mind that Calamus
SL2003 light won't run at all under OSX Aranym and older 1995 version
will run but it is impossible to set any object colours (I was trying it
at both - 8 and 32 bit colour).

--
Pozdrowienia/Regards
Sylwek

P.S. Zeby wyslac do mnie maila - usun "WYKASUJTO" z adresu e-mail!
To send e-mail directly to me - just remove "WYKASUJTO" from adress!

3011. Re: HELP trying to install Aranym under Panther

Newsgroup: comp.sys.atari.st
Date: 2004-05-04 09:19:39 UTC
From: Standa Opichal <opichals@seznam.cz>
Message-ID: <c77n7ghsr1@server4.gts.cz>
Source record: 18900

Hi!

You need a special Calamus offscreen driver for ARAnyM which is not
public yet. I'm planning to release such a binary along wich the 0.8.8
ARAnyM release.

stay tunned

STan

Jo Vandeweghe Mobile wrote:
> Hi,
>
> It's now a long time ago I was here.
> I've just received the last issue of "A Vos Macs" a french magazine
> where I can read some people has succeeded tu run Calamus SL under Aranym.
>
> So I downloaded the program and tried to run it .... nothing happens.
> And the readme file seems to be chinese for me.
> If someone here can help I would be very pleased.
>
> thanks in advance
>
> Jo
>

3012. STOS Extension organiser

Newsgroup: comp.sys.atari.st
Date: 2004-05-04 09:20:27 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <c77n4c$3rf$1@pegasus.csx.cam.ac.uk>
Source record: 18899

I have a couple of STOS extensions that I am unable to use together
due to them both using the same file extension, I seem to recall that
there was a program that would sort and rename them thus resolving any
conflicts.
Just renaming the extensions does not work.

Does anyone remember what is was called and where I might find a copy?

Thanks,
Stephen Moss

3013. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-04 13:05:27 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BCBD23E1.11003%derryck@nospam.cix.co.uk.invalid>
Source record: 18901

In article pan.2004.05.04.00.33.26.966603@removenoaspam.atari-source.com,
Mark D at mducksub@removenoaspam.atari-source.com wrote on 4/5/04 01:33:

>>> Do you know, whether this gateway also works on MiNT-Net?
>>
>> I doubt it, but I don't claim any expertise in MiNT...
>>
>
> In my experience things work with MiNTnet first, then MagiCnet second, so
> if it works with MagiCnet, it's almost guaranteed to work with MiNTnet.

So this can be left as "an excercise for the reader" ;-)

>>> Well, this is a start but it's not IConnect clients with STinG. :-)
>>
>> Also true, but I can't see why anyone (who has the necessary extras as I've
>> said) could possibly want to use STinG ;-)
>
>
> Maybe I missed something with the original post or something but why not

I gather that the original problem was that a connection could not be made
with IConnect. Without some idea of the expertise of the OP in setting up
IConnect it's hard to comment further, so suffice to say that setting
IConnect up is much, much easier than STinG (STiK) IMO.

> MintNet or MagiCnet as base.
> Gluestik on top (which works perfectly with both)
> iFusion on top (which works fairly terribly for me, but works nonetheless).
>
> This should in theory work.

Sure - this is a setup which does need quite a lot of configuration though
(rcnet and so on).

--

Cheers

Derryck

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
```

xlator@cix.co.uk
http://ddp.atari.org

3014. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-04 13:09:25 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <c784tj$dm1$1@reader10.wxs.nl>
Source record: 18902

Derryck Croker wrote:

> Sure - this is a setup which does need quite a lot of configuration though
> (rcnet and so on).

Aha I see.. in iConnect you don't need to configure your network?
Interesting...

Maurits.

3015. Re: A

Newsgroup: comp.sys.atari.st
Date: 2004-05-04 20:28:47 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <32Tlc.16936$F33.11836@amsnews03.chello.com>
Source record: 18904

O.L. wrote:

>> Anyone else have ideas? I'd be interested in see what kind of things
>> other people would like to see.
> There is a lot of things to do, I have lot of idea really new, in
> futur step and easy to do :-), but actually all my time is spend to
> fix MyAeS due to bugs, and it's longer than I thought.
>
> It's one years this month I have start MyAeS, it a long work!

Sure it is.
I wish you luck :-)

I spent 2.5 years on XaAES and I didnt need to start from scratch.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

3016. Re: STOS Extension organiser

Newsgroup: comp.sys.atari.st
Date: 2004-05-04 21:26:56 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <40980a70$0$25329$cc9e4d1f@news-text.dial.pipex.com>
Source record: 18905

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:c77n4c$3rf$1@pegasus.csx.cam.ac.uk...
> I have a couple of STOS extensions that I am unable to use together
> due to them both using the same file extension, I seem to recall that
> there was a program that would sort and rename them thus resolving any
> conflicts.
> Just renaming the extensions does not work.
>
> Does anyone remember what is was called and where I might find a copy?
>
> Thanks,
> Stephen Moss
>
>

You have to save your BAS file as ASC, when you load it in it will move any
changed extension letters for you :)

HTH,
Chris

3017. GIM CVS

Newsgroup: comp.sys.atari.st
Date: 2004-05-04 22:09:59 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.05.04.22.09.58.468901@removenoaspam.atari-source.com>
Source record: 18906

Hello guys,

Just a quick note to inform you all of GIM CVS.

To use GIM CVS, simply follow the following steps:

```
export CVSROOT=":pserver:anonymous@gim.atari-source.com:/gim"
cvs login
```

when prompted for password, simply press "enter"

then,

```
cvs -z3 co gim
```

You will download a copy of gim then. The information should then be retained such that in order to update your local copy, simply go into the resultant gim directory and type "cvs update". This of course will require a console and MiNT (with the CVS rpm installed from sparemint) or a linux box.

In order to compile from CVS, you will have to link or copy over the faim directory from one of the main gim source archives as aim.h as well as libfaim.a is looked for inside this directory on compiling.

Good luck, and happy testings.

CVS will likely reflect new updates every day at 12:00-3:00am EST, at least as long as I have the energy to work on it daily like I have been.

Thanks,
Mark

3018. Re: Wanted: Soundpool Audiotracker

Newsgroup: comp.sys.atari.st
Date: 2004-05-04 22:25:10 UTC
From: thomas.raukamp@t-online.de
Message-ID: <b9eb3dd8.0405041425.1dd92e30@posting.google.com>
Source record: 18907

Hi.

You can still buy them at Soundpool, itï¿½ll cost around ï¿½ 50.ï¿½.
info@soundpool.de

"Coda" <info@janthomas.f2s.nospam.com> wrote in message
news:<c76jaiifs1@news.freedom2surf.net>...
> Anyone have a copy for sale (English manual please) or know where I can get
> it?
>
> Thanks.
>
> Coda.

3019. JagFest04 Organisational

Newsgroup: comp.sys.atari.st
Date: 2004-05-04 22:39:20 UTC
From: nick@1632systems.co.uk
Message-ID: <c7962m$g7$1@thorium.cix.co.uk>
Source record: 19014
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.st

OK this is the bad news , the Orgainsational Email .... Read below and answer questions please

1) Are you definitely coming to JagFEST UK ?
2) Full Name ?
3) Aka ?
4) Who else is coming with you ?
5) Arriving Friday or Friday Night or Sat morning?
6) Do you want a hotel room ? If so for what nights and single, twin or double?
7) Willing to share room, if so any preferences?
Do you need a monitor? if so how many and what?
9) Roughly how many power points? (so I can get extension blocks)
10) Can you lend us any monitors...

Upon receipt of the above please answer as soon as possible so I can send you an invoice/bill

If you know someone who should have received this email please let me know

Cheers Guys... please send email to answer, not to this website. It is easier for me to correllate

Nick

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

3020. Re: Atari monitor knobs siezed up?

Newsgroup: comp.sys.atari.st
Date: 2004-05-05 03:53:03 UTC
From: "Ray W ." <audronics@alphalink.com.au>
Message-ID: <BCBEA23F.F84%audronics@alphalink.com.au>
Source record: 18853
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Tim

Pull knob's Off Spray shaft with RP 40 or equivalent penetraiting oil WAIT 2 Hours and see if the shaft is loose ???

Yours Ray W .

*** Please REMOVE the s in audronics as this is a SPAM TRAP ***

Ring Ray on 9 397 7695 or 0409 805 520
in Williamstown Victoria Australia
--

in article 4096d56c$0$16588$5a62ac22@freenews.iinet.net.au, Taxman at IVABIGONE@yeah.com.au wrote on 4/5/04 9:27 AM:

> personally, id open it up and replace them, I've done it to a friends
> commodore monitor a few years ago and had no trouble finding replacement
> pots. worst case you may not find ones that fit where the old ones are and
> may have to drill holes in the case to install them elsewhere and install
> generic knobs on them.
>
> "Tim" <tjlazer@nospam.mail.com> wrote in message
> news:10989ck3ea1mc70@corp.supernews.com...
>> I have a SC1224 (Samsung) that has siezed up / frozen Brightness and
>> Contrast knobs. But the volume is fine! Weird. This seems to be quite
>> common on this samsung brand. Another one had all 3 frozen, and another
>> user told me his does the same thing. What is the best way to loosen up
> the
>> knobs? I don't want to force it and have them break, as the monitor seems
>> to be working fine otherwise.
>>
>>
>
>

3021. ICD to AHDI

Newsgroup: comp.sys.atari.st
Date: 2004-05-05 05:43:38 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <B3%lc.4066$cb.3260@bignews1.bellsouth.net>
Source record: 18908

I've got a Hard Disk that was set up with ICD, or Supra...
I'd very much like to convert the drive to something better liked by HDDriver.
I can't make heads or tails out of the ICD to AHDI utility that came with
HDDriver, it's all in German, which I can't read, and running it through a
translator makes it even worse.

Could someone help?

This is all the docs that came with it:

Informationen zu ICD2AHDI, Stand: 17.03.1996
---

1. Einleitung

ICD2AHDI ist ein Tool, das es erm"glicht, Festplatten, die mit ICD-
Software mit mehr als 4 Partitionen versehen wurden, AHDI-kompatibel zu
machen. Diese Umwandlung erfolgt ohne Datenverlust, man kann die
Festplatte also direkt weiterverwenden!

Man sollte bei wichtigen Daten allerdings trotzdem ï¿½berlegen, ob es
nicht sicherer ist, von der Platte ein komplettes Backup zu machen, um
sie dann komplett neu zu partitionieren.

2. Rechtliches

ICD2AHDI ist nicht Public Domain, Freeware oder "hnliches und darf
daher ohne meine ausdrï¿½ckliche Genehmigung nicht weitergegeben werden!

ICD2AHDI wurde mit grozer Sorgfalt erstellt und eingehend getestet.
Dennoch kann ich nicht fï¿½r die Fehlerfreiheit oder die Tauglichkeit zu
einem bestimmten Zweck garantieren.

Darï¿½berhinaus erfolgt die Benutzung von ICD2AHDI auf eigene Gefahr. Ich
ï¿½bernehme keine Haftung fï¿½r Sch"den jeglicher Art, die durch die sach-
oder unsachgem"ze Anwendung von ICD2AHDI entstanden sind oder
entstanden sein k"nnte.

Zur Beruhigung: Meine Festplatte wurde, bevor sie vor ein paar Jahren
am Falcon komplett umpartitioniert wurde, mit ICD2AHDI behandelt und
funktionierte danach ohne das geringste Problem.

3. Vorgehensweise

Bei der Umwandlung einer Platte, die mit ICD-Software mit mehr als 4 Partitionen versehen wurde (ohne AHDI-Kompatibilit"t), geht bei den Partitionen 3 bis n - 1 jeweils der letzte Datencluster verloren. Das Programm CLCHECK ï¿½berprï¿½ft nun, ob er belegt ist und gibt ggf. die betroffene Datei bzw. den betroffenen Ordner aus. Diese muz dann auf eine Diskette kopiert und gel"scht werden. Aufgerufen wird CLCHECK mit den zu ï¿½berprï¿½fenden Laufwerken, also meist ab E aufw"rts.

Als n"chstes sollte man sich mit Hilfe des ICD-Utilities CLEANUP eine Sicherheitskopie der Root- und Bootsektoren machen, damit man bei Bedarf wieder den alten Zustand herstellen kann.

Nun muz das Programm HDPARTS (auch auf der ICD-Diskette zu finden) aufgerufen werden. Die Partitionsdaten, die es ausgegeben hat, sollte man sich dann genau aufschreiben oder von einer Shell aus auf den Drucker umlenken. Das ist wirklich wichtig, da man sonst Datenverlust riskiert!

Vor der eigentlichen Umwandlung muz zun"chst ein AHDI-kompatibler Treiber gestartet werden (am besten natï¿½rlich HDDriver), da ICD2AHDI bestimmte Funktionen ben"tigt, die der ICD-Treiber nicht oder nicht zuverl"ssig beherrscht (das war zumindest 1993 so, seitdem habe ich nicht mehr mit ICD-Treibern gearbeitet). Dabei ist es unerheblich, daz nicht alle Partitionen erkannt werden, da ICD2AHDI direkt auf die Festplatte zugreift (selbstverst"ndlich muz ICD2AHDI.TOS noch erreichbar sein).

Jetzt wird ICD2AHDI gestartet. Es gibt, nachdem man die Nummer der zu bearbeitenden Festplatte eingegeben hat, die aktuelle Partitionstabelle aus. Diese sollte man genau(!) mit den zuvor notierten bzw. ausgedruckten Werten von HDPARTS vergleichen. Sind Unterschiede zu entdecken, ist eine Umwandlung nicht sicher m"glich, man sollte ICD2AHDI bei einer der folgenden Sicherheitsabfrage also verlassen.

War alles OK, wird die Festplatte umgewandelt. Im Anschluz sollte man auf die betroffenen Partitionen nicht mehr zugreifen. Stattdessen muz jetzt ein AHDI-kompatibler Treiber (am besten HDDriver) auf dem Bootlaufwerk installiert werden (das Installationsprogramm sollte man am besten von Diskette starten).

Danach Neubooten und prï¿½fen, ob alle Partitionen korrekt erkannt werden und ob die Daten noch in Ordnung sind. Wenn nicht, sollte man die zu Beginn mit CLEANUP gesicherten Root- und Bootsektoren restaurieren, wieder den ICD-Treiber installieren, neubooten und die Platte nach einem kompletten Backup von Hand neu partitionieren, diesmal AHDI-kompatibel.

Zum Schluz ein kleines Beispiel:

Am ACSI-Bus des Rechners h"ngt eine einzige Platte (SCSI-ID 0), auf der 6 Partitionen vorhanden sind, die ICD-"konform" aufgebracht wurden.

Folgende Schritte sind durchzufï¿½hren:

1. CLCHECK mit den Parametern E F G aufrufen und alle Dateien/Ordner,
die eventuell ausgegeben wurden, auf Diskette sichern und dann
l"schen.

2. CLEANUP von der ICD-Utilitydiskette aufrufen und die Root- und
Bootsektoren auf eine Diskette sichern.

3. HDPARTS von der ICD-Utilitydiskette starten und die ausgegebenen
Daten exakt notieren (insbesondere Startsektoren und L"ngen der
Partitionen).

4. ICD2AHDI aufrufen und als zu behandelnde Festplattennummer 0
eingeben (ACSI-Ger"t Nummer 0).

5. Ausgegebene Partionsdaten mit denen aus Schritt 3 vergleichen, bei
Unterschieden Programm beenden.

6. Sicherheitsabfragen wahrheitsgem"z beantworten. Bei positiver
Antwort wird jetzt die Festplatte umpartitioniert.

7. Nach der fehlerfreien Umwandlung einen AHDI-kompatiblen Treiber auf
der Festplatte installieren. Das dazu ben"tigte Programm (z.B.
HDDRUTIL) von Diskette starten!

8. Neubooten und Erfolg der Aktion ï¿½berprï¿½fen.

Wer mehr ï¿½ber die technischen Hintergrï¿½nde der Umwandlung erfahren
m"chte, kann in Ausgabe 12/93 der ST-Computer einen ausfï¿½hrlichen
Artikel und die Quellcodes finden.

4. Kontakt mit dem Autor

Wer Fragen zu dem Programm oder Probleme bei der Benutzung hat, kann
sich gerne mit mir in Verbindung setzen. Meine Adressen:

Thomas Binder
Johann-Valentin-May-Straze 7
64665 Alsbach-H"hnlein
Deutschland

EMail:

binder@rbg.informatik.th-darmstadt.de
gryf@hrz.th-darmstadt.de (wird seltener geprï¿½ft)
Demn"chst auch: Thomas Binder @ HD (voraussichtlich nur Wochenendtausch)

IRC: Gryf

3022. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-05 06:40:10 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.58.0405050839060.10326@wh58-508.st.uni-magdeburg.de>
Source record: 18909

Hallo!

> FS>Do you know, whether this gateway also works on MiNT-Net?
>
> The gateway itself is working, but IIRC some clients need MagiC Threads and
> therefore won't run under MiNT, regardless which stack is in use.

Sag mal, du kennst dich doch damit aus. Welche Programme gibt es alles die
MagiC Threads brauchen? Ich will das in das neue XaAES einbauen.

Ciao
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

3023. Re: A

Newsgroup: comp.sys.atari.st
Date: 2004-05-05 08:49:01 UTC
From: "O.L." <olivier.landemarre@BIDON.utbm.fr>
Message-ID: <4098a945$1@sune250-cri-s01>
Source record: 18910

Henk Robbers wrote:
> O.L. wrote:
>
>
>>>Anyone else have ideas? I'd be interested in see what kind of things
>>>other people would like to see.
>>
>>There is a lot of things to do, I have lot of idea really new, in
>>futur step and easy to do :-), but actually all my time is spend to
>>fix MyAeS due to bugs, and it's longer than I thought.
>>
>>It's one years this month I have start MyAeS, it a long work!
>
>
> Sure it is.
> I wish you luck :-)
>
> I spent 2.5 years on XaAES and I didnt need to start from scratch.
>
In first I thought do the same and try to patch XAAES but it was to hard
for me to do this, because when I do a change in a part on other it
crash! I have near the same with MyAeS but I know exactly what can be
problems on it, I think it's more difficult to take an old AEs than
rewrite one from scratch (XAAES is a good help probably I never be able
to do this without looking to the ASM dispatcher of XAAES), and I not
forget OAESIS that help me to start for some small functions, and
because OAESIS is near from MyAeS than XAAES, that is write for Mint
only. But I have not design a new AES only for do this, because I'm very
happy for my MagicMac, and MyAeS is not as powerfull as Magic at this
time and I think it need a lot of month before do this, but I love AES I
would do this for a long time to learn more on AES (and I learn!),
because there is today no help for developpers to said theim whats wrong
in there software (example EBModel never run on Mint + NAES, it run now
on XAAES but never know why it doesn't run on NAES, with MyAeS it run
and it said why, it's something near WinX concept), third I thing our
world need new usefull function in AES to help to port software on new
hardware because some direct access to special system memory for example
(I use a lot the 200Hz timer for example, I would like an easy
encapsuled way to access this and not have to change a lot my software
to do this), 4th I would like MyAeS be able to run above an other AES
(not very clean because there is no interaction) but enough to debug it
on my system (MagicMac)
and usefull for developpers to run it without installing it if they
didn't want it! 5th perhaps one day!!! I will be able to do a lib from

it witch help us to port our software on other systems, I think it's a way for some important software stay updated for our system.

Now I have to fix a lot of bugs with some hard semaphore problems, and to be able to put into sleep application waiting for event to speed up systems (it's a big problems for me and dilemna because except I think the Beta Mint 1.16 and Magic it's impossible to call from IT gemdos function without crashing system, so I don't know how to do this, there is too that I have no interruption for keyboard)

Olivier

3024. Re: ICD to AHDI

Newsgroup: comp.sys.atari.st
Date: 2004-05-05 09:05:51 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0405051013350.392@feanor.schunter.etc.tu-bs.de>
Source record: 18911

Hi, Brian!

BR> I can't make heads or tails out of the ICD to AHDI utility that came
BR> with HDDriver, it's all in German, which I can't read, and running it
BR> through a translator makes it even worse.

BR> Could someone help?

I'll try in short.

BR> This is all the docs that came with it:

---cut---

1. Introduction

ICD2ADHI does convert ICD partitioned harddiscs with more than four
partitions into an ADHI compatible partitioning - without loss of data.

But you might consider making a full backup and repartition your HD if
there is important data on it.

2. Legal stuff

ICD2ADHI is not Public Domain, Freeware or similar and thus may not be
handed on without my explicit permission.

- no guarantee for functionality
- no liability for damages
- but conversion of own HD without problems

3. Proceeding

Converting ICD-partitioned HDs with more than 4 partitions (without ADHI
compatiblility) needs the last data cluster of partitions 3 to n - 1
(i.e. usually partitions E, F, G and so on).
The program CLCHECK checks wether the last data cluster of a partition is
in use and if by which file or folder. It has to be applied to each
partition mentioned above. If files or folders have been found they have
to be removed from the partition.

Make a backup of the root- and bootsectors with ICDs CLEANUP utility. If
anything goes wrong you can recover to the unconverted status by this.

Write down the partition data output of the ICD tool HDPARTS.

Start an ADHI compatible driver (HDDriver recommended). ICD2ADHI needs some of its functionality. Be aware that ICD2ADHI.TOS must still be reachable.

Start ICD2ADHI. Enter the number of your HD. Compare the partition table data output of ICD2ADHI with the one written down before. If there are differences, then the conversion is not save, you should quit ICD2ADHI.

The HD now gets converted. Do not access the converted partitions with the old driver. Install the ADHI compatible driver to the HD, preferably from floppy disc.

Reboot and check if all partitions are recognized correctly and if your data is ok. If something seems damaged, restore your root- and bootsectors with CLEANUP, re-install the ICD driver and reboot again. Now you can go the long way: full backup, newly partitioning (ADHI compatible) and recover the backup.

An example:

Only 1 HD, on the ACSI bus, jumpered to SCSI-ID 0. 6 ICD-partitions.

1. CLCHECK with E, F and G. Save all reported files/folders to floppy and delete them on HD.

2. CLEANUP, save root- and bootsector data to floppy

3. write down HDPARTS output exactly (especially start sectors and lengthes of the partitions)

4. Call ICD2ADHI, enter HD number 0 (ACSI device number 0)

5. Compare partition table data output to the one from step 3. If differences quit.

6. Answer safety questions correctly. If no negative answers the HD gets converted now.

7. Install the ADHI compatible driver to your HD. Start the installer from floppy.

8. Reboot and check if everything is ok.

Technical background to ICD2ADHI can be found in the (german) computer magazine "ST-Computer" (Issue 12/93), including sources.

4. Author

Questions related to ICD2ADHI can be directed to:

Thomas Binder
Johann-Valentin-May-Straze 7
64665 Alsbach-H"hnlein
Deutschland

electronic mail:

binder@rbg.informatik.th-darmstadt.de
gryf@hrz.th-darmstadt.de (wird seltener gepr□ft)
coming soon: Thomas Binder @ HD

IRC: Gryf

---cut---

Hope that helps,

Alexander

--
When in danger or in doubt, run in circles, scream and shout!

3025. conversion of Signum III documents

Newsgroup: comp.sys.atari.st
Date: 2004-05-05 11:16:15 UTC
From: Hugo Coolens <hugocoolens@skynet.be>
Message-ID: <4098CCFF.4DA6CF22@skynet.be>
Source record: 18913

I have still some Signum III documents which I would like to convert to
another format:
such as rtf, tex, postscript ...
Does anyone here know of programs which can perform this task (please
mention under which operating system those programs run)

regards,
Hugo

3026. Re: ICD to AHDI

Newsgroup: comp.sys.atari.st
Date: 2004-05-05 11:39:20 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <ghkh901ds5kbev8fccci4l85mv0n22r6q7@4ax.com>
Source record: 18912

de.comp.sys.atari.st

3027. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-05 12:56:16 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BCBEA2FF.11070%derryck@nospam.cix.co.uk.invalid>
Source record: 18914

In article c784tj$dm1$1@reader10.wxs.nl, Maurits van de Kamp at
james.t.kirk@enterprise.nasa.gov wrote on 4/5/04 14:09:

>> Sure - this is a setup which does need quite a lot of configuration though
>> (rcnet and so on).
>
> Aha I see.. in iConnect you don't need to configure your network?
> Interesting...

Ah, but there's no networking in IConnect - that's strictly diallup.

It's MagxNet and its gateways that bring in networking and the ability to
access ethernet etc.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

3028. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-05 13:00:51 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <c7ap1o$o8f$2@reader08.wxs.nl>
Source record: 18915

Derryck Croker wrote:

> Ah, but there's no networking in IConnect - that's strictly diallup.
>
> It's MagxNet and its gateways that bring in networking and the ability to
> access ethernet etc.

Ok, I didn't know (never used MagicNet).. but for MiNTnet with only
dialup, you don't need to configure rc.net and stuff either.

Maurits.

3029. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-05 13:06:31 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BCBEA567.11074%derryck@nospam.cix.co.uk.invalid>
Source record: 18916

In article c7ap1o$o8f$2@reader08.wxs.nl, Maurits van de Kamp at
james.t.kirk@enterprise.nasa.gov wrote on 5/5/04 14:00:

>> It's MagxNet and its gateways that bring in networking and the ability to
>> access ethernet etc.
>
> Ok, I didn't know (never used MagicNet).. but for MiNTnet with only
> dialup, you don't need to configure rc.net and stuff either.

Sure, although I've never seen MiNT/MiNTnet running.

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

3030. Re: JagFest04 Organisational

Newsgroup: comp.sys.atari.st
Date: 2004-05-05 17:57:41 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c7ba03sps1@news.freedom2surf.net>
Source record: 19015
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.st

Hey Nick if this is the BAD news, wheres the GOOD news?

Oh, I will try to make Jagfest again this year, but 2 things:

2. No longer living in Birmingham (can't get lift off Gaztee :)
1. JF is one week after my honeymoon ends

Coda
(AKA smeg)

<nick@1632systems.co.uk> wrote in message
news:c7962m$g7$1@thorium.cix.co.uk...
> OK this is the bad news , the Orgainsational Email .... Read below and
> answer questions please
>
> 1) Are you definitely coming to JagFEST UK ?
> 2) Full Name ?
> 3) Aka ?
> 4) Who else is coming with you ?
> 5) Arriving Friday or Friday Night or Sat morning?
> 6) Do you want a hotel room ? If so for what nights and single, twin or
> double?
> 7) Willing to share room, if so any preferences?
> Do you need a monitor. if so how many and what?
> 9) Roughly how many power points? (so I can get extension blocks)
> 10) Can you lend us any monitors...
>
> Upon receipt of the above please answer as soon as possible so I can send
> you an invoice/bill
>
> If you know someone who should have received this email please let me know
>
>
> Cheers Guys... please send email to answer, not to this website. It is
> easier for me to correllate
>
> Nick
>
>
> --
> Nick Harlow
> 16/32 Systems
> Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
> Web Site: http://www.1632systems.co.uk

3031. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-05 18:32:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200405052032.a47602@wun.maus.de>
Source record: 18920

Hallo Frank!

FN>Sag mal, du kennst dich doch damit aus.

Nicht wirklich :-(

FN>Welche Programme gibt es alles die MagiC Threads brauchen?

Translation for the group: Which programs do need the MagiC Threads?

I know of Chatter, but there might be more. Anyone?

With best regards
Ekkehard

3032. ST Emulators for AGA Amigas

Newsgroup: comp.sys.atari.st
Date: 2004-05-05 18:50:09 UTC
From: kokkiklhs@yahoo.com
Message-ID: <d97adc24.0405051050.a899818@posting.google.com>
Source record: 18917

Hi everybody!
Were there EVER any WORKING & SERIOUS Atari ST emulators for the AGA series of Amigas (A1200 & A4000)?
I've tried the ones that can be found on Aminet, but no success at all, I didn't even manage to get them working on my Amiga 1200 with or without 68040 Apollo card!
I once heard about Chamaeleon-II and Amtari Professional, but almost no infos can be found around the web concerning them!
Isn't it a pity that such a product is not available for these computers?
Back on Amiga 500&2000 days (OCS/ECS), Chamaeleon-I and Medusa were doing the job of emulating a stock 68000 ST with its internal drive and half-meg of RAM, rather well! I remember playing SIM CITY, booting from original ST disk with my plain 1Mb A500, no extra HW added!
And all these in a reasonable performance speed (80-90%)!!
Nowadays, using ShapeShifter and Fusion MAC emulators for long with my A1200, I found out that the emulation is almost PERFECT, I suppose that the same
could be rather easily achieved with ST emulation, since the processors are in fact of the same kind, especially with the TT and Falcon machines!
If anyone has info about *SERIOUS & USABLE* TOS emulation for AGA Amigas, please tell me, I would be grateful!
Long live ALL 680x0-based systems ;-)
!!!NO MORE RIVALS - JUST ALLIED FORCES AGAINST WINDOZE BOXES!!!

3033. Re: JagFest04 Organisational

Newsgroup: comp.sys.atari.st
Date: 2004-05-05 19:35:17 UTC
From: nick@1632systems.co.uk
Message-ID: <c7bflj$2rr$1@thorium.cix.co.uk>
Source record: 19016
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.st

Hehh just had a rather shitty day

Will send you details again by email
--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

3034. Re: A peecee or PPC atari

Newsgroup: comp.sys.atari.st
Date: 2004-05-05 20:52:54 UTC
From: oli@audiotools.com
Message-ID: <bcbd686c.0405051252.42bced53@posting.google.com>
Source record: 18918

Sylwek <sylwekpWYKASUJTO@pf.pl> wrote in message
news:<sylwekpWYKASUJTO-0EB0E5.15515923042004@gw1.news.tpi.pl>...
> In article <20040423081627.07015.00000319@mb-m24.aol.com>,
> sf0218@aol.com (SF0218) wrote:

> Yes it can - here are sample prices in Europe:
> http://www.pegasos-de.de/
> 350 Euro for Pegasos II G3/600 is about 400USD :-)
> Even this weaker CPU should be about 15x faster than 68060 found in CT60
> :-)

Yes, and there is one interesting thing about the Pegasos board that
might be of interest to those that are looking at creating a TOS
compatiable system and that is the Morphos OS that comes with the
board.

It's not a AmigaOS compatiable system per se but a microkernel system
that has an amiga compatiable service and uses a built in jit 68k
compiler to run legacy software, since this is a PPC based system
there is no speed penality with a MK system like there is with an x86
(PPC switches 10x faster than an x86) and since it already has a 68k
jit why not just create an Atari compatiable service for morphos
rather than a TOS compatiable OS ?

That would be a lot less work and would mean that you could run TOS,
Amiga and Morphos software at the same time, the compability would not
be 100% but it would be lost less work since there would be no need to
create the basic OS itself etc etc etc. Over time the compability of
the system could be enhanced etc

3035. Re: conversion of Signum III documents

Newsgroup: comp.sys.atari.st
Date: 2004-05-05 23:25:33 UTC
From: dziewo@xs4all.nl
Message-ID: <409977ec$0$560$e4fe514c@news.xs4all.nl>
Source record: 18919

Try ASCII...

Sorry I will be more serious in due course,

Bye for now, Rein

On 5 May 2004 13:16:15 +, Hugo Coolens wrote:
>I have still some Signum III documents which I would like to convert to
>another format:
>such as rtf, tex, postscript ...
>Does anyone here know of programs which can perform this task (please
>mention under which operating system those programs run)
>
>regards,
>Hugo
>.

3036. VNC Atari

Newsgroup: comp.sys.atari.st
Date: 2004-05-06 07:21:31 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.05.06.07.21.16.889520@nossspamXXatari-source.com>
Source record: 18921

Hey everyone,

Just a line to let you all know I ported VNC 3.3.7 to MiNT/Atari. The viewer (only so far) runs with the GEM x server and required some magic tweaking to get built, but nothing really too extreme.

What might come as a bit of a shock is that this awful piece of software that can run slow on some pc's just happens to run beautifully on the GEM xserver. It's *really* fast. Tonight I did my accounting with gnucash from my falcon over vnc! The link is faster using my falcon as the client and my pc as the host, than it is using my pc as a host and vnc'ing in from work, and we have a cablemodem so it's not exactly slow. I'm really quite impressed.

Of course, we all know vncserver will be a lot more useful when I get around to it, that way we can USE our Atari's from remote ;-).

Oh and of course, the obligatory screenshot:
http://toad.atari-source.com/~mduckworth/vnc1.gif

Thanks,
Mark
http://portal.atari-source.com

3037. Re: VNC Atari

Newsgroup: comp.sys.atari.st
Date: 2004-05-06 07:21:52 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <c7cpem$jr6$1@reader11.wxs.nl>
Source record: 18922

Mark D wrote:

> Just a line to let you all know I ported VNC 3.3.7 to MiNT/Atari.

This is so cool! Damn I really should get my Falcon fixed. :)

Maurits.

3038. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-06 10:30:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1083859464-97999AEicMi@gmx.net>
Source record: 18929

From: Janez Valant <swe@atari.org>
Date: Sat, 01 May 2004 20:26:44 +0200

Hi Janez,

>>> >Who can create it ?
>>>
>>> According to one of the remaining top programmers here, it's best to open
>>> a book, read it, and do it yourself...
>
>Well i think Dennis did actually announce translator some time ago, i
>don't know what happened with it...

??? I'm sorry but I'm afraid I have absolutely no idea what you are talking
about, what translator? And when did I announced this? And what's supposed to
be translated by it? The only app I know that can more or less provide a
translation and which is still supported is Arthur from RGF software.
It's been translated by Peter quite some time ago...

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

3039. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-05-06 10:37:04 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1083859452-95903AEicMi@gmx.net>
Source record: 18926

From: lp <gfa@mint.org>
Date: Fri, 30 Apr 2004 21:59:49 -0400

>I've never see any projects of his done in assembler or anything else for
>that matter.

Steve thinks in assembler, he even talks it, ask any Welch sheep if you
don't believe it. At this very moment he's busy reverse engineering a very
special project...
The English and Scottish sheep have no idea what's going to hit them soon.

Cheers from Belgium
Dennis

3040. Re: The ideal AES

Newsgroup: comp.sys.atari.st
Date: 2004-05-06 10:47:54 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1083859466-98559AEicMi@gmx.net>
Source record: 18930

From: mail@freeman-studio.com (Mike Freeman)
Date: 1 May 2004 21:45:52 -0700

Hi Mike,

>So, my opinion is, why not let the user make the decision on which AES
>protocols to use? I'm sure there are not so many differences between the
>Magic and AES 4.1 GUI protocols that it'd make things *that* unstable and
>bloated.

The apps you've mentioned have all been developed in a period where there
was no such thing as "having choice". There was TOS and MagiC, in Germany
where 90% of these apps originate from everyone thought that MultiTOS was
a 1st april joke from Atari...

>On any other AES, CAB's icon masks just look ugly and strange. And I've
>dealt with ROM on the Papyrus issue, and they won't budge.

Sure, but it's a pure cosmetic problem. Coloured or monochrome icons won't
affect the way that the program works.
IMO an AES should be at least backwards compatible, and then all these
small irritations wouldn't be necessary, a programmer could for example
use the system function "appl-getinfo" to find out if MagiC objects are
used, and if that is the case use MagiC objects also under the new AES
instead of userdef objects. I realise that this is not a very satisfying
solution, especially for the programmer, but for the user it is ideal.

>I also thought of some other things to add, like non-blocking
>drop-down menus, so that programs can continue running when they are
>opened, and MacOS X- and Windows XP-like shadowing effects behind
>anything displayed on screen (i.e. menus, windows, icons, etc.) for
>machines fast enough to handle it.

This issue involves more then a fast machine. I'm not a programmer but
I've read and translated a lot of programmer docs. Some of the things on
your list are possible, some programmers even scratched the surface to
see what is possible... NVDI from version 5.0 onwards in combination with
WDialog makes a hell of a lot possible. The problem IMO is that the "new"
generation of programmers either don't know anything about this or are
simply not interested in implementing it all. It's time consuming and the
user *must* have NVDI 5.xx also of course.
In Jinnee for example when dragging icons, you'll see that they get the
transparant state, and when in text mode, the text while been dragged is
transparant also. In the last beta version (never released), the author
took it a little further, windows could more or less be dragged over one
another while being transparant... and then there's Xgem, at this very

moment the current version offers shadowed and transparant effects for stuff in the windows, window borders and menu's. Combine Jinnee with Xgem and you are almost there.
Non blocking menu's are possible also, but this is a OS specific thing, in MagiC you can see two examples of this, the MGcopy program of Magxdesk and IConnect... both programs run in the MagiC threads. And all kind of text effects can be applied to proportional TTF fonts from MagiC 6.1 onwards in combination with NVDI 5.0 and WDialog.

Last week someone here wanted to know if it's possible to display pics and icons in 16 and 24 bit on the desktop, Jinnee under MagiC 6.1 for example can do this, but only if NVDI 5.xx is available. The colour palet is automatically adapted to the resolution, same thing for the icons. And Icons can even be dynamically made smaller & larger to always be displayed at their most ideal size, in whatever resolution. AFAIK this has not been implemented yet in any of our apps, but keep an eye on TempusWord NG, the next version will support this type of icons in the icon bar...

I'm not saying that everything is possible with NVDI 5.0, but so far not one programmer yet has really looked into all the possibilities it has to offer. Some "fooled" around a little, and others like already stated have scratched the surface. But these people are gone... so it's up to the remaining programmers if they want to implement this kind of stuff, after all, it only enhances the visual aspects of a program and/or desktop but does nothing to the functionality. I remember from the time that apps like Jinnee and Emailer were developed, that implementing only small portions took ages, so it's a time consuming business. From previous posts with some programmers here I remember that they don't care much for the visual aspect, I've lost count of how many times I've been blamed here for liking and using "pretty nice" looking stuff.

BTW: don't be blinded too much about all that pretty nice looking stuff on OS X and XP desktops, once we talk about functionality they're both crap. Jinnee in combination with Scripter leaves them both far behind. Steve and Bill should drop by once and see what a real desktop is made off, it would not be long before their stuff is enhanced...

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

3041. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-05-06 11:53:12 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1083859458-97043AEicMi@gmx.net>
Source record: 18928

From: Mark D <mducksub@removenoaspam.atari-source.com>
Date: Sat, 01 May 2004 19:01:40 -0400

Hi Mark,

>Now *that* is why atari is where it is. Because it's reasonable for
>graphics card drivers to cost $100 right?

Atari has very little to do with it IMO, disregarding the fact that no one ever asked money for such a driver on this platform, has it ever occured to you that some people here would actually be *willing* to pay for one? And if tomorrow someone would announce a driver for i.e: a Radeon 7000 PCI card and ask $100 for it, I would jump on it immediately.

I take that back, I forgot about the Eclipse horror story! But then that's an example of how not to do things. When asking payment for such a driver the least to expect is that it works of course...

>Especially when other platforms give such things away for free. (That's
>just an example... I hear the amiga world is even worse in this respect)

Competition is the deciding factor here, if i.e: Epson would "give" free drivers with their printers while HP and Canon expect to be payed for these, not a lot of HP and Canon devices would be sold anymore... giving away these drivers is equal to holding or enlarging ones market share.
Most of these drivers are not very good either, if they were, then how do you explain people *paying* for stuff like Norton ultilities, Nero, Toast, Vue scan etc...
Linux users are more or less in the same boat, a lot of devices don't come with free Linux drivers, and there's no option to buy them either. Unless someone construct the drivers, they have zilch, just like us. Once however that the larger manufacturers start providing Linux drivers, it will be question of time before the rest follows suit, they'll have to if they want to sell their stuff to Linux users.

>In a prior time sure, that might have worked, now anything software-wise
>really should be done for free.

Well, on paper that looks good and it sounds OK also, in practice however it doesn't work, buy a new scanner, printer, CD-RW etc, and you'll soon find out what I mean. That's assuming you find a device that can still be connected to stock Atari's of course....
Both the Hades and Milan have PCI slots, I once had visions about filling them up with all kind of nice goodies, but I'm a bit more down to earth in the mean time.

>There's no money left to be made on this platform. And there's just
>not enough people left to re-implement quality software like Emailer,
>Fiffi, and all the likes. But the attempt is there.. Highwire is shaping
>up, Troll is quite nice, etc.

No one is saying the opposite, but IMO this is a different issue. Drivers have *always* been neglected on this platform. The times have changed also of course; Linux, Windows, OS9 and OSX all come with heap of drivers as standard, if Atari would still be around then without any doubt MultiTOS 11.06 would come standard with drivers for USB, graphic cards, printers, Firewire, networking etc also...
Should we blame MagiC and MiNT for not supplying these?

But seriously, this is an issue that needs to be addressed, because the absence of *needed* drivers will influence what happens to this platform. Atari computers are not build to last for ever, but they're build to last a pretty long time, and that's much longer then the life span of most cd-r's, hard disks, scanners, printers etc...
The guy(s) who manages to come up with a USB and/or Firewire solution for this platform, deserves a place in the Atari hall of fame. Personally I don't give a damn if that solution is free or costs money, if the developer wants to be rewarded for his time & work, I'll gladly pay for it. And I'm quite sure that I'm not the only one here thinking like this.

While I'm at it: like a lot of people here I'm prepared to pay for a lot of things, the fact that something is free or not is not the deciding factor, "do I need it?" and "can I use it?" are the deciding factors. If money is asked one also has to ask the question "is it reasonably priced?". If I can say three times "yes", I go for it... If a free solution is available and offers more or less the same functions that I need, I'll go for the free solution of course, an example of this is SPIN! vs ExtenDOS.

To be a little on topic: like with anything new that is released on this platform I asked myself the deciding questions, and the answer was twice a "no". I do not need a instant messenger, but if I did and GIM would be an Iconnect client and have the commercial status, my cheque would be in the post... I'm not saying that GIM should cost money, but if you would charge money for it, and I needed it....

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

3042. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-05-06 12:08:44 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1083859470-99511AEicMi@gmx.net>
Source record: 18931

From: lp <gfa@mint.org>
Date: Sat, 01 May 2004 19:44:09 -0400

>I picked up a book and read it, several actually and that's how I got
>where I am software-wise. If you assume I went to school or took any
>additional classes you assumed wrongly.

You are absolutely right, one doesn't need to take additional courses when
books are available...
Following are a couple of hot tips, a "must have" so to speak... but I
presume you know them backwards.

"100 ways to reverse engineer code"
"How to become a trolling expert in 24Hrs"
"GFA Basic for dummies"

Cheers from Belgium
Dennis

3043. Re: ICD to AHDI

Newsgroup: comp.sys.atari.st
Date: 2004-05-06 12:20:33 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <2fuoshF2hciiU1@uni-berlin.de>
Source record: 18923

Brian, please note that if in case you have less than 5 partitions or in case all of your partitions are already found by HDDRIVER there is no need for using ICDTOAHDI.

--

Dr. Uwe Seimet http://www.seimet.de

3044. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-06 12:26:04 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1083859474-100067AEicMi@gmx.net>
Source record: 18932

From: Frank_Szymanski@du3.ohse.de (Frank Szymanski)
Date: Sat, 1 May 2004 10:13:52 -0000

Hi Frank,

>Sorry, but I do not agree. There are better programs for Email and FTP and
>most of them are free.

The beauty is that you don't have to agree :-)
That's what USENET is all about, if we would all agree with each other this
would be a very dull place. In the good old days this group used to thrive
on discussions.

>I recommend aFTP for FTP and CAT for email/news but you can also give
>aMail, MyMail, Marihuana Mail or Newsie a try.

Ah.... now I don't agree :-)
If you say A, you have to say B also...
I really would love to find out what makes aFTP so special that I can trash
Fiffi tomorrow.
As for email/news, at this moment I have some 180Mb post/mail stored in the
database of ASH Emailer. Can any of the stuff you recommend manage/sort some
35.000 messages? And if they can how long will it take....
Oh and are any of those alternatives by chance Scripter clients? If not then
there's no way you can convert me! It's a bit like kissing the first girl in
your life, once you've had a taste, you're hooked. I will never ever give up
the advantages of using Scripter while doing internet stuff.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

3045. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-06 12:32:56 UTC
From: Sylwek <sylwekp_WYKASUJTO@pf.pl>
Message-ID: <sylwekp_WYKASUJTO-852F1E.14325606052004@gw1.news.tpi.pl>
Source record: 18924

In article <200405052032.a47602@wun.maus.de>,
Ekkehard_Flessa@wun.maus.de (Ekkehard Flessa) wrote:

> FN>Welche Programme gibt es alles die MagiC Threads brauchen?
>
> Translation for the group: Which programs do need the MagiC Threads?
>
> I know of Chatter, but there might be more. Anyone?

MagicDesk and Jinee?

--
Pozdrowienia/Regards
Sylwek

P.S. Zeby wyslac do mnie maila - usun "WYKASUJTO" z adresu e-mail!
To send e-mail directly to me - just remove "WYKASUJTO" from adress!

3046. Re:Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-06 12:34:10 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1083859456-96423AEicMi@gmx.net>
Source record: 18927

From: Bibou <bibou7nospam@free.fr>
Date: 2 May 2004 16:49:44 GMT

Hi Cyril,

>your answer is so ironical. If you know to read, I noted that I am not a
>coder!!!

You don't need to be a coder!
I've explained to enable the PRO mode in IConfig and apply some trial and error tests to it. And there's no irony in that... If you have no problems connecting with STiNG, then simply transport the STiNG default values over into IConfig, and retry... If you have a problem logging in, then try the manual override feature, and if you have no idea about what your ISP expects, then dial in using telnet and take a peek. The "PRO" mode is not really a very suitable name, I like to think of it as automatic and manual modes. For 95% of the users Iconnect will make a perfect connection in automatic mode, the manual mode is for those 5% where things don't work out... about everything that can be configured to a stack is configurable, as far as flexible goes, no other stack on this platform comes even close, not even MiNTNET.

>If you are so ironical, don't answer or don't read...

But you should have read the interesting bits, the irony is exclusively for Conny, she happens to love it! :-)

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

3047. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-06 14:40:32 UTC
From: Cyril Lefebvre <cs.lefebvre@free.fr>
Message-ID: <a3fc52e2b2f6050a6fa98953d682e0c2.88368@mygate.mailgate.org>
Source record: 18925

Hi,

Excuse me for my bad english :-)

I agree with you. But, for me, MagXnet and Iconnect can't resolve hosts if my speed connexion was at 40 000 and 42 666 bps (the max on my line). With Sting I have no problem, the connexion is ok with any speed. With Sting, i have access to a lot of client (sitng/Stik2 and draconis) but an access to Iconnect client is not possible. My provider is Free telecom, in France. Note : With Iconnect AND Magxnet : it's the same problem. Why ? I'm ready to change Sting to Iconnect or Magxnet, but I don't understand why doesn't work... With Iconnect, I try to modify the MTU configuration, but no result...

Regards,

Cyril.

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

3048. Re: Re:Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-06 15:29:07 UTC
From: Cyril Lefebvre <cs.lefebvre@free.fr>
Message-ID: <eb9d6fe45da6c70933f1fd676a28f3fe.88368@mygate.mailgate.org>
Source record: 18933

Hi dennis,

Ok, excuse me for "ironical".

I have tested the pro module but i have no result. Can you explain me ?
What is your config in pro mode ? My problem is the resolver :
i can't resolve hosts at 40 000 and 42 666 bps (the max on my line).
Can you help me ?

Thanks for your answer,

Cyril.

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

3049. Re:Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-06 15:45:23 UTC
From: Bibou <bibou7nospam@free.fr>
Message-ID: <c7dmijddr1@news.x-echo.com>
Source record: 18934

Hi dennis,

Ok, excuse me for "ironical".

I have tested the pro module but i have no result. Can you explain me ?

What is your config in pro mode ? My problem is the resolver :
i can't resolve hosts at 40 000 and 42 666 bps (the max on my line).
Can you help me ?

Thanks for your answer,

Cyril.

=-
Article poste via Voila News - http://www.news.voila.fr
Le : Thu May 6 17:45:22 2004 depuis l'IP : 195.115.41.103 [VIP 8945752]

3050. Re: MagiC Threads

Newsgroup: comp.sys.atari.st
Date: 2004-05-06 16:02:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200405061802.a45503@b.maus.de>
Source record: 18846

FN> Welche Programme gibt es alles die MagiC Threads brauchen?

Fiffi, Jinnee.

Gerhard

3051. Re: The ideal AES

Newsgroup: comp.sys.atari.st
Date: 2004-05-06 16:28:03 UTC
From: "O.L." <olivier.landemarre@BIDON.utbm.fr>
Message-ID: <409a6659$1@sune250-cri-s01>
Source record: 18940

> Non blocking menu's are possible also, but this is a OS specific thing, in
> MagiC you can see two examples of this, the MGcopy program of Magxdesk and
> IConnect... both programs run in the MagiC threads. And all kind of text
> effects can be applied to proportional TTF fonts from MagiC 6.1 onwards in
> combination with NVDI 5.0 and WDialog.
MyAeS do this for all software, with sometime some redraw trouble! but
it's MyAeS bug, so to fix. I like see gemdemo runing and display menus
in the same time! It's cosmetic things, but funny.

Olivier

3052. Re: The ideal AES

Newsgroup: comp.sys.atari.st
Date: 2004-05-06 17:08:57 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <cttmc.2203$37.302646@news.siol.net>
Source record: 18935

Dennis Vermeire wrote:

> Sure, but it's a pure cosmetic problem. Coloured or monochrome icons won't
> affect the way that the program works.
> IMO an AES should be at least backwards compatible, and then all these
> small irritations wouldn't be necessary, a programmer could for example
> use the system function "appl-getinfo" to find out if MagiC objects are
> used, and if that is the case use MagiC objects also under the new AES
> instead of userdef objects. I realise that this is not a very satisfying
> solution, especially for the programmer, but for the user it is ideal.

I agree on that, but there is another problem, its not meant as provocation: how to use Magic objects etc in some new AES, if Magic AES code is protected and source not released? Is there a detailed explanation of those objects, how to implement them on AES level. Programer's guide (for AES not client apps) or something like that? Same or course N.AES but i don't think N.AES introduced own objects etc...

> some programmers here I remember that they don't care much for the visual
> aspect, I've lost count of how many times I've been blamed here for liking
> and using "pretty nice" looking stuff.

Common Dennis, stop that.. "NAES is crap, look how Texel icons look shitty" and so on, is not that we blame u to like nice look, we blame u on calling some application a crap, not to mention what many coders were called, due to mainly cosmetic problems.. Stop introducing history on and on, and not display yourself as saint. And then we may go on in some constructive debate. I can talk for myself, and prolly for many others, that u never was blamed cause u like the look, but how u rate apps u hate, where suddenly look (since no other functionality was missing) was the most important stuff... I don't like N.AES cause it look great, i love it because N.AES/Thing/Taskbar/F1 combo offers a lot of small things (like dclicking arrows, use left/right mouse button on arrow to reverse scroll, great drag'n'drop via F1 or taskbar...) which really make life a lot easier. Didn't notice those things on windows/macos which i use a little or Linux/KDE which i use a lot. Its the feeling before look, otherewise id prolly stuck in MacOS.

Janez

3053. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-06 17:12:48 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040506191248.a8123@du3.maus.de>
Source record: 18847

>MagicDesk and Jinee?

I am running Jinnee with MiNT so I suppose that Jinnee doesn't need MagiC threads (but maybe runs better).

Regards,

Frank

3054. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-05-06 17:15:30 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <mztmc.2204$37.302930@news.siol.net>
Source record: 18936

> Steve thinks in assembler, he even talks it, ask any Welch sheep if you
> don't believe it. At this very moment he's busy reverse engineering a very
> special project...
> The English and Scottish sheep have no idea what's going to hit them soon.

Reverse engineering is not pushing dick in sheep's ass, u know....

3055. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-06 17:15:50 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040506191550.a8124@du3.maus.de>
Source record: 18848

>FS>Do you know, whether this gateway also works on MiNT-Net?
>The gateway itself is working, but IIRC some clients need MagiC Threads
>and therefore won't run under MiNT, regardless which stack is in use.

:-(
I had Emailer running under MiNT with IConnect so it seems that
Emailer doesn't need MagiC. :-)

>For me, MagiCNet is working fine and is more stable than STinG was. And
>I don't use Iconnect clients either, except for testing.

For me it's the same with MiNT-Net. MiNT-Net is rock solid.

And yes, you are right. There is no need for IConnect clients. There are
better alternatives for MiNT/MagiC-Net. But it might be interesting to use
IConnect clients just for the fun of doing so. :-)

Regards,

Frank

3056. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-06 17:26:14 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c7dsfd$pr4$1@hercules.btinternet.com>
Source record: 18941

Hi Del Dude

"Derryck Croker"

> >> It's MagxNet and its gateways that bring in networking and the ability
to
> >> access ethernet etc.
> >
> > Ok, I didn't know (never used MagicNet).. but for MiNTnet with only
> > dialup, you don't need to configure rc.net and stuff either.
>
> Sure, although I've never seen MiNT/MiNTnet running.

Has anyone?

--

Regards, Steve S.

3057. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-06 17:33:22 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040506193322.a8125@du3.maus.de>
Source record: 18849

>That's what USENET is all about, if we would all agree with each other
>this would be a very dull place. In the good old days this group used to
>thrive on discussions.

Well, sometimes I got the impression that a little bit less arguing would
help the ATARI scene more. :-)

>>I recommend aFTP for FTP and CAT for email/news but you can also give
>>aMail, MyMail, Marihuana Mail or Newsie a try.
>Ah.... now I don't agree :-)

"The beauty is that you don't have to agree :-)" (tm)

>If you say A, you have to say B also...
>I really would love to find out what makes aFTP so special that I can
>trash Fiffi tomorrow.

Well. For me there are two reasons:

1.) It's free, for Fiffi you have to pay
2.) It works with MiNT-Net and N.AES (Fiffi works neither without IConnect
nor with MiNT)

>As for email/news, at this moment I have some 180Mb post/mail stored in
>the database of ASH Emailer. Can any of the stuff you recommend manage/sort
>some 35.000 messages? And if they can how long will it take....

Well. I am using CAT and apart from that fact that it is free as well it
sorts Mails (at the moment I have ~10.000 mails just only in
comp.sys.atari.st) in a fraction of a second. The database is approx. 50 Mb.

>Oh and are any of those alternatives by chance Scripter clients? If not

Of couse, CAT is. Since version 4.07 (current is 5.35, version 5.36 is due to
release next week).

Any questions? :-)

>give up the advantages of using Scripter while doing internet stuff.

There's no need to give up good behaviour. :->

Regards,

Frank

3058. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-06 17:34:09 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <SQtmc.2205$37.302863@news.siol.net>
Source record: 18938

Dennis Vermeire wrote:

> I really would love to find out what makes aFTP so special that I can
> trash Fiffi tomorrow.

I can speak for me> main reason i use it, thats perfect avserver client, so aFTP window behave exactly the same as normal desktop window, so dclicking a *.lzh will invoke installed LZH archiver, dragging to local folders etc will copy/move/rename file. Also its hotlist can be exported to Thing group file, so clicking on Start button>url opens window with that FTP directly etc.. So it has its share of usefull options.. And on end, it dont look like 99.9 perceont of other FTP apps on XXX platforms, with dual windows for remote and home dirs etc..

Janez

3059. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-06 17:35:50 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <qStmc.2206$37.302863@news.siol.net>
Source record: 18939

```
>
>>>> >Who can create it ?
>>>>
>>>> According to one of the remaining top programmers here, it's best to
>>>> open a book, read it, and do it yourself...
>>
>>Well i think Dennis did actually announce translator some time ago, i
>>don't know what happened with it...
>
> ??? I'm sorry but I'm afraid I have absolutely no idea what you are
> talking about, what translator? And when did I announced this? And what's
> supposed to
> be translated by it? The only app I know that can more or less provide a
> translation and which is still supported is Arthur from RGF software.
> It's been translated by Peter quite some time ago...

Well as this thread suggests, its sting<>iconnect translator, which is
proper term, emulator is not totaly proper one.
```

3060. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-06 18:13:35 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0405061013.1d700e84@posting.google.com>
Source record: 18942

"Cyril Lefebvre" <cs.lefebvre@free.fr> wrote in message
news:<a3fc52e2b2f6050a6fa98953d682e0c2.88368@mygate.mailgate.org>...
> Hi,
>
>
> Excuse me for my bad english :-)
>
> I agree with you. But, for me, MagXnet and Iconnect can't resolve hosts
> if my speed connexion was at 40 000 and 42 666 bps (the max on my line).
> With Sting I have no problem, the connexion is ok with any speed. With
> Sting, i have access to a lot of client (sitng/Stik2 and draconis) but
> an access to Iconnect client is not possible.

Personally, the STiNG Draconis client never worked properly. Once a
data packet was dropped (which was every few seconds with STiNG), the
Draconis client refused to continue it's download after STiNG
reestablished the data stream. The MagXNet Draconis emulator doesn't
seem to have that problem.

> My provider is Free
> telecom, in France. Note : With Iconnect AND Magxnet : it's the same
> problem. Why ? I'm ready to change Sting to Iconnect or Magxnet, but I
> don't understand why doesn't work... With Iconnect, I try to modify
> the MTU configuration, but no result...

I'm not sure how I-Connect works in this regard, but I know that
MagXNet gets it's MTU setting directly from the ISP upon connection,
rather than a user setting. Perhaps I-Connect is doing this, too? I
think it is a standard PPP function. I believe manually changing the
MTU setting is mostly a SLIP necessity (although I am not 100% certain
of that).

You know, I think many problems that people complain about with these
programs has a lot to do with ISP's. For example, a few years back, I
had an ISP on which everything worked more or less. I used STiNG, STiK
2, and my Mac. Then they were bought out by another company, and
suddenly STiNG stopped working properly (although it had always had a
lot of trouble with dropped data packets, which caused long,
annoying pauses in downloads and many timeouts). I got MagXNet and it
seemed to work pretty well (and had fewer dropped packets), but not as
well as STiK 2 (which I couldn't get to drop a packet if my life
depended on it). Then that ISP was bought out again, and suddenly
STiK2 stopped connecting. Then, a few months later, MagXNet started
having trouble. I switched ISP's, and MagXNet started working again,
even better than before, and STiK 2 would actually connect, but would

immediately drop the connection within seconds. Now, within the past couple weeks, my ISP changed servers, and now both MagXNet and STiK 2 work perfectly (haven't tested STiNG yet), but now my Mac isn't holding on to a connection for more than a minute or two. In every case, each of the programs were set up exactly per the documentation and ISP settings. So now, if I have difficulty, I'm much more apt to blame the ISP than my software settings, especially since in many cases, I didn't even touch the settings when something went wrong. So your problems may lie on your ISP's end, whether they admit it or not. I once had a lengthy discussion with my ISP tech support for weeks about difficulties I was having. we went round and round with me implementing their suggestions, while they completely ignored or refuted my initial instinct that the problem was on their end. It took the tech support that whole time to finally admit that my original impressions that something was wrong on their end, were correct.

Mike Freeman
mike [at] freeman-studio [dot] com

3061. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2004-05-06 18:43:06 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <409a95501c5bef0@pandora.be>
Source record: 18943
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**emulators**
ftp://chapelie.rma.ac.be/atari/emulators/saint161selfextract.exe
(699.254 bytes) Atari ST emulator running on Windows.

**internet**
ftp://chapelie.rma.ac.be/atari/internet/atarirc-134.zip
(186.540 bytes) Nice and powefull GEM-based IRC client
for STing/STik/Gluestik

**eureka**
ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka405.zip
(849.099 bytes) 2D Graph Describer, 3D Modeller, complete version.
To use Eureka to its full extend one need tiny045.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka405-020.zip
(858.339 bytes) 68020 version. To use Eureka to its full extend
one need tiny045.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka405-fpu.zip
(811.522 bytes) fpu version. To use Eureka to its full extend
one need tiny045.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka405-lite.zip
(233.895 bytes) light version which can run on ST with 780 kb floppy drive

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/degaste.zip
(15.283 bytes) DegaSTE is an accessory which allows you to use
DegasElite (painter) on Atari STE
```

Have fun,
Martin
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3062. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-06 19:01:17 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <c7e21tcal1@reader2.panix.com>
Source record: 18944

Yup. At this very moment, even. pppd to call my dialup provider, and
telnet to a shell host, and I much prefer it to a STiNG connection. The
only thing not mentioned was one word in the host file, "passive" so MiNT
will wait until the dialup host gets around to starting a ppp link.

I like MiNT, and find it useful. Have never seen MagicNet, running or not
running.

Jim

Steve Sweet <steve.sweet@btopen-2-viri-world.com> writes:

: Hi Del Dude

: "Derryck Croker"

: > >> It's MagxNet and its gateways that bring in networking and the ability
: to
: > >> access ethernet etc.
: > >
: > > Ok, I didn't know (never used MagicNet).. but for MiNTnet with only
: > > dialup, you don't need to configure rc.net and stuff either.
: >
: > Sure, although I've never seen MiNT/MiNTnet running.

: Has anyone?

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3063. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-06 19:26:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200405062126.a47610@wun.maus.de>
Source record: 18860

Hallo !

S>MagicDesk and Jinee?

Why would one want to use MagicDesk with MiNT? And Jinnee 2.5 is already working under MiNT.

With best regards
Ekkehard

3064. Re: The ideal AES

Newsgroup: comp.sys.atari.st
Date: 2004-05-06 19:31:23 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <c7e3qb$3th$1@orkan.itea.ntnu.no>
Source record: 18945

Janez Valant <swe@atari.org> wrote:

> I agree on that, but there is another problem, its not meant as
> provocation: how to use Magic objects etc in some new AES, if Magic AES
> code is protected and source not released? Is there a detailed explanation
> of those objects, how to implement them on AES level. Programer's guide

Yes, there are good descriptions of these objects in the Magic programmers
documentation.

> (for AES not client apps) or something like that? Same or course N.AES but
> i don't think N.AES introduced own objects etc...

It did... It also supports most (all? Not quite up to date now, I haven't
used my Milan for a few months) of the new objects introduced in MagiC.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3065. Gaim and cyrillic

Newsgroup: comp.sys.atari.st
Date: 2004-05-06 20:00:44 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040506220044.a8130@du3.maus.de>
Source record: 18850

Hello,

I am using Gaim 0.59.9 on my ATARI with FreeMiNT. First of all I want to thank Mark for his work. It's a really nice port.

But when using it I couldn't manage to send or receive cyrillic messages although I have both cyrillic fonts for X installed as well as fonts with cyrillic characters under GEM (Unicode true type fonts - they work well in Papyrus).

Anyone out there who can help?

Regards,

Frank

3066. Re: ST Emulators for AGA Amigas

Newsgroup: comp.sys.atari.st
Date: 2004-05-06 21:48:09 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <afymc.30677$UG2.11149@bignews2.bellsouth.net>
Source record: 18856

"Kokkiklhs" <kokkiklhs@yahoo.com> wrote in message
news:d97adc24.0405051050.a899818@posting.google.com...
> Hi everybody!
> Were there EVER any WORKING & SERIOUS Atari ST emulators for the AGA
> series of Amigas (A1200 & A4000)?

I'd think if you can get one of the major unix variants running on that
hardware, that ARAnyM might be a possibility. Check out the URL.

http://aranym.sourceforge.net/about.html

Brian

3067. Re: ICD to AHDI

Newsgroup: comp.sys.atari.st
Date: 2004-05-06 21:53:44 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <skymc.30728$UG2.13413@bignews2.bellsouth.net>
Source record: 18857

Thank you for the replies...
Yes, it did have something like 9 partitions on it...all were small GEM partitions using the ICD partitioning scheme. It's all sorted out now thanks to Alexander's kind translation.

Brian.

3068. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-06 22:26:16 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1083913124-132991AEicMi@gmx.net>
Source record: 18862

From: Sylwek <sylwekp_WYKASUJTO@pf.pl>
Date: Thu, 06 May 2004 14:32:56 +0200

Hi Sylwek,

>MagicDesk and Jinee?

No...

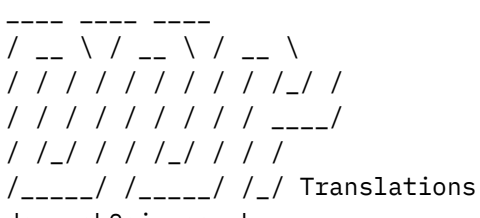
Jinnee doesn't use threads at all, if it did it would only run under MagiC
and the same thing applies to magixdesk. In magixdesk however there is one
utility that uses threads: MG Copy.

AFAIK there are only four official released applications that use these
threads:

MG Copy (Andreas Kromke)
IConnect (Sven Kopacz)
Chatter (Jurgen Koneckzny)
Battery (Manfred Lippert)

The advantage of running in threads is obvious, but the negative side is
that apps are OS specific when using these, so hardly anyone implemented
this. I presume that the same goes for MiNT threading.

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

3069. Re: conversion of Signum III documents

Newsgroup: comp.sys.atari.st
Date: 2004-05-07 00:37:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1083913126-133579AEicMi@gmx.net>
Source record: 18863

From: Hugo Coolens <hugocoolens@skynet.be>
Date: Wed, 05 May 2004 13:16:15 +0200

Hi Hugo,

>I have still some Signum III documents which I would like to convert to
>another format:
>such as rtf, tex, postscript ...
>Does anyone here know of programs which can perform this task (please
>mention under which operating system those programs run)

AFAIK the Signum III format is not supported by any other popular word
processor and the program itself only has the option to save the text in
ASCII format.
IIRC in the tools folder of Signum 3 & 4 there is a small utility called
ASC_KONV.TTP, it was written by Oliver Buchman and will keep some of the
text attributes and formatting intact. But don't expect any miracles...
The TTP should run on any Atari and OS, including the various emulators,
if you don't have Signum 3 anymore, just drop me a mail and I'll send
the TTP over...

Cheers from Belgium
Dennis
--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

3070. ADV: 20% off Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-05-07 02:35:29 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0405061933080.13963-100000@onyx.spiritone.com>
Source record: 18855
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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3071. Gaming Meet! Portland Atari Club!

Newsgroup: comp.sys.atari.st
Date: 2004-05-07 02:38:26 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0405061935400.13963-100000@onyx.spiritone.com>
Source record: 18861
Cross-posted to:
alt.atari-jaguar.discussion,pdx.forsale,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

Attention: Atari Gamers in Portland, Oregon USA! The Portland Atari Club will be meeting to Socialize and Play Atari Video Games! A member, Pastor Elias has opened his home for an upcoming Friday Night! For more News, Call Ben at (503)256-9974 or goto my WebLinks below!

http://www.aracnet.com/~atari/atariclub.htm Atari Club Meeting News!
http://www.aracnet.com/~atari/maillist.htm Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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3072. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-05-07 02:41:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0405061938350.13963-100000@onyx.spiritone.com>
Source record: 18858
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

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http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3073. ADV: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.st
Date: 2004-05-07 02:44:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0405061942070.13963-100000@onyx.spiritone.com>
Source record: 18854
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Why should you try Bravo Sierra Computers? Maybe you should ask Why Not? Those telling you Not to buy have there own prejudice to deal with. I can only speak for myself. Why Buy from BSC? Good Service! I earn your Atari Business one Customer at a time! Many Customers refer me to friends. Good Support! I'm in this for the long haul. Should you need Atari Help, I held teaching positions in my local Atari Clubs. You can call me or I'll call you for Atari Phone Support. I'm a good teacher, and I dont speak over my students heads! I prefer to keep it simple when necessary. Atari Sales! I have a lot of Atari I can sell you! Games/ Software, Hardware, Books and Accessories.Rather than print up a Catalog, thereby making it out of Date! I regularly update my Catalogs, for you to Download or view online at:

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3074. Re: Gaim and cyrillic

Newsgroup: comp.sys.atari.st
Date: 2004-05-07 03:14:38 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.05.07.03.14.38.33233@nossspamXXatari-source.com>
Source record: 18859

On Thu, 06 May 2004 20:00:44 +0000, Frank Szymanski wrote:

> Hello,
>
> I am using Gaim 0.59.9 on my ATARI with FreeMiNT. First of all I want to
> thank Mark for his work. It's a really nice port.
>
> But when using it I couldn't manage to send or receive cyrillic messages
> although I have both cyrillic fonts for X installed as well as fonts with
> cyrillic characters under GEM (Unicode true type fonts - they work well in
> Papyrus).
>
> Anyone out there who can help?
>
> Regards,
>
> Frank

Frank,

Old versions of GAIM don't support international text as far as I know.
The most recent versions of Gaim, GTK and Pango do, but the ports are not
100% complete yet. Well in fact they ARE complete but the completed Gaim
binary won't run with our X server. So we need Ralph Lowinsky to fix the
X server, only he's working on Highwire which as a native gem application,
I personally consider way more important.

My girlfriend is Russian though so I could have her look into the Cyrillic
support for you.

That's the status there ;-)

Thanks,
Mark

3075. Re: VNC Atari

Newsgroup: comp.sys.atari.st
Date: 2004-05-07 07:32:55 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnc9mdph.nvi.atari@komp7.euh-e.edu.pl>
Source record: 18864

On Thu, 06 May 2004 03:21:31 -0400, Mark D <mducksub@nossspamXXatari-source.com> had a noticeable pleasure while writting:
> Hey everyone,
>
> Just a line to let you all know I ported VNC 3.3.7 to MiNT/Atari.

Nice one Mark!

> Oh and of course, the obligatory screenshot:
> http://toad.atari-source.com/~mduckworth/vnc1.gif

Hm, some colors on this screeshot seems to be corrupted, any particular reason for this?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3076. Re: MagiC Threads

Newsgroup: comp.sys.atari.st
Date: 2004-05-07 07:38:22 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1gder1a.1fbvstw12r50cgN%NOSPAMS@wanadoo.fr>
Source record: 18865

Gerhard Stoll <Gerhard_Stoll@b.maus.de> wrote:

> FN> Welche Programme gibt es alles die MagiC Threads brauchen?
>
> Fiffi, Jinnee.

CT60Conf.CPX, there are a thread for the 060 temperature's curve.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
□□□Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT□60 10□5□□□□MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

3077. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-07 10:23:51 UTC
From: Cyril Lefebvre <cs.lefebvre@free.fr>
Message-ID: <3aba10d43d5bed0659af0803b7d94b1e.88368@mygate.mailgate.org>
Source record: 18866

Thanks for your answer mike.

But, I don't undestand why it's ok for Sting, Wensuite and Draconis connexion, and it's ko for MagXnet and Iconnect connexion. I try the pro mode and the MagiC-Timeslice but with no conviction.

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

3078. Re: Re:Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-07 10:26:18 UTC
From: Cyril Lefebvre <cs.lefebvre@free.fr>
Message-ID: <9f56e5840d58f573a884727e63fc757b.88368@mygate.mailgate.org>
Source record: 18867

Hi Dennis,

Thanks for your answer. But I don't understand : what "ISP Excpect" ?

Thanks a lot,

Cyril.

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

3079. [CT60] TOS archive 1.01

Newsgroup: comp.sys.atari.st
Date: 2004-05-07 11:23:57 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1gdf35e.ctskdwlx3qv0N%NOSPAMS@wanadoo.fr>
Source record: 18868

Hi, the CT60 TOS archive is updated, no changes inside the TOS, but
there are a new feature inside the flash :

There are a boot menu (after the disk driver is loaded) if the entry of
the favourite OS inside CT60CONF.CPX is <> '-'.
You can select TOS, MagiC or Linux, value is stored inside the NVM.
- With MagiC the ct60tos try to found magic.ram inside the main
directory of the boot folder. So you don't need magxboot.
- With Linux the ct60tos try to found bootargs inside the main directory
of the boot folder. So you don't need ataboot. Tested with the kernel
2.4.25 (on my site).

Sure you can always use magxboot.prg or ataboot.prg inside the AUTO
folder.

http://ct60conf.atari.org

Regards,

Didier.

--
□Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
□□□Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT□60 10□5□□□□□MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

3080. Question

Newsgroup: comp.sys.atari.st
Date: 2004-05-07 13:34:36 UTC
From: sf0218@aol.com
Message-ID: <20040507093436.21784.00001095@mb-m07.aol.com>
Source record: 18869

I may have the opportunity to purchase a ct60 but.....it comes with everything except cpu and memory. I think it also comes with whatever software/drives comes with ct60.

What do you all think.....should I buy it?

Thanks everyone....your opinions, experience, knowledge, and wisdon are always welcome.

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

3081. Re: STOS Extension organiser

Newsgroup: comp.sys.atari.st
Date: 2004-05-07 14:11:58 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <c7g5aq$3qg$1@pegasus.csx.cam.ac.uk>
Source record: 18870

"exxos" <exxos@home.co.uk> wrote in message
news:40980a70$0$25329$cc9e4d1f@news-text.dial.pipex.com...
>
> "Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
> news:c77n4c$3rf$1@pegasus.csx.cam.ac.uk...
> > I have a couple of STOS extensions that I am unable to use
together
> > due to them both using the same file extension, I seem to recall
that
> > there was a program that would sort and rename them thus resolving
any
> > conflicts.
> > Just renaming the extensions does not work.
> >
> > Does anyone remember what is was called and where I might find a
copy?
> >
> You have to save your BAS file as ASC, when you load it in it will
move any
> changed extension letters for you :)
>

I will try this at the weekend but I don't know why it should work as
I would have thought the problem is with STOS not the BAS file. For
example if I place two STOS extension into my STOS folder eg Extra.EXE
and Falcon.EXE then STOS will only load one of these extensions and
not the other as they both have the same file extension.
Changing the file extension does not work, it has just occured to me
that this may be because there is some reference to the file extension
within the extension file itself that STOS picks up. I might be able
to find and change it using a disk editor.

If your staying overnight at JagFest UK 2004 you might get a chance to
see and ridicule an extreamly rough verion of my first game during the
evening session.

Steve.

3082. Re: Question

Newsgroup: comp.sys.atari.st
Date: 2004-05-07 14:16:57 UTC
From: sf0218@aol.com
Message-ID: <20040507101657.22305.00000554@mb-m20.aol.com>
Source record: 18871

I forgot to ask everyone, what type of 68060 do I need and where in the U.S. do
I get one?

Thanks to all,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

3083. Re: Question

Newsgroup: comp.sys.atari.st
Date: 2004-05-07 14:42:02 UTC
From: Cyril Lefebvre <cs.lefebvre@free.fr>
Message-ID: <9b4eae53532484f0bbbdc4dccce474fd.88368@mygate.mailgate.org>
Source record: 18872

Hi,

Rodolphe include the 68060 in the CT 60. It's a full version at 66 Mhz.
I command it and I wait. It's the best card for Falcon !

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

3084. Re: MagiC Threads

Newsgroup: comp.sys.atari.st
Date: 2004-05-07 15:59:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200405071759.a45588@b.maus.de>
Source record: 18878

```
DV> Jinnee doesn't use threads at all, if it did it would only run under
DV> MagiC

--------------------------------cut-------------------------------
4.6 Settings...>Copying

.
.

When Copying in threads is active, copy operations are started as a
parallel process. Warning: Older versions of MagiC still have an error
here - this function only works correctly with MagiC versions from
5.13 onwards. If you are using an older version, either obtain an
update or deactivate this checkbox.
--------------------------------cut-------------------------------

Gerhard
```

3085. Re: Question

Newsgroup: comp.sys.atari.st
Date: 2004-05-07 16:03:38 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.05.07.16.03.36.771491@removenoaspam.atari-source.com>
Source record: 18873

On Fri, 07 May 2004 14:16:57 +0000, SF0218 wrote:

> I forgot to ask everyone, what type of 68060 do I need and where in the U.S. do
> I get one?
>
> Thanks to all,
>

Sam,

Get the RAM in any PC store for probably $10 or so, and I can give you a
68060EC@66MHz or a 60MHz full 060 with a BROKEN fpu. When I say broken I
mean it gives incorrect calculation results. This is bad for me because
I like falcon demos that use the FPU, but in all honesty, there's NOT much
software that uses FPU. Even Openssl/Openssh which *requires* the fpu,
works perfectly, so at least some functs work perfectly. But you want a
full versus an EC because things are weird with an EC, even if you don't
need the FPU. I can't get the EC to boot latest freemint kernels, the
Ethernec ethernet doesnt' work because the cartridge port doesn't work
with the EC!, etc.

Because this processor MUST be clocked at 60MHz or lower (it's not
overclockable without probs under heavy use), and because the FPU is is
wonky on it, this chip really isn't worth much of anything, however you
can use this as a stepping stone to hold you over until you find a source
of E141J mask 060. This is one of the later 060 that is very
overclockable - it's what you want ;-) You'd be amazed at the difference
between 60MHz and 90MHz ;-)

Mark
http://portal.atari-source.com

3086. Re: Gaim and cyrillic

Newsgroup: comp.sys.atari.st
Date: 2004-05-07 16:07:01 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.05.07.16.07.01.949956@removenoaspam.atari-source.com>
Source record: 18874

On Thu, 06 May 2004 20:00:44 +0000, Frank Szymanski wrote:

> Hello,
>
> I am using Gaim 0.59.9 on my ATARI with FreeMiNT. First of all I want to
> thank Mark for his work. It's a really nice port.
>
> But when using it I couldn't manage to send or receive cyrillic messages
> although I have both cyrillic fonts for X installed as well as fonts with
> cyrillic characters under GEM (Unicode true type fonts - they work well in
> Papyrus).
>
> Anyone out there who can help?
>
> Regards,
>
> Frank

can you please send me your fonts, fonts.alias file, and assign.sys file
you are using? I didn't even know that NVDI supported unicode properly.
Just email them to me at the address above. Make sure to remove the
"removenoaspam." part.

Thanks,
Mark
http://portal.atari-source.com

3087. Re: VNC Atari

Newsgroup: comp.sys.atari.st
Date: 2004-05-07 16:09:29 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.05.07.16.09.28.43337@removenoaspam.atari-source.com>
Source record: 18875

On Fri, 07 May 2004 07:32:55 +0000, Adam Klobukowski wrote:

> On Thu, 06 May 2004 03:21:31 -0400, Mark D <mducksub@nossspamXXatari-source.com> had a noticeable pleasure while writting:
>> Hey everyone,
>>
>> Just a line to let you all know I ported VNC 3.3.7 to MiNT/Atari.
>
> Nice one Mark!
>
>> Oh and of course, the obligatory screenshot:
>> http://toad.atari-source.com/~mduckworth/vnc1.gif
>
> Hm, some colors on this screeshot seems to be corrupted, any particular reason
> for this?

For some reason the GEM X server for me displays everything in red. I've long tried to figure out this problem and never have been able to. I've since given up ;-). It does this on every platform I've ever used it on. TT, Aranym, Falcon. I use N.aes and mint. It's funny you should mention it though, I don't even notice it anymore I'm so used to it.

Thanks,
Mark
http://portal.atari-source.com

3088. Re: STOS Extension organiser

Newsgroup: comp.sys.atari.st
Date: 2004-05-07 16:45:26 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <409bbcef$0$25320$cc9e4d1f@news-text.dial.pipex.com>
Source record: 18876

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:c7g5aq$3qg$1@pegasus.csx.cam.ac.uk...
>
> "exxos" <exxos@home.co.uk> wrote in message
> news:40980a70$0$25329$cc9e4d1f@news-text.dial.pipex.com...
> >
> > "Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
> > news:c77n4c$3rf$1@pegasus.csx.cam.ac.uk...
> > > I have a couple of STOS extensions that I am unable to use
> together
> > > due to them both using the same file extension, I seem to recall
> that
> > > there was a program that would sort and rename them thus resolving
> any
> > > conflicts.
> > > Just renaming the extensions does not work.
> > >
> > > Does anyone remember what is was called and where I might find a
> copy?
> > >
> > You have to save your BAS file as ASC, when you load it in it will
> move any
> > changed extension letters for you :)
> >
>
> I will try this at the weekend but I don't know why it should work as
> I would have thought the problem is with STOS not the BAS file. For
> example if I place two STOS extension into my STOS folder eg Extra.EXE
> and Falcon.EXE then STOS will only load one of these extensions and
> not the other as they both have the same file extension.
> Changing the file extension does not work, it has just occured to me
> that this may be because there is some reference to the file extension
> within the extension file itself that STOS picks up. I might be able
> to find and change it using a disk editor.
>
> If your staying overnight at JagFest UK 2004 you might get a chance to
> see and ridicule an extreamly rough verion of my first game during the
> evening session.
>
> Steve.
>
>

You program can only be using one extension at a time (I assume) so one extension will have no referance in the BAS file, in which case you just rename the last letter from EXE to EXF or whatever. Note you will also have to have the compiler extensions renamed also.

It sounds like you have used one extension and want to use commands from another, just rename the one which you are not using to another letter and you will be fine.

The best way is to load up your program with the extensions which work (again I assume you have only got as far as using 1 extension so far) then save it as a ASC file. then rename your extension and re-load the ASC file, STOS will then rename the commands if they have moved extension letter, for example EXTRA.EXE could change to EXTRA.EXH if you did this then in your BAS file you would get something like "**extension E##" which was where your EXTRA command was, saving as a ASC file will force STOS to re-map these commands to the new extension letter.

Hope this makes sence, ive used STOS for years though not for the last 4 so im a little rusty on explaing things ;-)

Chris

3089. Re: Question

Newsgroup: comp.sys.atari.st
Date: 2004-05-07 18:16:32 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <WvPmc.2244$37.313457@news.siol.net>
Source record: 18877

Mark D wrote:

> overclockable - it's what you want ;-) You'd be amazed at the difference
> between 60MHz and 90MHz ;-)

Well i don't find that difference so big.. i have rev6, and at 100 it rarely throw an arbiter problem and freeze... Difference is not that big so i rather run it at 66 :) The problem is solvable quite easy, but again, i don't find it that faster that i would rush to do the fix :)

And i mainly use so hated and "lamers language" GFA, so compiling speed is not that important to me, i press "run" and off we go ;))

Janez

3090. Re: Gaim and cyrillic

Newsgroup: comp.sys.atari.st
Date: 2004-05-07 18:51:56 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040507205156.a8800@du3.maus.de>
Source record: 18894

Privet Mark!

>> although I have both cyrillic fonts for X installed as well as fonts
>> with cyrillic characters under GEM (Unicode true type fonts - they work
>Old versions of GAIM don't support international text as far as I know.

:-(What a pity.

>The most recent versions of Gaim, GTK and Pango do, but the ports are not
>100% complete yet. Well in fact they ARE complete but the completed Gaim
>binary won't run with our X server. So we need Ralph Lowinsky to fix the
>X server, only he's working on Highwire which as a native gem
>application, I personally consider way more important.

Well. I really appreciate his work on Highwire but for me support for
cyrillic character sets in Gaim would be more important.
Perhaps there is someone who can implement this in GIM. :-)

>My girlfriend is Russian though so I could have her look into the

Congratulations! :-)

>Cyrillic support for you.

That would be really phantastic.

Regards,

Frank

3091. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-07 18:53:54 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040507205354.a8801@du3.maus.de>
Source record: 18895

>Why would one want to use MagicDesk with MiNT? And Jinnee 2.5 is already
>working under MiNT.

But unfortunately not without some troubles. :-(

Regards,

Frank

3092. AtarIRC updated

Newsgroup: comp.sys.atari.st
Date: 2004-05-08 03:38:26 UTC
From: lp <gfa@mint.org>
Message-ID: <BCC1CE72.672A%gfa@mint.org>
Source record: 18880

```
AtarIRC v1.50 released

The highlights for this update include:
- The long awaited scrollback buffer (up to 999 lines)
- Emulator friendly (compatible with MagiC-MAC and MagiC-PC) and others
- several other changes and bug fixes, see docs for full details

This update is dedicated to those that registered. Thanks!
I also want to thank the beta testers, in no particular order:
Ektus, piku, GokMasE, Rajah, and ProToS
If you don't know the nick names, you don't spend enough time on IRC! ;o)

To download follow the very last link in the signature.

--
FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]
```

3093. HDD + CDROM Problems...

Newsgroup: comp.sys.atari.st
Date: 2004-05-08 04:13:52 UTC
From: hearena@advancedsl.com.ar
Message-ID: <a347a87b.0405072013.13721c8e@posting.google.com>
Source record: 18881

Hi,

Well, this was a bad night. Many hours trying to install a CDROM drive on my 1040STfm with no luck. Let me explain,

1. I have a Link II SCSI adapter conected to an external case with a 320MB SCSI hard drive. It was working alright (till today)

2. Now, I added another external bay with the CDROM, so I got the system as follows:

1. ICD Link II -------> 2. 320MB HDD ---------> 3. CDROM

Configuration summary:
1. HDD is ID 5 and CDROM is ID 3.
2. HDD has termination resistors off and Termination Power ON (the Light on the ICD is on, as always).
3. CDROM has TERMINATION and TERM POWER OFF. Parity OFF as the HDD.

When I turn on everything, the Atari wont boot from the HDD. So if I use a floppy disc, it loads ICDBOOT.SYS and sometimes it finds all the partitions on the HDD (C, D, E,F) and sometimes it only finds C and D for example...

It's just so weird!!! I don't know what to do. Am I missing something? Why it wont boot from the hdd!!!??? Please help me because as soon I solve this problem, I'm sure I'll have to start spending hours trying to make the CDROM to work...

Any idea?

Thanks!!!

Roderick Hero

3094. Re: HDD + CDROM Problems...

Newsgroup: comp.sys.atari.st
Date: 2004-05-08 05:04:23 UTC
From: rsmac@t-online.de
Message-ID: <1gdggf2.otto6419vdmx9N%rsmac@t-online.de>
Source record: 18882

Facundo Arena <hearena@advancedsl.com.ar> wrote:

> 1. ICD Link II -------> 2. 320MB HDD ---------> 3. CDROM
>
> Configuration summary:
> 1. HDD is ID 5 and CDROM is ID 3.
> 2. HDD has termination resistors off and Termination Power ON (the
> Light on the ICD is on, as always).
> 3. CDROM has TERMINATION and TERM POWER OFF. Parity OFF as the HDD.

With HDDriver (example):

ID7 ID1 ID2
Termination OFF Termination ON
Termpower ON Termpower ON
Parity OFF Parity OFF
ICD Link II -------> 2. 320MB HDD ---------> 3. CDROM

> When I turn on everything, the Atari wont boot from the HDD. So if I

First start SCSI chain, after few seconds, start your atari

> use a floppy disc, it loads ICDBOOT.SYS and sometimes it finds all the
> partitions on the HDD (C, D, E,F) and sometimes it only finds C and D
> for example...
>
> It's just so weird!!! I don't know what to do. Am I missing something?

Your CD drive need an driver like ExtenDOS, SPIN ec.
(First is the best!)

Both, hd and cd must be found with the scsi ids. If not, check scsi
cable, termination, parity.

> Why it wont boot from the hdd!!!??? Please help me because as soon I

I canï¿½t say anything about ICD devices and drivers.
Save desktop.inf to C: and the C: partion must be marked as boot drive
on ICD hd driver. (Save to C:, not on floppy disk) Thatï¿½s all.

Regards, Robert
--
-= DOIT-Hardware FAQs =-
_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

3095. Re: HDD + CDROM Problems...

Newsgroup: comp.sys.atari.st
Date: 2004-05-08 08:35:45 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c7i669$qv5$1@news.freedom2surf.net>
Source record: 18883

Facundo,

You say Termination in off on the HDD and ON on the CD. Is there actually physical resistor packs on either the CD or HDD? Why is the termpower ON on the HD drive, and OFF on the CD? I am assuming the from your diagram the CD is the last in the chain. Try it the other way round. On my Falcon, I have a 1GB JAZ on ID0 term OFF, and the CD drive is chained to the JAZ, ID6 term power ON. It works perfectly.

Also, I dont know about ICD but on a lot of SCSI PC systems, the HDD that you boot from needs to be ID0. I know that my 1GB JAZ will boot from whatever ID I put it on the falc, but thats with HDDriver, which is a much better SCSI driver. I tend to put all harddrives from ID0 upwards, and CDs/Tapestreamers from ID6 downwards.

Coda.

"Facundo Arena" <hearena@advancedsl.com.ar> wrote in message news:a347a87b.0405072013.13721c8e@posting.google.com...
> Hi,
>
> Well, this was a bad night. Many hours trying to install a CDROM drive
> on my 1040STfm with no luck. Let me explain,
>
> 1. I have a Link II SCSI adapter conected to an external case with a
> 320MB SCSI hard drive. It was working alright (till today)
>
> 2. Now, I added another external bay with the CDROM, so I got the
> system as follows:
>
>
> 1. ICD Link II -------> 2. 320MB HDD ---------> 3. CDROM
>
> Configuration summary:
> 1. HDD is ID 5 and CDROM is ID 3.
> 2. HDD has termination resistors off and Termination Power ON (the
> Light on the ICD is on, as always).
> 3. CDROM has TERMINATION and TERM POWER OFF. Parity OFF as the HDD.
>
> When I turn on everything, the Atari wont boot from the HDD. So if I
> use a floppy disc, it loads ICDBOOT.SYS and sometimes it finds all the
> partitions on the HDD (C, D, E,F) and sometimes it only finds C and D
> for example...
>
> It's just so weird!!! I don't know what to do. Am I missing something?

> Why it wont boot from the hdd!!!??? Please help me because as soon I
> solve this problem, I'm sure I'll have to start spending hours trying
> to make the CDROM to work...
>
> Any idea?
>
> Thanks!!!
>
> Roderick Hero

3096. Re: ARANYM

Newsgroup: comp.sys.atari.st
Date: 2004-05-08 12:32:03 UTC
From: Misha <misha.s@sezampro.yu>
Message-ID: <c7ikau$7gu$1@news.eunet.yu>
Source record: 18884

Henk Robbers wrote:
> SF0218 wrote:
>
>
>>Hi everybody!!!!!!!!!!!!
>>
>>Just wondering what you all think of ARANYM?
>>
>
>
> Aranym is brilliant.
>
> I dont have to worry about the life expectancy of my
> 13 year old TT.
>
> I keep up to date Aranym installation on a PIII laptop
> and a Athlon desktop.
>
For me also !!!!
Aranym works very well on my both machines !!!

3097. Re: HDD + CDROM Problems...

Newsgroup: comp.sys.atari.st
Date: 2004-05-08 13:26:34 UTC
From: g8mqw@yahoo.com
Message-ID: <c3f9a2c543064ad0be43acf66c910009@ghytred.com>
Source record: 18885

Does the CD have termination ON or OFF? The device which is physically
last on a SCSI chain should have termination ON or have an exteranl terminator.

3098. Re: ICD to AHDI

Newsgroup: comp.sys.atari.st
Date: 2004-05-08 14:25:49 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <409c99861280bf1@comcast.net>
Source record: 18886

>I've got a Hard Disk that was set up with ICD, or Supra...
>I'd very much like to convert the drive to something better liked by HDDriver.
>I can't make heads or tails out of the ICD to AHDI utility that came with
>HDDriver, it's all in German, which I can't read, and running it through a
>translator makes it even worse.
>
>Could someone help?
>
>This is all the docs that came with it:

I had the same problem when I wanted to convert my STe's hard disk
from ICD to HDDriver. I could not get the hand of the converter
either, so I ended up backing up my STe hard drive and installing
HDDriver and then put everything back. It was extra work, but now
the hard drive runs MUCH better with no errors.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3099. Re: HDD + CDROM Problems...

Newsgroup: comp.sys.atari.st
Date: 2004-05-08 14:25:50 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <409c99861280bf2@comcast.net>
Source record: 18887

>Hi,
>
>Well, this was a bad night. Many hours trying to install a CDROM drive
>on my 1040STfm with no luck. Let me explain,
>
>1. I have a Link II SCSI adapter conected to an external case with a
>320MB SCSI hard drive. It was working alright (till today)
>
>2. Now, I added another external bay with the CDROM, so I got the
>system as follows:
>
>
>1. ICD Link II -------> 2. 320MB HDD ---------> 3. CDROM
>
>Configuration summary:
>1. HDD is ID 5 and CDROM is ID 3.
>2. HDD has termination resistors off and Termination Power ON (the
>Light on the ICD is on, as always).
>3. CDROM has TERMINATION and TERM POWER OFF. Parity OFF as the HDD.
>
>When I turn on everything, the Atari wont boot from the HDD. So if I
>use a floppy disc, it loads ICDBOOT.SYS and sometimes it finds all the
>partitions on the HDD (C, D, E,F) and sometimes it only finds C and D
>for example...
>
>It's just so weird!!! I don't know what to do. Am I missing something?
>Why it wont boot from the hdd!!!??? Please help me because as soon I
>solve this problem, I'm sure I'll have to start spending hours trying
>to make the CDROM to work...
>
>Any idea?
>
>Thanks!!!
>
>Roderick Hero

What CD rom driver are you using? I have the same setup for my STe
except I am using HDDrive and not the ICD software. I also use
Extendos Gold to drive my CD Rom drive. Does the ICD software
acknowledge the CD drive when it boot? If not, it may be the Link
cable. That is what happened to me. For some reason, my Link cable
was bad and had to be adjusted.

--
Edward S. Baiz Jr.

(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3100. Re: Question

Newsgroup: comp.sys.atari.st
Date: 2004-05-08 14:25:50 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <409c99861280bf3@comcast.net>
Source record: 18888

>I may have the opportunity to purchase a ct60 but.....it comes with
>everything except cpu and memory. I think it also comes with whatever
>software/drives comes with ct60.
>
>What do you all think.....should I buy it?
>
>Thanks everyone....your opinions, experience, knowledge, and wisdon are always
>welcome.
>
>
>Sam F.
>Virginia U.S.A.
>Atari Computer Nut
>C-Lab Falcon, 14mbram,540mb hdd.,
>Seattle Seahawks Nut

I problably would have already bought it if I did not have a
Hades060. Sounds like a good deal to me....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3101. Re: HDD + CDROM Problems...

Newsgroup: comp.sys.atari.st
Date: 2004-05-08 15:25:05 UTC
From: hearena@advancedsl.com.ar
Message-ID: <a347a87b.0405080725.120807be@posting.google.com>
Source record: 18889

"Coda" <info@janthomas.f2s.nospam.com> wrote in message
news:<c7i669$qv5$1@news.freedom2surf.net>...
> Facundo,
>
> You say Termination in off on the HDD and ON on the CD. Is there actually
> physical resistor packs on either the CD or HDD? Why is the termpower ON on
> the HD drive, and OFF on the CD? I am assuming the from your diagram the CD
> is the last in the chain. Try it the other way round. On my Falcon, I have a
> 1GB JAZ on ID0 term OFF, and the CD drive is chained to the JAZ, ID6 term
> power ON. It works perfectly.

There is not resistor pack on the hdd. Isnt enough with only one
device of the scsi chain giving term power?

Btw...
Cant swap drives, because the hdd case has a chain output and the
cdrom case does not. Ill try using hdd as scsi id 0.

3102. Re: HDD + CDROM Problems...

Newsgroup: comp.sys.atari.st
Date: 2004-05-08 16:11:02 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.05.08.16.11.01.480354@removenoaspam.atari-source.com>
Source record: 18890

On Sat, 08 May 2004 08:25:05 -0700, Facundo Arena wrote:

> "Coda" <info@janthomas.f2s.nospam.com> wrote in message
news:<c7i669$qv5$1@news.freedom2surf.net>...
>> Facundo,
>>
>> You say Termination in off on the HDD and ON on the CD. Is there actually
>> physical resistor packs on either the CD or HDD? Why is the termpower ON on
>> the HD drive, and OFF on the CD? I am assuming the from your diagram the CD
>> is the last in the chain. Try it the other way round. On my Falcon, I have a
>> 1GB JAZ on ID0 term OFF, and the CD drive is chained to the JAZ, ID6 term
>> power ON. It works perfectly.
>
> There is not resistor pack on the hdd. Isnt enough with only one
> device of the scsi chain giving term power?
>
> Btw...
> Cant swap drives, because the hdd case has a chain output and the
> cdrom case does not. Ill try using hdd as scsi id 0.

You definitely have a termination issue from your description. Check your
cables too! Try just the CD and just the HDD again.

Thanks,
Mark

3103. GIM Website Now Open

Newsgroup: comp.sys.atari.st
Date: 2004-05-08 17:01:22 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.05.08.17.01.22.529570@removenoaspam.atari-source.com>
Source record: 18891

Hello,

I would like to announce that the GEM Instant Messenger website is now open, http://gim.atari-source.com. The link on the top left corner of http://portal.atari-source.com will reflect the most recent date that the GIM website has received an update. This website will feature future news and downloads for GIM.

Thanks,
Mark
http://portal.atari-source.com

3104. JagFest'04 12/13 June

Newsgroup: comp.sys.atari.st
Date: 2004-05-08 17:16:59 UTC
From: nick@1632systems.co.uk
Message-ID: <c7j4m7$j62$1@thorium.cix.co.uk>
Source record: 18797
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.st

OK the pages for JagFest UK are updated with new Raffle prizes etc....

Why don't you let us know if your coming and we will prepare a warm and fuzzy Atari greeting for you. (grin)

It's going to be a great weekend... with more to come...

http://www.uk.jagfest.org.uk/ for JagFest UK
http://bbs.jagfest.org.uk/phpBB2/ for BBS pages, leave a message and join in....

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

3105. Free: 520STFM + bits (UK)

Newsgroup: comp.sys.atari.st
Date: 2004-05-08 20:25:09 UTC
From: CWF <spam@spam.com>
Message-ID: <409d420f$0$4804$cc9e4d1f@news.dial.pipex.com>
Source record: 18892

For free / beer money

520 STFM, 1/2mb ram, SS internal drive, psu cables, manual
External Cumana DS external drive
Soldered boot switch in STFM body between internal and external
Euromax Pro joystick (the only unbreakable joystick made?) & Logic3 mouse
Quite a few games (Starglider 1+2, CSB, RanaRama...)
Loads of Automation disks and the like (about 100)
Magazines to go with.

Postage will be at cost, UK preferred

Cheers
--
--++==//\\==++--
Beware the spam trap on Reply-To email address

3106. Re: Question

Newsgroup: comp.sys.atari.st
Date: 2004-05-08 20:27:32 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c7jfsr$7mi$1@news.freedom2surf.net>
Source record: 18893

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:409c99861280bf3@comcast.net...
>
> I problably would have already bought it if I did not have a
> Hades060. Sounds like a good deal to me....
>
Maybe you should still consider buying it then. A Falcon w/CT60 will run
everything that runs on a stock Falcon (whether in 060 or 030 mode), A Hades
is not that compatible.

Coda

3107. Re: Gaim and cyrillic

Newsgroup: comp.sys.atari.st
Date: 2004-05-08 21:05:46 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.05.08.21.05.46.111638@removenoaspam.atari-source.com>
Source record: 18796

On Fri, 07 May 2004 18:51:56 +0000, Frank Szymanski wrote:

> Privet Mark!
>
>>> although I have both cyrillic fonts for X installed as well as fonts
>>> with cyrillic characters under GEM (Unicode true type fonts - they work
>>Old versions of GAIM don't support international text as far as I know.
>
> :-(What a pity.
>
>>The most recent versions of Gaim, GTK and Pango do, but the ports are not
>>100% complete yet. Well in fact they ARE complete but the completed Gaim
>>binary won't run with our X server. So we need Ralph Lowinsky to fix the
>>X server, only he's working on Highwire which as a native gem
>>application, I personally consider way more important.
>
> Well. I really appreciate his work on Highwire but for me support for
> cyrillic character sets in Gaim would be more important.
> Perhaps there is someone who can implement this in GIM. :-)
>
>>My girlfriend is Russian though so I could have her look into the
>
> Congratulations! :-)
>
>>Cyrillic support for you.
>
> That would be really phantastic.
>
> Regards,
>
> Frank

Ok,

Then I'll work on GIM. can you explain to me the method of entering
cyrillic characters. IIRC the cyrillic alphabet has similar to 26 letters
just like English alphabet, so do you just replace keyboard with cyrillic
keyboard? How do you use it with GEM. Is through an input method editor
of some sort. Is the problem primarily in sending messages or receiving
them that support needs to be added?

Thanks,
Mark

3108. Re: VNC Atari

Newsgroup: comp.sys.atari.st
Date: 2004-05-08 22:11:04 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040509001104.a9112@du3.maus.de>
Source record: 18800

>For some reason the GEM X server for me displays everything in red. I've
>long tried to figure out this problem and never have been able to. I've
>since given up ;-). It does this on every platform I've ever used it
>on.

I've got a similar problem. Although nor everything is displayed in red but
the colours are completely wrong. Seems that the X server needs a little
update. :-)

Regards,

Frank

3109. Re: ADV: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.st
Date: 2004-05-09 06:29:12 UTC
From: richardhutnik@hotmail.com
Message-ID: <37bc9e37.0405082229.7c040cea@posting.google.com>
Source record: 18879
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Please do a more subdued ad. Your ad below makes me think of a
Monster Truck TV advertisement.

Sunday! Sunday! Come down and get good Atari Support! Bring the
kids! Get a free Star Raiders cart! Watch as Bigfoot squashes the
competition!

- Richard Hutnik

Bravo Sierra Computers <atari@aracnet.com> wrote in message
news:<Pine.LNX.4.44.0405061942070.13963-100000@onyx.spiritone.com>...
> Why should you try Bravo Sierra Computers? Maybe you should ask Why Not?
> Those telling you Not to buy have there own prejudice to deal with. I can
> only speak for myself. Why Buy from BSC? Good Service! I earn your Atari
> Business one Customer at a time! Many Customers refer me to friends. Good
> Support! I'm in this for the long haul. Should you need Atari Help, I held
> teaching positions in my local Atari Clubs. You can call me or I'll call
> you for Atari Phone Support. I'm a good teacher, and I dont speak over my
> students heads! I prefer to keep it simple when necessary. Atari Sales! I
> have a lot of Atari I can sell you! Games/ Software, Hardware, Books and
> Accessories.Rather than print up a Catalog, thereby making it out of Date!
> I regularly update my Catalogs, for you to Download or view online at:
>
> http://BensCatalogs.Atari.org
>
> http://www.aracnet.com/~atari/newstuff.htm Whats New from BSC.
> http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
> http://www.aracnet.com/~atari/specials.htm Atari Tax Break Special!!
> http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. Customers love the speedy service! I have
> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3110. Atari Online News, Etc. #06-19

Newsgroup: comp.sys.atari.st
Date: 2004-05-09 13:24:12 UTC
From: danap8@aol.comno-spam
Message-ID: <20040509092412.07961.00000184@mb-m04.aol.com>
Source record: 18798

A-ONE #0619 05/07/04

~ Phishing Attacks Rise! ~ People Are Talking! ~ Tempus Word NG!
~ Apple To Unleash Tiger ~ Pac-Man, Live In NYC! ~ Red Hat Returns!
~ AOL Video Games Site! ~ Tax Scofflaws On Web! ~ Master Memory Map!
~ Sasser Fades, Hunt On! ~ Space Invaders Return! ~ FTC, Spammers Settle

-* Nastier Sasser Worm Coming? *-
-* Sasser Worm Takes Toll Worldwide! *-
-* Kids Site Seeks More Content and Activities *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/_0_/ _0_/\
-| o o |- E-mail subscription: dpj(at)atarinews.org
/ _____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org

3111. Re: HDD + CDROM Problems...

Newsgroup: comp.sys.atari.st
Date: 2004-05-09 19:51:49 UTC
From: g8mqw@yahoo.com
Message-ID: <b0d5c46ca1334388b4175a27ff3d55e3@ghytred.com>
Source record: 18799

NOTE:-

Terminators depends on physical position on train, not on SCSI ID.

3112. Re: Gaim and cyrillic

Newsgroup: comp.sys.atari.st
Date: 2004-05-09 21:11:48 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040509231148.a9167@du3.maus.de>
Source record: 18801

>>>Cyrillic support for you.
>> That would be really phantastic.
>Then I'll work on GIM.

First I want to say thanks in advance.

can you explain to me the method of entering
>cyrillic characters.

Well, there are different ways. In Papyrus there is a dialog where you can see the cyrillic characters in Unicode at position 1024 (hex: 0400), so I use the mouse to click on each character I want to have in my letters. :-)

But there is also a different way of entering cyrillic letters. It's called: ckbd. It's a little program for the AUTO folder.

>IIRC the cyrillic alphabet has similar to 26 letters
>just like English alphabet, so do you just replace keyboard with cyrillic
>keyboard?

No. There are 33 characters. But you are right, I have little stickers on top of each key of my keyboard so I've got the official cyrillic keys on my keyboard as well as the German layout.

>of some sort. Is the problem primarily in sending messages or receiving
>them that support needs to be added?

Of course both directions. :-)

Regards,

Frank

3113. Re: VNC Atari

Newsgroup: comp.sys.atari.st
Date: 2004-05-10 08:31:16 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnc9ueal.t5v.atari@komp7.euh-e.edu.pl>
Source record: 18802

On Sat, 8 May 2004 22:11:04 -0000, Frank Szymanski <Frank_Szymanski@du3.ohse.de> had a noticeable pleasure while writting:
>>For some reason the GEM X server for me displays everything in red. I've
>>long tried to figure out this problem and never have been able to. I've
>>since given up ;-). It does this on every platform I've ever used it
>>on.
>
> I've got a similar problem. Although nor everything is displayed in red but
> the colours are completely wrong. Seems that the X server needs a little
> update. :-)

Maybe colors are sent to VNC viewer in intel format, and interpreted as they are motorola format?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3114. logic audio manuals

Newsgroup: comp.sys.atari.st
Date: 2004-05-10 13:31:32 UTC
From: fried.man@sympatico.ca
Message-ID: <2b61dc2b.0405100531.2f2c7d6e@posting.google.com>
Source record: 18803

hello,
I was lucky enough to get a copy of the manuals for Logic Audio for
the Falcon.
I don't think it works on the Falcon with CT60. I have a few spares
of this manual, if anyone wants one. Just email me. Otherwise they are
going to be recycled.

3115. Re: VNC Atari

Newsgroup: comp.sys.atari.st
Date: 2004-05-10 14:09:31 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.05.10.14.09.30.227317@removenoaspam.atari-source.com>
Source record: 18804

On Mon, 10 May 2004 08:31:16 +0000, Adam Klobukowski wrote:

> On Sat, 8 May 2004 22:11:04 -0000, Frank Szymanski <Frank_Szymanski@du3.ohse.de> had a noticeable pleasure while writting:
>>>For some reason the GEM X server for me displays everything in red. I've
>>>long tried to figure out this problem and never have been able to. I've
>>>since given up ;-). It does this on every platform I've ever used it
>>>on.
>>
>> I've got a similar problem. Although nor everything is displayed in red but
>> the colours are completely wrong. Seems that the X server needs a little
>> update. :-)
>
> Maybe colors are sent to VNC viewer in intel format, and interpreted as they
> are motorola format?

No, When I can get the Xserver right the colors are correct. All X
programs are displayed with improper colors equally.

Thanks,
Mark

3116. GIM 0.2 Alpha Released

Newsgroup: comp.sys.atari.st
Date: 2004-05-10 17:11:40 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.05.10.17.11.40.274256@removenoaspam.atari-source.com>
Source record: 18805

Hello everyone,

Just a note to let you know that GIM version 0.2 Alpha Released. After I created the release number I decided that it really shouldn't be incrementing so quickly or else I'll hit a 1.0 release way before I should so from now on the releases will be incrementing in 100th's increments, i.e. the next will be 0.21.

Everything is available over at http://gim.atari-source.com.

New features include:
* Hidden password entry upon login
* Improved text entry routines
* Multiple line output in the conversation window
* Word wrapping in the conversation window
* Text attributes in the conversation window

A couple other minor fixes and such. This release makes things a bit more useable as far as typing in a line of chat is concerned. Also with the word wrapping you really can hold a conversation now because things aren't always getting cut off, that's why I decided these changes are release worthy. Please test away, feedback to the email address listed, just remove the "removenoaspam." from the email address, OR use the "Contact Us" menu entry on http://gim.atari-source.com.

Thanks very much,
Mark
http://portal.atari-source.com

3117. Re: HDD + CDROM Problems...

Newsgroup: comp.sys.atari.st
Date: 2004-05-10 19:58:55 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0405101158.538fb28d@posting.google.com>
Source record: 18806

rsmac@t-online.de (Robert Schaffner) wrote in message
news:<1gdggf2.otto6419vdmx9N%rsmac@t-online.de>...
> Facundo Arena <hearena@advancedsl.com.ar> wrote:
>
> > 1. ICD Link II -------> 2. 320MB HDD ---------> 3. CDROM
> >
> > Configuration summary:
> > 1. HDD is ID 5 and CDROM is ID 3.
> > 2. HDD has termination resistors off and Termination Power ON (the
> > Light on the ICD is on, as always).
> > 3. CDROM has TERMINATION and TERM POWER OFF. Parity OFF as the HDD.
>
> With HDDriver (example):
>
> ID7 ID1 ID2
> Termination OFF Termination ON
> Termpower ON Termpower ON
> Parity OFF Parity OFF
> ICD Link II -------> 2. 320MB HDD ---------> 3. CDROM

This might work, but I'd advise trying Termination ON on BOTH drives.
The ICD Link, IIRC is not a terminator. Also, I think that your HD
needs a LOWER number than the CD. This is because the ICD driver
(again, IIRC) attempts to boot from the first ID number it finds. I
have a setup that has an internal drive set to ID 1 and and external
set to ID 0. If the external isn't on, the internal drive boots. If
the external is on, then it boots. Unlike HDDriver, I don't believe
that the boot order for ICD can be changed in software. Even if it
can, I'm sure that's not the default setting.

> > use a floppy disc, it loads ICDBOOT.SYS and sometimes it finds all the
> > partitions on the HDD (C, D, E,F) and sometimes it only finds C and D
> > for example...
> >
> > It's just so weird!!! I don't know what to do. Am I missing something?
>
> Your CD drive need an driver like ExtenDOS, SPIN ec. (First is the best!)
>
> Both, hd and cd must be found with the scsi ids. If not, check scsi
> cable, termination, parity.

Agreed. SCSI cables can be fragile, and I've had some that once
worked fine stop working once I had moved them across the room. I
suppose something in the connectors became damaged, but the point is
should termination not be the solution, try new cabling. Also note

that you will need some sort of CD driver to actually use the CD-ROM.
(I use ExtenDOS myself.)

> > Why it wont boot from the hdd!!!???
>
> I canï¿½t say anything about ICD devices and drivers.
> Save desktop.inf to C: and the C: partion must be marked as boot drive
> on ICD hd driver. (Save to C:, not on floppy disk) Thatï¿½s all.
>
Once you get the hard drive working reliably, run the utility software
(... HDUTIL, ICDUTIL, ICDTOOLS ... I can't remember the name of the
program exactly). One of your options will be to make partitions
bootable.

Galen

3118. Finally my Falcon 030!

Newsgroup: comp.sys.atari.st
Date: 2004-05-10 21:06:40 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <c7oqsm$a39$1@news1.nivel5.cl>
Source record: 18807

Hi!
I finally have a Falcon! :)

BUT!! the psu is for 110V (it say 117V 1A. so i guess it takes 117 Watts)
My problem, is that we use 220V and i dont want to use a converter every
time (are really big).
I take out the PSU, and it seems was build to 220V.. but changed to 110.
Anyone has schematics of the PSU ? i want to modify it, and let it working
on 220.

Ah.. i also have 2x 520ST and 1040STfm ... those have similar PSU ?

3119. Re: logic audio manuals

Newsgroup: comp.sys.atari.st
Date: 2004-05-10 21:53:44 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c7otl7ahm1@hercules.btinternet.com>
Source record: 18808

Hi Mark

"Mark" <fried.man@sympatico.ca> wrote in message
news:2b61dc2b.0405100531.2f2c7d6e@posting.google.com...
> hello,
> I was lucky enough to get a copy of the manuals for Logic Audio for
> the Falcon.
> I don't think it works on the Falcon with CT60. I have a few spares
> of this manual, if anyone wants one. Just email me. Otherwise they are
> going to be recycled.

What is this exactly, i know a couple of people with Falc's

--

Regards, Steve S.

3120. Re: Finally my Falcon 030!

Newsgroup: comp.sys.atari.st
Date: 2004-05-11 03:10:50 UTC
From: Don Schmidt <"Retired Engineer"@PNB.usa>
Message-ID: <10a0h1mj3a88i13@corp.supernews.com>
Source record: 18809

You could put it in series with a 150 watt 120 vac light bulb. A light bulb makes a pretty good dropping resister and it's economical.

--
Don

Vancouver, USA - One of the great cities in one of the 45+ countries in the Americas!

"Bruce" <No-Spam@Ivn.cl> wrote in message
news:c7oqsm$a39$1@news1.nivel5.cl...
> Hi!
> I finally have a Falcon! :)
>
> BUT!! the psu is for 110V (it say 117V 1A. so i guess it takes 117 Watts)
> My problem, is that we use 220V and i dont want to use a converter every
> time (are really big).
> I take out the PSU, and it seems was build to 220V.. but changed to 110.
> Anyone has schematics of the PSU ? i want to modify it, and let it
working
> on 220.
>
> Ah.. i also have 2x 520ST and 1040STfm ... those have similar PSU ?
>
>

3121. Re: VNC Atari

Newsgroup: comp.sys.atari.st
Date: 2004-05-11 05:36:15 UTC
From: lowline <dadfasdf@asfasd.com>
Message-ID: <jDZnc.13280$uN4.12999@clgrps12>
Source record: 18810

Awsome - Simply Awsome

David

"Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message
news:pan.2004.05.10.14.09.30.227317@removenoaspam.atari-source.com...
> On Mon, 10 May 2004 08:31:16 +0000, Adam Klobukowski wrote:
>
> > On Sat, 8 May 2004 22:11:04 -0000, Frank Szymanski
<Frank_Szymanski@du3.ohse.de> had a noticeable pleasure while writting:
> >>>For some reason the GEM X server for me displays everything in red.
I've
> >>>long tried to figure out this problem and never have been able to.
I've
> >>>since given up ;-). It does this on every platform I've ever used it
> >>>on.
> >>
> >> I've got a similar problem. Although nor everything is displayed in red
but
> >> the colours are completely wrong. Seems that the X server needs a
little
> >> update. :-)
> >
> > Maybe colors are sent to VNC viewer in intel format, and interpreted as
they
> > are motorola format?
>
> No, When I can get the Xserver right the colors are correct. All X
> programs are displayed with improper colors equally.
>
> Thanks,
> Mark
>

3122. Re: Finally my Falcon 030!

Newsgroup: comp.sys.atari.st
Date: 2004-05-11 13:46:19 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <c7qlesqap1@news1.nivel5.cl>
Source record: 18811

heh.. that's clever :o)

"Don Schmidt" <Retired Engineer@PNB.usa> escribi&#65533; en el mensaje
news:10a0h1mj3a88i13@corp.supernews.com...
> You could put it in series with a 150 watt 120 vac light bulb. A light
bulb
> makes a pretty good dropping resister and it's economical.
>
>
> --
> Don
> --------
> Vancouver, USA - One of the great cities in one of the 45+ countries in
the
> Americas!
>
>
> "Bruce" <No-Spam@Ivn.cl> wrote in message
> news:c7oqsm$a39$1@news1.nivel5.cl...
> > Hi!
> > I finally have a Falcon! :)
> >
> > BUT!! the psu is for 110V (it say 117V 1A. so i guess it takes 117
Watts)
> > My problem, is that we use 220V and i dont want to use a converter every
> > time (are really big).
> > I take out the PSU, and it seems was build to 220V.. but changed to 110.
> > Anyone has schematics of the PSU ? i want to modify it, and let it
> working
> > on 220.
> >
> > Ah.. i also have 2x 520ST and 1040STfm ... those have similar PSU ?
> >
> >
>
>

3123. Re: Finally my Falcon 030!

Newsgroup: comp.sys.atari.st
Date: 2004-05-11 14:25:07 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <c7qno3iiu1@reader2.panix.com>
Source record: 18812

I do not have a Falcon. I have the Falcon service manual, and all it says about the power supply is "is configured". Look at it closely, and you will probably find something like a marked jumper. Do not forget to change the fuse, to one of about half the current.

In other words, Atari's service informantion does not have a schematic of the power supply. This seems like a do-it-yourself job. Good luck.

The Falcon has a switching power supply. Again by the book, the 520ST has a linear power supply, and the 1040ST has a switching power supply.

The visual distinction is probably a switching transistor, wrapped in insulation, strapped to an aluminum heat sink near the transformer.

Jim

Bruce <No-Spam@Ivn.cl> writes:

: Hi!
: I finally have a Falcon! :)

: BUT!! the psu is for 110V (it say 117V 1A. so i guess it takes 117 Watts)
: My problem, is that we use 220V and i dont want to use a converter every
: time (are really big).
: I take out the PSU, and it seems was build to 220V.. but changed to 110.
: Anyone has schematics of the PSU ? i want to modify it, and let it working
: on 220.

: Ah.. i also have 2x 520ST and 1040STfm ... those have similar PSU ?

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3124. Re: Finally my Falcon 030!

Newsgroup: comp.sys.atari.st
Date: 2004-05-11 15:26:06 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <c7qr9u$rt6$1@news1.nivel5.cl>
Source record: 18813

Yeah, it is "configured". but not with a jumper.
It seems that originally it was designed to 250V (the fuse, and some other parts, are marked 250V.) but changed to work at 110V.
A big capacitor says 200V , and the transformer, says 117V 0.9A. I think, im pretty much screwed.. cause to make it work at 220, i need to change the transformer, to deliver 12V 0.2A and 5V 7A from 220V.
Well... meanwhile, i'll use an external converter ...

"Jim DeClercq" <jimd@panix1.panix.com> escribi&#65533; en el mensaje news:c7qno3iiu1@reader2.panix.com...
> I do not have a Falcon. I have the Falcon service manual, and all it says
> about the power supply is "is configured". Look at it closely, and you
> will probably find something like a marked jumper. Do not forget to change
> the fuse, to one of about half the current.
>
> In other words, Atari's service informantion does not have a schematic of
> the power supply. This seems like a do-it-yourself job. Good luck.
>
> The Falcon has a switching power supply. Again by the book, the 520ST
> has a linear power supply, and the 1040ST has a switching power supply.
>
> The visual distinction is probably a switching transistor, wrapped in
> insulation, strapped to an aluminum heat sink near the transformer.
>
> Jim
>
> Bruce <No-Spam@Ivn.cl> writes:
>
> : Hi!
> : I finally have a Falcon! :)
>
> : BUT!! the psu is for 110V (it say 117V 1A. so i guess it takes 117 Watts)
> : My problem, is that we use 220V and i dont want to use a converter every
> : time (are really big).
> : I take out the PSU, and it seems was build to 220V.. but changed to 110.
> : Anyone has schematics of the PSU ? i want to modify it, and let it working
> : on 220.
>
> : Ah.. i also have 2x 520ST and 1040STfm ... those have similar PSU ?
>
>
>

> --
> --
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .
>

3125. Re: Finally my Falcon 030!

Newsgroup: comp.sys.atari.st
Date: 2004-05-11 16:15:05 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <c7qu69$l3l$1@reader2.panix.com>
Source record: 18814

Hmmm. One normally changes the output of a switching power supply by
changing the input frequency, over some range of values, unless the iron
saturates. Somehow, they halved or doubled the chopper frequency, probably
by changing a capacitor value.

BTY, I sort of know the situation. I have an English external floppy
drive, with a linear power supply, and if I want to use that thing, I need
a power convertor.

Jim

Bruce <No-Spam@Ivn.cl> writes:

: Yeah, it is "configured". but not with a jumper.
: It seems that originally it was designed to 250V (the fuse, and some other
: parts, are marked 250V.) but changed to work at 110V.
: A big capacitor says 200V , and the transformer, says 117V 0.9A. I think, im
: pretty much screwed.. cause to make it work at 220, i need to change the
: transformer, to deliver 12V 0.2A and 5V 7A from 220V.
: Well... meanwhile, i'll use an external converter ...

: "Jim DeClercq" <jimd@panix1.panix.com> escribi&#65533; en el mensaje
: news:c7qno3iiu1@reader2.panix.com...
: > I do not have a Falcon. I have the Falcon service manual, and all it says
: > about the power supply is "is configured". Look at it closely, and you
: > will probably find something like a marked jumper. Do not forget to change
: > the fuse, to one of about half the current.
: >
: > In other words, Atari's service informantion does not have a schematic of
: > the power supply. This seems like a do-it-yourself job. Good luck.
: >
: > The Falcon has a switching power supply. Again by the book, the 520ST
: > has a linear power supply, and the 1040ST has a switching power supply.
: >
: > The visual distinction is probably a switching transistor, wrapped in
: > insulation, strapped to an aluminum heat sink near the transformer.
: >
: > Jim
: >
: > Bruce <No-Spam@Ivn.cl> writes:
: >
: > : Hi!
: > : I finally have a Falcon! :)
: >
: > : BUT!! the psu is for 110V (it say 117V 1A. so i guess it takes 117

: Watts)
: > : My problem, is that we use 220V and i dont want to use a converter every
: > : time (are really big).
: > : I take out the PSU, and it seems was build to 220V.. but changed to 110.
: > : Anyone has schematics of the PSU ? i want to modify it, and let it
: working
: > : on 220.
: >
: > : Ah.. i also have 2x 520ST and 1040STfm ... those have similar PSU ?
: >
: >
: >
: > --
: > --
: > /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
: > \ / ASCII ribbon campaign | I'm a .signature virus! |
: > X against HTML mail | Copy me into your ~/.signature|
: > / \ and postings | to help me spread! |
: > .
: >

```
--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.
```

3126. Re: Finally my Falcon 030!

Newsgroup: comp.sys.atari.st
Date: 2004-05-11 18:36:50 UTC
From: Jean-Luc <wd.wd@wd.com>
Message-ID: <11052004225612i2C00157BXGC0A80004@wanadoo.fr>
Source record: 18821

Jim DeClercq <jimd@panix1.panix.com> a écrit dans le message :
c7qno3iiu1@reader2.panix.com

Hello,

> I do not have a Falcon. I have the Falcon service manual, and all it
> says about the power supply is "is configured". Look at it closely, > and you will
probably find something like a marked jumper.

No, not at all - at least on mine.

> Do not forget to change the fuse, to one of about half the current.

Mine is a 250V / 2A Fast... so it should be 4A Fast for 110V...
>
> The Falcon has a switching power supply. Again by the book, the 520ST
> has a linear power supply, and the 1040ST has a switching power supply.
>
> The visual distinction is probably a switching transistor, wrapped in
> insulation, strapped to an aluminum heat sink near the transformer.
>
That must be the one labeled D2 ;-)

J.-Luc

3127. Re: Finally my Falcon 030!

Newsgroup: comp.sys.atari.st
Date: 2004-05-11 18:46:40 UTC
From: Jean-Luc <wd.wd@wd.com>
Message-ID: <11052004225612i2C00257BXQC0A80004@wanadoo.fr>
Source record: 18822

Bruce <No-Spam@Ivn.cl> a écrit dans le message :
c7qr9u$rt6$1@news1.nivel5.cl

> Yeah, it is "configured". but not with a jumper.
> It seems that originally it was designed to 250V (the fuse, and some
> other parts, are marked 250V.) but changed to work at 110V.
> A big capacitor says 200V , and the transformer, says 117V 0.9A.

OK - mine is 230V / 0.45A.

> I think, im pretty much screwed.. cause to make it work at 220, i need > to change the transformer, to deliver 12V 0.2A and 5V 7A from 220V.
> Well... meanwhile, i'll use an external converter ...
>
Can't those parts be found on other PSUs ?

BTW, why not recasing the Falcon, so you could use an old AT one ?

J.-Luc

3128. Re: HDD + CDROM Problems...

Newsgroup: comp.sys.atari.st
Date: 2004-05-11 19:35:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200405112135.a45986@b.maus.de>
Source record: 18704

Hi Galen,

G>Also, I think that your HD needs a LOWER number than the CD.
no, the logical numbering and the physical sequence don't interfer at
all.

G>This is because the ICD driver (again, IIRC) attempts to boot from the
G>first ID number it finds.
That was (and still is) true for AHDI.

G>I have a setup that has an internal drive set to ID 1 and and external
G>set to ID 0.
Unusual, but possible.

Und TTschï¿½
ps

3129. Re: HDD + CDROM Problems...

Newsgroup: comp.sys.atari.st
Date: 2004-05-11 19:43:22 UTC
From: hearena@advancedsl.com.ar
Message-ID: <a347a87b.0405111143.386aad0@posting.google.com>
Source record: 18815

THANKS TO ALL!!!

I swapped the drives (CDROM first with ID 3, HDD last with id 0) and now the HDD works, HDDRIVER loads ALL my partitions and automatically boots!!!!

Again thanks, BUT!

I got problems with Extendos... (please see the EXTENDOS Problems Topic!!)

Roderick

3130. Extendos Problems

Newsgroup: comp.sys.atari.st
Date: 2004-05-11 19:45:30 UTC
From: hearena@advancedsl.com.ar
Message-ID: <a347a87b.0405111145.400b5ef6@posting.google.com>
Source record: 18816

Well, after days of trying to make work my SCSI chain, it seems to be no problems... I installed ExtenDOS with CDROM SCSI ID 3 and it loads alright but when I mount and try to access the P drive (the CDROM) I get a "Drive no responding error"....

I think this will take me some more days of painful investigation... Any idea where to start? Thanks!!

Roderick

3131. Re: HDD + CDROM Problems...

Newsgroup: comp.sys.atari.st
Date: 2004-05-11 19:49:15 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <c7ranh$q3$1@news1.nivel5.cl>
Source record: 18817

```
Hey, anyone knows if an IDE cdrom could be connected ?
```

"Facundo Arena" <hearena@advancedsl.com.ar> escribi&#65533; en el mensaje
news:a347a87b.0405111143.386aad0@posting.google.com...
> THANKS TO ALL!!!
>
> I swapped the drives (CDROM first with ID 3, HDD last with id 0) and
> now the HDD works, HDDRIVER loads ALL my partitions and automatically
> boots!!!!
>
> Again thanks, BUT!
>
> I got problems with Extendos... (please see the EXTENDOS Problems
> Topic!!)
>
> Roderick

3132. Re: GIM 0.2 Alpha Released

Newsgroup: comp.sys.atari.st
Date: 2004-05-11 20:13:54 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040511221354.a9813@du3.maus.de>
Source record: 18820

>Everything is available over at http://gim.atari-source.com.
>...
>A couple other minor fixes and such.

This time I was able to go online with GIM. :-)
Unfortunately I do not understand how to edit "acct1.blt" when I want to chat
with someone on ICQ so although I was only there was nobody to talk to.

>remove the "removenoaspam." from the email address, OR use the "Contact
>Us" menu entry on http://gim.atari-source.com.

Did you already received my email. If not please contact me at:

frank DOT szymanski AT 12move DOT de

Regards,

Frank

3133. Re: logic audio manuals

Newsgroup: comp.sys.atari.st
Date: 2004-05-11 20:39:00 UTC
From: fried.man@sympatico.ca
Message-ID: <2b61dc2b.0405111239.3cc5670@posting.google.com>
Source record: 18818

"Steve Sweet" <steve.sweet@btopen-2-viri-world.com> wrote in message
news:<c7otl7ahm1@hercules.btinternet.com>...
> Hi Mark
>
> "Mark" <fried.man@sympatico.ca> wrote in message
> news:2b61dc2b.0405100531.2f2c7d6e@posting.google.com...
> > hello,
> > I was lucky enough to get a copy of the manuals for Logic Audio for
> > the Falcon.
> > I don't think it works on the Falcon with CT60. I have a few spares
> > of this manual, if anyone wants one. Just email me. Otherwise they are
> > going to be recycled.
>
> What is this exactly, i know a couple of people with Falc's

Logic Audio for the Falcon was emagic's attempt to combine their midi
program with Audio. I even have their brochure. But if you try and use
it on an ordinary Falcon you probably would find it unuseably slow. So
I am offering these manuals to anyone on the chance that they still
use Logic Audio Falcon. Cubase Audio works on a CT60 and its pretty
darn good!

3134. Re: logic audio manuals

Newsgroup: comp.sys.atari.st
Date: 2004-05-11 20:39:26 UTC
From: fried.man@sympatico.ca
Message-ID: <2b61dc2b.0405111239.2776498e@posting.google.com>
Source record: 18819

"Steve Sweet" <steve.sweet@btopen-2-viri-world.com> wrote in message
news:<c7otl7ahm1@hercules.btinternet.com>...
> Hi Mark
>
> "Mark" <fried.man@sympatico.ca> wrote in message
> news:2b61dc2b.0405100531.2f2c7d6e@posting.google.com...
> > hello,
> > I was lucky enough to get a copy of the manuals for Logic Audio for
> > the Falcon.
> > I don't think it works on the Falcon with CT60. I have a few spares
> > of this manual, if anyone wants one. Just email me. Otherwise they are
> > going to be recycled.
>
> What is this exactly, i know a couple of people with Falc's

Logic Audio for the Falcon was emagic's attempt to combine their midi
program with Audio. I even have their brochure. But if you try and use
it on an ordinary Falcon you probably would find it unuseably slow. So
I am offering these manuals to anyone on the chance that they still
use Logic Audio Falcon. Cubase Audio works on a CT60 and its pretty
darn good!

3135. Re: Finally my Falcon 030!

Newsgroup: comp.sys.atari.st
Date: 2004-05-11 21:14:28 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <c7rfn7$275$1@news1.nivel5.cl>
Source record: 18823

yeh.. im thinking on recase... but in a long time (cause now, im just learning about it... it's my first , and i think, only one here)

"Jean-Luc" <wd.wd@wd.com> escribi&#65533; en el mensaje news:11052004225612i2C00257BXQC0A80004@wanadoo.fr...
Bruce <No-Spam@Ivn.cl> a &#65533;crit dans le message : c7qr9u$rt6$1@news1.nivel5.cl

> Yeah, it is "configured". but not with a jumper.
> It seems that originally it was designed to 250V (the fuse, and some
> other parts, are marked 250V.) but changed to work at 110V.
> A big capacitor says 200V , and the transformer, says 117V 0.9A.

OK - mine is 230V / 0.45A.

> I think, im pretty much screwed.. cause to make it work at 220, i need >
to change the transformer, to deliver 12V 0.2A and 5V 7A from 220V.
> Well... meanwhile, i'll use an external converter ...
>
Can't those parts be found on other PSUs ?

BTW, why not recasing the Falcon, so you could use an old AT one ?

J.-Luc

3136. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-05-11 21:37:36 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1084352282-101232AEicMi@gmx.net>
Source record: 18830

From: Janez Valant <swe@atari.org>
Date: Thu, 06 May 2004 18:15:30 +0100

Hi Janez,

>Reverse engineering is not pushing dick in sheep's ass, u know....

It is in Wales... ;-)

Cheers from Belgium
Dennis

3137. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-11 21:37:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1084352300-104819AEicMi@gmx.net>
Source record: 18835

From: Frank_Szymanski@du3.ohse.de (Frank Szymanski)
Date: Thu, 6 May 2004 17:33:22 -0000

Hi Frank,

>>That's what USENET is all about, if we would all agree with each other
>>this would be a very dull place. In the good old days this group used to
>>thrive on discussions.
>
>Well, sometimes I got the impression that a little bit less arguing would
>help the ATARI scene more. :-)

I don't think so. Arguing has never stopped me to help someone out. And as
far as the scene is involved, IMO it's only a very small minority who
posts here. The largest group of programmers don't even read or follow the
newsgroups at all. And the same applies to the German groups.
We may like to think that we influence the scene, but in reality....
BTW if a programmer can't handle criticism (good or bad) he should reflect
on this.

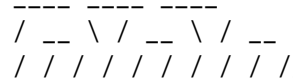
>>I really would love to find out what makes aFTP so special that I can
>>trash Fiffi tomorrow.
>
>Well. For me there are two reasons:
>
>1.) It's free, for Fiffi you have to pay
>2.) It works with MiNT-Net and N.AES (Fiffi works neither without IConnect
>nor with MiNT)

1.)Fiffi is bundled with CAB 2.7 and 2.8, so in practice one doesn't have
to pay for it.
2.)That's true, but I can say the same thing about Aftp... the fact that a
client only runs under stack A or B, doesnt say anything about the quality
and functionality of that client.

>>give up the advantages of using Scripter while doing internet stuff.
>
>There's no need to give up good behaviour. :->

You've actually managed to surprise me, see one of the other posts...

Cheers from Belgium
Dennis
--



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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

3138. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-11 21:37:50 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1084352288-102643AEicMi@gmx.net>
Source record: 18832

From: Frank_Szymanski@du3.ohse.de (Frank Szymanski)
Date: Thu, 6 May 2004 17:33:22 -0000

Hi Frank,

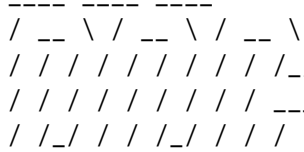
>Well. I am using CAT and apart from that fact that it is free as well it
>sorts Mails (at the moment I have ~10.000 mails just only in
>comp.sys.atari.st) in a fraction of a second. The database is approx. 50
>Mb.

Sit back and grasp something solid:
This may come as a shock but when I'm wrong, I have no problems admitting it, and as far as CAT is concerned. I'm wrong...
I'm wrong because I didn't follow the development of this app closely enough, it used to be a Maus net reader/poster, and as such of little use to anyone except for people living in Germany & Austria. I have some of the first versions here. Last night however I took a peek, and to my amazement noticed that this app has evolved into a full blown mail/news client. A quick glance in the docs revealed that it runs on any stack you care to throw at it, even IConnect, and under certain emulators an available DSL connection can be used.....
So, it's not easy to say something negative about this app, I haven't had the chance yet to test it in practice, but given the number of years it's around and the version number I don't really expect problems in that area also.

>Any questions? :-)

YES!!!!
So why is this such a well kept secret? I at least knew something about CAT but I'm convinced that many people here have never heard of it before. If you ask me this app *deserves* an English translation ASAP, and if Pascal Richard is reading this a French version will no doubt follow suit. I'll get in touch with the author privately and if he agrees to it....

So tell me Frank, how many more of those little jewels are you guys hiding in those large German sleeves? ;-)

Cheers from Belgium
Dennis
--


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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

3139. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-11 21:38:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1084352292-103343AEicMi@gmx.net>
Source record: 18833

From: Janez Valant <swe@atari.org>
Date: Thu, 06 May 2004 18:34:09 +0100

Hi Janez,

>> I really would love to find out what makes aFTP so special that I can
>> trash Fiffi tomorrow.
>
>I can speak for me> main reason i use it, thats perfect avserver client,
>so aFTP window behave exactly the same as normal desktop window, so
>dclicking a *.lzh will invoke installed LZH archiver, dragging to local
>folders etc will copy/move/rename file. Also its hotlist can be exported to
>Thing group file, so clicking on Start button>url opens window with that
>FTP directly etc.. So it has its share of usefull options.. And on end, it
>dont look like 99.9 perceont of other FTP apps on XXX platforms, with dual
>windows for remote and home dirs etc..

OK, but you haven't given me one reason why I can trash Fiffi and use Aftp
instead. All the stuff you mention can be done with Fiffi also, and it has a
couple of addional tricks up its sleeve as well. I get the impression that
you never ever seen Fiffi in action and because of this have no clue what it
can do or even what it looks like... if you would have ever seen it then
surely you would know that it just like Aftp uses only one window also?
So the figure is down now to 99.8 percent :-)

I used to be a Aftp user once also, but the day when Fiffi 1.0 was released
I replaced it and never looked back again. All the stuff you've mentioned
was implemented much later in Aftp....
Hell, it didn't even had a resume download/upload option back then!
From where I am sitting it looks like Fiffi was the shining example and
source of inspiration for the Aftp programmer. The only difference is the
hotlist, Aftp exports the links to the Things groups, while Fiffi uses the
DHST protocol for this (StartMeUp). IMO Fiffi took the best route, how do
you manage that hotlist if you are not a Thing user?
Fiffi in addition is also a Scripter client, and that makes a hell of a
difference as well, anyone who has to frequently update his website will
love it, one simple mouse click....
Fiffi was bundled with CAB 2.7 and CAB 2.8, so the argument that one has to
pay for it is not really true either. Every CAB user has it...

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

3140. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-11 21:38:08 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1084352284-101755AEicMi@gmx.net>
Source record: 18831

From: "Cyril Lefebvre" <cs.lefebvre@free.fr>
Date: Thu, 6 May 2004 14:40:32 +0000 (UTC)

Hi Cyril,

>but an access to Iconnect client is not possible. My provider is Free
>telecom, in France.

Hohoho... hold on. It might be that we misunderstand each other, but from what you wrote I conclude that you can make a connection with Iconnect? if not you couldn't report the connection speed. If you can connect but not use any clients then the path to the ETC folder is incorrect... Start up Iconfig and select the correct path. I know this sounds silly, but over the years in my experience that incorrect path was usally the reason why most people didn't succeed. If I understood it all wrong, then mail me privately in French, I understand your local lingo...
Oh yes: the ETC folder is located in the PPP folder, but you can place it anywhere you like, just make sure that Iconnect finds it...

>Note : With Iconnect AND Magxnet : it's the same problem. Why ?

Same reason as given above: if the ETC path is not correct, none of the clients will work... Also note that with Magxnet you shouldn't use Iconfig.prg and IConnect.prg, although it doesn't use these two apps, it uses the ETC folder, CON_INFO also works under Magxnet (see below)....

>With Iconnect, I try to modify the MTU configuration, but no result...

Stay away from the MTU configuration dialog, MTU speed is set when the connection is made automatically, it's only there for the sake of people using the SLIP protocol. Same thing for the DNS numbers, leave them blank, just like MTU speed they are set automatically also.

Assuming that the ETC path is set correct, then turn your attention to connection specific stuff, first of all check that you use version 1.8, if you use an older version, get the update from the ASH website. When you start up Iconnect check that RSDEAMON and IDPSERV are running also. these two apps normally are started up autmatically by IConnect, if they don't run, create a START folder inside the PPP folder and put the two apps in there.
Once that Iconnect is running startup CON_INFO, this little app IMO is the most important one of the package. It'll show you at what speed you are connected, show the temporary assigned DNS number, and also the IP numbers of the services -- POP, SMTP, USENET and TIME servers -- if there are no numbers to be seen, then we know for sure that Iconnect failed to resolve them... if there are numbers however then turn your attention to that ETC folder again...

Assuming that there are no DNS numbers for the various services then you have a resolve problem and its time to start up IConfig. Activate PRO mode and go to "DNS", make sure that the DNS number is 0.0.0.0, and change the initial waitstate value from 1 to 5 seconds. Next go to the 'PPP" entry and change the first timeout value to 750, at the bottom of the dialog there's an LCP-echo-interval box, enter the value 2 in there.
Go to "TCP" and change the values for transmission and connection timeout to 90 seconds. Deactivate "Allow precedence raise"
Go to "IP" and change incoming que timeout to 60, and if you like to live dangerously put a value of 1 into "precedence" :-)

And that's about it... but I don't think it'll be necessary to go through all that trouble. If for some reason it would still not work, then mail over your configuration file.... two pair of eyes usally see more then just one.

If it's any comfort: I know a guy in France who use IConnect and he has the same ISP as you have. So whatever it is that's causing this it can't be a major problem.

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

3141. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-11 21:38:16 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1084352296-104063AEicMi@gmx.net>
Source record: 18834

From: Frank_Szymanski@du3.ohse.de (Frank Szymanski)
Date: Thu, 6 May 2004 17:15:50 -0000

Hi Frank,

>I had Emailer running under MiNT with IConnect so it seems that
>Emailer doesn't need MagiC. :-)

Emailer doesn't need MagiC, but it does need IConnect. If you were able to
run IConnect under MiNT it must have been an older version because from
version 1.7 onwards MagiC multithreading is used by IConnect...

>And yes, you are right. There is no need for IConnect clients. There are
>better alternatives for MiNT/MagiC-Net.

Once again I disagree.... ;-)
You comment on Iconnect clients running under an old outdated stack, it's
the multithreading capabilities that make Iconnect 1.7 and 1.8 so special.
The very first thing that is obvious is that there are no more wait states,
the programmer went through great lenghts (6 months of his life) to ensure
that Iconnect would in all circumstances provide the fastest and most stable
connection of all Atari stacks (including MintNET). It's not the Iconnect
clients that makes the whole lot exceptional, it's Iconnect itself.
There aren't many IConnect clients out there except for these from ASH, but
one that runs under Iconnect is aMail. One must really be blind not to see
the differences immediately... the POP and SMTP servers are accessed with
the blink of an eye...
I have a Mac also... why do you think I still use Atari clients to access
internet? When downloading posts from USENET for example, there's nothing
out there that beats ASH EMailer in combination with IConnect. And on a
dialup connection it's even more obvious... run the five Iconnect clients
all at once and observe: no drop in speed at all. It's not the clients that
are so brilliant, it's the way that IConnect was constructed. Although
coming to think of it, the last update from the clients is almost 4 years
ago, not bad in my book.... after 4 years most of the stuff out there is
still playing catch up.

>But it might be interesting to use IConnect clients just for the fun of
>doing so. :-)

You'll have a change of heart very soon....
Drop Vassilis a mail and ask him for the IConnect gateway beta. Next run CAT
and be amazed.... and before you know it you'll be a "believer" also. After
all there's nothing that can beat a real test, is there? While you're at
it, install ASH Scripter also. There are a couple of amazing IConnect client
scripts on the DDP website (see sig). Instead of having just fun you'll

actually enjoy it. And that's what makes computing with Atari's exceptional,
but you need to use the best suited stuff of course. <fat grin>

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

3142. Re: The ideal AES

Newsgroup: comp.sys.atari.st
Date: 2004-05-11 21:38:26 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1084352274-99855AEicMi@gmx.net>
Source record: 18829

From: Janez Valant <swe@atari.org>
Date: Thu, 06 May 2004 18:08:57 +0100

Hi Janez,

>I agree on that, but there is another problem, its not meant as
>provocation: how to use Magic objects etc in some new AES, if Magic
>AES code is protected and source not released? Is there a detailed
>explanation of those objects, how to implement them on AES level.
>Programer's guide (for AES not client apps) or something like that?

As a matter of fact yes... Andreas Kromke provided detailed info about
this issue. Peter translated almost 95% of the programmer docs, and I
took care of the remaining bits and pieces. They could be downloaded
once from Bengy's MagiC Online website. I have no idea however where to
find them now.... If you want them, I'll turn the house upside down, but
Peter might have a copy somewhere at hand?

>Same or course N.AES but i don't think N.AES introduced own objects
>etc...

I haven't got the faintest clue....
Some years ago I contacted Woller about translating the whole shboom,
but he didn't even bother to reply, so as far as I am concerned...

>Common Dennis, stop that.. "NAES is crap, look how Texel icons look
>shitty" and so on, is not that we blame u to like nice look, we blame
>u on calling some application a crap, not to mention what many coders
>were called, due to mainly cosmetic problems..

I've told you once that I call a horse a horse....
If something IMO is crap then that's exactly what I'll say, if you
blame me for that, then you blame me for having and *expressing* an
opinion. Where is it written that I should like and love the same
things as you?
BTW: the last app I've called crap was Newsie, you can stand on your
head and explode for all I care, but that piece of shit has more then
a cosmetic problem.
And coming to think of it, the icons do look shitty! And why they look
shitty is not really the user his concern. N.AES was developed long after
all these apps with their "pretty" icons. The developers of N.AES should
have made sure that stuff like CAB and Texel, didn't look shitty at all.
Suppose that the author of MyAES delivers the perfect AES but that *every*
existing app look shitty under it, you know just as well as I do that
MyAES will be blamed for it and not the apps.

>And then we may go on in some constructive debate. I can talk for
>myself, and prolly for many others, that u never was blamed cause u
>like the look, but how u rate apps u hate, where suddenly look (since
>no other functionality was missing) was the most important stuff...

A constructive debate? LOL
There was a time once that this was possible in CSAST, the times
however have changed. *ANYONE* who dares to express an opinion that
goes against the mainstream will find it out soon enough himself. Over
the years I've been involved in many heated debates here, some of these
debates ended in OS-wars but at least we were debating and discussing
something and no matter how ugly a thread turned into, there was
almost always something to learn or informative to be found in them.
These times are history, now the man is tackled instead of the ball,
one does't look at the topic anymore, but react to who posts...
Take this post for example, except for the first paragraph it's off
topic, once again I have to stand on a soapbox and defend myself for
having an opinion. You may not like the word CRAP, but it's a valid
English word. Your gang has managed to scare anyone of airing his opinion
in here, unfortunately for you that doesn't work for me... none of you
will prevent me of airing my opinion.
In the post I wrote about NVDI 5.xx and some of it functions that have
never been seriously exploited, I gave a couple of examples of apps and
utils that have scratched the surface , but all that went unnoticed. You
fell over the words "pretty looking"... that's a nice example of how the
man is tackled instead of the ball. Your gang doesn't read anymore what's
written, you just look at who posts, and then go searching for something
to pull out of its context.
It's an interesting topic, this thread could evolve in a very informative
one, but it's up to you of course. We either discuss & debate the ideal
AES or we can turn it yet again into an ugly thread. And when all is said
and done you guys can smile all the way and say that I started it...
Or have you perhaps forgotten what an informative thread is all about?
After wading my way through shit like is Aranym an emulator or a virtual
machine I sometime wonder what the hell we're busy with...

>I can talk for myself, and prolly for many others,
>that u never was blamed cause u like the look, but how u rate apps u
>hate, where suddenly look (since no other functionality was missing) was
>the most important stuff...

Oh boy!
Hate? Do you think I *hate* apps? I'm a very peaceful person, I don't even
hate people....
I don't like TTP stuff, and if I can avoid it I will not touch it. As far
as I am concerned these belong in a museum. In 2004 these monsters should
not exist anymore. So when someone here proudly announces a new ported app
or utility, with no GUI... yep, I climb on my soapbox. The argument that
from TOS 1.0 onwards TTP's were supported by Atari is bullshit, I can't
remember Atari ever releasing a TTP, can you? I did not buy a Atari to be
confronted with that ancient stuff, UNIX and DOS users may love it, but I
don't have to love it at all. Linux after all these years is breaking more

or less through, ever wondered why? I presume its purely coincidence that CLI's are being replaced with GUI based stuff? It's crystal clear to me: people like GUI based stuff, anthing else is not appreciated anymore. Sure there are some "hardliners" out there that won't touch anything else, but they are a very very small minority.

But this is about much more then looking pretty, it's about how a user interacts with an app. I don't doubt for a minute that some TTP based apps have more functionality, but there's no way I'll go looking for that functionality. I'm not asking for an app with an overwhelming GUI, loaded with pretty looking icons, something quite simple is good enough... and yep, I know you think differently about this, but I have the right to like and dislike also. And it's about time you start respecting those rights. There's a mouse connected to my keyboard, I want to use use it... I've had my fair share of using apps without a GUI, those days however are long gone, and moving foreward IMO certainly doesn't include TTP's.

>I don't like N.AES cause it look great, i love it because
>N.AES/Thing/Taskbar/F1 combo offers a lot of small things (like
>dclicking arrows, use left/right mouse button on arrow to reverse
>scroll, great drag'n'drop via F1 or taskbar...) which really make
>life a lot easier. Didn't notice those things on windows/macos which
>i use a little or Linux/KDE which i use a lot.

Sure, and that's exactly what I wrote: compared to our desktops the other platforms have a lot catching up to do. I think that the desktop is about the only thing where Atari still shines. Unfortunately however a lot of users don't use it like it's intented, when ever I mention Jinnee in here, someone comes forward reminding me how nice it looks and how much it resembles the Mac desktop....well, ny desktop doesn't look pretty, and as far as resembling a Mac desktop goes, that is not possible. I can do a hundred things more from within Jinnee then from a standard Mac desktop, and the same goes for XP and KDE stuff.

>>Its the feeling before look, otherewise id prolly stuck in MacOS.

I don't think so, I can't imagine an Atari user going wild about MacOS, XP or Linux desktops at all. To get more or less the same functionality from the MacOS desktop as we've got you'll have to install a truckload full of additional utilies. IMO the problem is that a lot of us simply have no clue what can be achieved. If I for example write that Jinnee needs Scripter because it's Scripter that makes it outstanding, I'm convinced that a lot of people here don't even know what Scripter is. It's difficult to explain also, without seeing it in action. And that's the main problem with this platform. No more user groups, magazines, clubs, shows etc, its at those events that people used to learn and see new stuff... You just wrote about F1, well.... I'm afraid that I haven't got the faintest clue what that is :-/

In a different thread I just admitted that CAT has indeed evolved into something nice. I'm not an encyclopeadia on two legs! Like most of us I depend on information, if someone develops a nice utility & app, but fails

somehow to make it known to the whole community...

Cheers from Belgium
Dennis

3143. Re: GIM 0.2 Alpha Released

Newsgroup: comp.sys.atari.st
Date: 2004-05-11 21:50:31 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.05.11.21.50.31.203986@removenoaspam.atari-source.com>
Source record: 18824

On Tue, 11 May 2004 20:13:54 +0000, Frank Szymanski wrote:

>>Everything is available over at http://gim.atari-source.com.
>>...
>>A couple other minor fixes and such.
>
> This time I was able to go online with GIM. :-)
> Unfortunately I do not understand how to edit "acct1.blt" when I want to chat
> with someone on ICQ so although I was only there was nobody to talk to.
>
>>remove the "removenoaspam." from the email address, OR use the "Contact
>>Us" menu entry on http://gim.atari-source.com.
>
> Did you already received my email. If not please contact me at:
>
> frank DOT szymanski AT 12move DOT de
>
> Regards,
>
> Frank

Frank,

I did receive your email. Cyrillic support is being worked on also.

Thanks,
Mark

3144. GIM get Vector Fonts

Newsgroup: comp.sys.atari.st
Date: 2004-05-11 21:57:38 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.05.11.21.57.37.726303@removenoaspam.atari-source.com>
Source record: 18825

Hey guys,

If you are curious, head over to
http://gim.atari-source.com/screenshots.php and check out the top
screenshot. It illustrates that in CVS now there is preliminary support
for proportional fonts in conversations. It still needs worked on, right
now it only draws incoming IM's not outgoing or system messages but the
hard work is done. Especially compare the top screenshot to the next one
down and note the font qualities. I think proportional fonts like
Bitstream Vera (which is free incidentally) rock!

I have decided to retain the code and to do tests on config changes to
determine whether or not the selected font is proportional, this way on
slower systems, you can regain some raw speed by using a monospaced font.

In addition I am working on configuration dialogs and stuff to
automatically create config file or buddylist if they don't exist. Also
going to make it automatically update your saved buddylist when you add a
buddy through GIM.

Also looking into proper unicode support which seems tough but not too
bad. Don't know how well GEM/Windom supports it, but I have noticed there
are many separate functions to handle 16 bit strings. I know japanese is
represented with UTF8 which I am not sure it that means 8 bit unicode or
not. I have some research to do on internationalization support.

PS: If anyone finds my posts to be getting a bit too numerous about GIM,
please let me know and I'll slow the pace on the posts.

Thanks,
Mark

3145. Finally got my TT:-)

Newsgroup: comp.sys.atari.st
Date: 2004-05-12 02:11:05 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <ZIfoc.33603$TT.5339@news-server.bigpond.net.au>
Source record: 18826

Does anyone know of any TT demos or games that use 256 colours, DMA sound etc? Also a source for ram upgrades would be helpful, only 2MB ST ram in my new machine.

Regards

Mark

3146. Re: Extendos Problems

Newsgroup: comp.sys.atari.st
Date: 2004-05-12 03:41:34 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0405111941.5f588c2b@posting.google.com>
Source record: 18827

hearena@advancedsl.com.ar (Facundo Arena) wrote in message
news:<a347a87b.0405111145.400b5ef6@posting.google.com>...
> Well, after days of trying to make work my SCSI chain, it seems to be
> no problems... I installed ExtenDOS with CDROM SCSI ID 3 and it loads
> alright but when I mount and try to access the P drive (the CDROM) I
> get a "Drive no responding error"....
>
> I think this will take me some more days of painful investigation...
> Any idea where to start? Thanks!!
>
> Roderick

I'd start by checking with the folks at Anodyne. They always been
exceptionally helpful to me!

Wayne

3147. Re: HDD + CDROM Problems...

Newsgroup: comp.sys.atari.st
Date: 2004-05-12 07:38:50 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BCC7931A.1139D%derryck@nospam.cix.co.uk.invalid>
Source record: 18828

In article c7ranh$q3$1@news1.nivel5.cl, Bruce at No-Spam@Ivn.cl wrote on 11/5/04 20:49:

> Hey, anyone knows if an IDE cdrom could be connected ?

On a Falcon yes, there's an IDE bus inside. Other machines need an adaptor plus TOS 2.06 IIRC.

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Cheers

Derryck


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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

3148. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-12 08:14:32 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.58.0405121013130.11900@wh58-508.st.uni-magdeburg.de>
Source record: 18836

Hello!

> You comment on Iconnect clients running under an old outdated stack, it's
> the multithreading capabilities that make Iconnect 1.7 and 1.8 so special.

But this have nothing todo with IConnect, this is an MagiC-AES extension.

Ciao
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

3149. CAT (was: Iconnect emulator for Sting ?)

Newsgroup: comp.sys.atari.st
Date: 2004-05-12 09:21:50 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <40a20502b2ddd0@europe-shareware.org>
Source record: 18837

Hello,

in article <1084352288-102643AEicMi@gmx.net>,
Dennis Vermeire wrote on Tue 11-05-2004 23:37 (+0200):

> So why is this such a well kept secret? I at least knew something about CAT

I think this is not well known because it's not been a very long time
it's an Internet client, but you may have missed some of the
announcements here for some months (at least).

Okami used to be a Mausnet reader/writer too, before becoming an
Internet client as well, but it was rather long ago (I use it for at
least 6 years).

> but I'm convinced that many people here have never heard of it before. If
> you ask me this app *deserves* an English translation ASAP, and if Pascal
> Richard is reading this a French version will no doubt follow suit. I'll

"You're talking to me?" ;-)
I probably need to give it a try first.

Bye,
/Pascal/

3150. Re: Extendos Problems

Newsgroup: comp.sys.atari.st
Date: 2004-05-12 12:01:59 UTC
From: sf0218@aol.com
Message-ID: <20040512080159.13455.00000229@mb-m06.aol.com>
Source record: 18838

Are you sure the cd is okay?
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

3151. iraq murder video gi head cut off

Newsgroup: comp.sys.atari.st
Date: 2004-05-12 13:13:40 UTC
From: nela <pdaejawn@odaejavm.com>
Message-ID: <u10WeB.A.eiG.EMioAB@winnie.sbor.net>
Source record: 18839
Cross-posted to: comp.sys.atari.st,sci.physics.particle,chile.rec.deportes.futbol,tor.www.misc,aol.neighborhood.il.chicago.jobs,it.politica.ulivo,de.etc.finanz.banken+broker,alt.binaries.multimedia.buffy-v-slayer

Cancelled because of virus:

3152. Re: HDD + CDROM Problems...

Newsgroup: comp.sys.atari.st
Date: 2004-05-12 13:31:44 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <c7t8vl$k57$1@news1.nivel5.cl>
Source record: 18840

yeh, my falcon has an IDE HDD connected in the inside...
But the drive is like the hdd found on the notebooks..

"Derryck Croker" <derryck@nospam.cix.co.uk.invalid> escribi&#65533; en el mensaje
news:BCC7931A.1139D%derryck@nospam.cix.co.uk.invalid...
> In article c7ranh$q3$1@news1.nivel5.cl, Bruce at No-Spam@Ivn.cl wrote on
> 11/5/04 20:49:
>
> > Hey, anyone knows if an IDE cdrom could be connected ?
>
> On a Falcon yes, there's an IDE bus inside. Other machines need an adaptor
> plus TOS 2.06 IIRC.
>
> --
>
> Cheers
>
> Derryck
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / / /_/ /
> / /_/ / / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://ddp.atari.org
>
>

3153. Re: JagFest'04 12/13 June

Newsgroup: comp.sys.atari.st
Date: 2004-05-12 15:32:01 UTC
From: Graeme Hinchliffe <email@NOSPAM-linkovitch.me.uk>
Message-ID: <pan.2004.05.12.15.32.01.563881@NOSPAM-linkovitch.me.uk>
Source record: 18842
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.st

On Sat, 08 May 2004 17:16:59 +0000, nic wrote:

> OK the pages for JagFest UK are updated with new Raffle prizes etc....
>
> Why don't you let us know if your coming and we will prepare a warm and
> fuzzy Atari greeting for you. (grin)
>
> It's going to be a great weekend... with more to come...
>
> http://www.uk.jagfest.org.uk/ for JagFest UK
> http://bbs.jagfest.org.uk/phpBB2/ for BBS pages, leave a message and join
> in....

not sure how you have done it nick but when you click the raffle link..
the Whos comming link from there is also pointing at the raffle :)

Graeme

3154. GemGT2

Newsgroup: comp.sys.atari.st
Date: 2004-05-12 15:50:12 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <8Rqoc.2550$37.349999@news.siol.net>
Source record: 18841

Hi,

Im pushing GemGT2 player toward version 1.0 and there were some problems on Magic, which i hopefully have fixed. I need a betatester to check on Magic if all work as it should now (basically if it don't crash emmediately:) App is Falcon only, works with CT2, but not with CT60 yet.

Janez

3155. sick chick got to see to beleave

Newsgroup: comp.sys.atari.st
Date: 2004-05-12 16:27:32 UTC
From: nela <afde.sti@afceyqsi.com>
Message-ID: <_ac_qD.A.Q-H.1BloAB@winnie.sbor.net>
Source record: 18843
Cross-posted to: comp.sys.atari.st,sci.physics.particle,chile.rec.deportes.futbol,tor.www.misc,aol.neighborhood.il.chicago.jobs,it.politica.ulivo,de.etc.finanz.banken+broker,alt.binaries.multimedia.buffy-v-slayer

```
Cancelled because of virus:
```

3156. Re: Finally my Falcon 030!

Newsgroup: comp.sys.atari.st
Date: 2004-05-12 17:04:33 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <40a2574e$0$74026$c30e37c6@lon-reader.news.telstra.net>
Source record: 18844

"Jean-Luc" <wd.wd@wd.com> wrote in message
news:11052004225612i2C00157BXGC0A80004@wanadoo.fr...
Jim DeClercq <jimd@panix1.panix.com> a crit dans le message :
c7qno3iiu1@reader2.panix.com

Hello,

> I do not have a Falcon. I have the Falcon service manual, and all it
> says about the power supply is "is configured". Look at it closely, > and
you will probably find something like a marked jumper.

No, not at all - at least on mine.

> Do not forget to change the fuse, to one of about half the current.

Mine is a 250V / 2A Fast... so it should be 4A Fast for 110V...

No, the current doesn't change, the voltage does.

3157. Re: Finally my Falcon 030!

Newsgroup: comp.sys.atari.st
Date: 2004-05-12 17:27:27 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <c7tmpv$mg9$1@thorium.cix.co.uk>
Source record: 18845

In message <c7qr9u$rt6$1@news1.nivel5.cl>, No-Spam@Ivn.cl said:

>Yeah, it is "configured". but not with a jumper.
>It seems that originally it was designed to 250V (the fuse, and some other
>parts, are marked 250V.) but changed to work at 110V.
>A big capacitor says 200V , and the transformer, says 117V 0.9A. I think, im
>pretty much screwed.. cause to make it work at 220, i need to change the
>transformer, to deliver 12V 0.2A and 5V 7A from 220V.
>Well... meanwhile, i'll use an external converter ...

I don't know what you mean by 'converter', but a small external
100 VA or 125 VA 220:110V auto-transformer should be quite small
and relatively cheap.

I would be a little vary of the suggested series lamp solution -
when cold the resistance of a lamp is very low and the surge could
blow the existing 110V transformer or other electronic parts.

Regards, /Peter/

3158. Re: Finally my Falcon 030!

Newsgroup: comp.sys.atari.st
Date: 2004-05-12 17:55:48 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c7tog1$8b1$1@news.freedom2surf.net>
Source record: 18699

"Clockmeister" <no-one@nowhere.com> wrote in message
news:40a2574e$0$74026$c30e37c6@lon-reader.news.telstra.net...
>
> "Jean-Luc" <wd.wd@wd.com> wrote in message
> news:110520042256l2i2C00157BXGC0A80004@wanadoo.fr...
> Jim DeClercq <jimd@panix1.panix.com> a crit dans le message :
> c7qno3iiu1@reader2.panix.com
>
> Hello,
>
> > I do not have a Falcon. I have the Falcon service manual, and all it
> > says about the power supply is "is configured". Look at it closely, >
and
> you will probably find something like a marked jumper.
>
> No, not at all - at least on mine.
>
> > Do not forget to change the fuse, to one of about half the current.
>
> Mine is a 250V / 2A Fast... so it should be 4A Fast for 110V...
>
> No, the current doesn't change, the voltage does.

Not so. To get the same amount of power at half the voltage you need twice
the current.
Refer to Ohms law.

Coda.

3159. Re: Extendos Problems

Newsgroup: comp.sys.atari.st
Date: 2004-05-12 18:11:33 UTC
From: hearena@advancedsl.com.ar
Message-ID: <a347a87b.0405121011.5bce8c02@posting.google.com>
Source record: 18700

No, I'm not. I bought it second hand last week,...

Could still be a problem of my scsi chain? (termination... etc).

Thanks,

Rod

sf0218@aol.com (SF0218) wrote in message
news:<20040512080159.13455.00000229@mb-m06.aol.com>...
> Are you sure the cd is okay?
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,
> Seattle Seahawks Nut

3160. Re: Extendos Problems

Newsgroup: comp.sys.atari.st
Date: 2004-05-12 18:34:26 UTC
From: sf0218@aol.com
Message-ID: <20040512143426.23031.00000807@mb-m25.aol.com>
Source record: 18701

Sorry, I'm not speaking of the cd drive but rather the cd itself.

But it could be that the drive is bad.

For the longest time I had problems with 2 drives. Got a third newer drive and
it works perfectly fine now.

So if you can, get hold of another cd drive and try it

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

3161. vnc for atari!

Newsgroup: comp.sys.atari.st
Date: 2004-05-12 19:42:15 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.05.12.19.42.08.735925@noos.fr>
Source record: 18702

Hi!

I read all the post about the subject!

Is-there a a link to find the soft!

About the color, just keep in mind that
the rï¿œsolution of the master must be + or >
of the slave screen!

Another point is the X11 support, maybe
you need special x11 With 256 colors !
To do test, don't forget you can use several X11
with you computer !

Bye!

jpguinospam@noos.fr
just remove nospam for mail:)

3162. TRY THIS!! IT WORKS!! MONEY$$$ NOW!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-12 20:04:16 UTC
From: "B. Curry" <bcurrytw@carolina.rr.com>
Message-ID: <4rvoc.38720$jU.2327058@twister.southeast.rr.com>
Source record: 18705
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.be.advocacy,comp.sys.be.help,comp.sys.be.misc,comp.sys.be.programmer,comp.sys.cbm,comp.sys.cdc

TRY THIS!! IT WORKS!! MONEY $$$ NOW!I COULD NOT BELIEVE IT!! I ACTUALLY RECEIVED MONEY! Here are the 3 easy steps to success: STEP ONE: Get 6 separate piece of paper and write your name and address plus the following on each piece of paper "PLEASE PUT ME ON YOUR MAILING LIST." Now get 12 US$ and place TWO inside EACH of the 6 pieces of paper so the $2.00 will not be seen through the envelope (to prevent thievery). Next, place one paper in each of the envelopes and seal them. You would now have 6 sealed envelopes, each with a piece of paper stating the above phrase, your name and address, and $2.00. What you are doing is creating a service and you are paying for it! Like most of us I was skeptical and a little worried about the legal aspects of it all. So I checked it out with the U.S. Post Office 1-800-725-2161 and they confirmed that it was indeed legal. Mail the 6 envelopes to the following adresses: 1. MANUEL TINAJERO/542 HERNANDEZ/ LAREDO/TEXAS/ 78046/ U.S.A 2. R.C FAULK/ 7509 NE VAN MALL DR. C-13/ VANCOUVER/ WASHINGTON/ 98662/ U.S.A 3. ZACK LONGLEY/7686 CALLAGHAN RD. APPT 3304/SAN ANTONIO/ TEXAS/78229/U.S.A. 4. MAURICIO LIMA/ 4221 AGUSTIN MUNOZ MONTEVIDEO/11900/URUGUAY 5. E. SIMON/ 1849 SEDGWICK AVE/ BRONX/ NY/10453/ U.S.A 6. B. CURRY/ 14923 JERPOINT/ ABBY DR./ CHARLOTTE/ NORTH CAROLINA/28273 STEP TWO: Now take the #1 name off the list that you see above, move the other names up 6 becomes 5, 5 becomes 4, etc., and Add YOUR NAME as number 6 on the list. STEP THREE: Change anything you need to, but try to keep this article as close to the original as possible. Now, post this amended article to at least 100 newsgroups. (There are close to 450,000 groups on Yahoo Groups alone). All you need is 100, but remember, the more you post, the more money YOU make! You won't get very much unless you post like crazy! This is perfectly legal! If you have any doubts, refer to Title 18 Sec. 1302 & 1341 of the Internatational Postal Lottery Act. Keep a copy of these steps for yourself and, whenever you need money, you can use it again, and again. PLEASE REMEMBER that this program remains successful because of the honesty and integrity of the participants and by their carefully adhering to the directions. Look at it this way. If you are of integrity, the program will continue and the money that so many others have received will come your way. NOTE: You may want to retain every name and address sent to you, either on a computer or hard copy and keeps the notes people send you. This VERIFIES that you are truly providing a service. (Also, it might be a good idea to wrap the $1 dollar bills in dark paper to reduce the risk of mail theft.) So, as each post is downloaded and directions carefully followed, six members will be reimbursed for their participation as a List Developer with two dollars each. Your name will move up the list geometrically so that when your name reaches the #1 position you will be receiving tens of thousands of dollars in CASH!!! What an

opportunity for only $12.00 ($2.00 for each of the six listed above) Send it now, add your name to the list and your`re in business! NOTE: Send only US dollars in this program as the US dollar always has a stable exchange rate and is easily available to peoples outside the U.S. If you live outside the U.S. then please exchange local currency int 12 US$. Exchanging money int $ is cheap, easy and can be done at most banks, post offices, embassies even super markets. It will all be worth it when you start receiving thousands of dollars in the mail. Also letters to places other than your own country, it is a good idea to send them airmail not by land, there is not a lot of difference in price for this. POSTING TO NEWSGROUPS********** STEP ONE: You do not need to type this entire letter to do your own posting. Simply put your cursor at the beginning of this letter, drag your cursor to the bottom of this document, and select `copy` from the edit menu. Open a blank `notepad fill
<funnysoundin@hotmail.com> wrote in message news:409e7ecb_1@Opticon.100ProofNews.com...
> Hi guys if you are interested on this, just take 5 minutes to read this and
> it WILL change your life. This is a testimony from BILL SAHOTA in SWEDEN.
> The Internet has grown tremendously. It doubles in size every 4 months.
> Think about it. You see those 'Make.Money.Fast' posts more and more. That's
> ... because it WORKS ! So I thought, all those new users might make it work.
> And I decided to try it out a few months ago. Besides, whats $5.00, I spend
> more than that in the morning on my way to work on coffee and snacks for the
> day. So I sent in my money and posted. Everyone was calling it a scam, but
> there are SO many new users from AOL, Netcom, etc.I thought they would join
> in and make it work.. Well, two weeks later, I began recieving bucks in the
> mail! I couldn't believe it! Not just a little, I mean big bucks! At first
> only a few hundred dollars, then a week later, a couple of thousand, then
> BOOM. By the end of the fourth week, I had recieved nearly $27,000.00. It
> came from all over the world. And every bit of it perfectly legal and on the
> up and up. I've been able to pay off all my bills and still had enough left
> over for a nice vacation for me and my family. Not only does it work for me,
> it works for other folks as well. Mike Ochoa says he made $35,382 in one
> month. Dave Manning claims he made $53,664 in the same amount of time. Lars
> Myers says it was only $21,000 for him. Do I know these folks? No, but when
> I read how they say they did it, it made sense to me. Enough sense that I'm

> taking a similar chance with $5 of my own bucks. Not a big chance, I
> admit--but one with incredible potential, because $5 is all anyone ever
> invests in this system. Period. That's all Mike, Dave, or Lars invested,
yet
> their $5 netted them tens of thousands of dollars each, in a safe, legal,
> completely legitimate way. Here's how it works in 3 easy steps:
>
> STEP 1. Invest your $5 by writing your name and address on five seperate
> pieces of paper along with the words: "PLEASE ADD ME TO YOUR MAILING
LIST."
> (In this way, you're not just sending a dollar to someone; you're paying
for
> a legitimate service.) Fold a $1 bill inside each paper, and mail them by
> standard U. S. Mail to the following five addresses:
>
> 1-Bill Sahota
> St. Olofsgatan 20, 1tr.
> S-753 11 Uppsala
> Sweden
>
> 2-Tiit Raag
> Vilja 18b-11
> EE2710 Voru
> Estonia
>
> 3- Eric Garro
> P.O. Box: 32-2400
> Desamparados, San Jose,
> Costa Rica
>
> 4-Rub&#65533;n Pagura
> Ap. 461 - 2050 San Pedro
> San Jose - Costa Rica
>
> 5-Jessica Hitchan
> 20280 N. 59th Ave. Ste 115-#310
> Glendale, AZ 85308
>
> STEP 2. Now remove the top name from the list, and move the other names
> up.This way, #5 becomes #4 and so on. Put your name in as the fifth one on
> the list.
>
> STEP 3. Post the article to at least 250 newsgroups. There are at least
> 9000 newsgroups at any given moment in time. Try posting to as many
> newsgroups as you can. Remember the more groups you post to, the more
people
> will see your article and send you cash!
>
> STEP 4. You are now in business for yourself, and should start seeing

> returns within 7 to 14 days!
>
> Remember, the Internet is new and huge. There is no way you can lose. Now
> here is how and why this system works: Out of every block of 250 posts you
> make, you wil get back 5 responses. Yes, thats right,only 5. You make
$5.00
> in cash, not checks or money orders, but real cash with your name at #5.
> Each additional person who sent you $1.00 now also makes 250 additional
> postings with your name at #4, 1000 postings. On average then, 50 people
> will send you $1.00 with your name at #4,....$50.00 in your pocket! Now
> these 50 new people will make 250 postings each with your name at #3 or
> 10,000 postings. Average return, 500 people= $500. They make 250 postings
> each with your name at #2= 100,000 postings=5000 returns at $1.00
> each=$5,000.00 in cash! Finally, 5,000 people make 250 postings each with
> your name at #1 and you get a return of $60,000 before your name drops off
> the list. And that's only if everyone down the line makes only 250
postings
> each! Your total income for this one cycle is $55,000. From time to time
> when you see your name is no longer on the list, you take the latest
posting
> you can find and start all over gain. The end result depends on you. You
> must follow through and repost this article everywhere you can think of.
The
> more postings you make, the more cash ends up in your mailbox. It's too
easy
> and too cheap to pass up!!! So thats it. Pretty simple sounding stuff,
huh?
> But believe me, it works. There are millions of people surfing the net
every
> day, all day, all over the world. And 100,000 new people get on the net
> every day. You know that, you've seen the stories in the paper. So, my
> friend, read and follow the simple instructions and play fair. Thats the
> key, and thats all there is to it. Print this out right now so you can
refer
> back to this article easily. Try to keep an eye on all the postings you
made
> to make sure everyone is playing fairly. You know where your name should
be.
> If you're really not sure or still think this can't be for real, then
don't
> do it. But please print this article and pass it along to someone you know
> who really needs the bucks, and see what happens. REMEMBER....HONESTY IS
THE
> BEST POLICY.YOU DON'T NEED TO CHEAT THE BASIC IDEA TO MAKE THE BUCKS! GOOD
> LUCK TO ALL, AND PLEASE PLAY FAIR AND YOU WILL WIN AND MAKE SOME REAL
> INSTANT FREE CASH! *** By the way, if you try to deceive people by posting
> the messages with your name in the list and not sending the bucks to the
> people already included, you will not get much. I read someone who did
this

> and only got about $150 (and that's after two months). Then he sent the 5
> bills, people added him to their lists, and in 4-5 weeks he had over
> $10,000! TRY IT AND YOU'LL BE HAPPY!! GOOD LUCK TO YOU ALL!!
>
> HOW TO DO THIS: If you have Netscape 3.0 do EXACTLY the following:
>
> A) Click on any newsgroup, as you were going to look at it. Then click on
TO
> NEWS which is on the far left when you're in the newsgroup page. This will
> bring up a box to type a message.
>
> B) Leave the newsgroup box like it is. Change the subject box to something
> like ?Fast Cash? or ?Need cash?- Read here?.
>
> C) Tab once and you should be ready to type. Now retype (only once) this
> entire article word for word, except to insert your name at #5 and to
remove
> #1 of the list, plus any other small changes you think you need to make.
> Keep almost all of it the same however!
>
> D) When you are finished typing, click on FILE in this box (just above the
> send button... not where it says Netscape News on the first box. Now click
> on SAVE AS in the dropdown menu. Save your article as a text file in your
C:
> or A: drive.
>
> E) If you still have all of your text, send or post to this newsgroup now
by
> just cliking the SEND button (just below the File dropdown menu and above
> the Cc: button.
>
> F) Here's where you are going to post to 250 ore more, newsgroups... OK...
> click on any newsgroup then click on "TO NEWS"... again. In the top left
> corner of your screen. Leave the newsgroups box alone again, put a flashy
> subject title, hit tab once and your in the body of the message. Now,
click
> on the attachment file... now find the file that you just saved in the
> previous procedure. Click ONCE on the file and click OPEN and then OK. If
> you did this correctly, you should now see your file name in the
Attachments
> Box and it will be highlighted.
>
> G) That's it!!! Each time you do this, all you have to do is type a
> different newsgroup so you can post this message to 250 or more DIFFERENT
> NEWSGROUPS. I know, I know, you still have 249 to go, but it only takes
> about 30 seconds each, once you get the hang of it.
>
> Here it's a Write 3.0 format file [usenet.wri] with at least 1,600
> newsgroups addresses:

>
> git.club.entrepreneur, git.mgt.club.entrepreneur, market.inernet.free,
> mex.comp, mex.general, misc.entrepreneur, misc.entrepreneurs, misc.misc,
> oh.biz, skinawa.misc, ok.marketplace, scot.business.internet,
> pdaxs.ads.misc, biz.americast, biz.jobs, biz.marketplace.computers.other,
> biz, marketplace.services.computers, biz.misc, misc.entrepreneur,
> misc.entrepreneurs, misc.jobs.offered, alt.online-service,
> aol.commerce.general, alt.internet.services, misc.entrepreneur,
> misc.entrepreneurs, alt.business.home, alt.business.home.pc,
> biz.marketplace.non-computer, alt.business.misc, alt.business.multilevel,
> alt.business.multi-level, biz.marketplace.services.non-computer,
> alt.business.offshore, alt.biz, business.misc, alt.make.money, alt.make,
> alt.make.money.fast, alt.business.career-opportunities.executives,
> alt.business.franchise, alt.biz, market.internet.free, misc.misc,
> misc.entrepreneurs, misc.entrepreneur, alt.misc, alt.make.money.fast,
> biz.next.newprod, biz.americast, biz.univel.misc, misc.biz, alt.business,
> biz.marketplace.discussion, alt.ads, alt.biz.misc, alt.make.money,
> misc.forsale, misc.forsale.misc, misc.forsale.other, biz.marketplace,
> biz.newgroup, alt.anything, aol.commerce.misc-ads, aol.misc,
> biz.marketplace.international, alt.internet.commerce,
aol.commerce.general,
> alt.business.home.pc, aol.buy.and.selacadia.bulletin-board,
> alt.america.online, biz.jobs.offered, alt.biz.misc,
> alt.business.multi-level, alt.college.us, alt.make.money,
> alt.make.money.fast, alt.misc, av.jobs, alc.market, alt.aapg.general,
> alt.alt, alt.bbs.ads, alt.bbs.internet, alt.business, misc.misc,
> pdaxs.jobs.misc, sdnet.jobs, biz.americast, biz.jobs, biz.misc,
> misc.entrepreneur, misc.entrepreneurs, misc.jobs.offered,
> alt.online-service, aol.commerce.general, aol.commerce.misc-ads,
> aol.commerce.misc.ads, aol.commerce.mlm.announce, biz.next.newprod,
> git.club.entrepreur, git.mgt.club.entrepreneur, ibm.ibmpc.homewarp,
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> bit.listserv.libres, bit.listserv.license, bit.listserv.linkfail,
> bit.listserv.literary, bit.listserv.lstsrv-l, bit.listserv.mail-l,
> bit.listserv.mailbook, bit.listserv.mba-l, bit.listserv.mbu-l,
> bit.listserv.mdphd-l, bit.listserv.medforum, bit.listserv.medlib-l,
> bit.listserv.mednews, bit.listserv.mideur-l, bit.listserv.mla-l,
> bit.listserv.netnws-l, bit.listserv.nettrain, bit.listserv.new-list,
> bit.listserv.next-l, bit.listserv.nodmgt-l, bit.listserv.notabene,
> bit.listserv.notis-l, bit.listserv.novell, bit.listserv.omrscan,
> bit.listserv.os2-l, bit.listserv.ozone, bit.listserv.pacs-l,
> bit.listserv.page-l, bit.listserv.pagemakr, bit.listserv.physhare,
> bit.listserv.pmdf-l, bit.listserv.politics, bit.listserv.postcard,
> bit.listserv.power-l, bit.listserv.psycgrad, bit.listserv.qualrs-l,
> bit.listserv.relusr-l, bit.listserv.rra-l, bit.listserv.rscs-l,
> bit.listserv.rscsmods,
>
>
> x-- 100 Proof News - http://www.100ProofNews.com
> x-- 3,500+ Binary NewsGroups, and over 90,000 other groups
> x-- Access to over 1 Terabyte per Day - $8.95/Month
> x-- UNLIMITED DOWNLOAD
>

3163. Re: VNC Atari

Newsgroup: comp.sys.atari.st
Date: 2004-05-12 20:09:55 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <c7u0aj$9qs$1@orkan.itea.ntnu.no>
Source record: 18703

Mark D <mducksub@nossspamxxatari-source.com> wrote:

> Just a line to let you all know I ported VNC 3.3.7 to MiNT/Atari. The
> viewer (only so far) runs with the GEM x server and required some magic
> tweaking to get built, but nothing really too extreme.

Do you know how much work it will require to port it to AES/VDI? VNC is
basically just a lot of blitting, right?

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3164. Re: Finally got my TT:-)

Newsgroup: comp.sys.atari.st
Date: 2004-05-12 20:38:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200405122238.a46057@b.maus.de>
Source record: 18742

Hi Mark,

MB>Also a source for ram upgrades would be helpful, only 2MB ST ram in my
MB>new machine.
your remark makes me suppose that there is no RAM card at all in your
TT, neither TT RAM nor ST RAM.

You will need an extension card for both types of RAM. My TT came with
4 MB for each type. I replaced the 2MB card with a 10 MB one and
replaced the 4MB on the TT RAM card with 32MB. And the RAM has been
stable so far (since '95).

Now I long for a 64MB solution when a friend will finally swing over
to the Mac and give away his TT, for you'll never have enough RAM.

Sorry, if I'm not wrong (please prove me to be wrong!) the second hand
market will be your only chance.

Good luck!

Und TTschï¿½
ps

3165. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-12 21:01:06 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040512230106.a10140@du3.maus.de>
Source record: 18707

>>I had Emailer running under MiNT with IConnect so it seems that
>>Emailer doesn't need MagiC. :-)
>Emailer doesn't need MagiC, but it does need IConnect. If you were able
>to run IConnect under MiNT it must have been an older version because from
>version 1.7 onwards MagiC multithreading is used by IConnect...

Ah. That's the reason why IConnect refused to work on MiNT a few years ago
after I installed a newer version of it.
Anyway, I took the chance to completely switch to MiNT-Net and I do not
regret it.

>>better alternatives for MiNT/MagiC-Net.
>Once again I disagree.... ;-)

;-)

>You comment on Iconnect clients running under an old outdated stack,
>it's the multithreading capabilities that make Iconnect 1.7 and 1.8 so
>special.

Ah, now I understand. Due to the fact that I am using MiNT (although I have
MagiC I do not use it for several reasons) there is no advantage for me, just
the opposite. As you stated above now its impossible for me to use IConnect.
Well, my setup is running well under MiNT-Net so there is no need for me to
switch stacks. :-)

>that Iconnect would in all circumstances provide the fastest and most
>stable connection of all Atari stacks (including MintNET).

I don't know anything about the download rate of IConnect but I achive ~7500
Byte/sec with MiNT-Net and CAB.

>I have a Mac also... why do you think I still use Atari clients to
>access internet?

;-)

>dialup connection it's even more obvious... run the five Iconnect
>clients all at once and observe: no drop in speed at all.

Same here with MiNT-Net.

>>But it might be interesting to use IConnect clients just for the fun of
>>doing so. :-)
>You'll have a change of heart very soon....
>Drop Vassilis a mail and ask him for the IConnect gateway beta. Next run

Well, I am not in a hurry... :-O

>CAT and be amazed....

For CAT it isn't necessary I think (it only takes a few seconds to get my email and for news I am still posting from within the MausNet). :-)

>it, install ASH Scripter also.

First I have to buy it. :-)

Regards,

Frank

3166. Re: CAT (was: Iconnect emulator for Sting ?)

Newsgroup: comp.sys.atari.st
Date: 2004-05-12 21:05:40 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040512230540.a10141@du3.maus.de>
Source record: 18709

>I think this is not well known because it's not been a very long time
>it's an Internet client, but you may have missed some of the
>announcements here for some months (at least).

And perhaps there is still work to do, I mean, it's a fine newsreader/email program but for example there is full unicode support missing (and I have never heard about an email client on the ATARI that handles unicode mails).

Thanks god CAT is OpenSource so any developer is invited to help. :-)

Dimitri Junker (who is the main developer) is always looking for helping hands, no matter whether for writing manuals, testing or programming. :-)

Regards,

Frank

3167. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-12 21:07:38 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040512230738.a10142@du3.maus.de>
Source record: 18708

>Sit back and grasp something solid:
>This may come as a shock but when I'm wrong, I have no problems admitting
>it, and as far as CAT is concerned. I'm wrong...

:-)))))))))))))

I am really really surprised.

Regards,

Frank

3168. Re: The ideal AES

Newsgroup: comp.sys.atari.st
Date: 2004-05-12 21:16:14 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040512231614.a10143@du3.maus.de>
Source record: 18710

>to explain also, without seeing it in action. And that's the main
>problem with this platform. No more user groups, magazines, clubs, shows etc,
>its at those events that people used to learn and see new stuff...

Hey, Dennis, don't be so pessimistic. At the moment I see a lot of progress
on our plattform (compared to the end of last century).

There is new hardware (CT60, Eiffel, EtherNEC, perhaps SuperVidel) and at the
software side there is a lot of development from people worldwide

You can read DVD-ROMs with Anodyne's ExtenDOS, we have Highwire as an
alternative to CAB, GIM just hit the scene, Papyrus X! was even released for
our small platform, everyone has noticed ACE Tracker etc. etc.

Oh, not to forget Apache and Samba, so you can use your beloved ATARI as a
server (if you are not completely addicted to MagiC).

I can say that I am quite satisfied at the moment.

Regards,

Frank

3169. Re: Finally my Falcon 030!

Newsgroup: comp.sys.atari.st
Date: 2004-05-12 21:16:57 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <c7u47orsh1@news1.nivel5.cl>
Source record: 18706

yeah, ive got one...
It is just, that i dont want to use it every time ;o)

<xlator@cix.compulink.co.uk> escribi&#65533; en el mensaje
news:c7tmpv$mg9$1@thorium.cix.co.uk...
> In message <c7qr9u$rt6$1@news1.nivel5.cl>, No-Spam@Ivn.cl said:
>
> >Yeah, it is "configured". but not with a jumper.
> >It seems that originally it was designed to 250V (the fuse, and some
other
> >parts, are marked 250V.) but changed to work at 110V.
> >A big capacitor says 200V , and the transformer, says 117V 0.9A. I think,
im
> >pretty much screwed.. cause to make it work at 220, i need to change the
> >transformer, to deliver 12V 0.2A and 5V 7A from 220V.
> >Well... meanwhile, i'll use an external converter ...
>
> I don't know what you mean by 'converter', but a small external
> 100 VA or 125 VA 220:110V auto-transformer should be quite small
> and relatively cheap.
>
> I would be a little vary of the suggested series lamp solution -
> when cold the resistance of a lamp is very low and the surge could
> blow the existing 110V transformer or other electronic parts.
>
> Regards, /Peter/
>

3170. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-12 21:21:08 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040512232108.a10144@du3.maus.de>
Source record: 18711

>We may like to think that we influence the scene, but in reality....

I've heard from others that they have been disappointed about the heat of discussions you can sometimes find here.

>>1.) It's free, for Fiffi you have to pay
>>2.) It works with MiNT-Net and N.AES (Fiffi works neither without
>>IConnect nor with MiNT)

>1.)Fiffi is bundled with CAB 2.7 and 2.8, so in practice one doesn't
>have to pay for it.

I didn't know that but that might be because I am still using CAB 2.5. :-)

>2.)That's true, but I can say the same thing about Aftp... the fact that
>a client only runs under stack A or B, doesnt say anything about the
>quality and functionality of that client.

Of course it does not. But for me Fiffi is worthless because I do not have MagiC installed.

Regards,

Frank

3171. Re: Free: 520STFM + bits (UK)

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 00:57:16 UTC
From: wilsonb@pobox.com
Message-ID: <1adb3f29.0405121657.5d5f16b2@posting.google.com>
Source record: 18712

"CWF" <spam@spam.com> wrote in message
news:<409d420f$0$4804$cc9e4d1f@news.dial.pipex.com>...
> For free / beer money
>
> 520 STFM, 1/2mb ram, SS internal drive, psu cables, manual
> External Cumana DS external drive
> Soldered boot switch in STFM body between internal and external
> Euromax Pro joystick (the only unbreakable joystick made?) & Logic3 mouse
> Quite a few games (Starglider 1+2, CSB, RanaRama...)
> Loads of Automation disks and the like (about 100)
> Magazines to go with.
>
> Postage will be at cost, UK preferred
>
> Cheers

I would be interestest...
wilsonb@poboxnospam.com

Thanks

3172. Re: Free: 520STFM + bits (UK)

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 00:58:33 UTC
From: wilsonb@pobox.com
Message-ID: <1adb3f29.0405121658.5c54924f@posting.google.com>
Source record: 18713

"CWF" <spam@spam.com> wrote in message
news:<409d420f$0$4804$cc9e4d1f@news.dial.pipex.com>...
> For free / beer money
>
> 520 STFM, 1/2mb ram, SS internal drive, psu cables, manual
> External Cumana DS external drive
> Soldered boot switch in STFM body between internal and external
> Euromax Pro joystick (the only unbreakable joystick made?) & Logic3 mouse
> Quite a few games (Starglider 1+2, CSB, RanaRama...)
> Loads of Automation disks and the like (about 100)
> Magazines to go with.
>
> Postage will be at cost, UK preferred
>
> Cheers

wilsonb@poboxnospam.com
take out- nospam

Thanks

3173. Re: Finally got my TT:-)

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 03:18:12 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <10a5q7jq27l0h34@corp.supernews.com>
Source record: 18714

"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:ZIfoc.33603$TT.5339@news-server.bigpond.net.au...
> Does anyone know of any TT demos or games that use 256 colours, DMA
> sound etc? Also a source for ram upgrades would be helpful, only 2MB ST
> ram in my new machine.
>
> Regards
>
> Mark

Congrats! I also got one last year for a song. Sadly it is of little use
as nothing but apps work on it. LOL

Tim

3174. Re: vnc for atari!

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 04:17:42 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.05.13.04.17.41.950347@nossspamXXatari-source.com>
Source record: 18715

On Wed, 12 May 2004 21:42:15 +0200, beebee wrote:

>
> Hi!
>
> I read all the post about the subject!
>
> Is-there a a link to find the soft!
>
> About the color, just keep in mind that
> the rï¿½solution of the master must be + or >
> of the slave screen!
>
> Another point is the X11 support, maybe
> you need special x11 With 256 colors !
> To do test, don't forget you can use several X11
> with you computer !
>
> Bye!
>
> jpguinospam@noos.fr
> just remove nospam for mail:)

Only the viewer is done, and it will only work under MiNT with X11. I can pack it up for you. Give me a few days, I'm a bit busy for Preakness stakes (horse racing).

Thanks,
Mark

3175. Re: VNC Atari

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 04:18:57 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.05.13.04.18.57.313428@nossspamXXatari-source.com>
Source record: 18716

On Wed, 12 May 2004 20:09:55 +0000, Jo Even Skarstein wrote:

> Mark D <mducksub@nossspamxxatari-source.com> wrote:
>
>> Just a line to let you all know I ported VNC 3.3.7 to MiNT/Atari. The
>> viewer (only so far) runs with the GEM x server and required some magic
>> tweaking to get built, but nothing really too extreme.
>
> Do you know how much work it will require to port it to AES/VDI? VNC is
> basically just a lot of blitting, right?

From what I saw, it will require next to no work. VNC is designed to be
extremely easy to port to different video systems. Yeah, it's pretty
much JUST blitting. It needs routines to open a window, scrollers and
bitmap copying. You can even use built in scrollers!

Thanks,
Mark

3176. Re: JagFest'04 12/13 June

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 05:19:36 UTC
From: nick@1632systems.co.uk
Message-ID: <c7v0h6$9e2$1@thorium.cix.co.uk>
Source record: 18717
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.st

cheers will check it out...

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

3177. Re: vnc for atari!

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 07:45:30 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.05.13.07.45.29.376863@noos.fr>
Source record: 18718

Le Thu, 13 May 2004 00:17:42 -0400, Mark D a ï¿œcritï¿œ:

> On Wed, 12 May 2004 21:42:15 +0200, beebee wrote:
>
>
>> Hi!
>>
>> I read all the post about the subject!
>>
>> Is-there a a link to find the soft!
>>
>> About the color, just keep in mind that the rï¿œsolution of the master
>> must be + or > of the slave screen!
>>
>> Another point is the X11 support, maybe you need special x11 With 256
>> colors ! To do test, don't forget you can use several X11 with you
>> computer !
>>
>> Bye!
>>
>> jpguinospam@noos.fr
>> just remove nospam for mail:)

Hi
>
> Only the viewer is done, and it will only work under MiNT with X11.

I undestand perfectly this point!
I just suspect the X11 serveur linux for the color rï¿œsolution!

Another point maybe usefull for you, it is a
master&slave soft for both atari&linux for remote
keyboard atari on network:)

I can
> pack it up for you. Give me a few days, I'm a bit busy for Preakness
> stakes (horse racing).

Ok, it's just fine:)
>
> Thanks,
> Mark
Thanks,
jpierre

3178. Re: HDD + CDROM Problems...

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 09:39:46 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BCC900F1.11450%derryck@nospam.cix.co.uk.invalid>
Source record: 18719

In article c7t8vl$k57$1@news1.nivel5.cl, Bruce at No-Spam@Ivn.cl wrote on 12/5/04 14:31:

> yeh, my falcon has an IDE HDD connected in the inside...
> But the drive is like the hdd found on the notebooks..

OK, so you could use a longer (not too long!) IDE cable with another plug for the CD ROM. Adaptors are also available for adapting 2.5 to 3.5 - of course the CD ROM will have to sit outside the Falcon case unless you recase it.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

3179. ADV: 20% off Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 11:24:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0405130420390.30774-100000@onyx.spiritone.com>
Source record: 18720
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm offering A 20% Discount on Games/ SoftWare & References/ Books for Classic Atari 8 Bit & Atari ST Computer Lines! Whether your spending Tax Rebate Dollars, spending Euro's from Europe or satisfying your Yen for Atari! We Ship anywhere the Law allows! And If your in the United States, take advantage of the cheaper Postage for Media Mail Rate. Got Questions? E-Mail Atari@aracnet.com or call Ben@ (503)256-9974! 1st Come! 1st Serve!

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3180. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 11:28:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0405130425070.30774-100000@onyx.spiritone.com>
Source record: 18722
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3181. ADV: Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 11:32:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0405130428220.30774-100000@onyx.spiritone.com>
Source record: 18721
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3182. ADV: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 11:36:01 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0405130432150.30774-100000@onyx.spiritone.com>
Source record: 18723
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Why should you try Bravo Sierra Computers? Maybe you should ask Why Not? Those telling you Not to buy have there own prejudice to deal with. I can only speak for myself. Why Buy from BSC? Good Service! I earn your Atari Business one Customer at a time! Many Customers refer me to friends. Good Support! I'm in this for the long haul. Should you need Atari Help, I held teaching positions in my local Atari Clubs. You can call me or I'll call you for Atari Phone Support. I'm a good teacher, and I dont speak over my students heads! I prefer to keep it simple when necessary. Atari Sales! I have a lot of Atari I can sell you! Games/ Software, Hardware, Books and Accessories.Rather than print up a Catalog, thereby making it out of Date! I regularly update my Catalogs, for you to Download or view online at:

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Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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3183. Re: CAT (was: Iconnect emulator for Sting ?)

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 14:23:36 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <40a39e9a465d541@europe-shareware.org>
Source record: 18726

Hello,

in article <20040512230540.a10141@du3.maus.de>,
Frank Szymanski wrote on Wed 12-05-2004 21:05 (GMT):

> never heard about an email client on the ATARI that handles unicode mails).

I agree and I really miss such a feature.

Bye,
/Pascal/

3184. Re: HDD + CDROM Problems...

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 14:37:03 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <c80166cno1@news1.nivel5.cl>
Source record: 18724

Thats great :D

"Derryck Croker" <derryck@nospam.cix.co.uk.invalid> escribi&#65533; en el mensaje
news:BCC900F1.11450%derryck@nospam.cix.co.uk.invalid...
> In article c7t8vl$k57$1@news1.nivel5.cl, Bruce at No-Spam@Ivn.cl wrote on
> 12/5/04 14:31:
>
> > yeh, my falcon has an IDE HDD connected in the inside...
> > But the drive is like the hdd found on the notebooks..
>
> OK, so you could use a longer (not too long!) IDE cable with another plug
> for the CD ROM. Adaptors are also available for adapting 2.5 to 3.5 - of
> course the CD ROM will have to sit outside the Falcon case unless you
recase
> it.
>
> --
>
> Cheers
>
> Derryck
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://ddp.atari.org
>
>

3185. Re: Finally my Falcon 030!

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 15:45:24 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <40a3963f$0$74011$c30e37c6@lon-reader.news.telstra.net>
Source record: 18727

"Coda" <info@janthomas.f2s.nospam.com> wrote in message
news:c7tog1$8b1$1@news.freedom2surf.net...
>
> "Clockmeister" <no-one@nowhere.com> wrote in message
> news:40a2574e$0$74026$c30e37c6@lon-reader.news.telstra.net...
> >
> > "Jean-Luc" <wd.wd@wd.com> wrote in message
> > news:11052004225612i2C00157BXGC0A80004@wanadoo.fr...
> > Jim DeClercq <jimd@panix1.panix.com> a crit dans le message :
> > c7qno3iiu1@reader2.panix.com
> >
> > Hello,
> >
> > > I do not have a Falcon. I have the Falcon service manual, and all it
> > > says about the power supply is "is configured". Look at it closely, >
> and
> > you will probably find something like a marked jumper.
> >
> > No, not at all - at least on mine.
> >
> > > Do not forget to change the fuse, to one of about half the current.
> >
> > Mine is a 250V / 2A Fast... so it should be 4A Fast for 110V...
> >
> > No, the current doesn't change, the voltage does.
>
> Not so. To get the same amount of power at half the voltage you need twice
> the current.
> Refer to Ohms law.
>

Yes, ofcourse you are right and I have no idea why I posted that... must
have been drunk or something.

3186. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 16:04:10 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <h8Moc.2658$37.358070@news.siol.net>
Source record: 18725

Frank Szymanski wrote:

>>Sit back and grasp something solid:
>>This may come as a shock but when I'm wrong, I have no problems admitting
>>it, and as far as CAT is concerned. I'm wrong...
>
> :-)))))))))))))
>
> I am really really surprised.

I'm not. It serve bigger goals only, so he can point (as he did, in glamurous way) that he can be wrong... On other end one black sheep in millions don't make whole herd black. Dennis is smart enough for such move..

Janez

3187. Re: Finally got my TT:-)

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 16:43:56 UTC
From: Dan A <artdeptNOSPAM@coinboards.com>
Message-ID: <gBNoc.4605$zO3.1062@newsread2.news.atl.earthlink.net>
Source record: 18728

"Tim" <tjlazer@nospam.mail.com> wrote in message
news:10a5q7jq27l0h34@corp.supernews.com...
>
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:ZIfoc.33603$TT.5339@news-server.bigpond.net.au...
> > Does anyone know of any TT demos or games that use 256 colours, DMA
> > sound etc? Also a source for ram upgrades would be helpful, only 2MB ST
> > ram in my new machine.
> >
> > Regards
> >
> > Mark
>
> Congrats! I also got one last year for a song. Sadly it is of little use
> as nothing but apps work on it. LOL
>
> Tim

What are you talking about? Alot of games run better on the TT than
they do on the Falcon.
Elite2 was beautiful on my TT, Civilization ran without the problems that
the Falcon had, Their
Finest Hour flew like a bird. Pirates ran perfectly. I only encountered a
small list of games that didn't run, and most of them were games I didn't
care for that much anyway. If you are trying to run 'menu disk' versions,
that is probably your problem.

Dan
aka baldrick

3188. Re: Finally got my TT:-)

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 17:08:32 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <40a3bc365d7fa30@europe-shareware.org>
Source record: 18729

Hello,

in article <10a79sdd497vs4d@corp.supernews.com>,
Tim wrote on Thu 13-05-2004 09:51 (-0700):

> But damn, the TT sure looks nice!

Looks nice? Is great!!!

Pascal

3189. Silly Question?

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 17:25:47 UTC
From: sf0218@aol.com
Message-ID: <20040513132547.16651.00001276@mb-m18.aol.com>
Source record: 18730

Just wondering......will a falcon mb fit in a TT303 case?

I'm pretty much guessing it doesn't.

Thanks
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

3190. Re: Finally got my TT:-)

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 17:35:49 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.05.13.17.35.48.128182@removenoaspam.atari-source.com>
Source record: 18731

On Thu, 13 May 2004 09:51:23 -0700, Tim wrote:

>
> "Dan A" <artdeptNOSPAM@coinboards.com> wrote in message
> news:gBNoc.4605$zO3.1062@newsread2.news.atl.earthlink.net...
>>
>> "Tim" <tjlazer@nospam.mail.com> wrote in message
>> news:10a5q7jq27l0h34@corp.supernews.com...
>> >
>> > "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>> > message news:ZIfoc.33603$TT.5339@news-server.bigpond.net.au...
>> > > Does anyone know of any TT demos or games that use 256 colours, DMA
>> > > sound etc? Also a source for ram upgrades would be helpful, only 2MB
> ST
>> > > ram in my new machine.
>> > >
>> > > Regards
>> > >
>> > > Mark
>> >
>> > Congrats! I also got one last year for a song. Sadly it is of little
> use
>> > as nothing but apps work on it. LOL
>> >
>> > Tim
>>
>> What are you talking about? Alot of games run better on the TT than
>> they do on the Falcon.
>> Elite2 was beautiful on my TT, Civilization ran without the problems that
>> the Falcon had, Their
>> Finest Hour flew like a bird. Pirates ran perfectly. I only encountered
> a
>> small list of games that didn't run, and most of them were games I didn't
>> care for that much anyway. If you are trying to run 'menu disk' versions,
>> that is probably your problem.
>>
>> Dan
>> aka baldrick
>>
>
> The majority of ST games do not work. Yes there are a few games that do
> run, but not many.
>
> Yes Menu disk games will not run, single filed or HD installed games are

> easier to get working. But overall the TT is not a computer to get if you
> want to play games. It would be a great computer for UNIX, Alternate OS's
> or networking and applications. I simply got one for my collection.
>
> AFAIK there are no TT games for it, and no Falcon games will run. Correct
> me if I am wrong.
>
> But damn, the TT sure looks nice!
>
> Tim

Who the heck cares if ST games work? ST's are dime a dozen.. Just buy
one if you want to play games, buy a TT for the low cost /|\ horsepower,
good ram upgrades, and excellent vme expandability. That makes sense ;-)

mark
http://portal.atari-source.com

3191. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 18:03:02 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c80d8k$1rf$2@hercules.btinternet.com>
Source record: 18732

Hi Dennis

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:1083859470-99511AEicMi@gmx.net...
> From: lp <gfa@mint.org>
> Date: Sat, 01 May 2004 19:44:09 -0400
>
> >I picked up a book and read it, several actually and that's how I got
> >where I am software-wise. If you assume I went to school or took any
> >additional classes you assumed wrongly.
>
> You are absolutely right, one doesn't need to take additional courses when
> books are available...
> Following are a couple of hot tips, a "must have" so to speak... but I
> presume you know them backwards.
>
> "100 ways to reverse engineer code"
> "How to become a trolling expert in 24Hrs"
> "GFA Basic for dummies"

He cant code a fikin kill file, he's no hope with summat that complex!!

--

Regards, Steve S.

3192. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 18:03:03 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c80d8m$1rf$3@hercules.btinternet.com>
Source record: 18733

Yo! Den Dude 8~)

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:1084352282-101232AEicMi@gmx.net...
> From: Janez Valant <swe@atari.org>
> Date: Thu, 06 May 2004 18:15:30 +0100
>
> Hi Janez,
>
> >Reverse engineering is not pushing dick in sheep's ass, u know....
>
> It is in Wales... ;-)

Sing along time.

They keep a welcome in the hillsides....

BTW, what have you assholes got for dinner all this week, any Lamb
perchance??

--

Regards, Steve S.

3193. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 18:03:05 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c80d8n$1rf$4@hercules.btinternet.com>
Source record: 18734

Hi Lonny

> > Funny how the first person to jump to this conclusion is likely someone
> > who never coded anything in his life. It's called a LIBRARY. Just like
> > libc is a LIBRARY, a library. Because everyone who uses gemlib or
windom
> > to write their program is s
>
> I'm quite impressed with windom having looked over the documentation.
> Really wish it could be called from GFA.

Why don't you grow up and use a man's coding tool, that Mickey mouse,
pre-schooler GFA is a bit immature for real coders.

--

Regards, Steve S.

3194. Re: Silly Question?

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 18:08:10 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <sROoc.455$nh.108@newsfe6-gui.server.ntli.net>
Source record: 18735

Hello.

"SF0218" <sf0218@aol.com> wrote in message
news:20040513132547.16651.00001276@mb-m18.aol.com...
> Just wondering......will a falcon mb fit in a TT303 case?
>
> I'm pretty much guessing it doesn't.

It will fit in my rack case.....

www.keychange.co.uk

3195. Re: Finally got my TT:-)

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 18:57:28 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <c80ge8$h13$1@news1.nivel5.cl>
Source record: 18736

```
im looking for a TT
Anyone got one to spare ? hehehe
```

"Mark D" <mducksub@removenoaspam.atari-source.com> escribi&#65533; en el mensaje
news:pan.2004.05.13.17.35.48.128182@removenoaspam.atari-source.com...
> On Thu, 13 May 2004 09:51:23 -0700, Tim wrote:
>
> >
> > "Dan A" <artdeptNOSPAM@coinboards.com> wrote in message
> > news:gBNoc.4605$zO3.1062@newsread2.news.atl.earthlink.net...
> >>
> >> "Tim" <tjlazer@nospam.mail.com> wrote in message
> >> news:10a5q7jq27l0h34@corp.supernews.com...
> >> >
> >> > "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote
in
> >> > message news:ZIfoc.33603$TT.5339@news-server.bigpond.net.au...
> >> > > Does anyone know of any TT demos or games that use 256 colours, DMA
> >> > > sound etc? Also a source for ram upgrades would be helpful, only
2MB
> > ST
> >> > > ram in my new machine.
> >> > >
> >> > > Regards
> >> > >
> >> > > Mark
> >> >
> >> > Congrats! I also got one last year for a song. Sadly it is of
little
> > use
> >> > as nothing but apps work on it. LOL
> >> >
> >> > Tim
> >>
> >> What are you talking about? Alot of games run better on the TT
than
> >> they do on the Falcon.
> >> Elite2 was beautiful on my TT, Civilization ran without the problems
that
> >> the Falcon had, Their
> >> Finest Hour flew like a bird. Pirates ran perfectly. I only
encountered
> > a

> >> small list of games that didn't run, and most of them were games I
didn't
> >> care for that much anyway. If you are trying to run 'menu disk'
versions,
> >> that is probably your problem.
> >>
> >> Dan
> >> aka baldrick
> >>
> >
> > The majority of ST games do not work. Yes there are a few games that do
> > run, but not many.
> >
> > Yes Menu disk games will not run, single filed or HD installed games are
> > easier to get working. But overall the TT is not a computer to get if
you
> > want to play games. It would be a great computer for UNIX, Alternate
OS's
> > or networking and applications. I simply got one for my collection.
> >
> > AFAIK there are no TT games for it, and no Falcon games will run.
Correct
> > me if I am wrong.
> >
> > But damn, the TT sure looks nice!
> >
> > Tim
>
> Who the heck cares if ST games work? ST's are dime a dozen.. Just buy
> one if you want to play games, buy a TT for the low cost /|\ horsepower,
> good ram upgrades, and excellent vme expandability. That makes sense ;-)
>
> mark
> http://portal.atari-source.com
>

3196. Re: Free: 520STFM + bits (UK)

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 19:14:33 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c80hfj$3ce$1@news.freedom2surf.net>
Source record: 18737

"Wilson Bradley" <wilsonb@pobox.com> wrote in message
news:1adb3f29.0405121658.5c54924f@posting.google.com...

>
> wilsonb@poboxnospam.com
> take out- nospam

WHATS THE POINT? YOU HAVE YOUR FREAKIN EMAIL ADDRESS IN THE HEADER OF YOUR
MESSAGE!!!!

DOH!

Coda.

3197. Re: Finally got my TT:-)

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 19:18:12 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <MRPoc.10745$7S2.9620@newsfe1-win>
Source record: 18738

Hello.
"Bruce" <No-Spam@Ivn.cl> wrote in message
news:c80ge8$h13$1@news1.nivel5.cl...
> im looking for a TT
> Anyone got one to spare?

Yup, how many do you want? hehehe

More importantly, where the **** are you?

www.keychange.co.uk

3198. Re: Silly Question?

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 19:18:47 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c80hnh$3cu$1@news.freedom2surf.net>
Source record: 18739

"SF0218" <sf0218@aol.com> wrote in message
news:20040513132547.16651.00001276@mb-m18.aol.com...
> Just wondering......will a falcon mb fit in a TT303 case?
>

No and neither will it fit in a TT030 case. :-P

Coda.

3199. Re: Finally got my TT:-)

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 19:30:10 UTC
From: Dan A <artdeptNOSPAM@coinboards.com>
Message-ID: <61Qoc.8467$KE6.4394@newsread3.news.atl.earthlink.net>
Source record: 18740

```
"Tim" <tjlazer@nospam.mail.com> wrote in message
news:10a79sdd497vs4d@corp.supernews.com...
>
> "Dan A" <artdeptNOSPAM@coinboards.com> wrote in message
> news:gBNoc.4605$zO3.1062@newsread2.news.atl.earthlink.net...
> >
> > "Tim" <tjlazer@nospam.mail.com> wrote in message
> > news:10a5q7jq27l0h34@corp.supernews.com...
> > >
> > > "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> > > message news:ZIfoc.33603$TT.5339@news-server.bigpond.net.au...
> > > > Does anyone know of any TT demos or games that use 256 colours, DMA
> > > > sound etc? Also a source for ram upgrades would be helpful, only 2MB
> ST
> > > > ram in my new machine.
> > > >
> > > > Regards
> > > >
> > > > Mark
> > >
> > > Congrats! I also got one last year for a song. Sadly it is of little
> use
> > > as nothing but apps work on it. LOL
> > >
> > > Tim
> >
> > What are you talking about? Alot of games run better on the TT
than
> > they do on the Falcon.
> > Elite2 was beautiful on my TT, Civilization ran without the problems
that
> > the Falcon had, Their
> > Finest Hour flew like a bird. Pirates ran perfectly. I only
encountered
> a
> > small list of games that didn't run, and most of them were games I
didn't
> > care for that much anyway. If you are trying to run 'menu disk'
versions,
> > that is probably your problem.
> >
> > Dan
> > aka baldrick
> >
```

>
> The majority of ST games do not work. Yes there are a few games that do
> run, but not many.
>

The majority of games that I found that would not run on the TT, would
not
run on anything other than TOS 1.0. So if it had problems on a Mega ST or
a MegaSTe, it probably wouldn't run on the TT. But the same is true to a
greater
degree for the Falcon. Backwards helped the Falcon run a few more games.
There
was a similar program for the TT, but I can't remember what it is called at
the moment.
Was never a big concern for me.

In general you can say anything made by a major US game house
(Microprose, Sierra,
Lucas Arts) and released after 89 or so, would work on the TT. There were
some
Microprose games that were licenses of smaller houses, I won't guarantee
those in my list.
The simirils adventure games worked as well. And the original Atari label
games like moon patrol ran fine on the TT. This is just off the top of my
head from memory.
The number of games that I cared to play that didn't run on my TT were few.
So basically
I forgot the games that didn't run.

> Yes Menu disk games will not run, single filed or HD installed games are
> easier to get working. But overall the TT is not a computer to get if you
> want to play games. It would be a great computer for UNIX, Alternate OS's
> or networking and applications. I simply got one for my collection.
>
> AFAIK there are no TT games for it, and no Falcon games will run. Correct
> me if I am wrong.
>

There were very few specific TT games. There were a couple out there,
but I don't remember
what they were right off the top of my head. This had alot to do with the
price and availability of
the TT made it a rare beast until shortly before the Falcon was released.
There was "Ancient Art of War in the Skies" which listed the TT on it's side
panel. I bought a copy just for that. I don't know if there were other
games that listed the TT on the box from the big houses.

However if you look at shareware, small house commercial software, the
numer of TT games rises dramatically. OXYD had a version for the Falcon &
TT, same binary same graphics. GEM Nethack was originally written for the
TT's Medium resolution. Premium Mahjongg had support for the TT
resolutions, Valency did as well. Then there were alot of games like

Astropanic94 & World Conquest that ran happily in the TT's resolutions. If you are looking at shareware/freeware games that run on the TT, pop on over to GemCandy I have 135 different programs listed at the moment, and a majority of them should run on the TT with no complaints.

The problem games were generally action games, where the programmers did tricky things with the hardware or games that were written with a rotten compiler or bindings.

Dan
aka Baldrick

3200. Re: Silly Question?

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 20:47:39 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <4iQoc.2679$37.360489@news.siol.net>
Source record: 18741

Coda wrote:

>
> "SF0218" <sf0218@aol.com> wrote in message
> news:20040513132547.16651.00001276@mb-m18.aol.com...
>> Just wondering......will a falcon mb fit in a TT303 case?
>>
>
> No and neither will it fit in a TT030 case. :-P

Well i have Falcon mb in MegaSTE case. It didn't need much modifying
at all.

Janez

3201. Re: Silly Question?

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 20:56:41 UTC
From: sf0218@aol.com
Message-ID: <20040513165641.22456.00000518@mb-m29.aol.com>
Source record: 18743

Hi Janez,

Care to tell me about it?

Thanks
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

3202. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 21:57:40 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040513235740.a10785@du3.maus.de>
Source record: 18758

>Highwire is very close to replacing CAB for good. Forms are starting to
>work. ;-))

Yes. I totally agree. Even though it is just a version 0.1.7 I am using it now more often than CAB. The current cvs-version even allows to google. :-)

Of course there is a lot of functionality still missing (like SSL or downloads) but I would dare say that it is nevertheless a useable piece of software, fast, rock solid and it even supports Unicode. :-)

Regards,

Frank

3203. Re: CAT (was: Iconnect emulator for Sting ?)

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 22:00:06 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040514000006.a10786@du3.maus.de>
Source record: 18759

>> never heard about an email client on the ATARI that handles unicode
>> mails).
>I agree and I really miss such a feature.

You should contact Dimitri about that. As of today CAT already supports
Unicode but only in a very simple way. You can export such mails as .html and
view them with either Highwire or Papyrus. :-)

Regards,

Frank

3204. Re: Finally got my TT:-)

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 23:10:00 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c80v91$7oi$1@news.freedom2surf.net>
Source record: 18744

"Dan A" <artdeptNOSPAM@coinboards.com> wrote in message
news:61Qoc.8467$KE6.4394@newsread3.news.atl.earthlink.net...
>
> The majority of games that I found that would not run on the TT, would
> not
> run on anything other than TOS 1.0. So if it had problems on a Mega ST or
> a MegaSTe, it probably wouldn't run on the TT. But the same is true to a
> greater
> degree for the Falcon. Backwards helped the Falcon run a few more games.
> There
> was a similar program for the TT, but I can't remember what it is called
at
> the moment.
> Was never a big concern for me.

I have found quite a lot of my games run on my MegaSTe, though I don't use
it for that, but for MIDI work. I have a Stacy too, which I also use for
MIDI, but its great with my Philips 8833II monitor and with a joystick
plugged in too, I played Wizball for hours (days) on it.
I don't bother with games on the Falcon. Tried Backwards, runs some stuff
OK, but not a high percentage, I didnt waste any more time trying to get
games to work, I just dusted off the 1040STFM (Tos 1.2) for hassle free
gaming.

Coda

3205. Re: Finally got my TT:-)

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 23:27:50 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <c81094lhf1@news1.nivel5.cl>
Source record: 18745

```
im from Chile, but have mailing address at Miami, Florida (USA)
```

"Barrie at Keychange" <barrie@keychange.co.uk> escribi&#65533; en el mensaje
news:MRPoc.10745$7S2.9620@newsfe1-win...
> Hello.
> "Bruce" <No-Spam@Ivn.cl> wrote in message
> news:c80ge8$h13$1@news1.nivel5.cl...
> > im looking for a TT
> > Anyone got one to spare?
>
> Yup, how many do you want? hehehe
>
> More importantly, where the **** are you?
>
>
> www.keychange.co.uk
>
>
>
>

3206. Re: Finally got my TT:-)

Newsgroup: comp.sys.atari.st
Date: 2004-05-13 23:35:11 UTC
From: sf0218@aol.com
Message-ID: <20040513193511.16651.00001283@mb-m18.aol.com>
Source record: 18746

You know, I would be almost willing to do a straight Falcon for TT trade.
Unfortunately, I don't know much about the
TT except that I wanted one when they came out but couldn't afford back then.

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

3207. Atari Graphics and Video

Newsgroup: comp.sys.atari.st
Date: 2004-05-14 03:51:57 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <mlXoc.16704$GV5.763@bignews4.bellsouth.net>
Source record: 18747

Just wondering if anyone reading CSAST uses a Atari Falcon or other ST
for graphics and Video.
Either as a Hobby or for Real Work?

If so, I'd like to hear more about what type of stuff you are doing and
the software your using.

Also, Aren't there any Atari groups devoted to different areas of the
Falcon or other Ataris
for Graphics/Video/Animation and Music, MIDI, Sampling also
programing, and DTP, WP and etc.???

If not I wonder if there are enough Atari Users left to create some
specific Groups with these types
of interests?

phantomm@bellsouth.net

3208. Re: Finally got my TT:-)

Newsgroup: comp.sys.atari.st
Date: 2004-05-14 05:48:23 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.05.14.05.48.22.346993@nossspamXXatari-source.com>
Source record: 18748

On Thu, 13 May 2004 14:57:28 -0400, Bruce wrote:

> im looking for a TT
> Anyone got one to spare ? hehehe
>
>

Bruce,

I have 2 TT's. One is for sale. Specifically I have 1 that I received from Boris Cahan which (author of TelVT102) which works perfectly 100% that I'd like to keep (forever), and I have another one which was Noah Silva's and it has some serious issues. Aside from being all mangled due to being recased, the power supply was a bit wonky, so I put a new one in from my stockpile of them and the power to the keyboard is still funky. The video also somehow got friend (he told me he did it by accident one day). Anyway, the video could possibly be fixed via the use of the AlberTT video card I would include with it for free, but this card kinda sucks TBH. This thing used to have a CaTTamaran too so I think that's a big part of the problems. I plan to at some point start chip swapping with my other TT until I narrow the problem areas and order replacements so I could repair it to proper working order. TT's are nice because they actually run freemint with some sort of reasonable speed, and they run MagiC from a normal desktop user perspective fantastically. With the Nova Mach 64 video card I have it's quite a machine. Anyway, do you want it? If either of you do, I could resume my repair efforts, because I need to dump one of them.. I don't need 2 of any atari machines. In fact I want my collection to end up, 1 mega ste, 1 tt and 1 ct60 falcon.

Thanks,
Mark

3209. Re: Atari Graphics and Video

Newsgroup: comp.sys.atari.st
Date: 2004-05-14 08:18:05 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <%f%oc.10940$z41.2259@bignews1.bellsouth.net>
Source record: 18749

"Phantom" <phantomm@bellsouth.net> wrote in message
news:mlXoc.16704$GV5.763@bignews4.bellsouth.net...
> Just wondering if anyone reading CSAST uses a Atari Falcon or other ST
> for graphics and Video.
> Either as a Hobby or for Real Work?

Not as much as I once did...life, age, priorities....
Lack of ST time isn't so much a result of market changes as it is life changes, and time avilable for such fun stuff.

> If so, I'd like to hear more about what type of stuff you are doing and
> the software your using.

When I do...these are the kinds of things I still use my Atari systems for. Some, on a regular basis, some...when time and energy allows.

With all my Ataris, unless I'm running Legacy apps or MIDI utilities, I usually run
NVDI 5 with MagiC 6.01 or MiNT/N.AES.

A few things, I use Geneva/NeoDesk for. (Makes a really good CueBase setup).

1. I put a nice SCSI flatbed scanner on my Falcon years ago. I use this in conjunction with Photoline to scan, render, and print photos. I often want or need to move this over to the windows environment for various reasons...and it's no problem since my Falcon is on an enthernet LAN, and also has a Zip drive. The scanner isn't even officially supported by its maker any longer...so as windows moves on...drivers for it do not. So...its home will stay with the Falcon till the day it dies...and why buy a new one for the PeeCee when this old one really does a better job anyway ;)

I also have the True Image/True Paint package, and PixArt installed on the Falcon. They don't get as much use as Photoline; however, there are a few neat and unique things about each package keeping them all worthy of the hard disk space.

When it comes to artsy stuff, like making my own graphics for a web page, or clip art for a news letter, etc....I tend to stick with the Falcon CT2 rather than using the PeeCee...simply because all of my templates, libraries, and foundational work has already been laid on this platform. Years of work...and learning the ins and outs of the software....like a favorite pair of sneakers! Sometimes it's even fun to add to my library of 3D objects using povray. A bit of 3D can really spice up a web page or letter head ;)

Finally on the graphics end...
As a music teacher, I often need scores and musical parts! I haul a STacy to work every day, and this STacy has CueBase Score, and Notator on it. It also

has Page Stream and Atari Works. Quite often I need 'snippits' of music for a complex printed test lay out. In these cases I'll build my musical notation with CueBase or Notator then print it to the hard disk as an img file. From there, I can import it into Page Stream, and easily build my test around it.

I tend to avoid 'printing' at high resolutions with the STacy, simply because it can take half an hour to print a dense page of text or music at 300+ dpi, even using TOS patches such as OutBurst that cut printing time in half! For these kind of tasks, I basically use the STacy as a sketch pad and cache up my printing jobs till next time I'm at the Falcon, or a fast PC running an Atari emulator. I can easily put the STacy on the ethernet (ENEC), or use a null modem cable, floppies, or a Zip drive to transfer the work-files of such projects. Of course, sometimes it's just as easy to print from the STacy and let it take all day ;) What's my deadline? That determines when and how I'll print.

2. General Office....
I use Atari Works quite often on my STacy....It's got just the right tools for my simple needs. A basic word processor that can import and export RTF files, a Data Base that more than fits my needs, and a spreadsheet that's quite adequate for the few spreadsheets I build. Really, the only thing AW lacks that leaves me pouting at times is color printing. Oh well, that's what Page Stream is for :)

I do keep a copy of Word Writer 2 on hand when I need a quick and dirty print out. Since AW uses GDOS...and that prints slow as molassas on an ST/STacy with limited memory....I find it's a good idea to keep WW at hand in the event I need a very quick and high quality letter or memo printed out on a ready made letter-head. WW2 doesn't rasterize your page...it just dumps the text into the print spooler and frees your system up. The spooler dumps it right to the printer, which uses its own built in fonts to thrash out your page at top speed. I'm not sure....AW might be able to print in this same way minus GDOS...but then, that would call for a reboot without a GDOS present :/ So...keeping WW or something similar is worthwhile.

3. MIDI....
I run teaching labs, and a personal studio around my Falcon, STacy, and Mega ST. There is also an Amiga 2000 and Windows XP box in the collection. I drive several consumer grade GM keyboards, along with a nice collection of 2nd and 3rd generation synths/samplers. Software included in the setup ranges from CueBase Audio, to KCS, to Notator SL for sequencing. Zero X and Sample C serve the sampling end of things. I also have an SMP 24, MIDIX3, and Unitor2. An Anatek MIDI patchbay that was designed for the Macintosh, just happens to work with the Falcon (possibly the Mega STe and TT) as well (via both the MIDI ports and LAN [Apple Talk] port). So, as you can imagine, I have enough MIDI channels at my disposal to do QUITE ALOT with! There are also some not so good analogue multi trackers in my setup...primarily to teach the fundamentals of synching a computer with tape or video. Of course...the standard mixing consoles, amps, monitors, FX units, yadda yadda....

Now, here's why I bother to keep this old stuff around my teaching lab...
Sure, there are modern PCs and Macs that can accomplish the task of all this

stuff combined, on one desktop. The problem with that, is when you are teaching today's generation of teens, it's pretty difficult to illustrate to them what is happening in their creative process with most of the modern software suites. While the modern stuff is arguably a godsend from the creative standpoint where time is concerned....it is very lacking in the engineering and creativity on the micro-level aspect of studio music. With modern utilities, the students tend to cludge through the software using prefab modules or wizards and treat it like a 'pallet' of cool stuff they can combine to make bigger 'cool' compositions, but they never really get into mixing their own paint! In the end, you have a class of 15 people, with compositions that all sound alike because they use the same built in pallet of sounds and effects, while never really delving into these details. Frankly, there's alot of modules in the 'modern software' that make no sense at all from an acoustical engineer's perspective! When they do make sense...it's on the level of a PHD physicist rather than a beginner.

With the old kit...things are in clearly visible modules, boxes, with traceable wires and user interfaces that give instant percieveable user feedback. The students begin to get an understanding very quickly of how their instruments are built, their function, and what it can do with sound. They soon begin to mix their own sonic pallets, and understand exactly what is happening to their sound from start to finish. When you put your hand on a bass module, and say "This is the bass module. The sequencer talks to it over this wire, using channel 3, and this cable can carry 16 independent channels total." the student almost instantly understands the connection. With analog effects, it's even more helpful! What happens if I hook this guitar into this reverb unit, and then this chorus unit, then into my mixer? What if I change the order? What if I hook them parallel rather than serial? What does it mean to 'sync' different tracks or machines? What is an ocillator? What happens when I hook an ocillator to a filter, then to a frequency modulator, then to an amp? Why and how would I 'gate' accoustic drums, and when might this gated concept apply on my digital drum machine?

In the teaching lab...having everything in real life modules, using real life wires, helps a great deal in communicating to the students the various stages their music goes through, while also teaching them the universal vocabulary used by studio engineers to communicate about these ideas. These are things you just don't get from most modern all digital software suites on a single desk top environments.

See, your state of the art software has all of these 'modules' and more embedded in the form of 'code'. All of the old 'analogue' ideas still apply...they're just emulated within the digital domain. "Reverb" generally sounds the same today, with digital technology as it did 300 years ago in a mighty concert hall. Vocabulary...illustration...experimentation...It is my opinion that they'll have a very hard time grasping the mathamatics and concepts of today's tools if they don't have a clue as to what they are emulating from the real world to begin with.
Sometimes a trip to a very old museum really helps today make a LOT MORE SENSE.

Another interesting benifit....
While a modern Mac or PC gets cheaper every day....you can still expect to shell

out at least $400 for even a basic suite of music making software...of any foundation (MIDI, MOD, D2D, etc...) Many of my students simply can't afford to piddle with the latest generation of tools. On the flipside...they can watch Ebay, and for the price of just a PeeCee or Mac with the OS alone...they can find a loaded ST with a Pro Sequencer and a consumer line keyboard or sound module and begin making compositions in their spare time. Also, there's more and more ST MIDI apps hitting the totally free and legal scene as years roll by.

I well remember when I was 16ish, and ALL this stuff was brand new...and only well funded Universities or musicians in debt to their eyeballs had access to these kinds of tools. There was no such thing as a second hand market. Only now...at 33 years old can I nickle and dime my way into these kinds of toys for personal enjoyment without over extending my rather small toy budget. My students, at very young ages, can afford to drive right in...at ages when learning is fast, and ideas flows like water, and before they are so busy with the demands of 'adult life' that so often suck the time and energy out of aspring young musicians and sound engineers.

....
What I find myself using the Atari less and less for these days is Internet access, and true multimedia sessions. That's where my low end PC gets its use, and that's about all I use it for. WebBrowsing, Email, NewsGroups, MP3, an occasional game, file archives and backups, web-cam, access to new cheap hardware (USB), printing sessions, Atari/Amiga emulation, and Movies, etc. Windows is bascially just a bloated browser to me....quite cheap, and usually comes with the hardware. Sometimes I start to buy some software for the Windows Box...and I baulk at the price when I can already do that on my Atari!

> Also, Aren't there any Atari groups devoted to different areas of the
> Falcon or other Ataris
> for Graphics/Video/Animation and Music, MIDI, Sampling also
> programing, and DTP, WP and etc.???

Yes, and no.
There are indeed forums still scattered about for various specific Atari topics. As for actual news groups on usenet....
There's only a hand full left...most with a very broad heading...like this one (comp.sys.atari.st). You may find repeats of these 'general' groups in various languages.
Feel free to post pretty much anything 16/32 bit Atari related here. There's not so much traffic that anyone will complain.

There is a MiNT mailing list that's pretty active.

There is a web site and forum (list serve I believe?) for Notator and Logic.

CueBase has a news group...it's for all platforms, and while you don't see many Atari related posts...I've found that putting them there tends to generate plenty of useful tips and information...as many of the users there had Ataris at one time, or still do.

There is a very good Yahoo forum dedicated to MIDI called 'Tim's Atari MIDI World', which includes a download area with just about everything Atari/MIDI

that's legal to distrubute free.

A couple of the UK music magazines still have active Forums for Atari related issues. I forget which ones right off hand, but I know they're still around and generating a few threads from time to time.

Many of the popular emulators and virtual machines offer forums and or mailing lists for up to date chatter about their projects, and user support.

Most everything that has been ported, or that you wish to port yourself from Unix to the Atari has at least one news group or forum! Some examples are Povray, Tinyfugue, Samba, Pine, and the list goes on and on and on! By far and large...these softwares are considered to be platform independent, so as an 'end user' what applies to a Linux PC shouldn't be much, if any different from a BSD PPC, a MiNT Falcon, etc. The key to these type of discussions is mentioning which version you were able to compile and get running. From there...the software 'use' is relatively platform independent.

> If not I wonder if there are enough Atari Users left to create some
> specific Groups with these types
> of interests?

By all means, go for it.
Yahoo and many other similar outfits offer totally free forum space!
If you have an idea...set it up, and eventually you just might get alot of hits :)

As for getting news groups started...I'm not sure what the current rules are. There are different types of news group listings, with different requirements. I.E. An alt newsgroup might be easier to get, but it's also going to get a ton more spam, and might not be archived. I'm assuming to get one started, you have to file petitions and whatnot. Honestly I don't know...you'll have to research this further if you'd really like to know.

I'm out of time for today...so sorry I didn't include acutal links to the things mentioned before. A good websearch will put you on to most of them. Also, maybe others will post the links and add some if they know them off hand :)

Brian

3210. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-05-14 09:31:58 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <40a4a598d78570@europe-shareware.org>
Source record: 18750

Hello,

in article <40a46452$0$313$7a628cd7@news.club-internet.fr>,
Pierre TONTHAT wrote on Fri 14-05-2004 06:16 (GMT):

> I beg your pardon?

Please, Pierre, do not feed this... troll.

ï¿œ+,
/Pascal/

3211. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-05-14 10:13:05 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0405140213.73579655@posting.google.com>
Source record: 18751

"Steve Sweet" <steve.sweet@btopen-2-viri-world.com> wrote in message
news:<c80d8n$1rf$4@hercules.btinternet.com>...

> > I'm quite impressed with windom having looked over the documentation.
> > Really wish it could be called from GFA.
>
> Why don't you grow up and use a man's coding tool, that Mickey mouse,
> pre-schooler GFA is a bit immature for real coders.

It is getting tiresome seeing such crappy postings in here. Do you
even have a point with this one?

/Joakim

3212. MACE

Newsgroup: comp.sys.atari.st
Date: 2004-05-14 11:39:36 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <40a4aff1$1@202.161.124.6>
Source record: 18752

The Melbourne Atari Comp Enthusiats are having their monthly meeting this Sunday 16th May..All are welcome

gra hurfy@alphalink.com.au

3213. Re: Finally got my TT:-)

Newsgroup: comp.sys.atari.st
Date: 2004-05-14 14:47:33 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <c82m5h$5tv$1@news1.nivel5.cl>
Source record: 18753

Oh
but is it in the original case ?

I really need one on the original case, cause i want to finish my atari collection...
(I think i need an STe and a TT) and besides... i dont know a thing about TT's (nor falcon :( )

Ah.. the TT monitor,. is especial ??? or is it the same as the ST's ?

"Mark D" <mducksub@nossspamXXatari-source.com> escribi&#65533; en el mensaje news:pan.2004.05.14.05.48.22.346993@nossspamXXatari-source.com...
> On Thu, 13 May 2004 14:57:28 -0400, Bruce wrote:
>
> > im looking for a TT
> > Anyone got one to spare ? hehehe
> >
> >
>
> Bruce,
>
> I have 2 TT's. One is for sale. Specifically I have 1 that I received
> from Boris Cahan which (author of TelVT102) which works perfectly 100%
> that I'd like to keep (forever), and I have another one which was Noah
> Silva's and it has some serious issues. Aside from being all mangled due
> to being recased, the power supply was a bit wonky, so I put a new one in
> from my stockpile of them and the power to the keyboard is still funky.
> The video also somehow got friend (he told me he did it by accident one
> day). Anyway, the video could possibly be fixed via the use of the
> AlberTT video card I would include with it for free, but this card kinda
> sucks TBH. This thing used to have a CaTTamaran too so I think that's a
> big part of the problems. I plan to at some point start chip swapping
> with my other TT until I narrow the problem areas and order replacements
> so I could repair it to proper working order. TT's are nice because they
> actually run freemint with some sort of reasonable speed, and they run
> MagiC from a normal desktop user perspective fantastically. With the Nova
> Mach 64 video card I have it's quite a machine. Anyway, do you want it?
> If either of you do, I could resume my repair efforts, because I need to
> dump one of them.. I don't need 2 of any atari machines. In fact I want
> my collection to end up, 1 mega ste, 1 tt and 1 ct60 falcon.
>
> Thanks,
> Mark
>

3214. Re: Finally got my TT:-)

Newsgroup: comp.sys.atari.st
Date: 2004-05-14 14:59:42 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.05.14.14.59.42.296814@removenoaspam.atari-source.com>
Source record: 18754

On Wed, 12 May 2004 22:38:00 +0200, Peter Schneider wrote:

> Hi Mark,
>
> MB>Also a source for ram upgrades would be helpful, only 2MB ST ram in my
> MB>new machine.
> your remark makes me suppose that there is no RAM card at all in your
> TT, neither TT RAM nor ST RAM.
>
> You will need an extension card for both types of RAM. My TT came with
> 4 MB for each type. I replaced the 2MB card with a 10 MB one and
> replaced the 4MB on the TT RAM card with 32MB. And the RAM has been
> stable so far (since '95).
>
> Now I long for a 64MB solution when a friend will finally swing over
> to the Mac and give away his TT, for you'll never have enough RAM.
>
> Sorry, if I'm not wrong (please prove me to be wrong!) the second hand
> market will be your only chance.
>
> Good luck!
>
> Und TTschï¿½
> ps

You know, speaking of this, is there any pages or anything anywhere which explains the different TTram board options available and what maximum capacities and jumper sizes they have? I have a slew of 72 pin EDO ram that I'd like to use on my TT, if I can use 4 32's in the board instead of 4 2's I'd like to do that ;-) Both the boards in my machines are Atari made boards I believe.

Mark
http://portal.atari-source.com

3215. Re: MagiC Threads

Newsgroup: comp.sys.atari.st
Date: 2004-05-14 15:32:58 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1084559806-114063AEicMi@gmx.net>
Source record: 18755

From: Gerhard_Stoll@b.maus.de (Gerhard Stoll)
Date: Fri, 7 May 2004 17:59:00 +0200

Hi Gerhard,

>DV> Jinnee doesn't use threads at all, if it did it would only run under
>DV> MagiC
>
>--------------------------------cut--------------------------------
>4.6 Settings...>Copying
>
>When Copying in threads is active, copy operations are started as a
>parallel process. Warning: Older versions of MagiC still have an error
>here - this function only works correctly with MagiC versions from
>5.13 onwards. If you are using an older version, either obtain an
>update or deactivate this checkbox.

Nope, it's MGCOPY.PRG that is using those threads, not Jinnee.
Whenever the user calls up the copy routine Jinnee by default uses
MGCOPY.PRG if magxdesk is present.

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://ddp.atari.org

3216. Re: Finally got my TT:-)

Newsgroup: comp.sys.atari.st
Date: 2004-05-14 17:41:25 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.05.14.17.41.25.239391@removenoaspam.atari-source.com>
Source record: 18756

On Fri, 14 May 2004 10:47:33 -0400, Bruce wrote:

> Oh
> but is it in the original case ?
>
> I really need one on the original case, cause i want to finish my atari
> collection...
> (I think i need an STe and a TT) and besides... i dont know a thing about
> TT's (nor falcon :( )
>
> Ah.. the TT monitor,. is especial ??? or is it the same as the ST's ?
>

TT monitor can use any ordinary VGA monitor for TT medium (640x480x16
cols) or the TTM195 for some absurdly high resolution mono display. It is
in the original case. It just never used to be. If I did sell it to you,
I would repair it to proper working order and clean it to look as new as
possible, but I'm not going spend my time on this unless I know someone
wants it ;-)

Mark
http://portal.atari-source.com

3217. Re: Finally got my TT:-)

Newsgroup: comp.sys.atari.st
Date: 2004-05-14 18:13:37 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <c8327v$9qb$1@news1.nivel5.cl>
Source record: 18757

ok.. i may be interested...
The thing is.. how much would it be ?
I preffer paying over Paypal... well... contact me at the email to see those details.

Bruce at ivn dot cl

"Mark D" <mducksub@removenoaspam.atari-source.com> escribi&#65533; en el mensaje news:pan.2004.05.14.17.41.25.239391@removenoaspam.atari-source.com...
> On Fri, 14 May 2004 10:47:33 -0400, Bruce wrote:
>
> > Oh
> > but is it in the original case ?
> >
> > I really need one on the original case, cause i want to finish my atari
> > collection...
> > (I think i need an STe and a TT) and besides... i dont know a thing about
> > TT's (nor falcon :( )
> >
> > Ah.. the TT monitor,. is especial ??? or is it the same as the ST's ?
> >
>
> TT monitor can use any ordinary VGA monitor for TT medium (640x480x16
> cols) or the TTM195 for some absurdly high resolution mono display. It is
> in the original case. It just never used to be. If I did sell it to you,
> I would repair it to proper working order and clean it to look as new as
> possible, but I'm not going spend my time on this unless I know someone
> wants it ;-)
>
> Mark
> http://portal.atari-source.com
>

3218. Re: Finally got my TT:-)

Newsgroup: comp.sys.atari.st
Date: 2004-05-14 19:37:27 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <10aa7vncbefkk56@corp.supernews.com>
Source record: 18760

```
"Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message
news:pan.2004.05.13.17.35.48.128182@removenoaspam.atari-source.com...
> On Thu, 13 May 2004 09:51:23 -0700, Tim wrote:
>
> >
> > "Dan A" <artdeptNOSPAM@coinboards.com> wrote in message
> > news:gBNoc.4605$zO3.1062@newsread2.news.atl.earthlink.net...
> >>
> >> "Tim" <tjlazer@nospam.mail.com> wrote in message
> >> news:10a5q7jq27l0h34@corp.supernews.com...
> >> >
> >> > "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote
in
> >> > message news:ZIfoc.33603$TT.5339@news-server.bigpond.net.au...
> >> > > Does anyone know of any TT demos or games that use 256 colours, DMA
> >> > > sound etc? Also a source for ram upgrades would be helpful, only
2MB
> > ST
> >> > > ram in my new machine.
> >> > >
> >> > > Regards
> >> > >
> >> > > Mark
> >> >
> >> > Congrats! I also got one last year for a song. Sadly it is of
little
> > use
> >> > as nothing but apps work on it. LOL
> >> >
> >> > Tim
> >>
> >> What are you talking about? Alot of games run better on the TT
than
> >> they do on the Falcon.
> >> Elite2 was beautiful on my TT, Civilization ran without the problems
that
> >> the Falcon had, Their
> >> Finest Hour flew like a bird. Pirates ran perfectly. I only
encountered
> > a
> >> small list of games that didn't run, and most of them were games I
didn't
> >> care for that much anyway. If you are trying to run 'menu disk'
versions,
```

> >> that is probably your problem.
> >>
> >> Dan
> >> aka baldrick
> >>
> >
> > The majority of ST games do not work. Yes there are a few games that do
> > run, but not many.
> >
> > Yes Menu disk games will not run, single filed or HD installed games are
> > easier to get working. But overall the TT is not a computer to get if
you
> > want to play games. It would be a great computer for UNIX, Alternate
OS's
> > or networking and applications. I simply got one for my collection.
> >
> > AFAIK there are no TT games for it, and no Falcon games will run.
Correct
> > me if I am wrong.
> >
> > But damn, the TT sure looks nice!
> >
> > Tim
>
> Who the heck cares if ST games work? ST's are dime a dozen.. Just buy
> one if you want to play games, buy a TT for the low cost /|\ horsepower,
> good ram upgrades, and excellent vme expandability. That makes sense ;-)
>
> mark
> http://portal.atari-source.com

I did for $50! ;)

Tim

3219. Re: TRY THIS!! IT WORKS!! MONEY$$$ NOW!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-14 20:26:09 UTC
From: Arnie <fat@teeth.com>
Message-ID: <40a548ca@news.greennet.net>
Source record: 18761
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.be.advocacy,comp.sys.be.help,comp.sys.be.misc,comp.sys.be.programmer,comp.sys.cbm,comp.sys.cdc

Reported to ISP

3220. STFM RAM expansion

Newsgroup: comp.sys.atari.st
Date: 2004-05-14 20:38:14 UTC
From: Graeme Roberts <graeme.roberts@btinternet.com>
Message-ID: <c83anm$5gs$1@hercules.btinternet.com>
Source record: 18762

Recently got some spare components to replace my expired 520STFM. Included in this batch was a 30pin SIMM memory expansion kit, but with no documentation; I believe it was made by ATRAM. I had a similar memory upgrade expansion kit from them on my original machine, but restricted to 512k to give a total of 1Mb. I'm sure I've plugged everything into the right places (piggy back adapters on the MMU and SHIFTER chips). The question is how much RAM can I load onto this thing. I've only got 1Mb SIMMs to try (3 chip variety), and at present none work or just give me a black screen. Do I need special SIMM's or maybe 9 chip sticks in order for the machine to recognise them?

Any help appreciated.

Graeme

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.679 / Virus Database: 441 - Release Date: 07/05/2004

3221. Re: Using Meg to delete SPAM

Newsgroup: comp.sys.atari.st
Date: 2004-05-14 21:20:48 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <c83d7g$sl1$1@newsg1.svr.pol.co.uk>
Source record: 18763

Hi Pierre

Unfortunately I'm still having problems with getting it to work, this is what I filled in:
Account= FreeServe Mailbox
Hostname = smtp.freeserve.net
Port=110
Username=adel6.freeserve.co.uk
Password=****my password****

Upon Connecting with STik2, I run Meg and click on Check. Box shows Action: Waiting, Status: OK. The after about 2 mins and a bit of flashing on the modem, the Box shows Action: Authentification Failed, Result: 0 Messages.

And this is with 125 messages in the Mailbox with the *** SPAM *** text string in the Subject line.

What am I doing wrong?

Neil :-(

On 25 Apr 2004 16:42:17 , Pierre TONTHAT wrote:
>Bonjour :)
>
>> Meg 1.2c?
>
>1.2d version now.
>
>> Luckily Freeserve have started marking the "Subject" line of
>> the emails with "*** SPAM ***" before the rest of the subject line.
>> This means that I could use a filter program like Meg to delete
>> 95% of junk emails. Is this a correct assumption?
>
>If your mailserver put this "*** SPAM ***" string in your subject,
>yes, you can delete them automaticaly with Meg.
>
>You have to add a filter on the subjects which contain this string.
>
>> Can anyone tell me what to put in the Mailbox dialog, as at
>> the moment when "check mail" is selected Meg runs but is
>> "Waiting" and OK - but nothing else happens - this is
>> after dialing in with STiK2.
>
>You have to declare at least one mailbox (you can add more of your
>mailboxes). You should see in NEWSie preferences: same parameters.

>In Meg:
>
>Account= name of your mailbox (name it as you like)
>Hostname= servername (ie mail.club-internet.fr)
>Port= 110 (POP3 protocol)
>Username= login to the server (usualy your internet login)
>Password= password to the server (usualy your internet password)
>
>
>Bye
>
>Pierre
>http://rajah.atari.org
>
>.

3222. Re: STFM RAM expansion

Newsgroup: comp.sys.atari.st
Date: 2004-05-14 21:59:11 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <40a54126$0$25322$cc9e4d1f@news-text.dial.pipex.com>
Source record: 18764

"Graeme Roberts" <graeme.roberts@btinternet.com> wrote in message
news:c83anm$5gs$1@hercules.btinternet.com...
> Recently got some spare components to replace my expired 520STFM. Included
> in this batch was a 30pin SIMM memory expansion kit, but with no
> documentation; I believe it was made by ATRAM. I had a similar memory
> upgrade expansion kit from them on my original machine, but restricted to
> 512k to give a total of 1Mb. I'm sure I've plugged everything into the
right
> places (piggy back adapters on the MMU and SHIFTER chips). The question is
> how much RAM can I load onto this thing. I've only got 1Mb SIMMs to try (3
> chip variety), and at present none work or just give me a black screen. Do
I
> need special SIMM's or maybe 9 chip sticks in order for the machine to
> recognise them?
>
> Any help appreciated.
>
> Graeme
>
>

It sounds like you could have simms which are too big for the thing to cope
with, maybe you could try 2x 256MB simms (I assume the adapter takes 2),
the latter address lines could be floating if you try to fit a larger size.
I dont think ECC types will matter in anycase. I've never seen the board so
dont know much. Though I built my own ;-)

http://www.cps-electronics.co.uk/projects/projects.htm

Chris

> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.679 / Virus Database: 441 - Release Date: 07/05/2004
>
>

3223. Re: Atari Graphics and Video

Newsgroup: comp.sys.atari.st
Date: 2004-05-14 22:27:05 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c83h4f$vi6$1@news.freedom2surf.net>
Source record: 18765

"Brian Roland" <BJRoland@bellsouth.net> wrote in message
news:%f%oc.10940$z41.2259@bignews1.bellsouth.net...

Lots & lots of really interesting info. Wow thats the most informative post
ive seen in a long time!

Coda.

3224. Re: STFM RAM expansion

Newsgroup: comp.sys.atari.st
Date: 2004-05-14 23:10:28 UTC
From: Graeme Roberts <graeme.roberts@btinternet.com>
Message-ID: <c83jl4$kg4$1@hercules.btinternet.com>
Source record: 18766

Chris,

Thanks, thats what I was wondering. I can get my hands on a set of 4 x 9 chip 1Mb 30 Pin SIMMS next week which may work. More chips per SIMM = less memory per chip which the ST may be able to handle. If not, I can try the 256k SIMM option in the upgrade.

If all else fails I've always got my original 512k upgrade to fall back on which I know worked fine in my original machine :)

Graeme.

"exxos" <exxos@home.co.uk> wrote in message
news:40a54126$0$25322$cc9e4d1f@news-text.dial.pipex.com...
>
> "Graeme Roberts" <graeme.roberts@btinternet.com> wrote in message
> news:c83anm$5gs$1@hercules.btinternet.com...
> > Recently got some spare components to replace my expired 520STFM.
Included
> > in this batch was a 30pin SIMM memory expansion kit, but with no
> > documentation; I believe it was made by ATRAM. I had a similar memory
> > upgrade expansion kit from them on my original machine, but restricted
to
> > 512k to give a total of 1Mb. I'm sure I've plugged everything into the
> right
> > places (piggy back adapters on the MMU and SHIFTER chips). The question
is
> > how much RAM can I load onto this thing. I've only got 1Mb SIMMs to try
(3
> > chip variety), and at present none work or just give me a black screen.
Do
> I
> > need special SIMM's or maybe 9 chip sticks in order for the machine to
> > recognise them?
> >
> > Any help appreciated.
> >
> > Graeme
> >
> >
>
>
> It sounds like you could have simms which are too big for the thing to
cope
> with, maybe you could try 2x 256MB simms (I assume the adapter takes 2),

> the latter address lines could be floating if you try to fit a larger
size.
> I dont think ECC types will matter in anycase. I've never seen the board
so
> dont know much. Though I built my own ;-)
>
> http://www.cps-electronics.co.uk/projects/projects.htm
>
> Chris
>
>
>
>
>
>
>
>
>
> > ---
> > Outgoing mail is certified Virus Free.
> > Checked by AVG anti-virus system (http://www.grisoft.com).
> > Version: 6.0.679 / Virus Database: 441 - Release Date: 07/05/2004
> >
> >
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.679 / Virus Database: 441 - Release Date: 07/05/2004

3225. Minimum host for Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-05-14 23:10:57 UTC
From: vdjole@EUnet.yu
Message-ID: <c83jlv$q15$1@news.eunet.yu>
Source record: 18767

Hi;

I may have a need for a Falcon-like "Atari" computer in the near future, so I was thinking of dedicating an older PC for that. I would appreciate it if someone could tell me:

1) What should be the minimum capabilities of the host computer for Aranym (CPU type & speed, RAM, disk space) in order that a linux variant of Aranym can run with a speed similar to that of a standard "real" Falcon? (The idea is that the machine would be used exclusively for running Aranym, and boot (almost) straight into it, as much as practical).

2) Can Mint run with memory protection on Aranym?

thanx in advance;

3226. Re: Minimum host for Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-05-15 00:30:52 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c83oci$1u7$1@news.freedom2surf.net>
Source record: 18768

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:c83jlv$q15$1@news.eunet.yu...
> Hi;
>
> I may have a need for a Falcon-like "Atari" computer in the near future,
> so I was thinking of dedicating an older PC for that. I would appreciate
> it if someone could tell me:
>
> 1) What should be the minimum capabilities of the host computer for
> Aranym (CPU type & speed, RAM, disk space) in order that a linux
> variant of Aranym can run with a speed similar to that of a standard
> "real" Falcon? (The idea is that the machine would be used exclusively
> for running Aranym, and boot (almost) straight into it, as much as
> practical).
>
> 2) Can Mint run with memory protection on Aranym?
>
>
> thanx in advance;

1) Aranym team suggest minimum 486. You should Aranym under linux, if you want all the features. Base your PC on what do you need to get a fairly quick X server running. I would say PII 400 min with 128Mb ram. Hard disk space is not that much an issue, you can install a linux/X system in less than 500mb and also I know of one functional linux/X thats about 50mb. You can download AFROS live CD and boot straight into that, I havent tried it yet so I dont know how easy that would be to install on a hard disk.

2) No idea. Check the aranym pages at http://aranym.sourceforge.net/

Coda.

3227. Re: Finally my Falcon 030!

Newsgroup: comp.sys.atari.st
Date: 2004-05-15 01:45:21 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <40a57457$0$74014$c30e37c6@lon-reader.news.telstra.net>
Source record: 18769

"Tim" <tjlazer@nospam.mail.com> wrote in message
news:10a79ujinau6j9e@corp.supernews.com...
>
> "Clockmeister" <no-one@nowhere.com> wrote in message
> news:40a3963f$0$74011$c30e37c6@lon-reader.news.telstra.net...
> >
> > "Coda" <info@janthomas.f2s.nospam.com> wrote in message
> > news:c7tog1$8b1$1@news.freedom2surf.net...
> > >
> > > "Clockmeister" <no-one@nowhere.com> wrote in message
> > > news:40a2574e$0$74026$c30e37c6@lon-reader.news.telstra.net...
> > > >
> > > > "Jean-Luc" <wd.wd@wd.com> wrote in message
> > > > news:11052004225612i2C00157BXGC0A80004@wanadoo.fr...
> > > > Jim DeClercq <jimd@panix1.panix.com> a crit dans le message :
> > > > c7qno3iiu1@reader2.panix.com
> > > >
> > > > Hello,
> > > >
> > > > > I do not have a Falcon. I have the Falcon service manual, and all
it
> > > > > says about the power supply is "is configured". Look at it
closely,
> > >
> > > and
> > > > you will probably find something like a marked jumper.
> > > >
> > > > No, not at all - at least on mine.
> > > >
> > > > > Do not forget to change the fuse, to one of about half the
current.
> > > >
> > > > Mine is a 250V / 2A Fast... so it should be 4A Fast for 110V...
> > > >
> > > > No, the current doesn't change, the voltage does.
> > >
> > > Not so. To get the same amount of power at half the voltage you need
> twice
> > > the current.
> > > Refer to Ohms law.
> > >
> >
> > Yes, ofcourse you are right and I have no idea why I posted that... must

> > have been drunk or something.
> >
>
> You must be one of those Atari fanatics from Oregon huh? Smoking that
weed
> and trying to use a Atari at the same time. ;)
>

Heh, no I'm from the world outside of the US.

3228. vnc for atari

Newsgroup: comp.sys.atari.st
Date: 2004-05-15 15:45:41 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.05.15.15.45.41.8523@noos.fr>
Source record: 18770

hi!

Maybe tight vnc a free implementation of vnc
is a good choice too!
Another possibility is the use of ssh for
remote screen on slave and run application
only remotely:)
On the master, the application don't open
another screen, so the application is oblige to
have the rï¿œsolution of the host:)
Maybe it is possible to use that with aranym
because there is ethernet implementation:)

I hope you will do that, a dream:)

Bye

3229. Disk image questions...

Newsgroup: comp.sys.atari.st
Date: 2004-05-15 19:03:21 UTC
From: hearena@advancedsl.com.ar
Message-ID: <a347a87b.0405151103.137ff6c9@posting.google.com>
Source record: 18771

Hi Guys,

The Atari ST has been my main hobby for the last 3 or 4 years...and I always had many doubts about the Disk Image formats (MSA, ST) and all those compilations... Ill go one by one:

1. The games compilations (Pompey Pirates, DBUG, etc) were made during the Atari-era years? are they supposed to work on a real Atari?

2. If so, why they made almost all the MSA files bigger than 770k?

3. Is there any way to write a 800k image file on a DD disk so I could load it on my Atari?

4. Is there any compilation in .ST format which files are not bigger than 770?

Im using MSA2DISK under MagicMac to generate my "real" disks from MSA files...

Thanks for all!!!

Rod.

3230. Re: Disk image questions...

Newsgroup: comp.sys.atari.st
Date: 2004-05-15 19:42:05 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <10acskcj6ts581a@corp.supernews.com>
Source record: 18772

"Facundo Arena" <hearena@advancedsl.com.ar> wrote in message
news:a347a87b.0405151103.137ff6c9@posting.google.com...
> Hi Guys,
>
> The Atari ST has been my main hobby for the last 3 or 4 years...and I
> always had many doubts about the Disk Image formats (MSA, ST) and all
> those compilations... Ill go one by one:
>
> 1. The games compilations (Pompey Pirates, DBUG, etc) were made during
> the Atari-era years? are they supposed to work on a real Atari?

They were almost all made during the ST era, yes. They ALL work on real
STs.
>
> 2. If so, why they made almost all the MSA files bigger than 770k?

That is because they made them as big as they could make them and still fit
on a DSDD disk. The disk actually will be over formatted to hold that much
data! I have seen some close to 900k.

> 3. Is there any way to write a 800k image file on a DD disk so I could
> load it on my Atari?

Yes with tools on a real ST or a PC. MSA-II on the ST will write any MSA
file to a real disk. But you have to transfer the MSA file to the ST
somehow. I use my Falcon030 and zip the MSA file on a PC 1.44 disk and then
unzip it to my Falcon HD, then run MSA-II. Works great.

On the PC you can use tools like MakeDisk or ST2DISK, but you need to be in
true DOS mode for it to work with larger disk images, as the DOS emulation
in Win 2k/XP will not allow overformatting to disks very well.

> 4. Is there any compilation in .ST format which files are not bigger
> than 770?

Yes SSDD disk images will be smaller in size.

> Im using MSA2DISK under MagicMac to generate my "real" disks from MSA
> files...

Cool.

Let me know if you need any more help.

Tim

3231. ScummVM

Newsgroup: comp.sys.atari.st
Date: 2004-05-15 20:54:02 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <c86038$71q$1@news7.svr.pol.co.uk>
Source record: 18774

Hi,

Just found a forum thread via google, from about six months back, where a bunch of people were trying to get scummVM working on Falcons, TTs and even STEs. Has anyone here heard about it, and if so, did anything ever come of it? It would be interesting if it were actually possible to get it working on my STE. Unlikely, I know, but I just wondered if anyone managed it.

Thanks.

Tom

3232. Re: Disk image questions...

Newsgroup: comp.sys.atari.st
Date: 2004-05-15 20:55:37 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <40a68382$0$20518$cc9e4d1f@news-text.dial.pipex.com>
Source record: 18773

```
"Tim" <tjlazer@nospam.mail.com> wrote in message
news:10acskcj6ts581a@corp.supernews.com...
>
> "Facundo Arena" <hearena@advancedsl.com.ar> wrote in message
> news:a347a87b.0405151103.137ff6c9@posting.google.com...
> > Hi Guys,
> >
> > The Atari ST has been my main hobby for the last 3 or 4 years...and I
> > always had many doubts about the Disk Image formats (MSA, ST) and all
> > those compilations... Ill go one by one:
> >
> > 1. The games compilations (Pompey Pirates, DBUG, etc) were made during
> > the Atari-era years? are they supposed to work on a real Atari?
>
> They were almost all made during the ST era, yes. They ALL work on real
> STs.
> >
> > 2. If so, why they made almost all the MSA files bigger than 770k?
>
> That is because they made them as big as they could make them and still
fit
> on a DSDD disk. The disk actually will be over formatted to hold that
much
> data! I have seen some close to 900k.
>
> > 3. Is there any way to write a 800k image file on a DD disk so I could
> > load it on my Atari?
>
> Yes with tools on a real ST or a PC. MSA-II on the ST will write any MSA
> file to a real disk. But you have to transfer the MSA file to the ST
> somehow. I use my Falcon030 and zip the MSA file on a PC 1.44 disk and
then
> unzip it to my Falcon HD, then run MSA-II. Works great.
>
> On the PC you can use tools like MakeDisk or ST2DISK, but you need to be
in
> true DOS mode for it to work with larger disk images, as the DOS emulation
> in Win 2k/XP will not allow overformatting to disks very well.
>

you can save images to a floppy on a PC, i know it can be done, though what
lets it down most of the time are the cheap PC floppy drives which dont
often allow anything but the true classic floppy formats.

Chris
```

> > 4. Is there any compilation in .ST format which files are not bigger
> > than 770?
>
> Yes SSDD disk images will be smaller in size.
>
> > Im using MSA2DISK under MagicMac to generate my "real" disks from MSA
> > files...
>
> Cool.
>
> Let me know if you need any more help.
>
> Tim
>
>

3233. Re: Disk image questions...

Newsgroup: comp.sys.atari.st
Date: 2004-05-15 22:29:12 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <10ad6dt2us9mj9b@corp.supernews.com>
Source record: 18775

"exxos" <exxos@home.co.uk> wrote in message
news:40a68382$0$20518$cc9e4d1f@news-text.dial.pipex.com...

> > On the PC you can use tools like MakeDisk or ST2DISK, but you need to be
> in
> > true DOS mode for it to work with larger disk images, as the DOS
emulation
> > in Win 2k/XP will not allow overformatting to disks very well.
> >
>
> you can save images to a floppy on a PC, i know it can be done, though
what
> lets it down most of the time are the cheap PC floppy drives which dont
> often allow anything but the true classic floppy formats.
>
> Chris
>

You cannot transfer a larger than 720K MSA image to a floppy disk on a PC
running Windows NT/2000 or XP. You have to boot into DOS from a boot disk
and run it from there to get it to work. I have verified this problem with
several people and this seems to be the case. BUT If you have Windows 95,
98 or Me it will work! But not on Windows NT +.

Tim

3234. NEWSie, end of

Newsgroup: comp.sys.atari.st
Date: 2004-05-15 22:34:47 UTC
From: cstanley@zetnet.co.uk
Message-ID: <40a69b06$0$22312$4c56ba96@master.news.zetnet.net>
Source record: 18776

Hi, all!

Sorry to admit it, but NEWsie has just proved itself to be "crap",
as a certain person has consistenly described it, despite my consistent
support of it. I have done nothing to my system to alter it, yet:

I can now receive and send to my chosen NGs, but I can only *send
email*; it is impossible to *receive* email. Instead, I get two
bombs and the error message: "Program returned 6800 exception (error
#-69) [Cancel]".

Nothing I do -- with UVK, D.Edge, Optimizer -- makes a difference. I have
also re-installed Newsie and all my AUTO apps too, with no effect.

1) I am at my wit's end: help, please.

2) What's the latest NG/Email app available (What's that about CAP?).

Thanks,
Charles.

3235. Re: Finally got my TT:-)

Newsgroup: comp.sys.atari.st
Date: 2004-05-15 22:35:18 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <10ad6p98n3qf624@corp.supernews.com>
Source record: 18777

"Coda" <info@janthomas.f2s.nospam.com> wrote in message
news:c80v91$7oi$1@news.freedom2surf.net...
>
> I just dusted off the 1040STFM (Tos 1.2) for hassle free
> gaming.
>
> Coda
>

Yes indeed! I found that is the best degrader, to setup a 1040ST next to my
Falcon to play games on! ;)

LOL

Tim

3236. Re: Finally got my TT:-)

Newsgroup: comp.sys.atari.st
Date: 2004-05-15 23:05:13 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <40a6a158$0$8984$afc38c87@news.optusnet.com.au>
Source record: 18778

Tim wrote:
> "Coda" <info@janthomas.f2s.nospam.com> wrote in message
> news:c80v91$7oi$1@news.freedom2surf.net...
>
>>I just dusted off the 1040STFM (Tos 1.2) for hassle free
>>gaming.
>>
>>Coda
>>
>
>
> Yes indeed! I found that is the best degrader, to setup a 1040ST next to my
> Falcon to play games on! ;)
>
> LOL
>
> Tim
>
>
Yup, I do that too. Perfect Emulator. But games like No Second Prize and
Elite are so much better on TT or Falcon/CT2. But I am more interested
in Demo's etc that use the TT's hardware. Not just fast ST stuff.

Mark

3237. Atari Online News, Etc. #06-20

Newsgroup: comp.sys.atari.st
Date: 2004-05-16 00:36:10 UTC
From: danap8@aol.comno-spam
Message-ID: <20040515203610.17812.00001536@mb-m16.aol.com>
Source record: 18779

A-ONE #0620 05/14/04

~ Web Kid Porn Crackdown ~ People Are Talking! ~ More Sasser Worms!
~ Copyright Law Reduced? ~ 'Doom 3' This Summer! ~ Sony PSP Debut!
~ Mac Trojan Set Loose! ~ Opera 7.50 Is Released ~ 'DS' Handheld!
~ Brawl Arranged On Web! ~ Phantom Console In Fall ~ PS2 Price Cut!

-* States Speed Up Spyware Race *-
-* Spammer's Court Win Is Short-Lived! *-
-* Canada Eyes World Treaty Against Spammers! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj(at)atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

3238. Re: Disk image questions...

Newsgroup: comp.sys.atari.st
Date: 2004-05-16 06:19:31 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <40a707e5$0$25317$cc9e4d1f@news-text.dial.pipex.com>
Source record: 18780

```
"Tim" <tjlazer@nospam.mail.com> wrote in message
news:10ad6dt2us9mj9b@corp.supernews.com...
>
> "exxos" <exxos@home.co.uk> wrote in message
> news:40a68382$0$20518$cc9e4d1f@news-text.dial.pipex.com...
>
> > > On the PC you can use tools like MakeDisk or ST2DISK, but you need to
be
> > in
> > > true DOS mode for it to work with larger disk images, as the DOS
> emulation
> > > in Win 2k/XP will not allow overformatting to disks very well.
> > >
> >
> > you can save images to a floppy on a PC, i know it can be done, though
> what
> > lets it down most of the time are the cheap PC floppy drives which dont
> > often allow anything but the true classic floppy formats.
> >
> > Chris
> >
>
> You cannot transfer a larger than 720K MSA image to a floppy disk on a PC
> running Windows NT/2000 or XP. You have to boot into DOS from a boot
disk
> and run it from there to get it to work. I have verified this problem
with
> several people and this seems to be the case. BUT If you have Windows 95,
> 98 or Me it will work! But not on Windows NT +.
>
> Tim
>
>

Only if your hardware can cope with extended formats.

Chris
```

3239. Re: NEWSie, end of

Newsgroup: comp.sys.atari.st
Date: 2004-05-16 07:50:01 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BCCCDBB9.115BA%derryck@nospam.cix.co.uk.invalid>
Source record: 18781

In article 40a69b06$0$22312$4c56ba96@master.news.zetnet.net, Charles Stanley
at cstanley@zetnet.co.uk wrote on 15/5/04 23:34:

> Nothing I do -- with UVK, D.Edge, Optimizer -- makes a difference. I have
> also re-installed Newsie and all my AUTO apps too, with no effect.

Does this Newsie crash happen when you're opening your inbasket, or when
Newsie is downloading from your mail server?

> 1) I am at my wit's end: help, please.

If it's during the mail exchange then use something like Popwatch to grab
your mail?

> 2) What's the latest NG/Email app available (What's that about CAP?).

Amail and Okami are both capable AFAIK, but I personally preferred the
IConnect Emailer client.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

3240. Current Notes

Newsgroup: comp.sys.atari.st
Date: 2004-05-16 17:15:26 UTC
From: Starlord <starlord@despammed.com>
Message-ID: <08qdneJyG9xmPzrdRVn-ug@inreach.com>
Source record: 18782

I have a good number of old current notes, it would cost megabucks to ship all of them, but I think that maybe 2 or 3 might be sent magazine rate for about $5.00. I carried these all the way from Hawaii 6 years ago. Does anyone want some?

--
Dragons Must Fly when Thread's in the Sky

www.starlords.org

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.676 / Virus Database: 438 - Release Date: 5/3/04

3241. Re: Current Notes

Newsgroup: comp.sys.atari.st
Date: 2004-05-16 18:11:25 UTC
From: The6502man <arudzki@yahoo.com>
Message-ID: <h9Opc.11966$qA.1360035@attbi_s51>
Source record: 18783

Starlord wrote:
> I have a good number of old current notes, it would cost megabucks to
> ship all of them, but I think that maybe 2 or 3 might be sent magazine
> rate for about $5.00. I carried these all the way from Hawaii 6 years
> ago. Does anyone want some?
>
>
>
Where are you located?

Tony

3242. Atari Falcon eBay auction

Newsgroup: comp.sys.atari.st
Date: 2004-05-16 19:08:49 UTC
From: "T.J." <tjskidNOSPAM@libero.it>
Message-ID: <40A7BC41.F781A136@libero.it>
Source record: 18784

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=4131781255

--
Tony

3243. Re: NEWSie, end of

Newsgroup: comp.sys.atari.st
Date: 2004-05-16 19:26:30 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <40a7c066$0$22311$4c56ba96@master.news.zetnet.net>
Source record: 18785

Hi Charles,

On 15 May 2004 22:34:47 , Charles Stanley wrote:

>I can now receive and send to my chosen NGs, but I can only *send
>email*; it is impossible to *receive* email. Instead, I get two
>bombs and the error message: "Program returned 6800 exception (error
>#-69) [Cancel]".

There is a problem with Newsie (on some, if not all versions) if there are more than 100 mails in your inbox, so that's worth checking.

Also, have you checked the problem is not with your ISP, by connecting via another computer ?

I've not encountered this problem at all with Newsie, which I use on a partition dedicated to it. In fact I have not encountered problems for many years now, although I use it mostly for newsgroups. I use Okami with popwatch for mail.

BTW, are you using Newsie 0.96 ?

HTH

All the best

Paul

3244. Re: NEWSie, end of

Newsgroup: comp.sys.atari.st
Date: 2004-05-16 21:55:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200405162355.a47695@wun.maus.de>
Source record: 18788

Hallo Charles!

CS>2) What's the latest NG/Email app available (What's that about CAP?).

That's CAT, not CAP. Cat as in the animal that chases the mouse :-)

AFAIK it's the only current application that's capable of handling both large amounts of mail and news, using any of the major stacks. It's available in german and english, including the online help.

CAT's database consists of several files, where each newsgroup goes into an individual set of 4 files (data, index and associated special files). It's got no problems handling groups with tens of thousands of messages. It will _not_ run very good (if at all) on machines with less than 4MB of RAM, and it will be quite slow in handling really big newsgroups lists on normal STs or unaccelerated Falcons, but that's due to the really _big_ amount of data it's got to handle in that case.

CAT is still under development, and it's freeware and open source. So, contributors are always welcome.

It's available from
http://www.dimitri-junker.de/software/cat/cat.html

There are brief (and a little outdated, I'm afraid) install instructions available, too, the direct link being
http://www.dimitri-junker.de/software/cat/Cat_Engl/cat_engl.html. This is the readme file that can also be reached from section
http://www.dimitri-junker.de/software/cat/cat.html#CatAkt.

For further questions, don't hesitate to ask me or any other CAT user :-)

With best regards
Ekkehard

3245. Re: ST Emulators for AGA Amigas

Newsgroup: comp.sys.atari.st
Date: 2004-05-16 23:20:21 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <10aftps4co4io9b@corp.supernews.com>
Source record: 18629

What benefit would AGA provide? Maybe for a Falcon Emulator but nothing like that exists. Maybe you mean Emulator with faster CPU support? Yes a Emulator that runs on a Amiga with a MC68060 @ 66MHz, Cybervision 64 graphics card and 128MB would be nice... Sadly nothing like that exists, the best I think was the Chamelion you mentioned, which I am also after! There was a cracked software only version that I saw years ago that worked really well. Wish I could get a hold of a copy.

"Kokkiklhs" <kokkiklhs@yahoo.com> wrote in message news:d97adc24.0405051050.a899818@posting.google.com...
> Hi everybody!
> Were there EVER any WORKING & SERIOUS Atari ST emulators for the AGA
> series of Amigas (A1200 & A4000)?

3246. DVD player/reader

Newsgroup: comp.sys.atari.st
Date: 2004-05-17 00:11:29 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <c88vvh$ar8$1@reader2.panix.com>
Source record: 18786

I know what to use to read and write CDR and CDRW, and have one, SCSI version. What does one use with an Atari TT030, or an ST, to work with DVD disks?

Would prefer to have make and model number, so I can look for it new or on e-bay, if possible.

Thanks in advance,

Jim

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3247. Free stuff - old

Newsgroup: comp.sys.atari.st
Date: 2004-05-17 00:13:50 UTC
From: Ken K <rolem@shell.core.com>
Message-ID: <10ag0vkgerfpvc6@corp.supernews.com>
Source record: 18787

Hello,

I have a few items that I no longer use.
If anyone is interested, drop me a line and I will mail provided postage is reasonable.
Otherwise it goes to the nearest used book store.

1) ATARI Logo Sourcebook with Addendum
A Programming Language for the ST Computer
This is a blue book - NO disk.

2) ATARI ST BASIC Quick Reference Guide
For the advanced programmer.
Reference Guide only, NOT the manual. - NO disk.

3) ATARI Mega File 20 Boot Disk

Thanks.
Have a good day!

Ken

3248. Re: NEWSie, end of

Newsgroup: comp.sys.atari.st
Date: 2004-05-17 05:30:00 UTC
From: Martin_Elsaesser@ll.maus.de
Message-ID: <200405170730.a31251@ll.maus.de>
Source record: 18793

Hallo Ekkehard,

EF>For further questions, don't hesitate to ask me or any other CAT user
EF>:-)

And you can use the group maus.tausch.cat in the UseNet. It's a german group,
but if an english posting with questions arrive, I thionk it'll be answered as
well as german postings!

Gruï¿½

Martin [PGP-Key available]

3249. Re: Current Notes

Newsgroup: comp.sys.atari.st
Date: 2004-05-17 05:39:44 UTC
From: Starlord <starlord@despammed.com>
Message-ID: <d4KdnapWk40ezTXdRVn-hg@inreach.com>
Source record: 18789

The Lone Sidewalk Astronomer of Rosamond, the Voice in the Desert.
(Rosamond, Ca.)

--
Dragons Must Fly when Thread's in the Sky

www.starlords.org

"The6502man" <arudzki@yahoo.com> wrote in message
news:h9Opc.11966$qA.1360035@attbi_s51...
> Starlord wrote:
> > I have a good number of old current notes, it would cost megabucks
to
> > ship all of them, but I think that maybe 2 or 3 might be sent
magazine
> > rate for about $5.00. I carried these all the way from Hawaii 6
years
> > ago. Does anyone want some?
> >
> >
> >
> Where are you located?
>
>
>
> Tony

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.676 / Virus Database: 438 - Release Date: 5/3/04

3250. Re: Silly Question?

Newsgroup: comp.sys.atari.st
Date: 2004-05-17 08:13:58 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <c89skm$864$1@reader11.wxs.nl>
Source record: 18790

Coda wrote:

>>Just wondering......will a falcon mb fit in a TT303 case?
>
> No and neither will it fit in a TT030 case. :-P

Yes it will, mine was and it looked very cool. :)

Maurits.

3251. Re: ScummVM

Newsgroup: comp.sys.atari.st
Date: 2004-05-17 11:06:59 UTC
From: DOCs <"docs ifrance.com">
Message-ID: <40a89bef$0$10208$626a14ce@news.free.fr>
Source record: 18791

Patrick Mandin tried to compile on Ataris.
http://membres.lycos.fr/pmandin/index.php?page=patch-jeux#scummvm
Here there are patches to compile on your Atari.

I don't know if it works well on Atari.

DOCs

"Tom McEwan" <captaininsanity@ONAYAMSPAYuk2.co.uk> a crit dans le message
news: c86038$71q$1@news7.svr.pol.co.uk...
> Hi,
>
> Just found a forum thread via google, from about six months back, where a
> bunch of people were trying to get scummVM working on Falcons, TTs and
even
> STEs. Has anyone here heard about it, and if so, did anything ever come
of
> it? It would be interesting if it were actually possible to get it
working
> on my STE. Unlikely, I know, but I just wondered if anyone managed it.
>
> Thanks.
>
> Tom
>
>

3252. Re: ScummVM

Newsgroup: comp.sys.atari.st
Date: 2004-05-17 11:13:25 UTC
From: DOCs <"docs ifrance.com">
Message-ID: <40a89d73$0$30071$636a15ce@news.free.fr>
Source record: 18792

There is also a compiled version
http://membres.lycos.fr/pmandin/download/bin/scummvm-20030903-mint.tar.gz

DOCs

"DOCs" <docs(croustibat)ifrance.com> a crit dans le message news:
40a89bef$0$10208$626a14ce@news.free.fr...
> Patrick Mandin tried to compile on Ataris.
> http://membres.lycos.fr/pmandin/index.php?page=patch-jeux#scummvm
> Here there are patches to compile on your Atari.
>
>
> I don't know if it works well on Atari.
>
> DOCs
>
> "Tom McEwan" <captaininsanity@ONAYAMSPAYuk2.co.uk> a crit dans le message
> news: c86038$71q$1@news7.svr.pol.co.uk...
> > Hi,
> >
> > Just found a forum thread via google, from about six months back, where
a
> > bunch of people were trying to get scummVM working on Falcons, TTs and
> even
> > STEs. Has anyone here heard about it, and if so, did anything ever come
> of
> > it? It would be interesting if it were actually possible to get it
> working
> > on my STE. Unlikely, I know, but I just wondered if anyone managed it.
> >
> > Thanks.
> >
> > Tom
> >
> >
>
>

3253. Re: DVD player/reader

Newsgroup: comp.sys.atari.st
Date: 2004-05-17 14:58:46 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040517165846.a12036@du3.maus.de>
Source record: 18658

>I know what to use to read and write CDR and CDRW, and have one, SCSI
>version. What does one use with an Atari TT030, or an ST, to work with
>DVD disks?

You need ExtenDOS Gold as a DVD-ROM driver and a SCSI DVD-ROM (which are hard
to find these days) to read DVD-ROMs.

AFAIK its impossible to burn DVDs on ATARIs.

>Would prefer to have make and model number, so I can look for it new or
>on e-bay, if possible.

I have an DVD-ROM in my falcon that works perfectly but unfortunately its an
IDE drive so manufacturer and model number wouldn't help.

Regards,

Frank

3254. Re: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.st
Date: 2004-05-17 15:43:38 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <40a8dbc8$0$37800$c30e37c6@lon-reader.news.telstra.net>
Source record: 18794
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0405130432150.30774-100000@onyx.spiritone.com...
> Why should you try Bravo Sierra Computers? Maybe you should ask Why Not?

Shut up dickhead.

3255. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2004-05-17 16:31:30 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <40a8f6f880fc10@telenet.be>
Source record: 18795
Cross-posted to: comp.sys.atari.st,fr.comp.sys.st

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT telenet DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**internet**
ftp://chapelie.rma.ac.be/atari/internet/atarirc-150.zip
(187.532 bytes) Nice GEM-based IRC client for STiK/STing/Gluestik/MagicNet

**midi**
ftp://chapelie.rma.ac.be/atari/midi/musicedd-7901.zip
(404.784 bytes) A notation prg with MIDI in-/output.
Runs on all Atari's and Atari-cloon. Runs under plain-TOS, N_AES, Magic>4,
Geneva. At this moment German only

Have fun,
Martin

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

3256. WTB CT60-used

Newsgroup: comp.sys.atari.st
Date: 2004-05-17 18:02:07 UTC
From: sf0218@aol.com
Message-ID: <20040517140207.20472.00001061@mb-m21.aol.com>
Source record: 18649

Hello all,

Does anyone have a CT60 they don't want/need which they're willing to sell for about $275.00 usd?

Thanks
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

3257. Re: Silly Question?

Newsgroup: comp.sys.atari.st
Date: 2004-05-17 18:16:33 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c8avih$7hr$1@news.freedom2surf.net>
Source record: 18650

"Maurits van de Kamp" <james.t.kirk@enterprise.nasa.gov> wrote in message news:c89skm$864$1@reader11.wxs.nl...
> Coda wrote:
>
> >>Just wondering......will a falcon mb fit in a TT303 case?
> >
> > No and neither will it fit in a TT030 case. :-P
>
> Yes it will, mine was and it looked very cool. :)
>
> Maurits.

What, with all the extra holes it still looked cool?

Coda.

3258. Re: WTB CT60-used

Newsgroup: comp.sys.atari.st
Date: 2004-05-17 19:10:13 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.05.17.19.10.02.951587@noos.fr>
Source record: 18651

Le Mon, 17 May 2004 18:02:07 +0000, SF0218 a ï¿œcritï¿œ:

> Hello all,
>
> Does anyone have a CT60 they don't want/need which they're willing to sell
> for about $275.00 usd?
>
> Thanks
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,
> Seattle Seahawks Nut

Well, maybe he best way is a new one!
with the very last design and firmware from R CZUBA!
I see on ebay a basic falcon with 14 meg ram
for several euros!
And i think it still possible to have CT60
directly from rodolphe:)
rodolphe can design directly your custom falcon!
He never published that all the ct60 are sold:so:-)
Just be enjoy, this good news!
The link for ebay was publish here:)
Just read history!
Then, contact rodolphe:)
I bye mine, last year, it is really the best
card for falcon user,
we just hope now for "supervidel"!
Bye, and just buy it is the best choice;-)

Bye!

3259. Re: WTB CT60-used

Newsgroup: comp.sys.atari.st
Date: 2004-05-17 19:12:59 UTC
From: sf0218@aol.com
Message-ID: <20040517151259.26900.00001014@mb-m20.aol.com>
Source record: 18653

The primary reason for looking for a used ct60 is because at the present time, I only have the equivalent of 230.49 euros. A new ct60 is 319.00 (including shipping) euros. It may take me a couple of months to come up with the difference. I don't know if Rodolphe will have any in 2 months.

Thanks,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

3260. Re: [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2004-05-17 19:14:34 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.05.17.19.14.34.153971@noos.fr>
Source record: 18652

> New at the Belgian ftp-site chapelie.rma.ac.be
> --
>
>hello!
> **midi**
> ftp://chapelie.rma.ac.be/atari/midi/musicedd-7901.zip
> (404.784 bytes) A notation prg with MIDI in-/output. Runs on all Atari's
> and Atari-cloon. Runs under plain-TOS, N_AES, Magic>4, Geneva. At this
> moment German only
>
>Atari-cloon ?????

i just have fun with you cloon!

Emulator, emulation,.....
atari clï¿œne is a dream for instance:-(

> Have fun,
> Martin
too:)
jpierre

3261. Re: WTB CT60-used

Newsgroup: comp.sys.atari.st
Date: 2004-05-17 19:36:11 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c8b46s$8u9$1@news.freedom2surf.net>
Source record: 18654

Maybe if you send him the 230, he will reserve one for you until you have the rest of the money. I can't speak for him though, you'd better ask him yourself. I think this is your best bet.

Coda.

"SF0218" <sf0218@aol.com> wrote in message news:20040517151259.26900.00001014@mb-m20.aol.com...
> The primary reason for looking for a used ct60 is because at the present time,
> I only have the equivalent of 230.49 euros. A new ct60 is 319.00 (including
> shipping) euros. It may take me a couple of months to come up with the
> difference. I don't know if Rodolphe will have any in 2 months.
>
> Thanks,
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,
> Seattle Seahawks Nut
>

3262. [ANN] Meg 1.2E

Newsgroup: comp.sys.atari.st
Date: 2004-05-17 20:12:30 UTC
From: ptonthatNO@SPAMclub-internet.fr
Message-ID: <40a91cad$0$316$7a628cd7@news.club-internet.fr>
Source record: 18655

Bonsoir :)

Download on my website or directly at:
http://rajah.atari.org/files/ -> meg12e_uk.zip (230Kb)

News:
- 'Bcc' removed for the search
- while scanning: mail counter (in status)
- while scanning: redraws and pause between each mail
- with mailserver: cleaner connection closing
- non-modal windows with copy/paste functions
- new 256 colors icon in the iconified window

Sorry to be late: I have opened a Fantasy novel and
even read it... Next week-ends are dedicaced to the
Troll upgrade.

Bye

Rajah Lone / Renaissance
http://rajah.atari.org

(See also http://perso.wanadoo.fr/daroou :))

3263. Re: WTB CT60-used

Newsgroup: comp.sys.atari.st
Date: 2004-05-17 20:16:44 UTC
From: sf0218@aol.com
Message-ID: <20040517161644.27600.00001418@mb-m05.aol.com>
Source record: 18656

Not too awful long ago I asked how much he wanted up front and, if I remember correctly, he said all the money was due up front.

That's when I thought the I was out of luck.

Thanks though,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

3264. STacy schematics for repair?

Newsgroup: comp.sys.atari.st
Date: 2004-05-17 21:17:48 UTC
From: x1nd0lent@hotmail.com
Message-ID: <c6fd3837.0405171317.61be953f@posting.google.com>
Source record: 18657

Greetings, all! I recently acquired a STacy from some guy for a modest price, knowing that it had apparently not been running for a while. I felt up for the challenge, and have wanted a STacy for MIDI sequencing since... forever! There was no power adaptor, but I did find a cheep brick for an old Zenith laptop with the exact same ratings and connector as the one Atari shipped with the STacy. Good news, as I was not going to pay $90 or so for a "genuine" antique wall adaptor, for a STacy I expected would not even run!

Connecting the adaptor, the unit behaves a little better than I had hoped: drives spin, LEDs do something, the screen goes on. This suggests that the electronics might be ok. Main issue now seems to be that the screen is loaded with digital garbage, rather than any kind of desktop. It remains static though, not moving like video. I hit "reset", and I get a different screen of noise, etc. I do not have an Atari monitor to try connecting to the port, but I will probably make a VGA adaptor in a few weeks. What I am hoping is that I might just need to repair some cables to the LCD or between boards. One neat thing is that the display is quite bright, which I have been told is typically not the case with STacys.

Lastly, this unit looks like it's probably quite old, I am guessing that it is the first version, which tells me that this thing is going to need more RAM if I am going to run KCS / Omega with any other modules.

If somebody out there can point me to, or send to me, the schematic diagrams to the STacy I would be extremely grateful! Please help me to fix this beautiful old machine so it can help me to make crazy music!
Metrophage

3265. Bad packing of games on eBay?

Newsgroup: comp.sys.atari.st
Date: 2004-05-18 00:23:24 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10ailvoot1r781@corp.supernews.com>
Source record: 18659

Aaarrgghh!! I am really pissed off. I am a collector of Commodore and Atari computers and have recently been buying mint games in the box from eBay. Almost everyone keeps charging high shipping/handling costs, then putting the boxed game in a padded envelope or covered with brown paper bag and paying $1.60 to send it. If that was not bad enough the game will always arrive flattened out and smashed!!! I have gone as far as emailing the shipper before they mail it to tell them to "Please pack it in a box" or something, and if their shipping cost is not over $5, even offer to pay extra to cover the cost! What should I do about this? I am very tempted to start sending a disclaimer in my emails to them that I will post a negative feedback if item arrives damaged due to neglegent packaging. What do you think?

Tim

3266. Re: Bad packing of games on eBay?

Newsgroup: comp.sys.atari.st
Date: 2004-05-18 00:44:27 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <c8bm8r$1h3$1@news1.nivel5.cl>
Source record: 18660

```
Some guys are really worried about the feedback... so it may work for some
ones..
But if a guy doesnt care... you cant do anything about it
```

"Tim" <tjlazer@CRAPmail.com> escribi&#65533; en el mensaje
news:10ailvoot1r781@corp.supernews.com...
> Aaarrgghh!! I am really pissed off. I am a collector of Commodore and
> Atari computers and have recently been buying mint games in the box from
> eBay. Almost everyone keeps charging high shipping/handling costs, then
> putting the boxed game in a padded envelope or covered with brown paper
bag
> and paying $1.60 to send it. If that was not bad enough the game will
> always arrive flattened out and smashed!!! I have gone as far as emailing
> the shipper before they mail it to tell them to "Please pack it in a box"
or
> something, and if their shipping cost is not over $5, even offer to pay
> extra to cover the cost! What should I do about this? I am very tempted
to
> start sending a disclaimer in my emails to them that I will post a
negative
> feedback if item arrives damaged due to neglegent packaging. What do you
> think?
>
> Tim
>
>

3267. Re: STacy schematics for repair?

Newsgroup: comp.sys.atari.st
Date: 2004-05-18 00:53:41 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <M9dqc.40662$U4.37486@bignews6.bellsouth.net>
Source record: 18661

<snip>
> Connecting the adaptor, the unit behaves a little better than I had
> hoped: drives spin, LEDs do something, the screen goes on. This
> suggests that the electronics might be ok. Main issue now seems to be
> that the screen is loaded with digital garbage, rather than any kind
> of desktop. It remains static though, not moving like video. I hit
> "reset", and I get a different screen of noise, etc. I do not have an
> Atari monitor to try connecting to the port, but I will probably make
> a VGA adaptor in a few weeks. What I am hoping is that I might just
> need to repair some cables to the LCD or between boards. One neat
> thing is that the display is quite bright, which I have been told is
> typically not the case with STacys.

I have one that does something similar....
I can't figure out for the life of me what's wrong with it.
First I replaced the Shadow chip.
This helped...but....even with the new chip, I have to crank the 5v side of the internal power supply to over 7 volts, and turn the 12v side down as low as it will go. Doing this, I get a very nice clear display...the catch is that with these voltage settings I can not hook up any of the disk drives...as these voltages will fry them :/ Note, the old Shadow chip displayed some kind of grid pattern and that was it...no matter what the voltage was set.

My best guess is maybe the old internal power supply isn't up to the task anymore. I haven't had much luck finding that PCB as a replacement part (if they have it to offer). I'd love to patch in a better, more modern supply somehow, but I have no idea what the pin-outs are on the STacy.

Fortunately, I found another STacy with sick parts, but different sick parts...between the two, I now have a nice STacy 4 and a couple of spare screens. Hopefully it'll last for a long time yet :)

Brian

3268. Atari Dealers

Newsgroup: comp.sys.atari.st
Date: 2004-05-18 03:25:26 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <qifqc.43413$su1.14070@bignews3.bellsouth.net>
Source record: 18662

Hey,

Are Systems For Tomorrow and ChroMagic still in business?

And I could use a list of current Atari ST-Falcon Dealers in US/Canada.

Thanks,
phantomm@bellsouth.net

3269. Re: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.st
Date: 2004-05-18 06:26:27 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <c8cacs$r6$1@newsg4.svr.pol.co.uk>
Source record: 18663

"Clockmeister" <no-one@nowhere.com> wrote in message
news:40a8dbc8$0$37800$c30e37c6@lon-reader.news.telstra.net...
>
> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0405130432150.30774-100000@onyx.spiritone.com...
> > Why should you try Bravo Sierra Computers? Maybe you should ask Why Not?
>
> Shut up dickhead.

Eloquently put.

BTW, does Bravo Sierra stand for anything, or are they just two random
letters in phonetic?

Tom

3270. Re: WTB CT60-used

Newsgroup: comp.sys.atari.st
Date: 2004-05-18 08:33:43 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.05.18.08.33.42.588130@noos.fr>
Source record: 18664

Le Mon, 17 May 2004 20:16:44 +0000, SF0218 a ï¿œcritï¿œ:

> Not too awful long ago I asked how much he wanted up front and, if I
> remember correctly, he said all the money was due up front.
>
> That's when I thought the I was out of luck.
>
> Thanks though,
>
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,
> Seattle Seahawks Nut

hi!

The first point is the reservation!
Maybe he will only wait to have the money
to back to you:)
In any case don't hesitate to explain to him!
If you want, i can write to him too! :-)

Do you already have a falcon?????
For the power it's "atx" and you need the last "hddriver"
to support the speed of the CT60 with ultra dma ide disk:)

Bye!

3271. Re: DVD player/reader

Newsgroup: comp.sys.atari.st
Date: 2004-05-18 08:40:00 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.05.18.08.40.00.375050@noos.fr>
Source record: 18665

Le Mon, 17 May 2004 14:58:46 +0000, Frank Szymanski a ï¿œcritï¿œ:

>>I know what to use to read and write CDR and CDRW, and have one, SCSI
>>version. What does one use with an Atari TT030, or an ST, to work with
>>DVD disks?
>
> You need ExtenDOS Gold as a DVD-ROM driver and a SCSI DVD-ROM (which are
> hard to find these days) to read DVD-ROMs.
>
> AFAIK its impossible to burn DVDs on ATARIs.
>
>>Would prefer to have make and model number, so I can look for it new or
>>on e-bay, if possible.
>
> I have an DVD-ROM in my falcon that works perfectly but unfortunately its
> an IDE drive so manufacturer and model number wouldn't help.
>
> Regards,
>
> Frank

hi!

Good news DVD:)

It still exist a free "dolby digital surround reader" for sound but only
for falcon!
It's a standalone program that use the internal matrix:)

But do you hnow program for the "pictures"?????
Aniplayer can read DiVX but no DVD!

Bye

3272. test G

Newsgroup: comp.sys.atari.st
Date: 2004-05-18 10:16:11 UTC
From: garthrr@aol.com
Message-ID: <20040518061611.12062.00001755@mb-m02.aol.com>
Source record: 18666

G

"I think the fact that music can come up a wire is a miracle."
Ed Cherney

3273. Re: WTB CT60-used

Newsgroup: comp.sys.atari.st
Date: 2004-05-18 12:13:36 UTC
From: sf0218@aol.com
Message-ID: <20040518081336.16651.00001517@mb-m18.aol.com>
Source record: 18667

Hi,

Yes, I already have a Falcon....it's a C-Lab Falcon, I don't think that would pose a problem.

I'm getting HDDriver next month. I have an ATX peecee that went bad, but the psu, 30gig hdd, floppy and such are still good. Will have to look for a case though cause my tower is not a full tower.

And I'll still have to find and buy all the port extenders.

Thanks,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

3274. Re: Atari Dealers

Newsgroup: comp.sys.atari.st
Date: 2004-05-18 12:20:58 UTC
From: sf0218@aol.com
Message-ID: <20040518082058.16651.00001518@mb-m18.aol.com>
Source record: 18668

You can try to contact them. I think they're pretty much out of it now.

There still is:
http://www.europe-shareware.org/english/
http://www.anodynesoftware.com/
http://www.best-electronics-ca.com/
http://www.myatari.com/
http://www.virtual-markets.net/vme/aty/

Hope that helps.

Where in North America are you located?
Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

3275. Re: DVD player/reader

Newsgroup: comp.sys.atari.st
Date: 2004-05-18 12:23:10 UTC
From: sf0218@aol.com
Message-ID: <20040518082310.16651.00001519@mb-m18.aol.com>
Source record: 18669

This might be a dumb question, but I've got to know. Are you saying that you
are able to watch dvd's on your falcon?

>You need ExtenDOS Gold as a DVD-ROM driver and a SCSI DVD-ROM (which are hard
>
>to find these days) to read DVD-ROMs.
>
>AFAIK its impossible to burn DVDs on ATARIs.
>
>>Would prefer to have make and model number, so I can look for it new or
>>on e-bay, if possible.
>
>I have an DVD-ROM in my falcon that works perfectly but unfortunately its an
>IDE drive so manufacturer and model number wouldn't help.
>
>Regards,
>
>Frank
>
>
>
>
>
>

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

3276. Re: Atari Dealers

Newsgroup: comp.sys.atari.st
Date: 2004-05-18 13:09:57 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40a9b69e10e5983@comcast.net>
Source record: 18670

>Hey,
>
>Are Systems For Tomorrow and ChroMagic still in business?
>
>And I could use a list of current Atari ST-Falcon Dealers in US/Canada.
>
>Thanks,
>phantomm@bellsouth.net

The cHromagic website address that I have does not work. I end up
getting some place that sells DVD's. The SFT website works
however, so they still may be in business. Dan Wilga of Gribnif
still is around. I just bought Neodesk 4 for my STe which works
great with Geneva. My list of US/Canada dealers are:

http://www.anodynesoftware.com/

http://www.vme.net/dvm/aty/

http://www.myatari.com/

http://www.best-electronics-ca.com/

http://home.pacifier.com/~atari/

http://www.geocities.com/nmontaser/

http://songbird.atari.net

http://www.SystemsForTomorrow.com/

http://www.angelfire.com/mn/video61/

http://www.wizztronics.com/

Hope this helps....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3277. Re: DVD player/reader

Newsgroup: comp.sys.atari.st
Date: 2004-05-18 13:09:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40a9b69e10e5984@comcast.net>
Source record: 18671

>I know what to use to read and write CDR and CDRW, and have one, SCSI
>version. What does one use with an Atari TT030, or an ST, to work with
>DVD disks?
>
>Would prefer to have make and model number, so I can look for it new or on
>e-bay, if possible.
>
>Thanks in advance,
>
>Jim

At the moment for me I do not think there is anything. HDDriver
will recognize the DVD-ROM drive from what I have heard, but
programs like Extendos Gold would probably have to be upgraded.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3278. Re: Extendos Problems

Newsgroup: comp.sys.atari.st
Date: 2004-05-18 13:09:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40a9b69e10e5985@comcast.net>
Source record: 18672

>Well, after days of trying to make work my SCSI chain, it seems to be
>no problems... I installed ExtenDOS with CDROM SCSI ID 3 and it loads
>alright but when I mount and try to access the P drive (the CDROM) I
>get a "Drive no responding error"....
>
>I think this will take me some more days of painful investigation...
>Any idea where to start? Thanks!!
>
>Roderick

Does your hard drive driver recognize the CD drive? Do you have
the latest version of Extendos Gold? Have you setup Extendos Gold
to read your CD drive as drive P? When I had problems with my CD
drives, I contacted Roger Burrows at Anodnye and he had me up and
running in about 2 weeks. I would go that route if you cannot
solve it on your own.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3279. Re: NEWSie, end of

Newsgroup: comp.sys.atari.st
Date: 2004-05-18 13:09:59 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40a9b69e10e5986@comcast.net>
Source record: 18673

>Hi, all!
>
>Sorry to admit it, but NEWsie has just proved itself to be "crap",
>as a certain person has consistenly described it, despite my consistent
>support of it. I have done nothing to my system to alter it, yet:
>
>I can now receive and send to my chosen NGs, but I can only *send
>email*; it is impossible to *receive* email. Instead, I get two
>bombs and the error message: "Program returned 6800 exception (error
>#-69) [Cancel]".
>
>Nothing I do -- with UVK, D.Edge, Optimizer -- makes a difference. I have
>also re-installed Newsie and all my AUTO apps too, with no effect.
>
>1) I am at my wit's end: help, please.
>
>2) What's the latest NG/Email app available (What's that about CAP?).
>
>Thanks,
>Charles.

The only real problem with Newsie is that it was never upgraded
like it should have been. It always locked up my Hades and I was
at my wits end, so I installed Okami and have I never been
happier. It takes a while to set up, but after that, it is a
jewel to use. I would go that route. I use aFTP for ftp sites and
MyMail for email, but you still can use Okami for email if you
want to.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3280. Re: DVD player/reader

Newsgroup: comp.sys.atari.st
Date: 2004-05-18 13:28:30 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <40aa0d9a$0$37801$c30e37c6@lon-reader.news.telstra.net>
Source record: 18674

"SF0218" <sf0218@aol.com> wrote in message
news:20040518082310.16651.00001519@mb-m18.aol.com...
> This might be a dumb question, but I've got to know. Are you saying that
you
> are able to watch dvd's on your falcon?
>

Read DVD's, not watch them.

3281. Re: Bad packing of games on eBay?

Newsgroup: comp.sys.atari.st
Date: 2004-05-18 13:51:26 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <c8d4c8dpg1@news1.nivel5.cl>
Source record: 18675

and you got some snack xD

"gfa" <lp@mint.org> escribi&#65533; en el mensaje news:BCCEDCAA.693D%lp@mint.org...
> in article 10ailvoot1r781@corp.supernews.com, Tim at tjlazer@CRAPmail.com
> wrote on 5/17/04 8:23 PM:
>
> > Aaarrgghh!! I am really pissed off. I am a collector of Commodore and
> > Atari computers and have recently been buying mint games in the box from
> > eBay. Almost everyone keeps charging high shipping/handling costs, then
> > putting the boxed game in a padded envelope or covered with brown paper
bag
> > and paying $1.60 to send it. If that was not bad enough the game will
> > always arrive flattened out and smashed!!! I have gone as far as
emailing
> > the shipper before they mail it to tell them to "Please pack it in a
box" or
> > something, and if their shipping cost is not over $5, even offer to pay
> > extra to cover the cost! What should I do about this? I am very
tempted to
> > start sending a disclaimer in my emails to them that I will post a
negative
> > feedback if item arrives damaged due to neglegent packaging. What do
you
> > think?
>
> I've had similar problems, and it's always a darn padded envelope. Broken
> CD cases, the metal shields on floppies bent, and even books with the coil
> spring like binding completely flatted. I know exactly what you are
talking
> about. The disclaimer might help, but not with all sellers.
>
> On a similar topic, I bought some books which arrived in popcorn. I am
not
> referring to the funny shaped foam things people refer to as popcorn. No,
> it was packed in real popcorn! The kind you eat. That's one unusual way
to
> pack items, but it was boxed and arrived undamaged. ;-)
>
> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is
now!]
> Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,

Hades060]
>
>

3282. Re: DVD player/reader

Newsgroup: comp.sys.atari.st
Date: 2004-05-18 15:08:03 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.05.18.15.08.03.524334@noos.fr>
Source record: 18677

Le Tue, 18 May 2004 21:28:30 +0800, Clockmeister a ï¿œcritï¿œ:

>
> "SF0218" <sf0218@aol.com> wrote in message
> news:20040518082310.16651.00001519@mb-m18.aol.com...
>> This might be a dumb question, but I've got to know. Are you saying
>> that
> you
>> are able to watch dvd's on your falcon?
>>
>>
> Read DVD's, not watch them.

hi!

I'm agree with that, for exemple you can find
dvd with iso file ready for cdrw:)
For instance, you can read DiVX, MP2 on cd with aniplayer and falcon!
aranym, magicC too:)
It still exist possibility to listen dolby surround audio!
on falcon!
For compatibility, maybe itisn't a dream to use stream software
like vidï¿œolan, it is use ethernet 10bT for lan!
http://www.videolan.org

bye

3283. Re: DVD player/reader

Newsgroup: comp.sys.atari.st
Date: 2004-05-18 15:17:21 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.05.18.15.17.20.836294@noos.fr>
Source record: 18678

Le Tue, 18 May 2004 17:08:03 +0200, beebee a ï¿œcritï¿œ:

> Le Tue, 18 May 2004 21:28:30 +0800, Clockmeister a ï¿œcritï¿œ:
>
>
>> "SF0218" <sf0218@aol.com> wrote in message
>> news:20040518082310.16651.00001519@mb-m18.aol.com...
>>> This might be a dumb question, but I've got to know. Are you saying
>>> that
>> you
>>> are able to watch dvd's on your falcon?
>>>
>>>
>> Read DVD's, not watch them.
>
> hi!
>
> I'm agree with that, for exemple you can find
> dvd with iso file ready for cdrw:)
> For instance, you can read DiVX, MP2 on cd with aniplayer and falcon!
> aranym, magicC too:)
> It still exist possibility to listen dolby surround audio! on falcon!
> For compatibility, maybe itisn't a dream to use stream software
> like vidï¿œolan, it is use ethernet 10bT for lan!
> http://www.videolan.org
>
> bye

Oops!

I forget something very important!
If now, we can read DVD, it 's mean that we can read
"udf" file too:)
So we can use cdrw just like any hd:)
In this case, the session of cdr can stay open:)
For backup and ..... it is great!

Bye:)

3284. Re: Silly Question?

Newsgroup: comp.sys.atari.st
Date: 2004-05-18 15:47:17 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <4mpqc.3279$37.394515@news.siol.net>
Source record: 18676

> What, with all the extra holes it still looked cool?

there is not much extra holes.. i drilled 1cm high (as high as connectors on back side) and full length wide (from 1st to last connector) hole, so falcon mobo covers all that on back side.. dont look bad at all. And for romport u just make hole where 2 midi connectors are. I didn't make any hole for MIDI tho... And yes it looks cool.

Janez

3285. Re: Silly Question?

Newsgroup: comp.sys.atari.st
Date: 2004-05-18 15:55:34 UTC
From: sf0218@aol.com
Message-ID: <20040518115534.08318.00001202@mb-m11.aol.com>
Source record: 18679

Hey Janez,

Can you post a pic or 2 of it?

Thanks,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

3286. Re: Atari Dealers

Newsgroup: comp.sys.atari.st
Date: 2004-05-18 16:07:57 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <1prqc.94$663.88@newsfe1-win>
Source record: 18680

Hello.

"Phantom" <phantomm@bellsouth.net> wrote in message
news:qifqc.43413$su1.14070@bignews3.bellsouth.net...
> Hey,
>
> Are Systems For Tomorrow and ChroMagic still in business?
>
> And I could use a list of current Atari ST-Falcon Dealers in US/Canada.

And www.keychange.co.uk will ship to the US.

3287. Re: STacy schematics for repair?

Newsgroup: comp.sys.atari.st
Date: 2004-05-18 16:46:03 UTC
From: x1nd0lent@hotmail.com
Message-ID: <c6fd3837.0405180846.8a0b7d5@posting.google.com>
Source record: 18681

Good going!

My STacy does not display a grid, it looks more like an old-school 8-bit fractal or something.

This is exactly why I need schematics... if the power supplies degrade over time- one would need to know what the optimal supply >should< provide, rather than just measuring a faulty one. Power supplies for the most part very easy to make. Maybe I can discern from the power conditioning board itself? The AC-to-DC brick works perfectly, I connected a meter to that as soon as it had arrived.

I can barely figure out how to open the case to my STacy, no less repair it! I know I am being overly cautious though, so I don't damage anything further, like plastic tabs or fixtures. I will clear the bench off soon and have room to try this in earnest. But I will hopefully find schematics in the meanwhile!

Metrophage

3288. Re: WTB CT60-used

Newsgroup: comp.sys.atari.st
Date: 2004-05-18 18:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200405182000.a47741@wun.maus.de>
Source record: 18690

Hallo !

S>And I'll still have to find and buy all the port extenders.

If it's done right, you won't need many of these. Just cut the back of the tower case to fit the connectors of the Falcon motherboard, and mount it such that the connectors are accessible from outside. Then, you've got to extend the keyboard, ROM-Port, Joypad and MIDI-ports only. Most of which I never use, anyway :-)

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

3289. Re: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.st
Date: 2004-05-18 21:34:27 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c8dvh2$5g2$1@titan.btinternet.com>
Source record: 18682

Hi Tom

"Tom McEwan" <captaininsanity@ONAYAMSPAYuk2.co.uk> wrote in message
news:c8cacs$r6$1@newsg4.svr.pol.co.uk...
>
> "Clockmeister" <no-one@nowhere.com> wrote in message
> news:40a8dbc8$0$37800$c30e37c6@lon-reader.news.telstra.net...
> >
> > "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> > news:Pine.LNX.4.44.0405130432150.30774-100000@onyx.spiritone.com...
> > > Why should you try Bravo Sierra Computers? Maybe you should ask Why
Not?
> >
> > Shut up dickhead.
>
> Eloquently put.
>
> BTW, does Bravo Sierra stand for anything, or are they just two random
> letters in phonetic?

Yep!, its phonetic, stands for Butt Shafter!!

--

Regards, Steve S.

3290. Re: NEWSie, end of

Newsgroup: comp.sys.atari.st
Date: 2004-05-18 22:25:28 UTC
From: cstanley@zetnet.co.uk
Message-ID: <40aa8d57$0$22313$4c56ba96@master.news.zetnet.net>
Source record: 18683

Hi Derrick,

On 16 May 2004 08:50:01 , Derryck Croker wrote:
>In article 40a69b06$0$22312$4c56ba96@master.news.zetnet.net, Charles Stanley
>at cstanley@zetnet.co.uk wrote on 15/5/04 23:34:
>
>> Nothing I do -- with UVK, D.Edge, Optimizer -- makes a difference. I have
>> also re-installed Newsie and all my AUTO apps too, with no effect.
>
>Does this Newsie crash happen when you're opening your inbasket, or when
>Newsie is downloading from your mail server?

It happens when I click Get Selected, when number 4 appears and Newsie
disappears.

Charles.

3291. Re: NEWSie, end of

Newsgroup: comp.sys.atari.st
Date: 2004-05-18 22:25:33 UTC
From: cstanley@zetnet.co.uk
Message-ID: <40aa8d5b$0$22313$4c56ba96@master.news.zetnet.net>
Source record: 18684

Hi Paul,

On 16 May 2004 19:26:30 , Paul Williamson wrote:
>Hi Charles,
>
>On 15 May 2004 22:34:47 , Charles Stanley wrote:
>
>>I can now receive and send to my chosen NGs, but I can only *send
>>email*; it is impossible to *receive* email. Instead, I get two
>>bombs and the error message: "Program returned 6800 exception (error
>>#-69) [Cancel]".
>
>There is a problem with Newsie (on some, if not all versions) if there
>are more than 100 mails in your inbox, so that's worth checking.

In fact, I have zero messages in my Inbox: I have just purged it.

>Also, have you checked the problem is not with your ISP, by connecting
>via another computer ?

That I cannot do: my other computer is dead;(

>I've not encountered this problem at all with Newsie, which I use on a
>partition dedicated to it. In fact I have not encountered problems for
>many years now, although I use it mostly for newsgroups. I use Okami
>with popwatch for mail.

>BTW, are you using Newsie 0.96 ?

V 0.961, with no problems for some years either.

Thanks,
Charles.

3292. Re: NEWSie, end of

Newsgroup: comp.sys.atari.st
Date: 2004-05-18 22:49:32 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <c8e3tr$2m5$1@reader2.panix.com>
Source record: 18685

I had a problem like that, and it was not Newsie that did it. It was a bit
of unwanted commerical message that did not have a space between address
and data. The solution was to walk to the local library and use their
browser to connect to that ISP's web-mail page, and delete the first
message. Until they changed their web page so that CAB would no longer
read it, I did it from home, with CAB.

Call your ISP, tell them your mail is stuck, and they might have a
solution. And, the solution may involve a different browser. The ISP
involved was Mindspring/Earthlink.

Jim

Charles Stanley <cstanley@zetnet.co.uk> writes:

: Hi Derrick,

: On 16 May 2004 08:50:01 , Derryck Croker wrote:
: >In article 40a69b06$0$22312$4c56ba96@master.news.zetnet.net, Charles Stanley
: >at cstanley@zetnet.co.uk wrote on 15/5/04 23:34:
: >
: >> Nothing I do -- with UVK, D.Edge, Optimizer -- makes a difference. I have
: >> also re-installed Newsie and all my AUTO apps too, with no effect.
: >
: >Does this Newsie crash happen when you're opening your inbasket, or when
: >Newsie is downloading from your mail server?

: It happens when I click Get Selected, when number 4 appears and Newsie
: disappears.

: Charles.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3293. Re: STacy schematics for repair?

Newsgroup: comp.sys.atari.st
Date: 2004-05-19 06:46:13 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <RrDqc.4571$cJ1.1287@bignews1.bellsouth.net>
Source record: 18686

> I can barely figure out how to open the case to my STacy, no less
> repair it! I know I am being overly cautious though, so I don't damage
> anything further, like plastic tabs or fixtures. I will clear the
> bench off soon and have room to try this in earnest. But I will
> hopefully find schematics in the meanwhile!

The trick to getting inside...
Pop the screen up (as if you're about to use the STacy). Peel off the STacy lable.
Take out the two screws that are behind that lable.
Close the screen back down and carefully take the topmost cover off.
Push all the slack you can in the wiring harness down inside the STacy...
If you find that doesn't give you enough work clearnce to take the STacy apart, unhook
the harness from the screenand feed more slack...or even feed the harness all the way through (the connectors will fit through the tube end-way if need be).

When taking the keyboard off....the thin ribbon should slide right out of the slot on the memory/TOS board. Just be sure it's not the 'locking' type ribbon slot before you pull. One of my STacys had the lock type, the other did not.

Finally pull the RF shield and you're in buissness.

If you learn anything useful, please let us know?
If you build or repair the internal power supply, maybe you'd consider building me one while you're at it? Of course at a price :)

Thanks,
Brian

3294. Re: Silly Question?

Newsgroup: comp.sys.atari.st
Date: 2004-05-19 07:06:30 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <c8f1hcbvd1@reader08.wxs.nl>
Source record: 18630

Coda wrote:

> What, with all the extra holes it still looked cool?

Yes.

Maurits.

3295. Re: NEWSie, end of

Newsgroup: comp.sys.atari.st
Date: 2004-05-19 09:11:34 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BCD0E353.1174F%derryck@nospam.cix.co.uk.invalid>
Source record: 18687

In article 40aa8d57$0$22313$4c56ba96@master.news.zetnet.net, Charles Stanley
at cstanley@zetnet.co.uk wrote on 18/5/04 23:25:

>> Does this Newsie crash happen when you're opening your inbasket, or when
>> Newsie is downloading from your mail server?
>
> It happens when I click Get Selected, when number 4 appears and Newsie
> disappears.

See Jim's reply and mine later in this thread.

You could also try generating a false email (or copying one from another
folder) into Newsie's inbasket to make sure that it can read that, just to
prove where the problem lies. My money is on a duff email on your server
though.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

3296. Re: NEWSie, end of

Newsgroup: comp.sys.atari.st
Date: 2004-05-19 09:11:54 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BCD0E2AB.1174E%derryck@nospam.cix.co.uk.invalid>
Source record: 18688

In article c8e3tr$2m5$1@reader2.panix.com, Jim DeClercq at
jimd@panix3.panix.com wrote on 18/5/04 23:49:

> I had a problem like that, and it was not Newsie that did it. It was a bit
> of unwanted commerical message that did not have a space between address
> and data. The solution was to walk to the local library and use their
> browser to connect to that ISP's web-mail page, and delete the first
> message. Until they changed their web page so that CAB would no longer

Interesting - I too had a problem with an email that crashed Emailer as soon
as it tried to import it. The solution in this case was to delete the
offending message from Emailer's incoming mail folder (where they're stored
as they come in) and then re-import the remainder.

Charles could try Telnetting into his email server, using its name (eg
pop3.hisserver.co.uk) and port number 110 as arguments. He will also need
his login and password - then it should be possible to list and delete the
offending email from the server if the problem is as you've described.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

3297. Re: The ideal AES

Newsgroup: comp.sys.atari.st
Date: 2004-05-19 12:52:05 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.05.19.12.52.04.812746@noos.fr>
Source record: 18689

>
> Hi Frank,
> hi! too:)

>>There is new hardware (CT60, Eiffel, EtherNEC, perhaps SuperVidel) and at
>>the software side there is a lot of development from people worldwide
>
> The CT60 and SuperVidel are Falcon only,

yes it's better than nothing:-0)

when will Falcon users ever
> realise that the Atari platform is not equal to the Falcon?

Yes and and no!
The motivation is the only way:)
(aranym have intï¿œgration of virtual xtos for virtual dsp too)

Oliver kotchi last year do a real big job with the dï¿œesse:)
The dï¿œesse card is a dsp pci card for eclipse falcon, hadï¿œs, and
milan:) The few first productions was sold with all the tools for develop
news software!
In fact, it's no future!?????:-((((to bad

Why, because maybe of oldfashion atari users who doen't want ï¿œvolution?
Yes, it is a real question?
It was very hard to sold milan computer:
(a real atari cliï¿œne without dsp....)
It's very hard to sold CT60 too!
(it was a such great job, it a magic job from rodolphe and didier
and others who don't give names)

and it still exist aranym for big computer
and great emulator for palm os, and win ce!

So today atari&os is present on virtually on all
computer of today with ï¿œvolutions for software:)

But for a real new hard computer, i don't hnow!
Maybe, you have one choice, ideas....?????

As for the
> Eiffel and EtherNEC these are new, but it's not like we didn't have other
> options before these came along.

Yes and no again:)

The difference, it's the open source of project!
With eiffel, you can decide D.I.Y
(do it yourself ;) or bye a real plug and play system:)
For virtualy any ps/2 mouse (wheel......)
for virtualy any heyboard, langage, option, windows keyboard, radio ....)

For etherNEC too, you can D.I.Y and around there is compatibility
for sting, mintnet, CT60.....
And evolution, with samba, yes......

Maybe, if you want to be the troll, who win:)

bye:)

3298. Re: DVD player/reader

Newsgroup: comp.sys.atari.st
Date: 2004-05-19 16:58:34 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040519185834.a13094@du3.maus.de>
Source record: 18604

>But do you hnow program for the "pictures"?????
>Aniplayer can read DiVX but no DVD!

Of course I meant only DVD ROM not movies.

Regards,

Frank

3299. Re: DVD player/reader

Newsgroup: comp.sys.atari.st
Date: 2004-05-19 17:00:00 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040519190000.a13095@du3.maus.de>
Source record: 18605

>This might be a dumb question, but I've got to know. Are you saying
>that you are able to watch dvd's on your falcon?

Unfortunately not. I am only able to read DVD-ROMs written on PC or Mac.

Regards,

Frank

3300. Re: DVD player/reader

Newsgroup: comp.sys.atari.st
Date: 2004-05-19 17:01:06 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040519190106.a13096@du3.maus.de>
Source record: 18606

>will recognize the DVD-ROM drive from what I have heard, but
>programs like Extendos Gold would probably have to be upgraded.

No. That's not necessary. The latest version of ExtenDOS Gold is reading DVD-ROMs just fine. :-)

Regards,

Frank

3301. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-19 17:15:56 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040519191556.a13097@du3.maus.de>
Source record: 18607

>Nobody said that it is unusable, but to claim that it is close to
>replacing CAB is nonsense.

For me, it is not. As a simple web browser Highwire already replaced CAB. As a tool for downloading, watching little animations (with Aniplayer/OLGA) or entering SSL-sites I am still using CAB.

>At this very moment it's not even possible to save or print

I never printed anything since years. I completely live the dream of having a paperless office. :-)

>a webpage, call me crazy, but this are basic features.... there's no
>hotlist and there's no option to set a home page, the contents of the cache
>can be viewed and deleted completely but there's no option for the user to
>edit it.

Of course there are features missing like background pictures, ssl, cookies (I completely disabled them in CAB) etc. but for a version 0.1.7 it is quite evolved.

It already displays more pages than cab, it doesn't crash that often like cab does, it is faster, it is free, it is still developed, it supports Unicode and there is support for it. For me these are enough reasons to use it as my standard web browser.

>There's no support for TrueType fonts yet,

That is wrong. I can use TrueType fonts. At the moment there is no front end for that, but it is possible with "Fontlist".

>the icon bar can not be moved by
>the user or even hided, OLGA and DHST support ? cookie management?
>etc...

See above.

>of the CAB modules wouldn't be a bad idea either. I think that it'll
>take the HIghwire project team at least another couple of years.

Of course it will take I while but I believe that their progress is noticable. :-)

>BTW: I've been googling for years with CAB, Google is my home page.

I don't think so because in the past there have been some faults when using Google with CAB, they just recently changed something so you now can google with CAB.

Regards,

Frank

3302. Re: Bad packing of games on eBay?

Newsgroup: comp.sys.atari.st
Date: 2004-05-19 17:20:09 UTC
From: Teo Zenios <teoz@neo.rr.com>
Message-ID: <dHMqc.23181$th.12500@fe2.columbus.rr.com>
Source record: 18691

"gfa" <lp@mint.org> wrote in message news:BCCEDCAA.693D%lp@mint.org...
> in article 10ailvoot1r781@corp.supernews.com, Tim at tjlazer@CRAPmail.com
> wrote on 5/17/04 8:23 PM:
>
> > Aaarrgghh!! I am really pissed off. I am a collector of Commodore and
> > Atari computers and have recently been buying mint games in the box from
> > eBay. Almost everyone keeps charging high shipping/handling costs, then
> > putting the boxed game in a padded envelope or covered with brown paper
bag
> > and paying $1.60 to send it. If that was not bad enough the game will
> > always arrive flattened out and smashed!!! I have gone as far as
emailing
> > the shipper before they mail it to tell them to "Please pack it in a
box" or
> > something, and if their shipping cost is not over $5, even offer to pay
> > extra to cover the cost! What should I do about this? I am very
tempted to
> > start sending a disclaimer in my emails to them that I will post a
negative
> > feedback if item arrives damaged due to neglegent packaging. What do
you
> > think?
>
> I've had similar problems, and it's always a darn padded envelope. Broken
> CD cases, the metal shields on floppies bent, and even books with the coil
> spring like binding completely flatted. I know exactly what you are
talking
> about. The disclaimer might help, but not with all sellers.
>
> On a similar topic, I bought some books which arrived in popcorn. I am
not
> referring to the funny shaped foam things people refer to as popcorn. No,
> it was packed in real popcorn! The kind you eat. That's one unusual way
to
> pack items, but it was boxed and arrived undamaged. ;-)
>
> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is
now!]
> Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
Hades060]
>
>

Real popcorn (without salt and butter) is a great packing material and is biodegradable. Not sure if its cheaper then foam peanuts or not and it might fall apart enough to get inside anything that's not bagged.

3303. Re: The ideal AES

Newsgroup: comp.sys.atari.st
Date: 2004-05-19 17:35:44 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040519193544.a13098@du3.maus.de>
Source record: 18608

>I'm not pessimistic at all, I was stating the cold hard facts. I don't
>know where you were hiding at the end of the last century, but it was

I still know where I have been at that time. Do you know? :-)

>to see what the word "progress" stands for. In 1999 more stuff was

I just browsed their archive and in 1999 there was nothing really special I would remember. In 1999 we even couldn't listen to MP3 files on ATARIs (well, Falcon, Milan and Emulators to be exactly).

>still some alive and kicking back then) could sell you a Milan straight
>from stock.

The Milan was still born, sorry. It's a good computer but it had very little support by Milan GmbH. :-(
Especially how they left the market. :-(((

>The CT60 and SuperVidel are Falcon only, when will Falcon users ever
>realise that the Atari platform is not equal to the Falcon?

Oh my god. Who prevents you from using Papyrus X!, ExtenDOS Gold/CD Writer, Tempus Word, Porthos, Apache or Samba (just to name a few) on your TT?

Of course there are new Falcon only programs but what's the problem?

>As for the Eiffel and EtherNEC these are new, but it's not like we
>didn't have other options before these came along. In Germany Peter Denk
>Gmhb can sell you a PS2 Mouse and keyboard adaptor,

Of course he can but unfortunately it doesn't support mouse wheels. :-(

>remember. In the TT I have a 11 years old Riebl card, in the clone a
>modern ethernet card....

But these solutions are not available any more. Apart from that can you use a VME networking card only in a TT or MSTE. When will TT users ever realise that the ATARI platform is not equal to the TT? :->

>But this is a bit like the chicken and egg dilemma, in order to read
>them I must be able to burn them first...

Well. I have a lot of DVDs and I didn't burn any of them. You can simple go to a shop and buy some. :-)

>>Papyrus X! was even released for our small platform,
>Sure, and ain't it just great?

Of course it is. :-)

>>everyone has noticed ACE Tracker etc. etc.
>You mean musical minded Falcon users?

Well, them too. :-)

Regards,

Frank

3304. Re: WTB CT60-used

Newsgroup: comp.sys.atari.st
Date: 2004-05-19 18:18:15 UTC
From: sf0218@aol.com
Message-ID: <20040519141815.07889.00000825@mb-m04.aol.com>
Source record: 18692

If you have any pictures of the procedure and/or finished product, I would like to see them.

Thanks
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

3305. Re: NEWSie, end of

Newsgroup: comp.sys.atari.st
Date: 2004-05-19 21:43:30 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <40abd502$0$22315$4c56ba96@master.news.zetnet.net>
Source record: 18693

On 19 May 2004 10:11:54 , Derryck Croker wrote:
>In article c8e3tr$2m5$1@reader2.panix.com, Jim DeClercq at
>jimd@panix3.panix.com wrote on 18/5/04 23:49:
>
>> I had a problem like that, and it was not Newsie that did it. It was a bit
>> of unwanted commerical message that did not have a space between address
>> and data.....

>Interesting - I too had a problem with an email that crashed Emailer as soon
>as it tried to import it.....

>Charles could try Telnetting into his email server, using its name (eg
>pop3.hisserver.co.uk) and port number 110 as arguments. He will also need
>his login and password - then it should be possible to list and delete the
>offending email from the server if the problem is as you've described.

I think you may well be right about the cause of the problem (I hope so
as it is by far the easiest for Charles to deal with) but as he is with
Zetnet, (an excellent UK ISP :-))) all he needs to do is telephone their
Tech support and they will simply delete the offending mail for him.
They did this for me a few years ago.

To give you some idea of the quality of service Zetnet offers, I had one of
the directors phone me (on my mobile) one evening to help make sure my
ADSL connection was working again after a problem. The same director
regularly posts to 2 or 3 Zetnet support Newsgroups, as well as mailing
customers individually if more help is needed.

They also continue to help customers with Atari, and other non PC
platforms.

Cheers

Paul

3306. Re: NEWSie, end of

Newsgroup: comp.sys.atari.st
Date: 2004-05-19 22:05:27 UTC
From: cstanley@zetnet.co.uk
Message-ID: <40abda25$0$22315$4c56ba96@master.news.zetnet.net>
Source record: 18694

Hi Ekkehard,

On 16 May 2004 23:55:00 , Ekkehard Flessa wrote:
>Hallo Charles!
>
>
>CS>2) What's the latest NG/Email app available (What's that about CAP?).
>
>
>That's CAT, not CAP. Cat as in the animal that chases the mouse :-)

Hehe>

>AFAIK it's the only current application that's capable of handling both large
>amounts of mail and news, using any of the major stacks. It's available in
>german and english, including the online help.

Thank you for the information: I will try it out.

>CAT's database consists of several files, where each newsgroup goes into an
>individual set of 4 files (data, index and associated special files). It's got
>no problems handling groups with tens of thousands of messages. It will _not_
>run very good (if at all) on machines with less than 4MB of RAM, and it will be
>quite slow in handling really big newsgroups lists on normal STs or
>unaccelerated Falcons, but that's due to the really _big_ amount of data it's
>got to handle in that case.
>
>CAT is still under development, and it's freeware and open source. So,
>contributors are always welcome.

I am no contributor, programming-wise :) but will gladly return my
experiences with it.

>It's available from
>http://www.dimitri-junker.de/software/cat/cat.html

<snip>

Thank you again,
Charles.

3307. Re: NEWSie, end of

Newsgroup: comp.sys.atari.st
Date: 2004-05-19 22:05:30 UTC
From: cstanley@zetnet.co.uk
Message-ID: <40abda28$0$22315$4c56ba96@master.news.zetnet.net>
Source record: 18695

Hi Edward,

On 18 May 2004 13:09:59 , "Edward S. Baiz Jr." wrote:
>>Hi, all!
>>
>>Sorry to admit it, but NEWsie has just proved itself to be "crap",
>>as a certain person has consistenly described it, despite my consistent
>>support of it. I have done nothing to my system to alter it, yet:

<snip>

>The only real problem with Newsie is that it was never upgraded
>like it should have been. It always locked up my Hades and I was
>at my wits end, so I installed Okami and have I never been
>happier. It takes a while to set up, but after that, it is a
>jewel to use. I would go that route. I use aFTP for ftp sites and
>MyMail for email, but you still can use Okami for email if you
>want to.

I have experienced Okami, some years ago, with frustrating results;
but, if CAT proves unsuccessful, I am willing to try it again (I presume
there's a recent version which I must download).

Thanks.
Charles.

3308. Re: NEWSie, end of

Newsgroup: comp.sys.atari.st
Date: 2004-05-19 22:37:50 UTC
From: cstanley@zetnet.co.uk
Message-ID: <40abe1ba$0$22315$4c56ba96@master.news.zetnet.net>
Source record: 18696

Hi all Atarians who answered my plea,

On 19 May 2004 21:43:30 , Paul Williamson wrote:
>On 19 May 2004 10:11:54 , Derryck Croker wrote:
>>In article c8e3tr$2m5$1@reader2.panix.com, Jim DeClercq at
>>jimd@panix3.panix.com wrote on 18/5/04 23:49:
>>
>>> I had a problem like that, and it was not Newsie that did it. It was a bit
>>> of unwanted commerical message that did not have a space between address
>>> and data.....

All your replies confirm that it is not NEWsie at fault. After removing
every app except those that apply to the internet, I still got the crash
and error message.

I have contacted the ISP Zetnet and await their reply: they are usually
cooperative.

Will report success (or not) when available. However, will also explore
"CAT" as well.

Many thanks to you all,
Charles.

3309. Re: Finally got my TT:-)

Newsgroup: comp.sys.atari.st
Date: 2004-05-20 00:21:32 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <004b94df@fmlynet.org>
Source record: 18610

FamilyNet Newsgate

Congrats on getting a Atari TT 030!! Rock on! I think it was one of the
better built Atari computers ever.

If you are looking for adding more memory I would suggest getting a Magnum
card. I currently have 32 mb in my Atari TT, and I believe it could handle 128
mb or 256 mb... nice!

Doctor Clu

> From: Peter_Schneider@b.maus.de (Peter Schneider)

> Hi Mark,

>> Also a source for ram upgrades would be helpful, only 2MB ST ram in my
>> new machine.
> your remark makes me suppose that there is no RAM card at all in your
> TT, neither TT RAM nor ST RAM.

> You will need an extension card for both types of RAM. My TT came with
> 4 MB for each type. I replaced the 2MB card with a 10 MB one and
> replaced the 4MB on the TT RAM card with 32MB. And the RAM has been
> stable so far (since '95).

> Now I long for a 64MB solution when a friend will finally swing over
> to the Mac and give away his TT, for you'll never have enough RAM.

> Sorry, if I'm not wrong (please prove me to be wrong!) the second hand
> market will be your only chance.

> Good luck!

> Und TTsch&#65533;
> ps

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3310. MACE

Newsgroup: comp.sys.atari.st
Date: 2004-05-20 00:22:48 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <004b94e0@fmlynet.org>
Source record: 18611

FamilyNet Newsgate

Awesome... please let us know what happens at the meeting. I love user
groups and am charmed to hear on ones still going.

Doctor Clu

> From: "Graham" <hurfy@alphalink.com.au>

> The Melbourne Atari Comp Enthusiats are having their monthly meeting this
> Sunday 16th May..All are welcome

> gra hurfy@alphalink.com.au

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3311. Re: Atari Dealers

Newsgroup: comp.sys.atari.st
Date: 2004-05-20 02:16:50 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <DoUqc.16457$UH.12594@bignews2.bellsouth.net>
Source record: 18697

Thanks to all that sent replies.

I am located in Eastern KY Sam, Maybe not to far from ya?

phantomm@bellsouth.net

"SF0218" <sf0218@aol.com> wrote in message
news:20040518082058.16651.00001518@mb-m18.aol.com...
> You can try to contact them. I think they're pretty much out of it
now.
>
> There still is:
> http://www.europe-shareware.org/english/
> http://www.anodynesoftware.com/
> http://www.best-electronics-ca.com/
> http://www.myatari.com/
> http://www.virtual-markets.net/vme/aty/
>
> Hope that helps.
>
> Where in North America are you located?
> Thanks,
>
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,
> Seattle Seahawks Nut
>

3312. Re: Atari Dealers

Newsgroup: comp.sys.atari.st
Date: 2004-05-20 02:34:23 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.05.20.02.34.23.935654@removenoaspam.atari-source.com>
Source record: 18698

On Wed, 19 May 2004 22:16:50 -0400, Phantom wrote:

> Thanks to all that sent replies.
>
> I am located in Eastern KY Sam, Maybe not to far from ya?
>
> phantomm@bellsouth.net
>
>

Phantom,

I'm in Philadelphia, PA, just another person to add to the list of
potential attendees to a US atari party. It's beginning to look like we
could get almost 10 people.

mark
http://portal.atari-source.com

3313. Re: The ideal AES

Newsgroup: comp.sys.atari.st
Date: 2004-05-20 08:01:52 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1ge2ugx.1bi0mfv49jphiN%NOSPAMS@wanadoo.fr>
Source record: 18603

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> From: Frank_Szymanski@du3.ohse.de (Frank Szymanski) Date: Wed, 12 May 2004
> 21:16:14 -0000

> >There is new hardware (CT60, Eiffel, EtherNEC, perhaps SuperVidel) and at
> >the software side there is a lot of development from people worldwide
>
> The CT60 and SuperVidel are Falcon only, when will Falcon users ever
> realise that the Atari platform is not equal to the Falcon? As for the
> Eiffel and EtherNEC these are new, but it's not like we didn't have other
> options before these came along. In Germany Peter Denk Gmhb can sell you

Are you sure ? You can use games, linux, or Gfa basic for example with
olds keyboards interfaces ? 99 % of IKBD commands are supported inside
Eiffel. Unused commands are supported. And you can put a thermal sensor,
a fan, a PS/2 mouse/keyboard and 2 atari joysticks. The set 2 of AT
keyboards works, there are lot of new features with new keys, for
example the Power key.

> a PS2 Mouse and keyboard adaptor, this gizmo has been available for a
> couple of years now, and network card solutions have always been around as
> long as I can remember. In the TT I have a 11 years old Riebl card, in the
> clone a modern ethernet card....

Regards,

Didier.

--
☐Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
☐☐☐Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT☐60 10☐5☐☐☐☐☐MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

3314. Re: NEWSie, end of

Newsgroup: comp.sys.atari.st
Date: 2004-05-20 08:32:04 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <40ac7b1c279510@telenet.be>
Source record: 18602

on Wed 19-05-2004 22:05 Charles Stanley wrote:

>Hi Edward,
>
>On 18 May 2004 13:09:59 , "Edward S. Baiz Jr." wrote:
>>>Hi, all!

>>The only real problem with Newsie is that it was never upgraded
>>like it should have been. It always locked up my Hades and I was
>>at my wits end, so I installed Okami and have I never been
>>happier. It takes a while to set up, but after that, it is a
>>jewel to use. I would go that route. I use aFTP for ftp sites and
>>MyMail for email, but you still can use Okami for email if you
>>want to.
>
>I have experienced Okami, some years ago, with frustrating results;
>but, if CAT proves unsuccessful, I am willing to try it again (I presume
>there's a recent version which I must download).

In the mean while Okami has been improved. The installation is still a
little bit problematic but not so difficult anymore as it was before.

A month ago I tried to install CAT. Although it comes with a
installation program I found it very, very hard to get CAT running. As
today I'm still unable to work with CAT. For some reason I can't let CAT
list the available newsgroups, ergo I can't retrieve for instance this
newsgroup.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3315. Hey fellow gadgeteers, let's talk about gadgets and stuff.

Newsgroup: comp.sys.atari.st
Date: 2004-05-20 11:05:25 UTC
From: miah_66@yahoo.com
Message-ID: <f9e60d4f.0405200305.3d9acaf3@posting.google.com>
Source record: 18609

New Gadget Forum.

www.GadgetForum.net

Hey fellow gadgeteers, let's talk about gadgets and stuff.

Who doesn't love gadgets? Gadgets make unique and thoughtful presents, and have a very high cool factor. No matter how up-to-date you are with gadgets, there's always something newer, shinier, better and faster.

We rely heavily on electronic gadgets and gizmos. Without these electronic gadgets we would be lost.

Ladies and gentlemen, I have launched a new gadget forum ï¿½ how cool is that. My aim is to make this the best gadget forum on the planet. (Now stop laughing) I am not joking my friends!

I have searched on the internet for a decent gadget forum but couldn't find one. Drop by and say hello and meet other gadgeteers. I want you all to sign up and start posting. Tell your family and friends about it.

www.gadgetforum.net

3316. Re: Atari Dealers

Newsgroup: comp.sys.atari.st
Date: 2004-05-20 11:55:01 UTC
From: sf0218@aol.com
Message-ID: <20040520075501.23183.00001208@mb-m24.aol.com>
Source record: 18612

Sheesh!!!!!!!!!!!!! That actually would be quite an Atari get together for this end of the country!! :)

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

3317. CT60 are arrived !!

Newsgroup: comp.sys.atari.st
Date: 2004-05-20 14:13:56 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <40acbd2a$0$20520$626a14ce@news.free.fr>
Source record: 18613

YES, the boards are here and the CPU too !!
Shipping will begin friday 21st May !
I will chip in the following oder :
- CT60 WITH motherboards here (soldering fitting) : no more place here ;-) .
- Developers CT60
- Users

All three categories in the order I received money.

DON'T ask me about if the board is sent to you or not !!
You will receive an email if the board is shipped to you !
If no email, this means NO shipping (or bad email address !); please wait !

I have really no time ot answer to people who have no patience...

Thank you

Regards

Rodolphe Czuba
4, all�e du Laurier
Auvillers
60290 Neuilly-sous.Clermont
France
www.czuba-tech.com

3318. Re: Bad packing of games on eBay?

Newsgroup: comp.sys.atari.st
Date: 2004-05-20 18:03:21 UTC
From: Dan A <artdeptNOSPAM@coinboards.com>
Message-ID: <Jp6rc.16239$zO3.10188@newsread2.news.atl.earthlink.net>
Source record: 18614

"Tim" <tjlazer@CRAPmail.com> wrote in message
news:10ailvoot1r781@corp.supernews.com...
> Aaarrgghh!! I am really pissed off. I am a collector of Commodore and
> Atari computers and have recently been buying mint games in the box from
> eBay. Almost everyone keeps charging high shipping/handling costs, then
> putting the boxed game in a padded envelope or covered with brown paper
bag
> and paying $1.60 to send it. If that was not bad enough the game will
> always arrive flattened out and smashed!!! I have gone as far as emailing
> the shipper before they mail it to tell them to "Please pack it in a box"
or
> something, and if their shipping cost is not over $5, even offer to pay
> extra to cover the cost! What should I do about this? I am very tempted
to
> start sending a disclaimer in my emails to them that I will post a
negative
> feedback if item arrives damaged due to neglegent packaging. What do you
> think?
>
> Tim
>
>

I see no problem with that. As a person that buys stuff from time to time
on Ebay, I
read the feedback to see what to expect. So people get really mad about
negative feedback,
but they deserve it if their shipping methods are sending you damaged goods.
Just
be factual and accurate in your complaint and you are doing a service to
others.

Dan

3319. FS: Various stuff...

Newsgroup: comp.sys.atari.st
Date: 2004-05-20 19:04:41 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <c8ivg9pqf1@orkan.itea.ntnu.no>
Source record: 18615

Will give the following stuff away for free (you pay for shipping):

- Daatascan PRO b/W hand-scanner. Connects to the ROM-port of a
Falcon, ST or TT.
- Neodesk 4
- Vidi ST video digitizer.

I also have for sale an Atari TT with 32Mb of TT-RAM and a Crazy Dots II
graphics card. The PSU is a bogded and modified PC AT-PSU, and the case is
a bit yellow with a hole and some cracks in the front. Works really well
though. Make me an offer!

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3320. Re: WTB CT60-used

Newsgroup: comp.sys.atari.st
Date: 2004-05-20 19:45:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200405202145.a47788@wun.maus.de>
Source record: 18625

Hi Sam!

S>If you have any pictures of the procedure and/or finished product, I
S>would like to see them.

Sorry, but due to lack of a digital camera I don't have any :-(

With best regards
Ekkehard

3321. Re: NEWSie, end of

Newsgroup: comp.sys.atari.st
Date: 2004-05-20 19:54:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200405202154.a47789@wun.maus.de>
Source record: 18624

Hallo Martin \"Nightowl\"!

MB>A month ago I tried to install CAT. Although it comes with a
MB>installation program I found it very, very hard to get CAT running.

This _really_ shouldn't happen :-(
Is that still the problem with the hades?

MB>As today I'm still unable to work with CAT. For some reason I can't
MB>let CAT list the available newsgroups, ergo I can't retrieve for
MB>instance this newsgroup.

Did you read and follow the english installation instructions?
What exactly fails, and if in2cat is running, what's in the in2cat logfile?
This should give us some clues about what's wrong.
Also, the contents of infile.txt might be interesting.
As a related issue: are the MausTausch.Commands available?

If everything else fails, you could still retrieve this group by manually
adding two files:

$cat/database/I2C_GRUP.INF:
#YGB
+comp.sys.atari.st 15000

The number is the last message that's been retrieved. Cat can import large
chunks of messages, but there might be a little problem with the sort order if
there come more than 1000 messages at once.

$cat/database/YGB.TXT:
+comp.sys.atari.st 15000

Mostly the same information as in i2c_grup.inf. Anyway, with both of these
present, in2cat should connect the news server and try to retrieve messages
from this group.

With best regards
Ekkehard

3322. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-20 20:31:42 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <40ad23d28649940@telenet.be>
Source record: 18616

on Thu 20-05-2004 16:15 gfa wrote:

>CAB has always been so-so on forms, usually not working when you really need
>it the most. In fact, it makes newsie look rock solid.
>Rename CAB to shutdown.app and assign a command line to it that is a known
>url that will halt the system, then CAB gets a second life. ;-))

Indeed, on my setup Cab wasn't very solid too.
Anyway ICAB isn't much better. Lots of pages are displayed very odd.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3323. Re: Minimum host for Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-05-20 21:00:29 UTC
From: Misha <misha.s@sezampro.yu>
Message-ID: <opr8bgm3apdu4gvg@eddie>
Source record: 18617

On Fri, 14 May 2004 23:10:57 +0000 (UTC), Djordje Vukovic
<vdjole@EUnet.yu> wrote:

> Hi;
>
> I may have a need for a Falcon-like "Atari" computer in the near future,
> so I was thinking of dedicating an older PC for that. I would appreciate
> it if someone could tell me:
>
> 1) What should be the minimum capabilities of the host computer for
> Aranym (CPU type & speed, RAM, disk space) in order that a linux
> variant of Aranym can run with a speed similar to that of a standard
> "real" Falcon? (The idea is that the machine would be used exclusively
> for running Aranym, and boot (almost) straight into it, as much as
> practical).
>
> 2) Can Mint run with memory protection on Aranym?
>
>
> thanx in advance;

1 DURON 1200 razbija !!!! (Jos bolje Atlon XP)

2 ???

--
Using Opera's revolutionary e-mail client: http://www.opera.com/m2/

3324. Re: CT60 are arrived !!

Newsgroup: comp.sys.atari.st
Date: 2004-05-20 21:57:58 UTC
From: sf0218@aol.com
Message-ID: <20040520175758.16730.00001636@mb-m12.aol.com>
Source record: 18618

Rodolphe,

If I send you $265.00, can you reserve 1 CT60 for me? I'll be able to send you the balance in a couple of months or so.

Please reply to my email.

Thanks and keep up the awesome work!!!

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,
Seattle Seahawks Nut

3325. Re: STacy schematics for repair?

Newsgroup: comp.sys.atari.st
Date: 2004-05-20 22:03:45 UTC
From: x1nd0lent@hotmail.com
Message-ID: <c6fd3837.0405201403.e4c3cef@posting.google.com>
Source record: 18619

Ok, thanks for the walk-through, Brian. I found the secret screws and was able to get the case open. How did they ever fit this thing together with such short LCD wires?!

I see what was going on in there... next to a two-pin connector (J15) there were two parts, probably a resistor and capacitor, which were completely burned. It seems like replacing these would only help if I was going to use J15, but I have no info on it. Two pins... maybe a speaker output? Anyway, those two parts were the first things after the large diode where the DC power was suppsed to connect. Either something nasty was connected to J15, or (more likely) somebody tried a bad choice of adaptor to run their STacy off of! This unit's suffering could have been spared with a simple fuse. Fortunatel, since this 16-bit computer uses a PCB with only two sides, it being burned most the way through is not going to hurt anything.

But obviously something on my board is fried. Checking the output again for the first time in a while, it is blue and white blocks. Not bars accross the screen, but various block "patterns".

I guess I will start by measuring the outputs of the voltage conditioning board. Just a bunch of simple voltage regulators for the most part, and LCD inverter. Suppose I should make a VGA adaptor also so I can check for video output.

What does the "Shadow" chip do? I guess that is the C11775-001 ic which I could find no information about.

Since I have no schematics, could somebody tell me which other ST the STacy is most similar to? I guess I could sacrifice an old ST for ICs and just start replacing chips in there. I have little way of knowing which chips are functioning normally. Only tricky one to find appears to be that Shadow chip. If it was only used in STacy and STbook.... I guess it might be an LCD thing. Still, I'd prefer to ascertain that the rest of the computer is ok before I'd shell out money on a replacement Shadow chip, as I can't afford one now. I don't know what to do next, but at least I can begin to strategize.

3326. Where to find Cambridge LISP for ST?

Newsgroup: comp.sys.atari.st
Date: 2004-05-20 23:11:00 UTC
From: x1nd0lent@hotmail.com
Message-ID: <c6fd3837.0405201511.333b2f16@posting.google.com>
Source record: 18620

Having been interested in the software "Symbolic Composer" for some years, but unable to swing it's price, I was delighted to see that the Atari version has been made available for download. I noticed from reading the documentation, that the app was coded in Cambridge LISP, which interests me anyway as I have started trying to learn LISP on my mac.

Anyway, all I know about Cambridge LISP is that it was put out by a company called "Metacomco", which seems to no longer exist. I found a few review articles from years ago. Anybody know more about this, or where I can get it from?

Metrophage

3327. Re: Where to find Cambridge LISP for ST?

Newsgroup: comp.sys.atari.st
Date: 2004-05-20 23:13:27 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c8je2u$n8c$1@news.freedom2surf.net>
Source record: 18621

"Metrophage" <x1nd0lent@hotmail.com> wrote in message
news:c6fd3837.0405201511.333b2f16@posting.google.com...
> Having been interested in the software "Symbolic Composer" for some
> years, but unable to swing it's price, I was delighted to see that the
> Atari version has been made available for download. I noticed from
> reading the documentation, that the app was coded in Cambridge LISP,
> which interests me anyway as I have started trying to learn LISP on my
> mac.
>
> Anyway, all I know about Cambridge LISP is that it was put out by a
> company called "Metacomco", which seems to no longer exist. I found a
> few review articles from years ago. Anybody know more about this, or
> where I can get it from?
>

I used to have this in my disks collection, but alas I dont know where it
went.
I also am interested in learning LISP, been reading someone elses LISP book
at work ;-)

Coda.

3328. Re: STacy schematics for repair?

Newsgroup: comp.sys.atari.st
Date: 2004-05-20 23:24:40 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <N0brc.23845$Wg6.2741@bignews5.bellsouth.net>
Source record: 18622

> What does the "Shadow" chip do? I guess that is the C11775-001 ic
> which I could find no information about.

My understanding is that's that chip that drives the LCD display.
I forgot to mention that on the duff STacy I mentioned earlier, the ST type monitor port works just fine (at least in monochrome...have no color to test it with).

> Since I have no schematics, could somebody tell me which other ST the
> STacy is most similar to? I guess I could sacrifice an old ST for ICs
> and just start replacing chips in there. I have little way of knowing
> which chips are functioning normally. Only tricky one to find appears
> to be that Shadow chip. If it was only used in STacy and STbook.... I
> guess it might be an LCD thing. Still, I'd prefer to ascertain that
> the rest of the computer is ok before I'd shell out money on a
> replacement Shadow chip, as I can't afford one now. I don't know what
> to do next, but at least I can begin to strategize.

ATY and Best both seem to have a really good supply of spare chips. Some pulled, some brand new. That is where I found mine. I'm pretty sure I remember that both dealers test before shipping. Wiztronics is always very good about testing anything they sell before it ships as well.

Brian

3329. Re: STacy schematics for repair?

Newsgroup: comp.sys.atari.st
Date: 2004-05-20 23:28:27 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c8jev2nep1@news.freedom2surf.net>
Source record: 18623

"Metrophage" <x1nd0lent@hotmail.com> wrote in message
news:c6fd3837.0405201403.e4c3cef@posting.google.com...
> Ok, thanks for the walk-through, Brian. I found the secret screws and
> was able to get the case open. How did they ever fit this thing
> together with such short LCD wires?!
>
> I see what was going on in there... next to a two-pin connector (J15)
> there were two parts, probably a resistor and capacitor, which were
> completely burned. It seems like replacing these would only help if I
> was going to use J15, but I have no info on it. Two pins... maybe a
> speaker output? Anyway, those two parts were the first things after
> the large diode where the DC power was suppsed to connect. Either
> something nasty was connected to J15, or (more likely) somebody tried
> a bad choice of adaptor to run their STacy off of! This unit's
> suffering could have been spared with a simple fuse. Fortunatel, since
> this 16-bit computer uses a PCB with only two sides, it being burned
> most the way through is not going to hurt anything.

Most likely the case, though the proper PSU is around 18V IIRC (I have one
in the other room I can check) and there isnt much around, consumer PSU
wise, that would fry that. I do hope no-one was stupid enough to directly
connect it to the mains...

> But obviously something on my board is fried. Checking the output
> again for the first time in a while, it is blue and white blocks. Not
> bars accross the screen, but various block "patterns".

Could be that the shifter is dead. Does the stacey do anything else, like if
you put a disk with something on it in the auto folder, can you hear it
booting from the floppy?

> I guess I will start by measuring the outputs of the voltage
> conditioning board. Just a bunch of simple voltage regulators for the
> most part, and LCD inverter. Suppose I should make a VGA adaptor also
> so I can check for video output.

Dont touch the inverter, you probably know anyway but just in case you dont,
they are high voltage.

> What does the "Shadow" chip do? I guess that is the C11775-001 ic
> which I could find no information about.
>
> Since I have no schematics, could somebody tell me which other ST the
> STacy is most similar to? I guess I could sacrifice an old ST for ICs
> and just start replacing chips in there. I have little way of knowing

I Believe it would be the later revision1040STFM just before the 1040STE came out. Most ST's are much the same but the main differences between them seem to be that some parts that are the same are in a different package on a different mobo. I cant remember any specific examples. Maybe the GLUE is the most revised chip? Some boards have TOS in 6 eproms, some in 2. I havent opened my Stacey to find out (Its a working machine, I want to keep it that way).

> which chips are functioning normally. Only tricky one to find appears
> to be that Shadow chip. If it was only used in STacy and STbook.... I
> guess it might be an LCD thing. Still, I'd prefer to ascertain that
> the rest of the computer is ok before I'd shell out money on a
> replacement Shadow chip, as I can't afford one now. I don't know what
> to do next, but at least I can begin to strategize.

Hopefully when youve repaired the board traces and replaced the burned out components it may work ok. Well you can hope.

Coda.

3330. ADV: 20% off Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-05-21 03:18:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0405202015350.6472-100000@onyx.spiritone.com>
Source record: 18599
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm offering A 20% Discount on Games/ SoftWare & References/ Books for Classic Atari 8 Bit & Atari ST Computer Lines! Whether your spending Tax Rebate Dollars, spending Euro's from Europe or satisfying your Yen for Atari! We Ship anywhere the Law allows! And If your in the United States, take advantage of the cheaper Postage for Media Mail Rate. Got Questions? E-Mail Atari@aracnet.com or call Ben@ (503)256-9974! 1st Come! 1st Serve!

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http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
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I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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3331. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-05-21 03:21:16 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0405202018320.6472-100000@onyx.spiritone.com>
Source record: 18626
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3332. ADV: Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-05-21 03:25:03 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0405202021240.6472-100000@onyx.spiritone.com>
Source record: 18600
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3333. ADV: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.st
Date: 2004-05-21 03:28:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0405202025110.6472-100000@onyx.spiritone.com>
Source record: 18601
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Why should you try Bravo Sierra Computers? Maybe you should ask Why Not? Those telling you Not to buy have there own prejudice to deal with. I can only speak for myself. Why Buy from BSC? Good Service! I earn your Atari Business one Customer at a time! Many Customers refer me to friends. Good Support! I'm in this for the long haul. Should you need Atari Help, I held teaching positions in my local Atari Clubs. You can call me or I'll call you for Atari Phone Support. I'm a good teacher, and I dont speak over my students heads! I prefer to keep it simple when necessary. Atari Sales! I have a lot of Atari I can sell you! Games/ Software, Hardware, Books and Accessories.Rather than print up a Catalog, thereby making it out of Date! I regularly update my Catalogs, for you to Download or view online at:

http://BensCatalogs.Atari.org

http://www.aracnet.com/~atari/newstuff.htm Whats New from BSC.
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I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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3334. Re: Minimum host for Aranym

Newsgroup: comp.sys.atari.st
Date: 2004-05-21 07:07:51 UTC
From: Standa Opichal <opichals@seznam.cz>
Message-ID: <c8k9s8foj1@server4.gts.cz>
Source record: 18627

Hi!

Djordje Vukovic wrote:
> Hi;
>
> I may have a need for a Falcon-like "Atari" computer in the near future,
> so I was thinking of dedicating an older PC for that. I would appreciate
> it if someone could tell me:
>
> 1) What should be the minimum capabilities of the host computer for
> Aranym (CPU type & speed, RAM, disk space) in order that a linux
> variant of Aranym can run with a speed similar to that of a standard
> "real" Falcon? (The idea is that the machine would be used exclusively
> for running Aranym, and boot (almost) straight into it, as much as
> practical).

I used to do the development on PII@400MHz+128MB SDRAM and it was still
faster than my F030w/FX@20MHz. You can fit aranym to say 40MB HDD if you
like, so the minimal harddisk that is in production currenly would
definitely suffice. ;)

> 2) Can Mint run with memory protection on Aranym?

Yes it does. Last time I tried it failed however. But, yes the MMU is
present and if it is not working then it is a bug.

best regards

STan
The ARAnyM Team
http://aranym.sf.net

3335. which pins on SCSI harddisc?

Newsgroup: comp.sys.atari.st
Date: 2004-05-21 09:59:21 UTC
From: "J.J.van de Gruiter" <jos_van_de_gruiter@hotmail.com>
Message-ID: <c8kjs3$a92$1@news5.tilbu1.nb.home.nl>
Source record: 18628

Hello Atarians,

I've bought a 1 Gb SCSI harddisc for my Mega STe. There are three
connections: 50 pins, 4 pins en 2 pins. The first two are clear, maar the
third isn't.
The original Mega STe harddisc only had one option for those two pins, but
now I have twelve. Or rather 10, because 1 and 6 won't fit for shure.
I've tried some but without results.
I've added a picture:
http://roxxity.b2music.net/images/maga/hdd_1GB.jpg

The numbers are from right to left.
The sticker beneath says:

12...........1
JP
1 Spare (50pin) ID Bit 3
2 ID Bit 2
3 ID bit 1
4 ID Bit 0
5 Disable auto spin
6 SCSI term on
7 Disable unit ATTN
8 TI Sync Nego
9 Auto start delay
10 Delay start 6/12
11 Disable parity
12 Led out

Please help,

Jos

3336. Re: which pins on SCSI harddisc?

Newsgroup: comp.sys.atari.st
Date: 2004-05-21 14:06:02 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <c8l2caavt1@reader2.panix.com>
Source record: 18635

Not necessarily so. You will probably need to try a few combinations, but
I personally would start with jumpers on pins 6 and 11, and a LED
connected across pins 12.

But before doing that, I would type the part number into Google's search
string window, and look at the manufacturer's data sheet. It will probably
tell you which way the LED goes, and other things.

Jim

J.J.van de Gruiter <jos_van_de_gruiter@hotmail.com> writes:

: Hello Atarians,

: I've bought a 1 Gb SCSI harddisc for my Mega STe. There are three
: connections: 50 pins, 4 pins en 2 pins. The first two are clear, maar the
: third isn't.
: The original Mega STe harddisc only had one option for those two pins, but
: now I have twelve. Or rather 10, because 1 and 6 won't fit for shure.
: I've tried some but without results.
: I've added a picture:
: http://roxxity.b2music.net/images/maga/hdd_1GB.jpg

: The numbers are from right to left.
: The sticker beneath says:

: 12...........1
: JP
: 1 Spare (50pin) ID Bit 3
: 2 ID Bit 2
: 3 ID bit 1
: 4 ID Bit 0
: 5 Disable auto spin
: 6 SCSI term on
: 7 Disable unit ATTN
: 8 TI Sync Nego
: 9 Auto start delay
: 10 Delay start 6/12
: 11 Disable parity
: 12 Led out

: Please help,

: Jos

--
--

```
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.
```

3337. About Cubase Audio "Offline"

Newsgroup: comp.sys.atari.st
Date: 2004-05-21 16:35:55 UTC
From: DOCs <"docs ifrance.com">
Message-ID: <40ae2f01$0$19643$626a14ce@news.free.fr>
Source record: 18636

Hi,

I used to trust in "Sample Rate Converter" function in Cubase Audio Falcon 2.06.

If I convert a 48 Khz sample to 44,1 Khz sample, I have no problem !

BUT if I take a 44,1 Khz sample and I convert it to 48 Khz, it appears a little cracking sound !

Does anyone have heard this problem on its sounds ?

Thanks

DOCs

3338. Re: STacy schematics for repair?

Newsgroup: comp.sys.atari.st
Date: 2004-05-21 16:51:43 UTC
From: x1nd0lent@hotmail.com
Message-ID: <c6fd3837.0405210851.1fa661ba@posting.google.com>
Source record: 18637

"Coda" <info@janthomas.f2s.nospam.com> wrote in message
news:<c8jev2nep1@news.freedom2surf.net>...
> "Metrophage" <x1nd0lent@hotmail.com> wrote in message
> news:c6fd3837.0405201403.e4c3cef@posting.google.com...
> > Ok, thanks for the walk-through, Brian. I found the secret screws and
> > was able to get the case open. How did they ever fit this thing
> > together with such short LCD wires?!

I decided I am going to double the length of the LCD wires.

> Most likely the case, though the proper PSU is around 18V IIRC (I have one
> in the other room I can check) and there isnt much around, consumer PSU
> wise, that would fry that. I do hope no-one was stupid enough to directly
> connect it to the mains...

Well... On the STacy it says 18v, but reading about the supply which
shipped it was supposedly 16.5v. More crucial from the stories I hear
is there being enough current. Sounds like 3 Amps would be perfect,
but that's too close to the 3A tolerances of the voltage regulators.
If I can get the STacy running I'll probably get a 500 MB SCSI laptop
drive from the broken PowerBook at may parent's house- should reduce
the load by a bit.

> Could be that the shifter is dead. Does the stacey do anything else, like if
> you put a disk with something on it in the auto folder, can you hear it
> booting from the floppy?

Some things do appear to work, which tells me it was likely not
connected to mains power. The LCD goes on, the LEDs indicate activity.
The drives start fine, and it does sound like it is trying to boot.
This is why I entertain some hope of being able to repair.
can check for video output.

> Dont touch the inverter, you probably know anyway but just in case you dont,
> they are high voltage.

I know, thanks for the warning!

> Some boards have TOS in 6 eproms, some in 2. I havent
> opened my Stacey to find out (Its a working machine, I want to keep it that
> way).

This appears to be two EPROMs. You are lucky that your STacy runs
well! There are many broken and dead STacys out there, so I'll be
happy if I can fix this one.

> Hopefully when youve repaired the board traces and replaced the burned out
> components it may work ok. Well you can hope.
> Coda.

The traces are fine! The burns were in an out-of-the-way section.
Those burned components probably don't have much to do with the
(dis)function of the unit, they appear to have been for protection
to/from whatever is supposed to connect to J15. More likely what I
need to do is replace some blown semiconductors. The only tricky thing
is narrowing it down to which ones! I've got to learn how to test the
chips, as I am not going to put any rare custom Atari chips in there
without confidence that they will not fry also.
Metrophage

3339. Atari Diagnostic Cart ROMs

Newsgroup: comp.sys.atari.st
Date: 2004-05-21 17:03:55 UTC
From: Atari Only <atarionly@adelphia.net>
Message-ID: <8sudnRuLZt_mqzPd4p2dnA@adelphia.com>
Source record: 18638

I found out last night that my Diagnostic Cart 3.4 is dead. So this morning I pulled out 3.5 it too is dead. Puller out 3.0 works but is old and doesnt have the same test functions as 3.4 and 3.5. I think I may have killed them last time I used them. I though tmaybe the 3.4 died since the label covering the window was off and the unit has had access to the sun for the past 8 months. But 3.5 is gone to and it was still covered. I tested the roms and on each board 1 ROM is dead.

Does anyone have a file for this so I can burn another eprom fopr either 3.4 or 3.5.

Thanks, Don

3340. Re: STacy schematics for repair?

Newsgroup: comp.sys.atari.st
Date: 2004-05-21 18:33:20 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c8li1latc1@news.freedom2surf.net>
Source record: 18639

"Metrophage" <x1nd0lent@hotmail.com> wrote in message
news:c6fd3837.0405210851.1fa661ba@posting.google.com...

> The traces are fine! The burns were in an out-of-the-way section.
> Those burned components probably don't have much to do with the
> (dis)function of the unit, they appear to have been for protection
> to/from whatever is supposed to connect to J15. More likely what I
> need to do is replace some blown semiconductors. The only tricky thing
> is narrowing it down to which ones! I've got to learn how to test the
> chips, as I am not going to put any rare custom Atari chips in there
> without confidence that they will not fry also.
> Metrophage

You know what? I think the first thing you should do is try plugging a
monitor into the rear socket. Either a colour sc1435/philips 8833 or make a
vga adapter for hi res mono. If it works after that then its the LCD
circuit - probably that shadow chip you mentioned.

Coda.

3341. The game called "Bounce"

Newsgroup: comp.sys.atari.st
Date: 2004-05-21 21:03:44 UTC
From: Mark-Tim Junghanns <mark@markjunghanns.de>
Message-ID: <40ae6eac$0$781$9b4e6d93@newsread2.arcor-online.net>
Source record: 18640

Hi folks,

I'm not sure if that's the right place to post that question, so please don't flame :)

Back in 1986, I owned my first Atari 520ST+ with TOS 1.0 . There was this great game called "Bounce". Does anyone remember? Was this game freeware? If so, where can it be found for download? If no, hmm, too bad...

Thanks in advance,

Mark

3342. Re: GEM Instant Messenger

Newsgroup: comp.sys.atari.st
Date: 2004-05-21 21:07:52 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <c8lrdu$3hv$1@reader08.wxs.nl>
Source record: 18641

I completely agree with Pierre!

GFA basic is a fantastic language. On my atari 8bit computer I have
'turbo-basic' written by Frank Ostrowski too. Both (GFA-basic on ST and
turbo-basic on XL/XE computers) are very powerfull languages.

Ofcourse all languages has their own profits and bad things.

On my atari 8bit I prefer to write in assembler. This gives me the fastest
results and the best profit of the 1.79mhz only of this fantastic baby.

Thanks to the higher speed of my ST and falcon I can use GFA basic. It is
the best basic-variant I have ever seen.

So Pierre: forget that Steve Sweet fellow, and keep happy with your atari!

Thanks
Marius

"Pierre TONTHAT" <ptonthatNO@SPAMclub-internet.fr> schreef in bericht
news:40a46452$0$313$7a628cd7@news.club-internet.fr...
> On 13 May 2004 18:03:05 , "Steve Sweet" wrote:
> >Why don't you grow up and use a man's coding tool, that Mickey mouse,
> >pre-schooler GFA is a bit immature for real coders.
>
> I beg your pardon?
>
> Since you're not known, can you tell me what programs you have written
> on Atari computers?
> Since you're a real-coder, I dare say that the language is not important.
> The code can be beautiful, efficient, small and clever in every
> language: depends only on your brain.
>
> Regards
>
>
> -- Pierre
> http://rajah.atari.org (GFA coder, and proud of it)

3343. [PORT] gngb-20040115

Newsgroup: comp.sys.atari.st
Date: 2004-05-21 21:28:53 UTC
From: Patrice Mandin <pmandin@caramail-NOSPAM.com>
Message-ID: <lasl8c.r32.ln@127.0.0.1>
Source record: 18642

Hello,

I just finished compiling this Gameboy emulator for Atari (68020 and
higher). It needs a powerful machine to run (CT60, Hades, etc...). The
emulator uses SDL. It is available on my web site (Address in signature).

--
Patrice Mandin
WWW: http://membres.lycos.fr/pmandin/
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

3344. Re: About Cubase Audio "Offline"

Newsgroup: comp.sys.atari.st
Date: 2004-05-21 21:31:55 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0405211331.77f520d8@posting.google.com>
Source record: 18643

"DOCs" <docs(croustibat)ifrance.com> wrote in message
news:<40ae2f01$0$19643$626a14ce@news.free.fr>...
> Hi,
>
> I used to trust in "Sample Rate Converter" function in Cubase Audio Falcon
> 2.06.
>
> If I convert a 48 Khz sample to 44,1 Khz sample, I have no problem !
>
> BUT if I take a 44,1 Khz sample and I convert it to 48 Khz, it appears a
> little cracking sound !
>
> Does anyone have heard this problem on its sounds ?
>
>
> Thanks
>
> DOCs

I've never tried that. Did you try optimising the partition where the
new file is, in case it is a fragmentation issue?
Wayne

3345. Re: The ideal AES

Newsgroup: comp.sys.atari.st
Date: 2004-05-21 21:43:24 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040521234324.a13701@du3.maus.de>
Source record: 18645

>keyboards works, there are lot of new features with new keys, for
>example the Power key.

The biggest advantage of Eiffel against other solutions is that it is a
keyboard AND mouse interface and that it has support for scrollwheels.

Regards,

Frank

3346. Re: [PORT] gngb-20040115

Newsgroup: comp.sys.atari.st
Date: 2004-05-21 22:17:31 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.05.21.22.17.31.843660@removenoaspam.atari-source.com>
Source record: 18644

On Fri, 21 May 2004 23:28:53 +0200, Patrice Mandin wrote:

> Hello,
>
> I just finished compiling this Gameboy emulator for Atari (68020 and
> higher). It needs a powerful machine to run (CT60, Hades, etc...). The
> emulator uses SDL. It is available on my web site (Address in signature).

Wow,

Thank you didier!

Mark

3347. Re: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.st
Date: 2004-05-21 22:34:55 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <c8m0gu$7c3$1@reader08.wxs.nl>
Source record: 18631
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I still think every person supporting the atari computer, is great!

Bravo Sierra Computers is doing a fantastic job, and thanks to Bravo Sierra Computers (and others like Best-Electronics) we are still able to purchase things in good condition.

If you do not want to buy from him, simply ignore him.

I'm VERY glad he is posting in the newsgroups.

Thanks
Marius

"Clockmeister" <no-one@nowhere.com> schreef in bericht
news:40a8dbc8$0$37800$c30e37c6@lon-reader.news.telstra.net...
>
> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0405130432150.30774-100000@onyx.spiritone.com...
> > Why should you try Bravo Sierra Computers? Maybe you should ask Why Not?
>
> Shut up dickhead.
>
>
>

3348. Re: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.st
Date: 2004-05-21 22:55:29 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c8m1d5$g3t$1@news.freedom2surf.net>
Source record: 18632
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:c8m0gu$7c3$1@reader08.wxs.nl...
> I still think every person supporting the atari computer, is great!
>
> Bravo Sierra Computers is doing a fantastic job, and thanks to Bravo
Sierra
> Computers (and others like Best-Electronics) we are still able to purchase
> things in good condition.
>
> If you do not want to buy from him, simply ignore him.
>
> I'm VERY glad he is posting in the newsgroups.
>
> Thanks
> Marius

Theres always the exception to the rule...

Coda

3349. Re: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.st
Date: 2004-05-21 23:13:56 UTC
From: Don Schmidt <"Retired Engineer"@PNB.usa>
Message-ID: <10at39i5oll0ma5@corp.supernews.com>
Source record: 18633
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

And there is always the "Block Sender" for those who have an IQ above 10.

--
Don

Vancouver, USA - One of the great cities in one of the 45+ countries in the
Americas!

"Coda" <info@janthomas.f2s.nospam.com> wrote in message
news:c8m1d5$g3t$1@news.freedom2surf.net...
> "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> news:c8m0gu$7c3$1@reader08.wxs.nl...
> > I still think every person supporting the atari computer, is great!
> >
> > Bravo Sierra Computers is doing a fantastic job, and thanks to Bravo
> Sierra
> > Computers (and others like Best-Electronics) we are still able to
purchase
> > things in good condition.
> >
> > If you do not want to buy from him, simply ignore him.
> >
> > I'm VERY glad he is posting in the newsgroups.
> >
> > Thanks
> > Marius
>
> Theres always the exception to the rule...
>
> Coda
>
>

3350. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-21 23:54:20 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040522015420.a13703@du3.maus.de>
Source record: 18646

>CAB has always been so-so on forms, usually not working when you really
>need it the most. In fact, it makes newsie look rock solid.
>Rename CAB to shutdown.app and assign a command line to it that is a
>known url that will halt the system, then CAB gets a second life. ;-))

To stay fair CAB has done its job over the years for me. I was able to surf
the web with my ATARI when there was no alternative.

Nowadays however I appreciate that we have a browser that is still
maintained and open source.

Regards,

Frank

3351. PageStream

Newsgroup: comp.sys.atari.st
Date: 2004-05-22 05:03:03 UTC
From: Donner <donw@intergate.com>
Message-ID: <10atnoaip69f0e9@corp.supernews.com>
Source record: 18647

Hello All,

Using the latest version of "PageStream" and a TT30, can you
bend Text around a Radius or curve? If so how is it done.

Thanks, Donner.......

3352. Re: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.st
Date: 2004-05-22 09:41:18 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <40af1e4f$0$37805$c30e37c6@lon-reader.news.telstra.net>
Source record: 18634
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Don Schmidt" <Retired Engineer@PNB.usa> wrote in message
news:10at39i5oll0ma5@corp.supernews.com...
> And there is always the "Block Sender" for those who have an IQ above 10.
>

Most people are against spammers so I have forwarded his details to the
relevant people to be dealt with.

3353. Re: Finally got my TT:-)

Newsgroup: comp.sys.atari.st
Date: 2004-05-22 09:52:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200405221152.a46767@b.maus.de>
Source record: 18576

Hi Mark,

MD>You know, speaking of this, is there any pages or anything anywhere
MD>which explains the different TTram board options available and what
MD>maximum capacities and jumper sizes they have?
I got some notes with my AiXTT Card how to jumper it but I left this
to my dealer...

I think I've got one 16MB SIM left but this one won't run together
with the 32MB so I can't run 48, but maybe I'll have a 64MB one day.
Honestly, I don't need so much RAM really, only scans of CD covers in
300 dpi true color make some difficulties to handle with 32MB...

Und TTschï¿½
ps

3354. Re: PageStream

Newsgroup: comp.sys.atari.st
Date: 2004-05-22 11:53:31 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <VlHrc.27001$l%4.20568@bignews4.bellsouth.net>
Source record: 18648

"Donner" <donw@intergate.com> wrote in message
news:10atnoaip69f0e9@corp.supernews.com...
> Hello All,
>
> Using the latest version of "PageStream" and a TT30, can you
> bend Text around a Radius or curve? If so how is it done.
>
> Thanks, Donner.......

I'm afraid there's no function for that in PS.
You'll have to do it by hand. Make each letter as an object of it's own.
Rotate, size, and position each letter, and group them into one object once
you're done.

The only DTP application I know of that does this on Atari is DA's Layout, and
possibly new versions of Calimus (likely via an external module?).

You might find an art package somewhere that can do this as a GEM or Calimus
vector file and import? Arabesque maybe, or possibly even something shareware
or freeware on an ftp site. Not sure, maybe if someone knows they will add to
the thread.

Brain

3355. Re: NEWSie, end of

Newsgroup: comp.sys.atari.st
Date: 2004-05-22 12:11:39 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40aeeeda807bd2@comcast.net>
Source record: 18549

>Hi Paul,
>
>>BTW, are you using Newsie 0.96 ?
>
>V 0.961, with no problems for some years either.
>
>Thanks,
>Charles.

Version 0.94 worked best on my Hades060, but version 0.961 crashes it. I could get around the crashes, but this just made my sessions with Newsie a lot longer than they really should have been. It really just needed an upgrade, but it never came. Too bad...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3356. Re: [PORT] gngb-20040115

Newsgroup: comp.sys.atari.st
Date: 2004-05-22 12:11:40 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40aeeeda807bd3@comcast.net>
Source record: 18550

>Hello,
>
>I just finished compiling this Gameboy emulator for Atari (68020 and
>higher). It needs a powerful machine to run (CT60, Hades, etc...). The
>emulator uses SDL. It is available on my web site (Address in signature).
>

Thanks Patrice. I will give it a try on my Hades060...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3357. Re: NEWSie, end of

Newsgroup: comp.sys.atari.st
Date: 2004-05-22 14:27:46 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <40af71c035ba8b0@telenet.be>
Source record: 18551

on Sat 22-05-2004 12:11 Edward S. Baiz Jr. wrote:

>>Hi Paul,
>>
>>>BTW, are you using Newsie 0.96 ?
>>
>>V 0.961, with no problems for some years either.
>>
>>Thanks,
>>Charles.
>
>Version 0.94 worked best on my Hades060, but version 0.961 crashes
>it. I could get around the crashes, but this just made my sessions
>with Newsie a lot longer than they really should have been. It
>really just needed an upgrade, but it never came. Too bad...

The first time I tried V. 0.961 it did crash on Hades indeed. I changed something in the Newsie's prefs.inf and after that Newsie didn't crash anymore.

Not quite sure (maybe Paul can confirm this as I believe I tolded him how to alter prefs.inf) but I believe one have to change the "experimental" line.

I've this:
experimental = NNNNNNNNNN

For me the best mailer/newsreader is, despite his age, still Okami. Maybe CAT is better but it refuse to run properly on my system so I can't give any comments.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3358. Re: PageStream

Newsgroup: comp.sys.atari.st
Date: 2004-05-22 16:31:40 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <40afa6e41e16ce0@europe-shareware.org>
Source record: 18555

Hello,

in article <VlHrc.27001$l%4.20568@bignews4.bellsouth.net>,
Brian Roland wrote on Sat 22-05-2004 06:53 (-0500):

> You might find an art package somewhere that can do this as a GEM or Calimus
> vector file and import? Arabesque maybe, or possibly even something shareware
> or freeware on an ftp site. Not sure, maybe if someone knows they will add to
> the thread.

When I need to "design" some WordArt-like objects, I use Kandinsky.

Bye,
/Pascal/

--
Europe Shareware: http://europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
ST Magazine : http://stmagazine.org (printed Atari fanzine)
Ric's HomePage : http://paricard.free.fr

3359. Re: STacy schematics for repair?

Newsgroup: comp.sys.atari.st
Date: 2004-05-22 16:35:37 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BCD53FE9.118FE%derryck@nospam.cix.co.uk.invalid>
Source record: 18553

In article c6fd3837.0405210851.1fa661ba@posting.google.com, Metrophage at x1nd0lent@hotmail.com wrote on 21/5/04 17:51:

>> Most likely the case, though the proper PSU is around 18V IIRC (I have one

> Well... On the STacy it says 18v, but reading about the supply which
> shipped it was supposedly 16.5v. More crucial from the stories I hear
> is there being enough current. Sounds like 3 Amps would be perfect,
> but that's too close to the 3A tolerances of the voltage regulators.

Um, as long as the MINIMUM current rating of your replacement supply is sufficient for your needs there is no UPPER limit (only set by wallet and physical size). The circuit will draw what current it needs and no more, assuming that there are no shorts etc of course :-(

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

3360. Re: The ideal AES

Newsgroup: comp.sys.atari.st
Date: 2004-05-22 17:31:06 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0405220931.7d473807@posting.google.com>
Source record: 18554

Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message
news:<1084955492-51391AEicMi@gmx.net>...
> I'm not pessimistic at all, I was stating the cold hard facts. I don't know
> where you were hiding at the end of the last century, but it was definitely
> more exiting then 2004. Five years is a long time, I suppose that your memory
> is somewhat blurred, take a look at the ATOS online magazines from that period
> to see what the word "progress" stands for. In 1999 more stuff was released
> then the last 5 years put together.... most Atari dealers (yep, there were
> still some alive and kicking back then) could sell you a Milan straight from
> stock.

Put things into perspective, though. For a computer company that for
all intents and purposes went out of business more than ten years ago
(at least as far as their computer line is concerned), there certainly
is a lot of progress right now, even if not as much as five years ago.
At this point, *any* progress is great progress, in my book.

> The CT60 and SuperVidel are Falcon only, when will Falcon users ever realise
> that the Atari platform is not equal to the Falcon?

Well, the Falcon *is* the most recent computer Atari made, and is much
better designed for upgrading than, say, the ST. The TT has some good
upgrade capabilities, too. So what if much of the new hardware coming
out is for the Falcon? Couldn't you say the same thing if the opposite
was true? If much of the hardware was being designed only for the TT,
you could say, "When will TT users ever realise..." and make the same
argument. For that matter, what would an 8-bit user say?
Unfortunately, you *can't* create one piece of upgrade hardware that
supports *all* Atari machines. Since the Falcon has the PDS slot, a
DSP, and supports relatively more "modern" interfaces, such as IDE,
SCSI, and fully PC-compatible 1.44Mb floppies, it's a good machine to
upgrade. This is of course compared to the ST. The TT has some, but
not all of these features, as well as a few tricks of its own. But in
my opinion, feature-for-feature, the Falcon is better equipt to be the
focus of hardware upgrades.

> As for the Eiffel and EtherNEC these are new, but it's not like we didn't have
> other options before these came along. In Germany Peter Denk Gmhb can sell you
> a PS2 Mouse and keyboard adaptor, this gizmo has been available for a couple of
> years now, and network card solutions have always been around as long as I can
> remember. In the TT I have a 11 years old Riebl card, in the clone a modern
> ethernet card....

Yes, that is a great set of networking hardware. However, they *are*
11 years old, as you say. Doesn't it make sense to keep bringing out
new versions of the same kind of hardware, as I'm sure many of these

older cards are getting closer and closer to retirement. Once these cards break down, there has to be something to replace them with, right? So coming up with new solutions for old ideas is still progress, in that respect, wouldn't you say?

> >You can read DVD-ROMs with Anodyne's ExtenDOS,

> Hm, sure...
> But this is a bit like the chicken and egg dilemma, in order to read them I
> must be able to burn them first...

I often exchange file data with people who have other kinds of machines (usually PC). Right now, the big thing is to use CD-R's, since they are pretty inexpensive, floppies are getting harder and harder to find, and you can't hold extremely large files (i.e. large digital pictures) on floppies. Eventually, I imagine the same might happen with DVD-ROM's. I'd much prefer to be able to read the disks people give me, even if I can't write them myself, than to not be able to do anything with them at all.

> >Papyrus X! was even released for our small platform,
>
> Sure, and ain't it just great? the speed at which this monster processes words
> and documents is overwhelming.

Not to get into yet another argument over Papyrus vs. Tempus vs. whatever, but of the word processors I've used, I still prefer Papyrus over anything else (including Tempus), even if it is somewhat speed challenged. And I personally never have to work with files so large that it's a problem, so there really isn't any speed difference that I can see, with what I use it for. Also, *to me*, Tempus' user interface is ugly and awkward. Too much is being presented to the user all at once, in a difficult to look at format (for example, I don't use Superscript, Subscript, Light, etc. as much as the basic Bold, Italic, and Underlined, so I don't really need to have all those extra buttons mixed in, in a confusing and very difficult-to-read black and grey mess of crudely-drawn, small, cramped buttons. Fewer, larger buttons, in color, are much clearer and easier to quickly find, and make more sense visually. Papyrus is the only one I see that has that, as well as MS Word compatibility, and other "modern" features. But, in all fairness, I'm a very visually-oriented, aesthetics-minded person. So it works better for me, while others aren't and would rather use Tempus. That's fine.

> >everyone has noticed ACE Tracker etc. etc.
>
> You mean musical minded Falcon users?

Well, weren't musicians a big focus of these machines anyway? Why else would every 16 and 32 bit Atari come with MIDI as standard? They don't exactly make the fastest and best networking ports. And isn't most software designed for specific audiences? I don't use Spreadsheet

software, vector drawing software, or C compilers much, if at all. That doesn't mean I shouldn't be excited and grateful that we have them available for our machines. And there's ST and TT software that doesn't run well, or at all, on my Falcon, but I'm glad it's there for others to use on their machines, and concider all of it progress, if it meets a need.

Like I said... *any* progress on this platform (whether it applies to your exact machine and needs) is good progress, as far as I'm concerned.

Mike Freeman
mike [at] freeman-studio [dot] com

3361. WTB: Atari TT color multisync monitor

Newsgroup: comp.sys.atari.st
Date: 2004-05-22 19:56:13 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10avc2sf2h6sib0@corp.supernews.com>
Source record: 18556

Anyone have a color monitor for the TT? Was it the PTC1426?

Tim

3362. Re: STacy schematics for repair?

Newsgroup: comp.sys.atari.st
Date: 2004-05-22 20:16:47 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <yrOrc.9036$Sc.682@bignews1.bellsouth.net>
Source record: 18557

Is this a symptom of a bad power supply on the current end?

Screen doesn't work when 5v and 12v sides of the power supply are set properly. If I disconnect all the drives, lower the 12v side as low as it will go and crank the 5v side slowly to about 7v, the screen starts working.

I don't do that but for a moment, and not again as I don't want to fry some chips. I just wonder if that is a current issue and what part of the PS might cause it.

The main brick power supply works fine with with my good STacy, so if the problem is power supply related at all, it is the internal one.

Thanks,
Brian.

3363. Re: Atari TT color multisync monitor

Newsgroup: comp.sys.atari.st
Date: 2004-05-22 20:28:38 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <eBPrc.295$OI6.234@newsfe2-win>
Source record: 18558

Hello.

"Tim" <tjlazer@CRAPmail.com> wrote in message
news:10avc2sf2h6sib0@corp.supernews.com...
> Anyone have a color monitor for the TT? Was it the PTC1426?

Yes, where are you?

www.keychange.co.uk

3364. Re: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.st
Date: 2004-05-22 21:39:00 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <c8ohk3$8b2$1@reader08.wxs.nl>
Source record: 18552
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

What do you mean with that?

Bravo Sierra is NOT sending Spam. It is very hard to get real atari stuff,
so you have to see this as support, and not as spam.

Marius

"Coda" <info@janthomas.f2s.nospam.com> schreef in bericht
news:c8m1d5$g3t$1@news.freedom2surf.net...
> "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> news:c8m0gu$7c3$1@reader08.wxs.nl...
> > I still think every person supporting the atari computer, is great!
> >
> > Bravo Sierra Computers is doing a fantastic job, and thanks to Bravo
> Sierra
> > Computers (and others like Best-Electronics) we are still able to
purchase
> > things in good condition.
> >
> > If you do not want to buy from him, simply ignore him.
> >
> > I'm VERY glad he is posting in the newsgroups.
> >
> > Thanks
> > Marius
>
> Theres always the exception to the rule...
>
> Coda
>
>

3365. Re: The game called "Bounce"

Newsgroup: comp.sys.atari.st
Date: 2004-05-23 01:09:02 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <3XSrc.9680$Sc.5050@bignews1.bellsouth.net>
Source record: 18559

"Mark-Tim Junghanns" <mark@markjunghanns.de> wrote in message
news:40ae6eac$0$781$9b4e6d93@newsread2.arcor-online.net...
> Hi folks,
>
> I'm not sure if that's the right place to post that question, so please
> don't flame :)
>
> Back in 1986, I owned my first Atari 520ST+ with TOS 1.0 . There was this
> great game called "Bounce". Does anyone remember? Was this game freeware? If
> so, where can it be found for download? If no, hmm, too bad...
>
> Thanks in advance,
>
> Mark

Mark, this is the place to post :)
I'm not sure about your game.

If you're accessing the newsgroups from a windows PC I suggest you install steem
and browse the links in its info menu. It has tons of ST specific game sites,
often with disk images where you can actually grab the games. I say install and
see, because there's just so many links it would take me an hour to pull the
urls and post them here.

steem can be found at:
http://steem.atari.st

That web site might even provide alot of those links without installing STeem.
Have a looksee.

Brian

3366. Atari Online News, Etc. #06-21

Newsgroup: comp.sys.atari.st
Date: 2004-05-23 01:34:14 UTC
From: danap8@aol.comno-spam
Message-ID: <20040522213414.23117.00000934@mb-m20.aol.com>
Source record: 18560

A-ONE #0621 05/21/04

~ Dumpster-Diving Freebay~ People Are Talking! ~ Office For Mac!
~ CAN-SPAM Lid Is Open! ~ Destroy All Humans! ~ E3 Show Wrap-Up!
~ Classic Arcades In One ~ Lycos' Leapfrog Jump! ~ Digital Pack-Rats!
~ IBM, SCO Battle Rages! ~ Burst Still After MS! ~ PC Run Mac OS?!

-* Explicit Spam Warning Label! *-
-* Search Engine Rivalry Is A Positive *-
-* Yahoo Releases E-Mail Standard, Fights Spam *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/_0_/ _0_/\
-| o o |- E-mail subscription: dpj(at)atarinews.org
/ _____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org

3367. Re: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.st
Date: 2004-05-23 03:07:53 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <10b05fhshkj479e@corp.supernews.com>
Source record: 18561
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Marius Diepenhorst wrote:
> Bravo Sierra is NOT sending Spam.

It's not spam, it's a cross-posting spam substitute!

We're having spam, spam, spam, spam, spam, spam, spam, spam, and spam.

Spammity spam, wonderful spam!

the Mav

--

"Never give up -- never surrender!" Commander Peter Quincy Taggart

3368. Re: Atari TT color multisync monitor

Newsgroup: comp.sys.atari.st
Date: 2004-05-23 06:45:12 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10b0i3npcaf2vd0@corp.supernews.com>
Source record: 18562

```
"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:eBPrc.295$OI6.234@newsfe2-win...
> Hello.
>
> "Tim" <tjlazer@CRAPmail.com> wrote in message
> news:10avc2sf2h6sib0@corp.supernews.com...
> > Anyone have a color monitor for the TT? Was it the PTC1426?
>
> Yes, where are you?
>
> www.keychange.co.uk
>
>

Sadly in the USA.
```

3369. Re: NEWSie, end of

Newsgroup: comp.sys.atari.st
Date: 2004-05-23 08:55:27 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <40b066ff$0$22315$4c56ba96@master.news.zetnet.net>
Source record: 18563

Hi Martin,

On 22 May 2004 16:27:46 , "Martin \"Nightowl\" Byttebier" wrote:

>The first time I tried V. 0.961 it did crash on Hades indeed. I changed
>something in the Newsie's prefs.inf and after that Newsie didn't crash
>anymore.
>
>Not quite sure (maybe Paul can confirm this as I believe I tolded him
>how to alter prefs.inf) but I believe one have to change the
>"experimental" line.
>
>I've this:
>experimental = NNNNNNNNNN

I'd forgotten all about this problem, and I believe that John Rojewski posted details of how to fix it not long after the release of 0.961. I think the "experimental" line in the prefs file was to be for future use, but the release came with an empty line. The addition of NNNNNNNNNN is all that is required to solve that problem.

I hope Charles will soon be able to tell us that his problem has been solved.

Paul

3370. Notator - MIDI Overflow

Newsgroup: comp.sys.atari.st
Date: 2004-05-23 11:41:40 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <fd0sc.31501$l%4.14820@bignews4.bellsouth.net>
Source record: 18564

I've an old Mega ST4 here.
It has TOS 2.06 (Wiztronics TOS board) and Xtra RAM 8 installed.
Hard Drive via Link 97 and HDDriver8.

Without the Xtra-RAM enabled.
Blitter off.
No auto-folder apps.
No desk top accessaries.

Any version of Notator I run here and I get midi overflow and garbled MIDI
output.
Even if no instrument is connected at all and I play a sequence.

This also happens over Unitor2.

Also happens if I switch back to Rainbow TOS and pull out the Xtra-RAM board.

It had worked just fine before....with same hardware config. A new delima.
It also seems to work fine with other sequencers...CuBase2, CuBase Audio Falcon,
Master Tracks Pro, KCS, MIDI Spy, etc...

Any ideas? Do I have a bad hardware timer or something? If so, what next?

Thanks,
Brian

3371. Help ! Problem with a 260 ST !!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-23 14:04:02 UTC
From: Michel Jubault <michel.jubault@free.fr>
Message-ID: <40b0af50$0$7711$636a15ce@news.free.fr>
Source record: 18565
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi all !!!

I explain you the problem: Wanting to start again my 260 ST, I had the unpleasant one surprised to have a screen with multicoloured vertical lines then a whole of multicoloured points!

With each time I starts again it I have same Pb exactly! I dismounted the monster : a rapid overflight shows me that a condenser isn't well at one end the face is completely black with a hole! (470 mF, 16v)

I put links to you towards the photographs of what I have (it is easier to have an idea)!
Two screens:
http://lacantina.dyndns.org/sasfepu/images/260st/260st_ecran1.jpg
http://lacantina.dyndns.org/sasfepu/images/260st/260st_ecran2.jpg

The condenser :
http://lacantina.dyndns.org/sasfepu/images/260st/260st_in.jpg

It would be great someone could say to me if it is repairable or if it definitively died!!!!!!!!!!

Thanks in advance !!!

Michel

3372. Re: Help ! Problem with a 260 ST !!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-23 14:40:19 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <c8qd4jfdk1@orkan.itea.ntnu.no>
Source record: 18566
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In comp.sys.atari.st.tech Michel Jubault <michel.jubault@free.fr> wrote:

> I explain you the problem: Wanting to start again my 260 ST, I had the
> unpleasant one surprised to have a screen with multicoloured vertical lines
> then a whole of multicoloured points!

If the ST hasn't been used for a while, you might want to remove and
reinstall the socketed chips before you do any more repairs. The symptoms
you describe might indicate some bad connections to the shifter or
GLUE-chip.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3373. Re: Help ! Problem with a 260 ST !!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-23 16:12:16 UTC
From: Michel Jubault <michel.jubault@free.fr>
Message-ID: <40b0cd60$0$19832$636a15ce@news.free.fr>
Source record: 18567
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi !

It's done but no effect !! Thank a lot for the tip !!!

Michel

Done but no effect !! Thank a lot for the tip !!!

[The big black condenser (470 microF, 16v) is a bit bizarous ! A face is
really black with a little hole. Don't you think it could be dead ?]

"Jo Even Skarstein" <joska@nvg.ntnu.no> a ?crit dans le message de
news:c8qd4jfdk1@orkan.itea.ntnu.no...
> In comp.sys.atari.st.tech Michel Jubault <michel.jubault@free.fr> wrote:
>
> > I explain you the problem: Wanting to start again my 260 ST, I had the
> > unpleasant one surprised to have a screen with multicoloured vertical
lines
> > then a whole of multicoloured points!
>
> If the ST hasn't been used for a while, you might want to remove and

> reinstall the socketed chips before you do any more repairs. The symptoms
> you describe might indicate some bad connections to the shifter or
> GLUE-chip.
>
> --
>
> /*
> ** Jo Even Skarstein http://joska.nvg.org/
> */

3374. Re: Help ! Problem with a 260 ST !!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-23 16:33:31 UTC
From: Michael Schwingen <news-1082710295@discworld.dascon.de>
Message-ID: <2hc22rFb3ubdU1@uni-berlin.de>
Source record: 18568
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <40b0cd60$0$19832$636a15ce@news.free.fr>,
Michel Jubault <michel.jubault@free.fr> wrote:
>
>[The big black condenser (470 microF, 16v) is a bit bizarous ! A face is
>really black with a little hole. Don't you think it could be dead ?]

Might be - but it might also be some kind of rubber seal with a hole for the overpressure vent, so it may be perfectly well.

Check the power supply if you really have 5V - best with an oscilloscope.

cu
Michael

3375. Re: Help ! Problem with a 260 ST !!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-23 16:49:52 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <40b0d621$0$26906$626a14ce@news.free.fr>
Source record: 18571
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

And the MMU chip too.

But before reinstalling the chip you have to move a bit all the pins (to external of the chip) to get a better contact againt the pins of the sockets.
And use a special electronic contacts liquid...
I did that so many times to repair ST in the old time...

Jo Even Skarstein wrote:
> In comp.sys.atari.st.tech Michel Jubault <michel.jubault@free.fr>
> wrote:
>
>> I explain you the problem: Wanting to start again my 260 ST, I had
>> the unpleasant one surprised to have a screen with multicoloured
>> vertical lines then a whole of multicoloured points!
>
> If the ST hasn't been used for a while, you might want to remove and
> reinstall the socketed chips before you do any more repairs. The
> symptoms you describe might indicate some bad connections to the
> shifter or GLUE-chip.

3376. Re: CT60 are arrived !!

Newsgroup: comp.sys.atari.st
Date: 2004-05-23 16:51:46 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.05.23.16.51.46.761644@noos.fr>
Source record: 18569

Le Thu, 20 May 2004 21:57:58 +0000, SF0218 a ï¿œcritï¿œ:

> Rodolphe,
>
> If I send you $265.00, can you reserve 1 CT60 for me? I'll be able to
> send you the balance in a couple of months or so.
>
> Please reply to my email.
>
> Thanks and keep up the awesome work!!!
>
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,
> Seattle Seahawks Nut

Hi,
i just post a little mail too to rodolphe
for you!
I hope he read you:)

Bye
jpierre
jpguinospam@noos.fr
for direct reply mail just move "nospam"

3377. Re: DVD player/reader

Newsgroup: comp.sys.atari.st
Date: 2004-05-23 17:02:44 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.05.23.17.02.42.244734@noos.fr>
Source record: 18570

Le Wed, 19 May 2004 16:58:34 +0000, Frank Szymanski a ï¿œcritï¿œ:

>>But do you hnow program for the "pictures"????? Aniplayer can read DiVX
>>but no DVD!
>
> Of course I meant only DVD ROM not movies.

>
> Regards,
>
> Frank

hi!
Yes but DiVX it's movies too:)

Yes , but DVD use udf files so:)
So maybe it possible to read "direct cd" make with
other applications!
The "soft direct cd" use cdr or cdrw just like hard Disk!

For reading this kind of cd it still exist utility
for simple cdrom &dvd reader only!
It still exist for win and for linux too!

I ask the question because i haven't your driver :"gold"
to do the test:)
But it is maybe a good opportunity to share between
different and &or several computers:)

Bye

3378. Re: Help ! Problem with a 260 ST !!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-23 17:13:06 UTC
From: Michel Jubault <michel.jubault@free.fr>
Message-ID: <40b0dba3$0$19857$636a15ce@news.free.fr>
Source record: 18572
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi !

I've checked the power supply with a digital voltmeter (I've no
oscilloscope) and I've 5 v (5 to 5.2 v) !

Thanks for your help !!

Michel

"Michael Schwingen" <news-1082710295@discworld.dascon.de> a crit dans le
message de news:2hc22rFb3ubdU1@uni-berlin.de...
> In article <40b0cd60$0$19832$636a15ce@news.free.fr>,
> Michel Jubault <michel.jubault@free.fr> wrote:
> >
> >[The big black condenser (470 microF, 16v) is a bit bizarous ! A face is
> >really black with a little hole. Don't you think it could be dead ?]
>
> Might be - but it might also be some kind of rubber seal with a hole for
the
> overpressure vent, so it may be perfectly well.
>
> Check the power supply if you really have 5V - best with an oscilloscope.
>
> cu
> Michael

3379. Re: Help ! Problem with a 260 ST !!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-23 17:17:10 UTC
From: Michel Jubault <michel.jubault@free.fr>
Message-ID: <40b0dc96$0$19838$636a15ce@news.free.fr>
Source record: 18573
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi !

I've just done this (move all pins) but no change !!!

I really start to be desperate |-(

Thanks for your help !

Michel

"Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> a crit dans le
message de news:40b0d621$0$26906$626a14ce@news.free.fr...
> And the MMU chip too.
>
> But before reinstalling the chip you have to move a bit all the pins (to
> external of the chip) to get a better contact againt the pins of the
> sockets.
> And use a special electronic contacts liquid...
> I did that so many times to repair ST in the old time...
>
>
>
>
> Jo Even Skarstein wrote:
> > In comp.sys.atari.st.tech Michel Jubault <michel.jubault@free.fr>
> > wrote:
> >
> >> I explain you the problem: Wanting to start again my 260 ST, I had
> >> the unpleasant one surprised to have a screen with multicoloured
> >> vertical lines then a whole of multicoloured points!
> >
> > If the ST hasn't been used for a while, you might want to remove and
> > reinstall the socketed chips before you do any more repairs. The
> > symptoms you describe might indicate some bad connections to the
> > shifter or GLUE-chip.
>
>

3380. Re: Help ! Problem with a 260 ST !!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-23 18:28:38 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <40b0ecb3$0$20514$cc9e4d1f@news-text.dial.pipex.com>
Source record: 18574
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Michel Jubault" <michel.jubault@free.fr> wrote in message
news:40b0af50$0$7711$636a15ce@news.free.fr...
> Hi all !!!
>
> I explain you the problem: Wanting to start again my 260 ST, I had the
> unpleasant one surprised to have a screen with multicoloured vertical
lines
> then a whole of multicoloured points!
>
> With each time I starts again it I have same Pb exactly! I dismounted the
> monster : a rapid overflight shows me that a condenser isn't well at one
end
> the face is completely black with a hole! (470 mF, 16v)
>
> I put links to you towards the photographs of what I have (it is easier to
> have an idea)!
> Two screens:
> http://lacantina.dyndns.org/sasfepu/images/260st/260st_ecran1.jpg
> http://lacantina.dyndns.org/sasfepu/images/260st/260st_ecran2.jpg
>
> The condenser :
> http://lacantina.dyndns.org/sasfepu/images/260st/260st_in.jpg
>
> It would be great someone could say to me if it is repairable or if it
> definitively died!!!!!!!!!!
>
> Thanks in advance !!!
>
> Michel
>
>
>
>

have you checked the voltage accross that capacitor ? normally you get
vertical black and white bars if you loose a address or data line somewhere,
colours indicate a something more problematic such as loss of power to the
ram section. Normally the power goes via a small inductor, it could be
dry...

Chris

3381. Trade Anyone ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-23 18:40:57 UTC
From: Bud
Message-ID: <jpr1b0dcv8801cer2unj6fm3bvhkb0j3fs@4ax.com>
Source record: 18575

Anybody want to trade the following for a Mega ST or STe Keyboard ?

Xtram Ram Deluxe 4 meg ....(Works)
MegaFile 30 HD.....................(Spins up but no DMA cable to
test)
TOS 1.4 Six Chip Set ....(Works)

Bud

3382. Re: Atari TT color multisync monitor

Newsgroup: comp.sys.atari.st
Date: 2004-05-23 21:02:33 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <c8r3h9$q1v$1@orkan.itea.ntnu.no>
Source record: 18577

```
Bill F <flipflapco@mchsi.invalid> wrote:

> Isn't it possible to use a standard SVGA monitor on a TT?

It is, but the TT's VGA output is compressed horizontally. Not all VGA
monitors can be adjusted to get the proper aspect ratio.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

3383. Re: PageStream

Newsgroup: comp.sys.atari.st
Date: 2004-05-23 22:42:18 UTC
From: cstanley@zetnet.co.uk
Message-ID: <40b128c9$0$22316$4c56ba96@master.news.zetnet.net>
Source record: 18578

On 22 May 2004 01:03:03 , "Donner" wrote:
>Hello All,
>
>Using the latest version of "PageStream" and a TT30, can you
>bend Text around a Radius or curve? If so how is it done.

Hi Donner,

Yes, you can. I would need to investigate my Pagestream folder to find the relevant add-on. I'll do this and reply more fully later -- and perhaps email you.

Charles.

3384. Re: PageStream

Newsgroup: comp.sys.atari.st
Date: 2004-05-24 02:42:42 UTC
From: Donner <donw@intergate.com>
Message-ID: <10b2o9hfm7okc8e@corp.supernews.com>
Source record: 18579

To All

Thanks for all the great ideas, one way or another I'll get the
Text bent around a curve......

Later, Donner....

"Charles Stanley" <cstanley@zetnet.co.uk> wrote in message
news:40b128c9$0$22316$4c56ba96@master.news.zetnet.net...
> On 22 May 2004 01:03:03 , "Donner" wrote:
> >Hello All,
> >
> >Using the latest version of "PageStream" and a TT30, can you
> >bend Text around a Radius or curve? If so how is it done.
>
> Hi Donner,
>
> Yes, you can. I would need to investigate my Pagestream folder to find
> the relevant add-on. I'll do this and reply more fully later -- and
> perhaps email you.
>
> Charles.

3385. Re: Help ! Problem with a 260 ST !!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-24 07:58:42 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <c8s9q4$1qa$1@pegasus.csx.cam.ac.uk>
Source record: 18580
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Michel Jubault" <michel.jubault@free.fr> wrote in message
news:40b0af50$0$7711$636a15ce@news.free.fr...
> Hi all !!!
>

< cut >

> With each time I starts again it I have same Pb exactly! I
dismounted the
> monster : a rapid overflight shows me that a condenser isn't well at
one end
> the face is completely black with a hole! (470 mF, 16v)
>
> I put links to you towards the photographs of what I have (it is
easier to
> have an idea)!

Most Electrolytic capacitors (condensers) have one metal (negative) end which is part of the can and a black plactic (positive) end cap that is held in place due to the the top end of the can being folded over it. Ususally when a capacitor like this blows the end cap blows off and a cotton wool type substance is ejected usually accompanied by some silver foil.
Unfortunately I am unable to view the image of it at this time but it does not sound like this has happened, however they can become short circuit as well which could cause problems. The way to check this is to remove one end of the capacitor from the circuit and measure its resistance, if it is not short circuit the reading will increase (if you have your meter probes connected the right way round) and should decrease when you reverse the probe connections.

I'm not expert but it sounds like it could be a problem with the video shifter, make sure it is in its socket correctly and check any electrolytic capacitors that my be close to it.

General Note:
The electrolite in electrolytic capacitors will dry out resulting in the capacitors going short circuit if the equipment is not used for a long time. If you have equipment that has not been used for a long time (5 years +) the best thing to do is to connect it via a variac set to provide 50V AC output and leave it on for a day so that the electrolytics get trickle charged which can reform the electrolite as opposed to turning them at full load.
I appreciate that not everyone has this facility therefore you should disconnect the output from the main power supply (which has the most

susseptable capacitors) from the circuit board and leave it on for a day. I recommend keeping an eye on it in case something start to burn so you could do just an hour or two over several days.

Stephen Moss

3386. Re: Help ! Problem with a 260 ST !!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-24 12:07:25 UTC
From: Michael Schwingen <news-1082710295@discworld.dascon.de>
Message-ID: <2he6rtFbrov5U1@uni-berlin.de>
Source record: 18581
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <40b0dba3$0$19857$636a15ce@news.free.fr>,
Michel Jubault <michel.jubault@free.fr> wrote:

>I've checked the power supply with a digital voltmeter (I've no
>oscilloscope) and I've 5 v (5 to 5.2 v) !

Then you probably (though not sure) have no power supply problem - most
likely is bad contacts at any of the socketed chips. Try cleaning the J pins
on the square PLCC chips with a glass-fiber eraser (used for retouching
"indian ink" technical drawings)

cu
Michael

3387. Re: Help ! Problem with a 260 ST !!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-24 12:15:48 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <c8sp3bovt1@reader10.wxs.nl>
Source record: 18582
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi!

I have not much experience with the technical part of atari ST machines. But I hav lots of experience with the repair and maintenance of atari 8bit computers. It looks like your atari does not reach the OS. The colour bars are the first thing the atari shows in les then a second before the screen turns white and then a disk-boot and desktop comes up.

In your case the white screen does not come ... so there must be a halt somewhere. I think it is the OS_ROM (does an atari 260 st have OS in rom btw.?) or in other case I think it is a fault in your ram-section.

By the way the capacitor in the corner is a piece that takes care of in-disturbance, so I guess even if it is defect, the problem is not what you have now..

Marius

"Michel Jubault" <michel.jubault@free.fr> schreef in bericht news:40b0af50$0$7711$636a15ce@news.free.fr...
> Hi all !!!
>
> I explain you the problem: Wanting to start again my 260 ST, I had the
> unpleasant one surprised to have a screen with multicoloured vertical lines
> then a whole of multicoloured points!
>
> With each time I starts again it I have same Pb exactly! I dismounted the
> monster : a rapid overflight shows me that a condenser isn't well at one end
> the face is completely black with a hole! (470 mF, 16v)
>
> I put links to you towards the photographs of what I have (it is easier to
> have an idea)!
> Two screens:
> http://lacantina.dyndns.org/sasfepu/images/260st/260st_ecran1.jpg
> http://lacantina.dyndns.org/sasfepu/images/260st/260st_ecran2.jpg
>
> The condenser :
> http://lacantina.dyndns.org/sasfepu/images/260st/260st_in.jpg
>
> It would be great someone could say to me if it is repairable or if it
> definitively died!!!!!!!!!!
>
> Thanks in advance !!!

>
> Michel
>
>
>
>

3388. Yaayy!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-24 13:06:15 UTC
From: sf0218@aol.com
Message-ID: <20040524090615.10762.00001848@mb-m01.aol.com>
Source record: 18583

I finally got a tower case for my Falcon. It's 22" high. I'll take an ATX psu from a dead pc that I have.....along with the hdd, cdrom,memory, etc. :)

Now all I need is:

To find all the various port extenders....I don't even know what to look for.

A CT60.....don't know where to get one.

And, perhaps, a MegaST/STE keyboard. Would that be worth the cost or would just simply be better to use a pc keyboard? I like the look of the Atari keyboard, but how would I adapt it to the Falcon?

Hopefully I'll be able to get few solutions from all you Atarians out there!! :)

Thanks in advance....

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3389. Re: Yaayy!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-24 14:51:38 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.05.24.14.51.37.625684@noos.fr>
Source record: 18584

Le Mon, 24 May 2004 13:06:15 +0000, SF0218 a ï¿œcritï¿œ:

> I finally got a tower case for my Falcon. It's 22" high. I'll take an
> ATX psu from a dead pc that I have.....along with the hdd, cdrom,memory,
> etc. :)
>
> Now all I need is:
>
> To find all the various port extenders....I don't even know what to look
> for.
>
> A CT60.....don't know where to get one.
>
> And, perhaps, a MegaST/STE keyboard. Would that be worth the cost or
> would just simply be better to use a pc keyboard? I like the look of the
> Atari keyboard, but how would I adapt it to the Falcon?
>
> Hopefully I'll be able to get few solutions from all you Atarians out
> there!!
> :)
>
> Thanks in advance....

Hi!

Good news:)

Rodolphe don't reply to me for instance!
Maybe no news it's good news:)

For keyboard, piano midi is the best;-)

On falcon, you can use mega st or TT keyboard:)
It is only a phone adaptator, that's all!

If you prefer, new pc keyboard and wheel mouse:
"eiffel card ps/2 is the best choice with CT60:)
>
bye

3390. Re: Iconnect emulator for Sting ?

Newsgroup: comp.sys.atari.st
Date: 2004-05-24 16:37:18 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040524183718.a14756@du3.maus.de>
Source record: 18585

>I don't dispute the brilliant work that went into the ovl's. But that is
>where lies the real talent in my mind, without the ovl CAB would not be
>what it was.

!

Apart from that in the beginning of the www it was quite nice to edit .html-
files with QED/CAB/OLGA and directly see whether it looked good or not and if
it was well coded (smileys).

Regards,

Frank

3391. Re: The ideal AES

Newsgroup: comp.sys.atari.st
Date: 2004-05-24 16:40:12 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040524184012.a14757@du3.maus.de>
Source record: 18586

>I often exchange file data with people who have other kinds of
>machines (usually PC). Right now, the big thing is to use CD-R's,
>since they are pretty inexpensive, floppies are getting harder and
>harder to find, and you can't hold extremely large files (i.e. large
>digital pictures) on floppies. Eventually, I imagine the same might
>happen with DVD-ROM's. I'd much prefer to be able to read the disks
>people give me, even if I can't write them myself, than to not be able
>to do anything with them at all.

Well, I don't think that it will take long until DVD-R completely replaced CD-R. Actually nearly all of my friends who own PCs or Macs have a DVD writer today.

Regards,

Frank

3392. Re: Help ! Problem with a 260 ST !!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-24 17:53:12 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c8tcq7$j7a$2@hercules.btinternet.com>
Source record: 18587
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

HI Stephen

> General Note:
> The electrolite in electrolytic capacitors will dry out resulting in
> the capacitors going short circuit if the equipment is not used for a
> long time. If you have equipment that has not been used for a long
> time (5 years +) the best thing to do is to connect it via a variac
> set to provide 50V AC output and leave it on for a day so that the
> electrolytics get trickle charged which can reform the electrolite as
> opposed to turning them at full load.
> I appreciate that not everyone has this facility therefore you should
> disconnect the output from the main power supply (which has the most
> susseptable capacitors) from the circuit board and leave it on for a
> day. I recommend keeping an eye on it in case something start to burn
> so you could do just an hour or two over several days.

Is it worth risking an eye or a fire for something that costs pennies to
replace??.

--

Regards, Steve S.

3393. Re: Yaayy!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-24 18:14:03 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0405241014.657a4044@posting.google.com>
Source record: 18588

sf0218@aol.com (SF0218) wrote in message
news:<20040524090615.10762.00001848@mb-m01.aol.com>...
> I finally got a tower case for my Falcon. It's 22" high. I'll take an ATX psu
> from a dead pc that I have.....along with the hdd, cdrom,memory, etc. :)
>
> Now all I need is:
>
> To find all the various port extenders....I don't even know what to look for.

I think you can find most of the connectors at most electronics stores
(i.e. places that sell circuit components, maybe even Radio Shack,
although I might go with a place that's a little more serious and
carries a bigger stock). Just look for male and female connectors that
match the ports you want extensions for. Then you need the cabling to
go in between. Once you have the two, it's just a matter of soldering
the cables onto the connectors, testing them for a good solder with a
continuity tester (also available at the same place you get the
connectors and cables), and plugging them into the Falcon and
connecting them to the back of the case.

> A CT60.....don't know where to get one.

You might want to just go to the source - Rodolphe. He still has some.

> And, perhaps, a MegaST/STE keyboard. Would that be worth the cost or would
> just simply be better to use a pc keyboard? I like the look of the Atari
> keyboard, but how would I adapt it to the Falcon?

It depends on what's important to you. If you don't mind the extra
cost, and like the original Atari design, it's not a difficult project
to connect it, and the MegaSTe/TT version is an excellent keyboard. I
have a MegaSTe keyboard connected to my Falcon, using a connector
pulled out of a C-Lab Falcon case. Looking at it, it's basically just
a phone jack (also available at any electronics store) with wiring
going straight from the 4 lines in the jack to the keyboard connectors
on the motherboard.

If you are more concerned about cost, the PC keyboard/mouse with
Eiffel would probably be the least expensive.

I personally like the Atari MegaSTe keyboard, because it has the
correct keys that Atari's need (like the Undo key, for example)
without having to re-label a PC-keyboard, or just having to remember
what key has been remapped to Undo, for example. I also think that the
MegaSTe keyboard is the best feeling keyboard Atari ever made, and
even prefer it to my iMac's USB Pro keyboard.

Mike Freeman
mike [at] freeman-studio [dot] com

3394. Re: PageStream

Newsgroup: comp.sys.atari.st
Date: 2004-05-24 18:22:14 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0405241022.5c7eb612@posting.google.com>
Source record: 18589

cstanley@zetnet.co.uk (Charles Stanley) wrote in message
news:<40b128c9$0$22316$4c56ba96@master.news.zetnet.net>...
> On 22 May 2004 01:03:03 , "Donner" wrote:
> >Hello All,
> >
> >Using the latest version of "PageStream" and a TT30, can you
> >bend Text around a Radius or curve? If so how is it done.
>
> Hi Donner,
>
> Yes, you can. I would need to investigate my Pagestream folder to find
> the relevant add-on. I'll do this and reply more fully later -- and
> perhaps email you.
>
> Charles.

I've never heard of any such add on. It didn't come with the version
of PageStream that I have (2.2SE), and I've never seen it in any FTP
archives. Could you send me this info, too, or better yet - post it?
Thanks!

Mike Freeman
mike [at] freeman-studio [dot] com

3395. free 1040 ST etc. if you can collect it

Newsgroup: comp.sys.atari.st
Date: 2004-05-24 19:00:58 UTC
From: nogoldhere@yahoo.co.uk
Message-ID: <3eb2ef7b.0405241100.92a19a4@posting.google.com>
Source record: 18590

I'm in South London UK & have the following:

-1040 Atari ST
-External floppy disk drive
-Mouse
-Joystick
-Software
-Mastersound sampler input (box broken but still worked last time I
tried - have software)
-audio output cartridge (a prototype thing - works on Quartet and
Replay - though I dont have those disks)

Free to anyone who will collect. Collector to take all items.

Please email nogoldhere@yahoo.co.uk

thanks

3396. Re: Help ! Problem with a 260 ST !!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-24 19:25:05 UTC
From: Michel Jubault <michel.jubault@free.fr>
Message-ID: <40b24c0f$0$21559$626a14ce@news.free.fr>
Source record: 18591
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Thank for the tip !!
I will try ASAP !
Michel

"Michael Schwingen" <news-1082710295@discworld.dascon.de> a crit dans le
message de news:2he6rtFbrov5U1@uni-berlin.de...
> In article <40b0dba3$0$19857$636a15ce@news.free.fr>,
> Michel Jubault <michel.jubault@free.fr> wrote:
>
> >I've checked the power supply with a digital voltmeter (I've no
> >oscilloscope) and I've 5 v (5 to 5.2 v) !
>
> Then you probably (though not sure) have no power supply problem - most
> likely is bad contacts at any of the socketed chips. Try cleaning the J
pins
> on the square PLCC chips with a glass-fiber eraser (used for retouching
> "indian ink" technical drawings)
>
> cu
> Michael

3397. Re: Help ! Problem with a 260 ST !!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-24 19:28:28 UTC
From: Michel Jubault <michel.jubault@free.fr>
Message-ID: <40b24ce1$0$21574$626a14ce@news.free.fr>
Source record: 18592
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi and thank for the tip !
As I'm not skill in electronics I will try to change this component !
Michel

"Stephen Moss" <sgm23@eng.cam.ac.uk> a crit dans le message de
news:c8s9q4$1qa$1@pegasus.csx.cam.ac.uk...
>
> "Michel Jubault" <michel.jubault@free.fr> wrote in message
> news:40b0af50$0$7711$636a15ce@news.free.fr...
> > Hi all !!!
> >
>
> < cut >
>
> > With each time I starts again it I have same Pb exactly! I
> dismounted the
> > monster : a rapid overflight shows me that a condenser isn't well at
> one end
> > the face is completely black with a hole! (470 mF, 16v)
> >
> > I put links to you towards the photographs of what I have (it is
> easier to
> > have an idea)!
>
> Most Electrolytic capacitors (condensers) have one metal (negative)
> end which is part of the can and a black plactic (positive) end cap
> that is held in place due to the the top end of the can being folded
> over it. Ususally when a capacitor like this blows the end cap blows
> off and a cotton wool type substance is ejected usually accompanied by
> some silver foil.
> Unfortunately I am unable to view the image of it at this time but it
> does not sound like this has happened, however they can become short
> circuit as well which could cause problems. The way to check this is
> to remove one end of the capacitor from the circuit and measure its
> resistance, if it is not short circuit the reading will increase (if
> you have your meter probes connected the right way round) and should
> decrease when you reverse the probe connections.
>
> I'm not expert but it sounds like it could be a problem with the video
> shifter, make sure it is in its socket correctly and check any
> electrolytic capacitors that my be close to it.
>
> General Note:

> The electrolite in electrolytic capacitors will dry out resulting in
> the capacitors going short circuit if the equipment is not used for a
> long time. If you have equipment that has not been used for a long
> time (5 years +) the best thing to do is to connect it via a variac
> set to provide 50V AC output and leave it on for a day so that the
> electrolytics get trickle charged which can reform the electrolite as
> opposed to turning them at full load.
> I appreciate that not everyone has this facility therefore you should
> disconnect the output from the main power supply (which has the most
> susseptable capacitors) from the circuit board and leave it on for a
> day. I recommend keeping an eye on it in case something start to burn
> so you could do just an hour or two over several days.
>
> Stephen Moss
>
>

3398. FA:Atari 520 STFM

Newsgroup: comp.sys.atari.st
Date: 2004-05-24 21:14:31 UTC
From: Atari Only <atarionly@adelphia.net>
Message-ID: <V8SdnV8m3tgq-C_dRVn-ig@adelphia.com>
Source record: 18593

I have a 520 STFM upgraded to 1 meg on ebay. Only 10 hrs left check it out:

Currently $10.51

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8106854827&sspagename=STRK%3AMESE%3AIT&rd=1

Thanks, Don

3399. Re: Yaayy!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-24 21:55:25 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <Ncusc.285$ff2.256@bignews4.bellsouth.net>
Source record: 18594

> > To find all the various port extenders....I don't even know what to look for.

Personally, I'd leave the Falcon in it's bottom half of the case and mount that to the chassis as close to the rear of the case as possible. Cut or punch holes the sizees you need to get at these ports.

That just leaves the joystick, cartridge, and midi ports to go.

For the midi ports. The easiest thing to do is just get a pair of male to female extension cables and let them pigtail out of the case through a card slot or a hole that you drill. If you wish to get fancy you could buy mounting type connectors and attach them to your case somewhere.

The jaguar-pad connectors. Do you use these? Again, I would simply hook up the jog-pads, running their cords out through a convienient location in the chassis and be done with it. Just leave the pads connected.

The cartridge port....
Depends on how you use this. If you only have one dongle/device, just plug it in, and forget about it.

Wiztronics can sell you a cartright extender. This is simply a ribbon cable with the connectors you need on each end.

If you only have two dongles/devices, and there is room for it inside the case, you could get a cartmaster light from wiztronics, plug it all in, and forget about it. 4 dongles, you might still be able to find a full version cartmaster from System Solutions in the UK.

You might also find a position to mount the falcon where all you need to get at the cartridge port is to cut a slot in the case.

The keyboard....
Hooking a mega type keyboard isn't hard. Just wire in the proper female jack. Wiztronics likely still carries a product called Mega Keys...wich is a kit and instructions to do just this.

Dekka is another option. Again, Wiztronics can likely sell you one of these. It allows you to plug in a PC keyboard. Do check with them for types of keyboards supported first! It's a pretty old product and I'm not sure if it's ps/2 or something older. I'm sure you can still find one that's compatable...ju st make sure you know so you don't get the wrong thing.

Another keyboard solution...
With some creativity you can make a housing for your current Falcon keyboard. Use a light sheet-metal, a lucite material (like modern kitchen cutting boards are made from), mold your own bondo-like material, or even wood. Use screws as

spacers to get your keyboard at the right angle to your liking. You could cut the top of the Falcon's case and use that for the top overlay....or fashion your own top ;)

Make appropriate holes for the joystick ports, and finally connect cableing and connector types of your choice (as long as there are enough leads).

> > A CT60.....don't know where to get one.

Go to the source. You'll get better service that way if something goes wrong.

> > And, perhaps, a MegaST/STE keyboard. Would that be worth the cost or would
> > just simply be better to use a pc keyboard? I like the look of the Atari
> > keyboard, but how would I adapt it to the Falcon?

The Mega ST and STe are very fine keyboards. They'll last decades the way they are built (with a good cleaning every 10 years or so). They are also quite expensive unless you happen across one in someone's junk sale. To me, it would be worth it to go this route. Depends on your budget really. If you're in a money crunch...just build the wiring you need and remount the keyboard in your present Falcon case ;)

Brian

3400. Re: Yaayy!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-25 00:42:29 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c8u4pg$h8v$1@titan.btinternet.com>
Source record: 18595

Hi there

"SF0218" <sf0218@aol.com> wrote in message
news:20040524090615.10762.00001848@mb-m01.aol.com...
> I finally got a tower case for my Falcon. It's 22" high. I'll take an
ATX psu
> from a dead pc that I have.....along with the hdd, cdrom,memory, etc. :)
>
> Now all I need is:
>
> To find all the various port extenders....I don't even know what to look
for.
>
> A CT60.....don't know where to get one.
>
> And, perhaps, a MegaST/STE keyboard. Would that be worth the cost or
would
> just simply be better to use a pc keyboard? I like the look of the Atari
> keyboard, but how would I adapt it to the Falcon?
>
> Hopefully I'll be able to get few solutions from all you Atarians out
there!!

Keep your eye on www.myatari.net for an online how to for the Falc & CT60,
including mounting the falc in the tower, custom cables, Keyboard fitting,
ancillary power supply.

--

Regards, Steve S.

3401. Re: free 1040 ST etc. if you can collect it

Newsgroup: comp.sys.atari.st
Date: 2004-05-25 07:58:28 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <c8uu5kcqk1@pegasus.csx.cam.ac.uk>
Source record: 18596

"K" <nogoldhere@yahoo.co.uk> wrote in message
news:3eb2ef7b.0405241100.92a19a4@posting.google.com...
> I'm in South London UK & have the following:
>
> -1040 Atari ST
> -External floppy disk drive
> -Mouse
> -Joystick
> -Software
> -Mastersound sampler input (box broken but still worked last time I
> tried - have software)
> -audio output cartridge (a prototype thing - works on Quartet and
> Replay - though I dont have those disks)
>
> Free to anyone who will collect. Collector to take all items.
>
> Please email nogoldhere@yahoo.co.uk

You might reach a few more prospective takers of you also post on the message board at My Atari magazine (http://www.myatari.net/) as many people have move away from unmoderate news groups over the last year.

Stephen Moss

3402. Re: Yaayy!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-25 12:02:42 UTC
From: sf0218@aol.com
Message-ID: <20040525080242.09206.00002049@mb-m13.aol.com>
Source record: 18597

>> A CT60.....don't know where to get one.
>
>You might want to just go to the source - Rodolphe. He still has some.

I sent him an email last week, posted a message in this newgroups last
week....no reply. I sent him another email yesterday.

Thanks for the input,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3403. Re: Yaayy!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-25 12:04:41 UTC
From: sf0218@aol.com
Message-ID: <20040525080441.09206.00002050@mb-m13.aol.com>
Source record: 18598

>> > A CT60.....don't know where to get one.
>
>Go to the source. You'll get better service that way if something goes
>wrong.

I sent him an email, and posted a message in this newsgroup, last week. He has not yet replied. I sent him another email yesterday.

Thanks for the input,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3404. Re: STacy schematics for repair?

Newsgroup: comp.sys.atari.st
Date: 2004-05-25 13:02:23 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <c8vg4vmfd1@reader2.panix.com>
Source record: 18450

B&C lists Stacy schematics for 50 USD

If that thing were my problem, and turning up the voltage helps, I would get a can of Circuit Cool, or some other evaporative cooler, and start squirting it on parts in some regular sequence.

The failure mode of a transistor junction is increased leakage due to impurity migration, and increasing the voltage does make up for increased leakage.

So you cool an IC, and if it needs replacing, it will leak less, and work better. Other parts will work less well cold. So if Stacy performance changes when one of its parts is chilled, that part needs to be replaced.

7 volts is a safe value for a 5 volt part. That is in parts books. Some point higher than that is unsafe. 9 volts will cause reversible lockup on 5 volt digital parts, usually, so you will not do any damage with 7 volts.

Jim

Brian Roland <BJRoland@bellsouth.net> writes:

: Is this a symptom of a bad power supply on the current end?

: Screen doesn't work when 5v and 12v sides of the power supply are set properly. : If I disconnect all the drives, lower the 12v side as low as it will go and : crank the 5v side slowly to about 7v, the screen starts working.

: I don't do that but for a moment, and not again as I don't want to fry some : chips. I just wonder if that is a current issue and what part of the PS might : cause it.

: The main brick power supply works fine with with my good STacy, so if the : problem is power supply related at all, it is the internal one.

: Thanks,
: Brian.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3405. DeskTopper case

Newsgroup: comp.sys.atari.st
Date: 2004-05-25 15:15:38 UTC
From: sf0218@aol.com
Message-ID: <20040525111538.07961.00001229@mb-m04.aol.com>
Source record: 18449

Hello All,

This is the desktopper case I am looking for:
http://jfhaslam.atari.org/setup.htm

I believe this was the original "DeskTopper" case.

Any info would be appreciated.

Thanks,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3406. WTB: Mint/Good condition TOS system disk for 520ST

Newsgroup: comp.sys.atari.st
Date: 2004-05-25 21:03:14 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10b7d4jmi1j3o8a@corp.supernews.com>
Source record: 18451

Looking for a original Atari TOS System disk, you know the one that shipping with the original Atari 520ST computers.

To email me, remove the CRAP first.

3407. Re: Yaayy!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-25 21:19:26 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <SXOsc.6544$ZM1.5524@bignews6.bellsouth.net>
Source record: 18452

> I sent him an email last week, posted a message in this newgroups last
> week....no reply. I sent him another email yesterday.
>
> Thanks for the input,
>
> Sam F.

Try to be paitent...
He gets busy and doesn't always reply right away to the gobs of email he gets every day in dozens of different languages.

He always does answer in time tho'.
He will reply.

Brian

3408. Re: PageStream

Newsgroup: comp.sys.atari.st
Date: 2004-05-25 22:36:11 UTC
From: cstanley@zetnet.co.uk
Message-ID: <40b3ca57$0$22313$4c56ba96@master.news.zetnet.net>
Source record: 18453

On 24 May 2004 11:22:14 , Mike Freeman wrote:
>NNTP-Posting-Host: 66.53.66.17
>Content-Type: text/plain; charset=ISO-8859-1
>Content-Transfer-Encoding: 8bit
>X-Trace: posting.google.com 1085422934 30742 127.0.0.1 (24 May 2004 18:22:14 GMT)
>X-Complaints-To: groups-abuse@google.com
>NNTP-Posting-Date: Mon, 24 May 2004 18:22:14 +0000 (UTC)
>Path: master.news.zetnet.net!peer.news.zetnet.net!news.amigo.co.uk!news.glorb.com!postnew
s1.google.>com!not-for-mail
>Xref: master.news.zetnet.net comp.sys.atari.st:222126
>
>cstanley@zetnet.co.uk (Charles Stanley) wrote in message
news:<40b128c9$0$22316$4c56ba96@master.new>s.zetnet.net>...
>> On 22 May 2004 01:03:03 , "Donner" wrote:
>> >Hello All,
>> >
>> >Using the latest version of "PageStream" and a TT30, can you
>> >bend Text around a Radius or curve? If so how is it done.
>>
>> Hi Donner,
>>
>> Yes, you can. I would need to investigate my Pagestream folder to find
>> the relevant add-on. I'll do this and reply more fully later -- and
>> perhaps email you.
>>
>> Charles.
>
>I've never heard of any such add on. It didn't come with the version
>of PageStream that I have (2.2SE), and I've never seen it in any FTP
>archives. Could you send me this info, too, or better yet - post it?
>Thanks!

Hi Mike,

I am still unable to receive emails, so if Donner has replied to me,
well...

Donner, if you see this, please reply publicly in this group: have you
received the file (not really an add-on, I suppose) and is it of use to
you?

Mike, depending on Donner's post, I'll be glad to send you the same
file. My version is 2.2uk: equivalent to 2.2b I think.

Cheers,
Charles.

>
>Mike Freeman
>mike [at] freeman-studio [dot] com
>.

3409. Atari 1040STf & SC1224 (RCA) Monitor on Ebay

Newsgroup: comp.sys.atari.st
Date: 2004-05-26 02:59:55 UTC
From: Paul Gallier <prgallier@nospam.yahoo.com>
Message-ID: <LKTsc.116576$xw3.6899731@attbi_s04>
Source record: 18454

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=4133982934

3410. Re: PageStream

Newsgroup: comp.sys.atari.st
Date: 2004-05-26 03:44:19 UTC
From: Donner <donw@intergate.com>
Message-ID: <10b84ktgie21t25@corp.supernews.com>
Source record: 18455

Greetings Charles,
>
> Sorry to hear about your problem. Your post came through
> fine and there was one File attached to it "PGS_DOC" which
> contained 0 bites.
>
> I sent you a reply and ask you to ZIP the File and try again.
> But the E-Mail not working left the Post in cyberspace. The
> Utility sounds very interesting........
>
> Thanks, Donner........
>

"Charles Stanley" <cstanley@zetnet.co.uk> wrote in message
news:40b3ca57$0$22313$4c56ba96@master.news.zetnet.net...
> On 24 May 2004 11:22:14 , Mike Freeman wrote:
> >NNTP-Posting-Host: 66.53.66.17
> >Content-Type: text/plain; charset=ISO-8859-1
> >Content-Transfer-Encoding: 8bit
> >X-Trace: posting.google.com 1085422934 30742 127.0.0.1 (24 May 2004
18:22:14 GMT)
> >X-Complaints-To: groups-abuse@google.com
> >NNTP-Posting-Date: Mon, 24 May 2004 18:22:14 +0000 (UTC)
> >Path:
master.news.zetnet.net!peer.news.zetnet.net!news.amigo.co.uk!news.glorb.com!
postnews1.google.>com!not-for-mail
> >Xref: master.news.zetnet.net comp.sys.atari.st:222126
> >
> >cstanley@zetnet.co.uk (Charles Stanley) wrote in message
news:<40b128c9$0$22316$4c56ba96@master.new>s.zetnet.net>...
> >> On 22 May 2004 01:03:03 , "Donner" wrote:
> >> >Hello All,
> >> >
> >> >Using the latest version of "PageStream" and a TT30, can you
> >> >bend Text around a Radius or curve? If so how is it done.
> >>
> >> Hi Donner,
> >>
> >> Yes, you can. I would need to investigate my Pagestream folder to find
> >> the relevant add-on. I'll do this and reply more fully later -- and
> >> perhaps email you.
> >>
> >> Charles.
> >

> >I've never heard of any such add on. It didn't come with the version
> >of PageStream that I have (2.2SE), and I've never seen it in any FTP
> >archives. Could you send me this info, too, or better yet - post it?
> >Thanks!
>
> Hi Mike,
>
> I am still unable to receive emails, so if Donner has replied to me,
> well...
>
> Donner, if you see this, please reply publicly in this group: have you
> received the file (not really an add-on, I suppose) and is it of use to
> you?
>
> Mike, depending on Donner's post, I'll be glad to send you the same
> file. My version is 2.2uk: equivalent to 2.2b I think.
>
> Cheers,
> Charles.
>
> >
> >Mike Freeman
> >mike [at] freeman-studio [dot] com
> >.

3411. [BUG] Troll alert

Newsgroup: comp.sys.atari.st
Date: 2004-05-26 07:59:55 UTC
From: Pierre TONTHAT <ptonthat@NO.club-internet.fr.SPAM>
Message-ID: <c91il1$th1$1@news-reader1.wanadoo.fr>
Source record: 18456

Bonjour :)

Alert for those who use the Troll (usenet client):

-> DO NOT SAVE the current post (message window, button "~", item "save").

I forgot to close the file after writing it. So if you write/delete on it
with another program, while Troll is still in memory, there will be some
nasty bugs, maybe crash.

Apologizes for the inconvenience

Rajah Lone
http://rajah.atari.org

PS: I'm working on the Troll upgrade (sending posts). The internal editor is
done (though no copy/paste yet), you can also call an external editor. The
beta3 release will come in 2 or 3 weeks.

3412. Re: STacy schematics for repair?

Newsgroup: comp.sys.atari.st
Date: 2004-05-26 11:51:35 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <3r%sc.5760$3X4.515@bignews5.bellsouth.net>
Source record: 18457

> 7 volts is a safe value for a 5 volt part. That is in parts books. Some
> point higher than that is unsafe. 9 volts will cause reversible lockup on
> 5 volt digital parts, usually, so you will not do any damage with 7 volts.
>
> Jim

Good to know, thanks for the info!
I did forget to mention that the Battery light never goes off on the duff STacy.
It never comes on with my working STacy.

Thanks,
Brian

3413. Re: PageStream

Newsgroup: comp.sys.atari.st
Date: 2004-05-26 11:56:33 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <Gv%sc.5761$3X4.22@bignews5.bellsouth.net>
Source record: 18458

> >> Yes, you can. I would need to investigate my Pagestream folder to find
> >> the relevant add-on. I'll do this and reply more fully later -- and
> >> perhaps email you.
> >>
> >> Charles.

I would be very interested in such a module as well.
This plots text along a curve? Is the output a GEM file or does it interface directly with PageStream?

Brian

3414. Re: Yaayy!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-26 12:08:35 UTC
From: sf0218@aol.com
Message-ID: <20040526080835.19642.00001623@mb-m03.aol.com>
Source record: 18459

>Try to be paitent...
>He gets busy and doesn't always reply right away to the gobs of email he gets
>every day in dozens of different languages.
>
>He always does answer in time tho'.
>He will reply.
>
>Brian
>
>

Thanks Brian, I was beginning to think that just maybe he was blowing
off.....after all, I wasn't one of the persons who had put in an order back in
feb or whatever.

Thanks,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3415. Re: STacy schematics for repair?

Newsgroup: comp.sys.atari.st
Date: 2004-05-26 13:42:29 UTC
From: x1nd0lent@hotmail.com
Message-ID: <c6fd3837.0405260542.339a6792@posting.google.com>
Source record: 18460

Derryck Croker <derryck@nospam.cix.co.uk.invalid> wrote in message news:<
> Um, as long as the MINIMUM current rating of your replacement supply is
> sufficient for your needs there is no UPPER limit (only set by wallet and
> physical size). The circuit will draw what current it needs and no more,
> assuming that there are no shorts etc of course :-(

This would appear to be the case, but is not always so. So far as semiconductors go, voltage regulator ICs are further from "ideal" than are most. The reason why all regulator chips require several volts of headroom is that they are grossly inefficient, often dissapating 10-30% of their current as heat- hence the heatsink fins on most such ICs. You'd think that drawing "extra" current which isn't used would be like pushing a rope...

Voltage regulators are made with several ranges of current tolerance, most common up to: 100mA, 0.5A,1A, 3A. If the current coming out of a transformer (internal, brick, wallwart, etc) exceeds these amounts, the heat will cause the regulator to malfunction- often causing it to pop or burn. Then then large current of now unregulated current can also cause bypass diodes to leak (even as much as 100%), so the excessive current can appear at data, adress, signal, voltage, and ground pins.

My crash-course in this phenomenon occured about five years ago, when I lost the 200mA wallwart to my TR-707 drum machine. How much current was "too much"? The back of the 707 did not mention a maximum... I was itching to make some music, and the only transformer I could find of the proper voltage and connector was a 12v supply for an old Hayes moden- at FIVE AMPS. I assumed that the 707 would only draw as much current as it actually needed. Within seconds, the display had blanked out and I could smell something burning in the case of my 707!. Opening it, and doing a little research- the 78M05 regulator could accept a >maximum< 500mA input. I had provided ten times that amount. Replacing the regulator ic was easy, but the memory of my 707 was fried, it forgot every pattern when powered off. A year later I replaced every single diode on the board and it resumed its normal function.

Some appliances and most computers can deal with excess current because the features to do so are built-in. Switching supplies which can detect load, fuses, etc. For instance- the STacy might have had a fuse in the brick, but there certainly isn't one on the board! As a result, a person could try to put any electrical supply through the circuitry, possibly with detrimental results.
Be careful!

3416. Re: STacy schematics for repair?

Newsgroup: comp.sys.atari.st
Date: 2004-05-26 15:49:24 UTC
From: x1nd0lent@hotmail.com
Message-ID: <c6fd3837.0405260749.86a288c@posting.google.com>
Source record: 18461

"Coda" <info@janthomas.f2s.nospam.com> wrote in message news:<
> You know what? I think the first thing you should do is try plugging a
> monitor into the rear socket. Either a colour sc1435/philips 8833 or make a
> vga adapter for hi res mono. If it works after that then its the LCD
> circuit - probably that shadow chip you mentioned.
>
> Coda.

Exactly what I was thinking! I need to wait a little while so I can
organize my next purchases of electronic components, so I can work
these DIN plugs in with the other items. I have no Atari monitors and
I won't buy any unless I find in-person as the shipping would be
costly. So... I packed my disassembled STacy for temporary storage,
hopefully just a couple of weeks.
Metrophage

3417. [ANN] RAW

Newsgroup: comp.sys.atari.st
Date: 2004-05-26 15:55:28 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrncb9e5t.9an.atari@komp7.euh-e.edu.pl>
Source record: 18462

RAW - "Another World" engine written using SDL library. Should work on anything a bit faster then Falcon 030 (it flies on CT60
If you want to play under GEM, set enviromental variable

SDL_VIDEODRIVER=gem

You also need an original PC version of the game (called "Out Of This World")

To download see: http://atari.gabo.pl/html/ports.html

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3418. Re: [ANN] RAW

Newsgroup: comp.sys.atari.st
Date: 2004-05-26 17:16:13 UTC
From: Dan A <artdeptNOSPAM@coinboards.com>
Message-ID: <xh4tc.26642$zO3.6297@newsread2.news.atl.earthlink.net>
Source record: 18463

"Adam Klobukowski" <atari@gabo.pl> wrote in message
news:slrncb9e5t.9an.atari@komp7.euh-e.edu.pl...
> RAW - "Another World" engine written using SDL library. Should work on
anything a bit faster then Falcon 030 (it flies on CT60
> If you want to play under GEM, set enviromental variable
>
> SDL_VIDEODRIVER=gem
>
> You also need an original PC version of the game (called "Out Of This
World")
>
> To download see: http://atari.gabo.pl/html/ports.html
>
> --
> Semper Fidelis
>
> Adam Klobukowski
> atari@gabo.pl

Cool!

One problem. I tried it here and got
ERROR: Resource::readEntries() unable to open 'memlist.bin' file

I would email you directly, but your host decided I was a spammer earlier
this year.

Dan
aka baldrick

3419. Re: STacy schematics for repair?

Newsgroup: comp.sys.atari.st
Date: 2004-05-26 17:55:21 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c92lm7$ss3$1@sparta.btinternet.com>
Source record: 18464

Hi Jim

> 7 volts is a safe value for a 5 volt part. That is in parts books. Some
> point higher than that is unsafe. 9 volts will cause reversible lockup on
> 5 volt digital parts, usually, so you will not do any damage with 7 volts.

Most non CMOS logic devices would go into meltdown at 5.6 volts, making your information potentially dangerous.

--

Regards, Steve S.

3420. EMU and ROM for 8/16 bit Computer

Newsgroup: comp.sys.atari.st
Date: 2004-05-26 18:24:30 UTC
From: daniel <cclassicss@wp.pl>
Message-ID: <2hk5mvFdu2u4U1@uni-berlin.de>
Source record: 18465

EMU and ROM for 8/16 bit Computer
http://www.cclassic.szu.pl

3421. Re: Yaayy!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-26 19:56:38 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <40b4f672$0$32175$626a14ce@news.free.fr>
Source record: 18466

I never received email from you after 6th April !

Did you use the correct email address ???
I changed !

I sent you email for that.

Let be clear about my delay to answer...
I answer around 1 to 5 days max.
After this delay you have to consider that there is technical (or human)
problem !

Regards

SF0218 wrote:
>>> A CT60.....don't know where to get one.
>>
>> You might want to just go to the source - Rodolphe. He still has
>> some.
>
> I sent him an email last week, posted a message in this newgroups last
> week....no reply. I sent him another email yesterday.
>
> Thanks for the input,
>
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,

3422. Re: STacy schematics for repair?

Newsgroup: comp.sys.atari.st
Date: 2004-05-26 21:27:10 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <c9323e$45m$1@reader2.panix.com>
Source record: 18467

First, that data came from an actual Motorola parts book, covering TTL parts, which Atari used. It also comes from experience as a test engineer and as a design/release engineer.

CMOS is a construction technique, and does not imply a voltage range.

There are at least IC families for 24 volts nominal, 12 volts nominal, 5 volts nominal, and 3.5 volts nominal, and of course test limits for one family are dangerous to other families. And, there is RTL, to which something else is dangerous, and DTL, which is killed by the same thing RTL is killed by.

What, pray tell, is meltdown? First there is lockup, and later the smoke comes out, but what is meltdown?

Anyway, if 7 volts was dangerous to the circuitry in a STacy, the little thing would never work again, which is contrary to observed fact.

Jim

Steve Sweet <steve.sweet@btopen-2-viri-world.com> writes:

: Hi Jim

: > 7 volts is a safe value for a 5 volt part. That is in parts books. Some
: > point higher than that is unsafe. 9 volts will cause reversible lockup on
: > 5 volt digital parts, usually, so you will not do any damage with 7 volts.

: Most non CMOS logic devices would go into meltdown at 5.6 volts, making your
: information potentially dangerous.

: --

: Regards, Steve S.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3423. Re: PageStream

Newsgroup: comp.sys.atari.st
Date: 2004-05-26 22:22:35 UTC
From: cstanley@zetnet.co.uk
Message-ID: <40b518aa$0$22313$4c56ba96@master.news.zetnet.net>
Source record: 18469

On 25 May 2004 23:44:19 , "Donner" wrote:
>Greetings Charles,
>>
>> Sorry to hear about your problem. Your post came through
>> fine and there was one File attached to it "PGS_DOC" which
>> contained 0 bites.
>>
>> I sent you a reply and ask you to ZIP the File and try again.
>> But the E-Mail not working left the Post in cyberspace. The
>> Utility sounds very interesting........

Oh, dear!

Will try again with ZIP. Thanks for replying here: I still connot receive
emails, no matter what I try.

Charles.

3424. Re: PageStream

Newsgroup: comp.sys.atari.st
Date: 2004-05-26 22:22:37 UTC
From: cstanley@zetnet.co.uk
Message-ID: <40b518ac$0$22313$4c56ba96@master.news.zetnet.net>
Source record: 18468

On 26 May 2004 06:56:33 , "Brian Roland" wrote:
>> >> Yes, you can. I would need to investigate my Pagestream folder to find
>> >> the relevant add-on. I'll do this and reply more fully later -- and
>> >> perhaps email you.
>> >>
>> >> Charles.
>
>I would be very interested in such a module as well.
>This plots text along a curve? Is the output a GEM file or does it interface
>directly with PageStream?

OK, Brian, depending on Donner's reply to my sending him the file ZIPPED
successfully.

Charles (still without receive email facility).

3425. Re: Atari TT color multisync monitor

Newsgroup: comp.sys.atari.st
Date: 2004-05-27 03:55:13 UTC
From: Donner <donw@intergate.com>
Message-ID: <10bapl8gjptog10@corp.supernews.com>
Source record: 18470

That is the right # PTC-1426 I use one on one of my
TT30's. If you want High-Rez I think Sony Multisync
works well on the TT's

Later, Donner.......

"Tim" <tjlazer@CRAPmail.com> wrote in message
news:10avc2sf2h6sib0@corp.supernews.com...
> Anyone have a color monitor for the TT? Was it the PTC1426?
>
> Tim
>
>

3426. Re: PageStream

Newsgroup: comp.sys.atari.st
Date: 2004-05-27 05:09:32 UTC
From: Donner <donw@intergate.com>
Message-ID: <10bau0oolr97372@corp.supernews.com>
Source record: 18471

Charles,

The Zipped File came through fine, It's a PageStream Macro Doc
file, on page 2 "Bill Rehbock" shows how to use it. Looks like it
should work, I'll need to get out my manual and check out Macro's

Later, Donner......

"Charles Stanley" <cstanley@zetnet.co.uk> wrote in message
news:40b518ac$0$22313$4c56ba96@master.news.zetnet.net...
> On 26 May 2004 06:56:33 , "Brian Roland" wrote:
> >> >> Yes, you can. I would need to investigate my Pagestream folder to
find
> >> >> the relevant add-on. I'll do this and reply more fully later -- and
> >> >> perhaps email you.
> >> >>
> >> >> Charles.
> >
> >I would be very interested in such a module as well.
> >This plots text along a curve? Is the output a GEM file or does it
interface
> >directly with PageStream?
>
> OK, Brian, depending on Donner's reply to my sending him the file ZIPPED
> successfully.
>
> Charles (still without receive email facility).

3427. One advantage

Newsgroup: comp.sys.atari.st
Date: 2004-05-27 05:25:12 UTC
From: nick@1632systems.co.uk
Message-ID: <c93u3p$h8j$1@thorium.cix.co.uk>
Source record: 18472

One advanatage of Atari Computers is that I don't have to be so bloody careful with virus....

ie in last 24 hours I have received over 11000 w/32-sober-G infected spoofed emails... bloody annoying

and what is even more annoying is that the poor sod who is sending them has a broadband connection and doesn't know he's or she is infected... I know they have a broadband or always on connection because of the spread of sending against the ammount sent.

Thats what comes of having a free to use email address.. something for scanners to pick up...

But if you have PC's or Macs you do regulary update your virus checking don't you folks..??

By the way dopn't forget JagFest'UK http://www.uk.jagfest.org.uk/

and I will see some of you in France this weekend...enjoy the holiday guys and gals....

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

3428. Re: [ANN] RAW

Newsgroup: comp.sys.atari.st
Date: 2004-05-27 09:47:28 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrncbbd43.asq.atari@komp7.euh-e.edu.pl>
Source record: 18473

On Wed, 26 May 2004 17:16:13 GMT, Dan A <artdeptNOSPAM@coinboards.com> had a noticeable pleasure while writting:
>
> "Adam Klobukowski" <atari@gabo.pl> wrote in message
> news:slrncb9e5t.9an.atari@komp7.euh-e.edu.pl...
>> RAW - "Another World" engine written using SDL library. Should work on
> anything a bit faster then Falcon 030 (it flies on CT60
>> If you want to play under GEM, set enviromental variable
>>
>> SDL_VIDEODRIVER=gem
>>
>> You also need an original PC version of the game (called "Out Of This
> World")
>>
>> To download see: http://atari.gabo.pl/html/ports.html
>>
>> --
>> Semper Fidelis
>>
>> Adam Klobukowski
>> atari@gabo.pl
>
> Cool!
>
> One problem. I tried it here and got
> ERROR: Resource::readEntries() unable to open 'memlist.bin' file
>
> I would email you directly, but your host decided I was a spammer earlier
> this year.

You have to copy memlist.bin from original game too.

I'm trying to whitelist you, check your mailbox.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3429. graphics accelerator

Newsgroup: comp.sys.atari.st
Date: 2004-05-27 10:30:40 UTC
From: daman@poczta.fm
Message-ID: <67d40e2f.0405270230.29c07081@posting.google.com>
Source record: 18474

Hi.

Can anyone tell me were I can buy some kind of graphics accel. for
Falcon? I'd like to have (as a minimum) 800x600 resolution (or better
1024x768) with 256 colors... and reasonable refresh rate.
Which one is the best - any quick comparison (including where to buy
and approx. price...)???

Thanks,
Adam

3430. Re: graphics accelerator

Newsgroup: comp.sys.atari.st
Date: 2004-05-27 11:19:22 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrncbbic4.at9.atari@komp7.euh-e.edu.pl>
Source record: 18475

On 27 May 2004 03:30:40 -0700, daman <daman@poczta.fm> had a noticeable pleasure while writting:
> Hi.
>
> Can anyone tell me were I can buy some kind of graphics accel. for
> Falcon? I'd like to have (as a minimum) 800x600 resolution (or better
> 1024x768) with 256 colors... and reasonable refresh rate.
> Which one is the best - any quick comparison (including where to buy
> and approx. price...)???

800x600 with 256c if possible on plain stock Falcon - try Videlity, Videl Inside, Blowup or any other program like this.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3431. Re: One advantage

Newsgroup: comp.sys.atari.st
Date: 2004-05-27 11:53:13 UTC
From: mjaap@atariuptodate.de
Message-ID: <f9b49853.0405270353.7fb80003@posting.google.com>
Source record: 18476

nick@1632systems.co.uk wrote in message news:<c93u3p$h8j$1@thorium.cix.co.uk>...
> One advanatage of Atari Computers is that I don't have to be so bloody
> careful with virus....
>
> ie in last 24 hours I have received over 11000 w/32-sober-G infected spoofed
> emails... bloody annoying
>
> and what is even more annoying is that the poor sod who is sending them has
> a broadband connection and doesn't know he's or she is infected... I know
> they have a broadband or always on connection because of the spread of
> sending against the ammount sent.

...but those viruses usually fake the sender's email address. I have
received some emails stating that I have send virus infected emails to
people I don't even know. Strange, because I'm working with a Mac and
I surely can't send out Windows viruses ;)

Greetings,
Matthias

3432. Re: graphics accelerator

Newsgroup: comp.sys.atari.st
Date: 2004-05-27 12:54:35 UTC
From: sf0218@aol.com
Message-ID: <20040527085435.22277.00000005@mb-m01.aol.com>
Source record: 18477

Wait for the new graphics card being developed. It's the SuperVidel, read about here: http://www.dtek.chalmers.se/~d98gilda/

Have a good day!!! :)

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3433. ADV: 20% off Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-05-27 12:56:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0405270551360.22259-100000@onyx.spiritone.com>
Source record: 18479
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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3434. Re: Yaayy!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-27 12:57:54 UTC
From: sf0218@aol.com
Message-ID: <20040527085754.22277.00000006@mb-m01.aol.com>
Source record: 18478

Cool Steve!!!!

So this particular article has not yet been 'printed' in MyAtari?

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3435. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2004-05-27 13:01:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0405270556410.22259-100000@onyx.spiritone.com>
Source record: 18480
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

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3436. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-05-27 13:04:40 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0405270602100.22259-100000@onyx.spiritone.com>
Source record: 18483
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

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Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3437. ADV: Atari E-Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-05-27 13:11:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0405270604530.22259-100000@onyx.spiritone.com>
Source record: 18481
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3438. ADV: Try Bravo Sierra Computers!

Newsgroup: comp.sys.atari.st
Date: 2004-05-27 13:15:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0405270611190.22259-100000@onyx.spiritone.com>
Source record: 18482
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Why should you try Bravo Sierra Computers? Maybe you should ask Why Not?
Those telling you Not to buy have there own prejudice to deal with. I can
only speak for myself. Why Buy from BSC? Good Service! I earn your Atari
Business one Customer at a time! Many Customers refer me to friends. Good
Support! I'm in this for the long haul. Should you need Atari Help, I held
teaching positions in my local Atari Clubs. You can call me or I'll call
you for Atari Phone Support. I'm a good teacher, and I dont speak over my
students heads! I prefer to keep it simple when necessary. Atari Sales! I
have a lot of Atari I can sell you! Games/ Software, Hardware, Books and
Accessories.Rather than print up a Catalog, thereby making it out of Date!
I regularly update my Catalogs, for you to Download or view online at:

http://BensCatalogs.Atari.org

http://www.aracnet.com/~atari/newstuff.htm Whats New from BSC.
http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/specials.htm Atari Tax Break Special!!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

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Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3439. Re: CT60 are arrived !!

Newsgroup: comp.sys.atari.st
Date: 2004-05-27 15:22:22 UTC
From: sf0218@aol.com
Message-ID: <20040527112222.29115.00000012@mb-m03.aol.com>
Source record: 18484

I received an email from Rodolphe today, he registered me for a CT60!!!!!

Now I just have to figure out how to pay him...the simplest way I can find,
from the ways he told me.

Then I just have to patiently wait....and while I am waiting, I'll begin work
on re-casinf my Falcon!!!

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3440. Re: CT60 are arrived !!

Newsgroup: comp.sys.atari.st
Date: 2004-05-27 16:08:17 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.05.27.16.08.16.378610@noos.fr>
Source record: 18485

Le Thu, 27 May 2004 15:22:22 +0000, SF0218 a ï¿œcritï¿œ:

> I received an email from Rodolphe today, he registered me for a CT60!!!!!
>
> Now I just have to figure out how to pay him...the simplest way I can
> find, from the ways he told me.
>
> Then I just have to patiently wait....and while I am waiting, I'll begin
> work on re-casinf my Falcon!!!
>
> Thanks,
>
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,

hi!

It's just fine :)
Rodolphe, you are the best:)
Another future enjoy guy in the world:)

The CT60 is really plug and play:)

Just take a little time to read all the docs:)

The 3 parts on rodolphe web site!
And the great job from didier mequignon
st guide format:)

It still exist new software too!

Prog for test the rapidity!
Soft for manage sleep atx power!
And i find yesterday
new package name utility for ct60!
I have no time to test that today!

bye,
jpierre

3441. Re: One advantage

Newsgroup: comp.sys.atari.st
Date: 2004-05-27 17:12:01 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c957go$ne6$1@titan.btinternet.com>
Source record: 18486

Hi Nick

nick@1632systems.co.uk> wrote

> One advanatage of Atari Computers is that I don't have to be so bloody
careful with virus....

But still have to be careful. Wait till they get short of windows exploits
then they'll turn their attention back on minority users.

> ie in last 24 hours I have received over 11000 w/32-sober-G infected
spoofed emails... bloody annoying

I had a bit of a session like that in the new year, my mailbox filled and
was emptied about 15 times with only 3 useful emails remaining, the rest
being viri of various description. A good Antivirus stopped them all at the
door until i decided to kill them on the server. Kept me busy for almost all
weekend

> and what is even more annoying is that the poor sod who is sending them
has
> a broadband connection and doesn't know he's or she is infected... I know
> they have a broadband or always on connection because of the spread of
> sending against the ammount sent.

> Thats what comes of having a free to use email address.. something for
scanners to pick up...

Or in your case a non-spoofed email address is included with this post for
yet another scanner to glean

> But if you have PC's or Macs you do regulary update your virus checking
don't you folks..??

Yep!, Virus guarded, fire-walled and anti pop upped?, all set to auto update
and manually checked.

--

Regards, Steve S.

3442. Re: [ANN] RAW

Newsgroup: comp.sys.atari.st
Date: 2004-05-27 17:15:41 UTC
From: Dan A <artdeptNOSPAM@coinboards.com>
Message-ID: <1nptc.27722$zO3.19117@newsread2.news.atl.earthlink.net>
Source record: 18487

"Adam Klobukowski" <atari@gabo.pl> wrote in message
news:slrncbbd43.asq.atari@komp7.euh-e.edu.pl...
> On Wed, 26 May 2004 17:16:13 GMT, Dan A <artdeptNOSPAM@coinboards.com> had
a noticeable pleasure while writting:
> >
> >
> > One problem. I tried it here and got
> > ERROR: Resource::readEntries() unable to open 'memlist.bin' file
> >
> > I would email you directly, but your host decided I was a spammer
earlier
> > this year.
>
> You have to copy memlist.bin from original game too.
>

Ok. Discovered you needed the DOS version. That in place and tweaking
the settings
on my setup, I get to the Code Wheel / Code Entry screen, but then nothing
effects the program.
I can click anywhere in the window and hit any key that I want and it just
sits there.
All other functions are working fine, I can iconify the window and move it
etc, just can't determine
how to enter the code to move on into the game.

> I'm trying to whitelist you, check your mailbox.
>
Still nothing and my attempts to mail you again, failed with the spam
report.
I tried with a different account a few days ago, but I have not received
anything
back from that mail.

Dan

3443. Re: One advantage

Newsgroup: comp.sys.atari.st
Date: 2004-05-27 18:02:38 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <40b63b7c235f9b0@telenet.be>
Source record: 18488

on Thu 27-05-2004 17:12 Steve Sweet wrote:

>Hi Nick
>
>n
>> But if you have PC's or Macs you do regulary update your virus checking
>> don't you folks..??
>
>Yep!, Virus guarded, fire-walled and anti pop upped?, all set to auto update
>and manually checked.

And with a mailer which can't quote properly.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3444. Re: Yaayy!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-27 18:04:01 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c95aif$5fc$1@sparta.btinternet.com>
Source record: 18489

Hi There

> Cool Steve!!!!
>
> So this particular article has not yet been 'printed' in MyAtari?

Not as yet, its in production though, pictures are being tweaked and added
as we speak.

--

Regards, Steve S.

3445. Re: One advantage

Newsgroup: comp.sys.atari.st
Date: 2004-05-27 18:20:40 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c95bhn$9nn$1@hercules.btinternet.com>
Source record: 18490

Hi Martin

"Martin "Nightowl" Byttebier" <donotusethisaddress@tiscali.be> wrote in
message news:40b63b7c235f9b0@telenet.be...

> >> But if you have PC's or Macs you do regulary update your virus checking
> >> don't you folks..??
> >
> >Yep!, Virus guarded, fire-walled and anti pop upped?, all set to auto
update
> >and manually checked.
>
> And with a mailer which can't quote properly.

That's your opinion, it complies with the relevant RFC.

What industry standard does your comply with?, oh none, its a kitchen table
jobbie??

--

Regards, Steve S.

3446. Re: Yaayy!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-27 18:27:18 UTC
From: sf0218@aol.com
Message-ID: <20040527142718.06123.00000001@mb-m13.aol.com>
Source record: 18491

Now that is way cool!!! I've seen other sites, 2 of them myatari, with articals, text, and photos on them explaining how to re-case the Falcon in a tower cases, Lighthouse Rack case, but they all seemed to be lacking things.

I was always left with several yeah, but, not that any of my questions come to mind atm, maybe later.

Anyhow, hopefully this upcomimg artical will answere those questions.

Again, thanks for the news. As for me, it's great news indeed and much anticipated!!

Thanks,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3447. Re: One advantage

Newsgroup: comp.sys.atari.st
Date: 2004-05-27 18:48:18 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <40b646a42c158a0@telenet.be>
Source record: 18493

begin Thu 27-05-2004 18:20 Steve Sweet wrote:

>Hi Martin
>
>"Martin "Nightowl" Byttebier" <donotusethisaddress@tiscali.be> wrote in
>message news:40b63b7c235f9b0@telenet.be...
>
>> >> But if you have PC's or Macs you do regulary update your virus checking
>> >> don't you folks..??
>> >
>> >Yep!, Virus guarded, fire-walled and anti pop upped?, all set to auto
>update
>> >and manually checked.
>>
>> And with a mailer which can't quote properly.
>
>That's your opinion, it complies with the relevant RFC.

Outlook Express follows the RFC?? That's just one big joke I suppose.
>
>What industry standard does your comply with?, oh none, its a kitchen table
>jobbie??

Okami follows the common standards as close as possible which can't be
said of Outlook.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3448. Re: Yaayy!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-27 19:01:30 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.05.27.19.01.29.358207@noos.fr>
Source record: 18492

hi!

> Again, thanks for the news. As for me, it's great news indeed and much
> anticipated!!
>
It's science fiction:)

Computer langage it's international too:)
sorry for the french link:)

http://boutique.ryxeo.com/product_info.php?products_id=1

So keep a little space for compact flash too:)
You 'll could use it as speed harddrive and so on....

bye

3449. Desktop Backgrounds(aka wallpaper)

Newsgroup: comp.sys.atari.st
Date: 2004-05-27 19:34:43 UTC
From: sf0218@aol.com
Message-ID: <20040527153443.18493.00000018@mb-m07.aol.com>
Source record: 18494

Hello All!!

New CT60 owner(almost, just got registered today!!!) here!!!!! :) :) :)

Question 1: Are .img format pics the only format we can set as a background?

Question 2: How can we set a pic as a background and size it so the entire
image fills the desktop (screen)?

Question 3: If img is the only format we can use, then what is used to convert
other formats to img?

Thanks to all for all your forth coming help!!!!!!!!!

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3450. Re: Yaayy!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-27 19:57:42 UTC
From: sf0218@aol.com
Message-ID: <20040527155742.29553.00000005@mb-m05.aol.com>
Source record: 18495

Now that is way cool!!! I've seen other sites, 2 of them myatari.net, with articals, text, and photos on them explaining how to re-case the Falcon in a tower cases, Lighthouse Rack case, but they all seemed to be lacking things.

I was always left with several yeah, but, not that any of my questions come to mind atm, maybe later.

Anyhow, hopefully this upcomimg artical will answere those questions.

Again, thanks for the news. As for me, it's great news indeed and much anticipated!!

Thanks,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.

>Keep your eye on www.myatari.net for an online how to for the Falc & CT60,
>including mounting the falc in the tower, custom cables, Keyboard fitting,
>ancillary power supply.
>
>
>--
>
>Regards, Steve S.
>

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3451. Re: One advantage

Newsgroup: comp.sys.atari.st
Date: 2004-05-27 21:25:56 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c95md3$j4j$1@titan.btinternet.com>
Source record: 18496

HI there

"Martin "Nightowl" Byttebier" <donotusethisaddress@tiscali.be> wrote in
message news:40b646a42c158a0@telenet.be...

Hm!, whatever that was it failed, maybe an exploit that got plugged back in
the dark ages!

--

Regards, Steve S.

3452. Re: Yaayy!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-27 21:25:57 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c95md4$j4j$2@titan.btinternet.com>
Source record: 18497

Hi there "beebee"

> > Again, thanks for the news. As for me, it's great news indeed and much
> > anticipated!!
> >
> It's science fiction:)

Nope, science fact, I've got the proof here.

--

Regards, Steve S.

3453. Re: Desktop Backgrounds(aka wallpaper)

Newsgroup: comp.sys.atari.st
Date: 2004-05-27 23:30:04 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <wQutc.16866$ZM1.13558@bignews6.bellsouth.net>
Source record: 18498

> Question 1: Are .img format pics the only format we can set as a background?

This would depend on the desktop you use. If under plain GEM, then you'll need some sort of desk-top image utility.

I don't know right off the top of my head what desktops support which image formats. Check your docs and see.

> Question 2: How can we set a pic as a background and size it so the entire
> image fills the desktop (screen)?

Again, this depends on your desktop.
Also depends on the resolution you're in.

Some desktops, like Magix and NeoDesk have a slew of options for desktop images, such as tile, center, fit-screen, etc...

It's quite common to use a small 'pattern' graphic and tile it so it fills the screen. If you're low on memory this is the wise thing to do (or use no desk-top image at all and stick with the regular GEM patterns).

If you are wanting a full screen image, it is likely best to build something with that in mind, that is exactly your screen size. You might even put graphical place-holders and whatnot where your icons, notes, and what-not will go.

Perhaps the most important thing to consider when choosing a desktop image is the pallet of colors it will use. 2, 4, 16, and 256 color modes work with 'fixed pallets'. This is why you'll sometimes notice your desktop change to strange color schemes when launching a new program, then change again with a different program, and go back to normal when you switch to the desktop or close out the other apps.

True Color is the easiest mode to do a desk-top image for. Pick what you want, and start using it. There's something like 16million colors avilable, and they aren't 'palleted' per-se.

256 Color mode is the next easiest to work with. In general, you'll want to run a conversion on your image that locks the first 16 colors at the default system colors, and can use the rest of the pallet as it likes in combination with dithering techniques.

For booting in 16color resolution and less, you'll want to make sure your desk-top image uses a pallet of only a few colors, preferably the default, or some subset of ANSI colors, stored in sensable places of the system pallet.

As a general rule of thumb, for monochrome and 4 color resolution, you'll want to stick with dithered black and white images (or whatever 2 colors you choose).

For 16color mode, 2 to 4 colors should be okay...more if you're really careful about the pallet used.

Check docs and experiment is my best advice.

> Question 3: If img is the only format we can use, then what is used to convert
> other formats to img?

When working with desktop images...the number of colors, and the pallet order is very important. You'll want to do more than simply 'convert' some nice picture into a PI1, PI2, or PI3 file. If it's really colorful photo-type image, you'll have to dither it down to fewer colors. Then you might want to reserve the lower 16 colors or so for common system uses. Really, it takes a little practice to see how the desktop behaves and swaps pallets between applications etc...

I personally use Image Copy 4 CD for most conversions. It's a commercial product. I'm not sure where you can find it these days. It is a VERY GOOD image viewing and conversion package! It supports pretty much every bitmap format out there, and offers several dithering types when converting to lesser colors. Image Copy can optionally use the Falcon's DSP to open compressed formats. Image Copy does have some degree of choices for choosing and locking in pallets for viewing or converting an image; however, it might not be enough should you intend to really do top notch desk top images that make sense and maximize your avilable pallet.

Hi Soft's True Image/True Paint package, also commercial, has quite a bundle of image importing and exporting modules as well. It also has a variety of dithering and pallet types to choose from. A cool thing about this package is that it uses the DSP to open compressed formats. Tools like these will allow you to tweak and set your pallet up to something senseable for a desk-top image.

If you're really serious about working with bitmap images...particularly with scans and photo quality stuff...Photoline is the way to go. This is one of the few, if not the only, GEM packages that can scan directly into the program using the right scanner drivers. It supports the more popular bit image formats, and has perhaps the best editing features avilable for image 'processing' for the Atari/GEM platform.

PixArt is a drawing tool that supports scanner drivers. It imports and exports most of the popular bitmap formats.

Apex Media is supposedly really good. Particularly if you are into animation. I've never seen it in action myself. Maybe there is a Demo out there somewhere you can try.

Beyond this, scour the FTP sites.......
Off and on over the years there have been offerings in the free and share-ware libraries for image conversion and manipulation.

If you've EasyMint installed....there is undoubtedly a plethora of unix tools out there for image conversion as well.

Hope this is helpful,
Brian

3454. Re: graphics accelerator

Newsgroup: comp.sys.atari.st
Date: 2004-05-28 02:00:18 UTC
From: "James W. Krych" <james.krych@us.army.mil>
Message-ID: <r6ydnThT4f-uACvdRVn-jA@adelphia.com>
Source record: 18499

What will also be interesting is if a group replicates the '030 and the FPU
in one very fast FPGA or group of FPGA's.

Jim

"SF0218" <sf0218@aol.com> wrote in message
news:20040527085435.22277.00000005@mb-m01.aol.com...
> Wait for the new graphics card being developed. It's the SuperVidel, read
> about here: http://www.dtek.chalmers.se/~d98gilda/
>
> Have a good day!!! :)
>
>
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,
>
>

3455. Re: graphics accelerator

Newsgroup: comp.sys.atari.st
Date: 2004-05-28 06:36:54 UTC
From: daman@poczta.fm
Message-ID: <67d40e2f.0405272236.7f9b6cb0@posting.google.com>
Source record: 18500

Well... you're right. I can get 800x600. But what about hardware acceleration (1024x768 or similar)?
The CT60 project... As far as I understand this is designed to work with (and only with) CT60 card which isn't cheap and I guess I won't have that...
So still asking - any hardrware graphics acceleration that I could buy for reasonable price (less than CT60's 300 Euros)?

Thanks,
Adam

3456. Re: graphics accelerator

Newsgroup: comp.sys.atari.st
Date: 2004-05-28 08:41:58 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrncbdtl5.bdb.atari@komp7.euh-e.edu.pl>
Source record: 18501

On Thu, 27 May 2004 22:00:18 -0400, James W. Krych <james.krych@us.army.mil> had a noticeable pleasure while writting:
> What will also be interesting is if a group replicates the '030 and the FPU
> in one very fast FPGA or group of FPGA's.

IIRC there are ready-to-use-free 68000 cores for FPGA's, but:

1) They are not that fast as someoune would like them to be
2) They do not emulate whole instruction set

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3457. Re: [ANN] RAW

Newsgroup: comp.sys.atari.st
Date: 2004-05-28 08:47:55 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrncbdu0a.bdb.atari@komp7.euh-e.edu.pl>
Source record: 18502

On Thu, 27 May 2004 17:15:41 GMT, Dan A <artdeptNOSPAM@coinboards.com> had a noticeable pleasure while writting:
>
> "Adam Klobukowski" <atari@gabo.pl> wrote in message
> news:slrncbbd43.asq.atari@komp7.euh-e.edu.pl...
>> On Wed, 26 May 2004 17:16:13 GMT, Dan A <artdeptNOSPAM@coinboards.com> had
> a noticeable pleasure while writting:
>> >
>> >
>> > One problem. I tried it here and got
>> > ERROR: Resource::readEntries() unable to open 'memlist.bin' file
>> >
>> > I would email you directly, but your host decided I was a spammer
> earlier
>> > this year.
>>
>> You have to copy memlist.bin from original game too.
>>
>
> Ok. Discovered you needed the DOS version. That in place and tweaking
> the settings
> on my setup, I get to the Code Wheel / Code Entry screen, but then nothing
> effects the program.
> I can click anywhere in the window and hit any key that I want and it just
> sits there.
> All other functions are working fine, I can iconify the window and move it
> etc, just can't determine
> how to enter the code to move on into the game.

Code Entry Screen works somehow sluggish and sloowish (don't know why). Try cursor keys (keep them pressed for a while) and Return (also keep it pressed) and it should work. Or get a version without code entry screen (North American version called 'Out of This World' does not have it).

>> I'm trying to whitelist you, check your mailbox.
>>
> Still nothing and my attempts to mail you again, failed with the spam
> report.
> I tried with a different account a few days ago, but I have not received
> anything
> back from that mail.

Is baldrick@netset.com your current mail? I'll ask my sysadmin to whitelist it.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3458. Re: Yaayy!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-28 08:48:28 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BCDCBB6C.11CF5%derryck@nospam.cix.co.uk.invalid>
Source record: 18503

In article 20040527142718.06123.00000001@mb-m13.aol.com, SF0218 at
sf0218@aol.com wrote on 27/5/04 19:27:

> Now that is way cool!!! I've seen other sites, 2 of them myatari, with
> articals, text, and photos on them explaining how to re-case the Falcon in a
> tower cases, Lighthouse Rack case, but they all seemed to be lacking things.
>
> I was always left with several yeah, but, not that any of my questions come to
> mind atm, maybe later.

You could always ask your questions in here!

--

Cheers

Derryck


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

3459. Re: graphics accelerator

Newsgroup: comp.sys.atari.st
Date: 2004-05-28 09:58:02 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <v_Dtc.10818$UA3.8713@bignews3.bellsouth.net>
Source record: 18504

"daman" <daman@poczta.fm> wrote in message
news:67d40e2f.0405272236.7f9b6cb0@posting.google.com...
> Well... you're right. I can get 800x600. But what about hardware acceleration
> (1024x768 or similar)?
> The CT60 project... As far as I understand this is designed to work with (and
> only with) CT60 card which isn't cheap and I guess I won't have that...
> So still asking - any hardrware graphics acceleration that I could buy for
> reasonable price (less than CT60's 300 Euros)?

You might find a used CT2B that someone is removing to make room for a new
CT060?
Brian

3460. Re: PageStream

Newsgroup: comp.sys.atari.st
Date: 2004-05-28 12:43:08 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <40b7414423435c0@tripnet.se>
Source record: 18505

In comp.sys.atari.st <40b518aa$0$22313$4c56ba96@master.news.zetnet.net>
Charles Stanley wrote on Wed 26-05-2004 22:22 (GMT):

>Will try again with ZIP. Thanks for replying here: I still connot receive
>emails, no matter what I try.

Try Popwatch by Gary Priest!
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3461. Re: PageStream

Newsgroup: comp.sys.atari.st
Date: 2004-05-28 15:16:33 UTC
From: cstanley@zetnet.co.uk
Message-ID: <40b757d0$0$22312$4c56ba96@master.news.zetnet.net>
Source record: 18506

On 27 May 2004 01:09:32 , "Donner" wrote:
>Charles,
>
> The Zipped File came through fine, It's a PageStream Macro Doc
>file, on page 2 "Bill Rehbock" shows how to use it. Looks like it
>should work, I'll need to get out my manual and check out Macro's

Donner, I am relieved:)

Now, tell us all (we have an audience!) how you get on with it. Others are also impatient to receive it. :)

Charles (still not able to receive emails).

3462. Mega/MegaSTe/TT030 Keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-05-28 16:51:48 UTC
From: sf0218@aol.com
Message-ID: <20040528125148.11434.00000037@mb-m11.aol.com>
Source record: 18507

Hi all,

Me again!!!! :| How would I connect a Mega/MegaSTE/TT030 keyboard to a recased Falcon?

Thanks to everyone!!!!

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3463. Re: One advantage

Newsgroup: comp.sys.atari.st
Date: 2004-05-28 17:46:04 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <40b788f2bc6930@telenet.be>
Source record: 18508

on Thu 27-05-2004 21:25 Steve Sweet wrote:

>HI there
>
>"Martin "Nightowl" Byttebier" <donotusethisaddress@tiscali.be> wrote in
>message news:40b646a42c158a0@telenet.be...
>
>Hm!, whatever that was it failed, maybe an exploit that got plugged back in
>the dark ages!

Hehe, amazing isn't that your super de luxe mailer failed to read my
previous (plain text) posting.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3464. Re: Mega/MegaSTe/TT030 Keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-05-28 19:26:09 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c983og$4sd$1@titan.btinternet.com>
Source record: 18510

Hi there

> Me again!!!! :| How would I connect a Mega/MegaSTE/TT030 keyboard to a
> recased Falcon?

I should know this, i done it, but cant remember where i got the info, I'll
call back when i find it.

--

Regards, Steve S.

3465. Re: One advantage

Newsgroup: comp.sys.atari.st
Date: 2004-05-28 19:26:10 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c983oh$4sd$2@titan.btinternet.com>
Source record: 18509

Hi again

"Martin "Nightowl" Byttebier"

> >Hm!, whatever that was it failed, maybe an exploit that got plugged back
in
> >the dark ages!
>
> Hehe, amazing isn't that your super de luxe mailer failed to read my
> previous (plain text) posting.

I've not made any claims as to my mailer, if you've got an issue with it
that's your problem, I've not made any claims as to its superiority.

So, fuck off and grow up.

--

Regards, Steve S.

3466. Re: One advantage

Newsgroup: comp.sys.atari.st
Date: 2004-05-28 19:37:38 UTC
From: Johannes Wischert <nospam@spamme.net>
Message-ID: <c984gg$j3q$1@online.de>
Source record: 18511

"Steve Sweet" <steve.sweet@btopen-2-viri-world.com> schrieb im Newsbeitrag
news:c983oh$4sd$2@titan.btinternet.com...
> Hi again
>
> "Martin "Nightowl" Byttebier"
>
> > >Hm!, whatever that was it failed, maybe an exploit that got plugged
back
> in
> > >the dark ages!
> >
> > Hehe, amazing isn't that your super de luxe mailer failed to read my
> > previous (plain text) posting.
>
> I've not made any claims as to my mailer, if you've got an issue with it
> that's your problem, I've not made any claims as to its superiority.
>
> So, fuck off and grow up.
>
> --
>
> Regards, Steve S.
>
>
My Outlook Express can not read your message, too.. And even if many people
don't like the fact but OE is still the standard prog for newsgroups in the
windows world (and my atari is not yet connected to the internet ;))...

3467. Re: STacy schematics for repair?

Newsgroup: comp.sys.atari.st
Date: 2004-05-28 20:02:00 UTC
From: Michael Schwingen <news-1082710295@discworld.dascon.de>
Message-ID: <2hpk5oFft178U1@uni-berlin.de>
Source record: 18512

In article <c6fd3837.0405260542.339a6792@posting.google.com>,
Metrophage <x1nd0lent@hotmail.com> wrote:
>
>This would appear to be the case, but is not always so. So far as
>semiconductors go, voltage regulator ICs are further from "ideal" than
>are most. The reason why all regulator chips require several volts of
>headroom is that they are grossly inefficient, often dissapating
>10-30% of their current as heat- hence the heatsink fins on most such
>ICs. You'd think that drawing "extra" current which isn't used would
>be like pushing a rope...

Um - no. A regulator dissipates power, not current. The idle current of normal regulators is in the dingle-digit mA range - definitely not enough to cause much heat.

Linear regulators require some minimal *voltage* drop between input and output - how much depends on type. Now if you want to reduce 12V to 5V, giving a 7V drop across the regulator, the dissipated power depends only on the voltage drop and the current which the attached circuit draws, so using a low-drop regulator will not reduce power dissipation in any way.

>Voltage regulators are made with several ranges of current tolerance,
>most common up to: 100mA, 0.5A,1A, 3A. If the current coming out of a

This is nonsense. Look at the datasheet - voltage regulators are spec'd for (minimum) dropout voltage, maximum input voltage, and *maximum* output current. Some regulators require some minimum output current to stay in regulation, but if this is the case, then it is also clearly stated in the datasheet. There is no spec for a "current tolerance".

>transformer (internal, brick, wallwart, etc) exceeds these amounts,
>the heat will cause the regulator to malfunction- often causing it to
>pop or burn. Then then large current of now unregulated current can

Current does not simply "come out" of a transformer - it flows through the regulator *and* the load. Usually, the load requires some specified *voltage* (that's why you are using a *voltage* regulator, right?). The load then consumes as much current as needed for operation. As long as the supply is capable to supply that current, everything is OK.

A supply that is *capable* of delivering more current is no problem - it will not do so, since the load does not draw more current. Provided, of course, that you supply the load with the rated voltage, and not with a higher voltage or reversed polarity.

>Opening it, and doing a little research- the 78M05 regulator could
>accept a >maximum< 500mA input. I had provided ten times that amount.

No. The 78M05 is spec'd for 500mA *output* current, and since the load is fixed (the machine), you can not exceed that by using a power supply of higher current rating. However, by connecting a supply with a to high (or in some cases too low) voltage, or wrong polarity, or AC instead of DC, you can easily fry something.

cu
Michael

3468. Re: One advantage

Newsgroup: comp.sys.atari.st
Date: 2004-05-28 20:17:50 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <40b7ac8c2798300@telenet.be>
Source record: 18513

on Fri 28-05-2004 21:37 Johannes Wischert wrote:

>
>
>My Outlook Express can not read your message, too.. And even if many people
>don't like the fact but OE is still the standard prog for newsgroups in the
>windows world (and my atari is not yet connected to the internet ;))...

Yes I know. I just exploited a bug (or feature according to Micro$oft).

It's maybe a (so called) standard but that doesn't mean it's a good
program. Thanks to careless OE users I get daily lots of virusses.

Also OE really can't quote. It's sometimes very difficult to read a
thread.

There are lots of good Windows newsreader available. To name a few:
Agent, Xnews (I use this on Windows), Pan (Windows/Linux. I use it on my
Linuxbox), Thunderbird, etc ...

ps. You can patch OE so it will quote properly. I believe I told this
to our friend Sweety quite some time ago but ... he doesn't give a damn.

See <URL:http://home.in.tum.de/~jain/software/oe-quotefix/>

Take care,
Martin

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3469. Re: Mega/MegaSTe/TT030 Keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-05-28 20:55:51 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.05.28.20.55.51.319412@removenoaspam.atari-source.com>
Source record: 18514

On Fri, 28 May 2004 16:51:48 +0000, SF0218 wrote:

> Hi all,
>
> Me again!!!! :| How would I connect a Mega/MegaSTE/TT030 keyboard to a
> recased Falcon?
>
> Thanks to everyone!!!!
>
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,

I ripped a connector off a broken Mega STe and soldered the wires in the
proper connections to a connector I found and it works fine.

Thanks,
Mark

3470. Re: One advantage

Newsgroup: comp.sys.atari.st
Date: 2004-05-28 20:59:58 UTC
From: Eric Bozon <no.spams@no.spams.cn>
Message-ID: <c98a4ihia1@news-reader2.wanadoo.fr>
Source record: 18515

Bonjour,

"Martin "Nightowl" Byttebier" <donotusethisaddress@tiscali.be> a crit dans
le message de news: 40b646a42c158a0@telenet.be...

With Outlook Express, I can read the post with a few imagination ;-)

From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Newsgroups: comp.sys.atari.st
Subject: Re: One advantage
Date: Thu, 27 May 2004 20:48:18 +0200 (CET DST)
Lines: 36
Message-ID: <40b646a42c158a0@telenet.be>
References: <c93u3p$h8j$1@thorium.cix.co.uk>
<c957go$ne6$1@titan.btinternet.com> <40b63b7c235f9b0@telenet.be>
<c95bhn$9nn$1@hercules.btinternet.com>
Reply-To: tos4ever@telenet.be
X-Trace: news.uni-berlin.de
7USqZvv+I67urLwt7cuHPwaxPz2vLOzatHEZqiAuqZO0O5xmN1
User-Agent: Okami Version 3.0B-11 (Atari) with Nospam version B0.46
X-message-flag: Outlook: A program to spread viri, but it can do mail too.
X-Hardware: Hades 060/TT030
X-Software: N.AES 2.0.0/freeMiNT 1.15.12/MiNT-net 1.04/NVDI 5.03/Thing 1.27
X-Sender: NEWSwatch v2.50 BETA#9 (Atari)
Path:
wanadoo.fr!freenix!feed.ac-versailles.fr!fu-berlin.de!uni-berlin.de!not-for-
mail
Xref: wanadoo.fr comp.sys.atari.st:79968

begin Thu 27-05-2004 18:20 Steve Sweet wrote:

>Hi Martin
>
>"Martin "Nightowl" Byttebier" <donotusethisaddress@tiscali.be> wrote in
>message news:40b63b7c235f9b0@telenet.be...
>
>> >> But if you have PC's or Macs you do regulary update your virus
checking
>> >> don't you folks..??
>> >
>> >Yep!, Virus guarded, fire-walled and anti pop upped?, all set to auto
>update
>> >and manually checked.
>>
>> And with a mailer which can't quote properly.
>

>That's your opinion, it complies with the relevant RFC.

Outlook Express follows the RFC?? That's just one big joke I suppose.
>
>What industry standard does your comply with?, oh none, its a kitchen table
>jobbie??

Okami follows the common standards as close as possible which can't be
said of Outlook.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

M$ Outlook Express is a good programme... d:-O

...for pirates and shark businessman ;-P

@+

3471. Re: Mega/MegaSTe/TT030 Keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-05-28 21:12:48 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <X5Otc.13077$ff2.1698@bignews4.bellsouth.net>
Source record: 18516

There is a kit called Mega Keys....
Plug and play...
Check with Wiztronics, Best, ATY, B&C, etc....
Even if they don't have the 'kit' in stock any longer, they might build you one.

Brian

3472. Re: One advantage

Newsgroup: comp.sys.atari.st
Date: 2004-05-28 21:51:38 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c98c92hql1@titan.btinternet.com>
Source record: 18517

Hi again

> >My Outlook Express can not read your message, too.. And even if many
people
> >don't like the fact but OE is still the standard prog for newsgroups in
the
> >windows world (and my atari is not yet connected to the internet ;))...
>
> Yes I know. I just exploited a bug (or feature according to Micro$oft).
>
> It's maybe a (so called) standard but that doesn't mean it's a good
> program. Thanks to careless OE users I get daily lots of virusses.

Careless, such as some wanker posting using a known exploit, what a wanker!!

> Also OE really can't quote. It's sometimes very difficult to read a
thread.
>
> There are lots of good Windows newsreader available. To name a few:
> Agent, Xnews (I use this on Windows), Pan (Windows/Linux. I use it on my
> Linuxbox), Thunderbird, etc ...
>
> ps. You can patch OE so it will quote properly. I believe I told this
> to our friend Sweety quite some time ago but ... he doesn't give a damn.

Patch it to suit a kitchen table hack, why would i want to, it works with
most other recipients.

--

Regards, Steve S.

3473. Re: One advantage

Newsgroup: comp.sys.atari.st
Date: 2004-05-28 21:51:52 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c98c9ehql2@titan.btinternet.com>
Source record: 18518

Oy Muppet,

"gfa" <lp@mint.org> wrote in message news:BCDD2584.6BF8%lp@mint.org...

you need to tweak your kill filter again twat!, you're replying a to a post
with me in it!!

--

Regards, Steve S.

3474. DA's applications

Newsgroup: comp.sys.atari.st
Date: 2004-05-29 00:18:24 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <dDQtc.13640$ff2.1583@bignews4.bellsouth.net>
Source record: 18519

Some years back I recall reading reviews of DA's Vektor, DA's Layout, etc...
Anyone know if these products are still avilable in English anywhere?

Thanks,
Brian

3475. What's your take on Papyrus

Newsgroup: comp.sys.atari.st
Date: 2004-05-29 00:27:14 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <%UQtc.5248$Yf6.4895@bignews1.bellsouth.net>
Source record: 18520

I'd like to know how users of this application feel about it.

1. Running on a CT2B Falcon...Magic/Geneva/N.AES, etc...

2. Running on 8mhz ST with 4meg and hard drive.

Yes, I plan to get the demo and take a look for myself, but I wonder about things only some time using it regularly can tell. I.E. Any major bugs or problems that would be nice to know. Also praises and kadus....

Brian

3476. Re: Mega/MegaSTe/TT030 Keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-05-29 08:10:45 UTC
From: David Galvez <maraka@atari.net>
Message-ID: <c99gii$4u1$00$1@news.t-online.com>
Source record: 18521

http://bales.online.fr/atari/files/megabrd2.zip

"SF0218" <sf0218@aol.com> escribiï¿½ en el mensaje
news:20040528125148.11434.00000037@mb-m11.aol.com...
> Hi all,
>
> Me again!!!! :| How would I connect a Mega/MegaSTE/TT030 keyboard to a
> recased Falcon?
>
> Thanks to everyone!!!!
>
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,
>
>

3477. PDF on Atari?

Newsgroup: comp.sys.atari.st
Date: 2004-05-29 09:46:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0405290243120.20620-100000@onyx.spiritone.com>
Source record: 18522

Can somebody help so I can View and Print PDF files on my Atari ST?

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3478. Re: DA's applications

Newsgroup: comp.sys.atari.st
Date: 2004-05-29 12:54:47 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40b8335ee3e305@comcast.net>
Source record: 18523

>Some years back I recall reading reviews of DA's Vektor, DA's Layout, etc...
>Anyone know if these products are still avilable in English anywhere?
>
>Thanks,
>Brian

I bought Layout sometime back. It is tucked somewhere in my
closet. From what I remember, it was quite hard to use....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3479. Re: One advantage

Newsgroup: comp.sys.atari.st
Date: 2004-05-29 12:54:47 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40b8335ee3e306@comcast.net>
Source record: 18524

>One advanatage of Atari Computers is that I don't have to be so bloody
>careful with virus....

Amen to that. Glad those virus guys leave us alone. We are like
the spec on the wing of the fly that sits on the PC world.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3480. Re: PDF on Atari?

Newsgroup: comp.sys.atari.st
Date: 2004-05-29 12:54:48 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40b8335ee3e307@comcast.net>
Source record: 18525

>Can somebody help so I can View and Print PDF files on my Atari ST?
>
>
>==Thanx==
>===Ben===
>
>Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
>Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
>http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
>Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
>Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!
>

There are two ways to do that. Get either Ghostscript or Porthos.
Ghostscript can be downloaded from the Internet. Porthos you have
to pay for (about $40). I have both, but Porthos is far the better
way, but you must have a multi-tasking evironment.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3481. Re: What's your take on Papyrus

Newsgroup: comp.sys.atari.st
Date: 2004-05-29 12:54:49 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40b8335ee3e308@comcast.net>
Source record: 18526

>I'd like to know how users of this application feel about it.
>
>1. Running on a CT2B Falcon...Magic/Geneva/N.AES, etc...
>
>2. Running on 8mhz ST with 4meg and hard drive.
>
>Yes, I plan to get the demo and take a look for myself, but I wonder about
>things only some time using it regularly can tell. I.E. Any major bugs or
>problems that would be nice to know. Also praises and kadus....
>
>Brian

I would go with #1. I already run Papyrus on my Hades under Magic
and it runs fine for me.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3482. Atari Online News, Etc. #06-22

Newsgroup: comp.sys.atari.st
Date: 2004-05-29 13:00:25 UTC
From: danap8@aol.comno-spam
Message-ID: <20040529090025.11868.00000072@mb-m27.aol.com>
Source record: 18527

```
A-ONE #0622 05/28/04

~ Find Gas Prices On Web ~ People Are Talking! ~ Waffles Get Kerry!
~ Spammer Gets Prison! ~ Web Suicide/Murder! ~ Yahoo Anti-Spyware!
~ Police Return to Class ~ Apple Patch Inadequate ~ NEC Cheated Schools!
~ PC Purchases Waning? ~ RIAA Lawsuits "Iffy"! ~ Spammers Snub FTC!

-* FBI Ready To Get Spammers! *-
-* Court Allows Lindows To Keep Name! *-
-* Art of Selling On eBay Takes Creativity! *-

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/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj(at)atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
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3483. Re: What's your take on Papyrus

Newsgroup: comp.sys.atari.st
Date: 2004-05-29 13:51:15 UTC
From: Cyril Lefebvre <cs.lefebvre@free.fr>
Message-ID: <25b11c368450f848f042c912fd44f72c.88368@mygate.mailgate.org>
Source record: 18528

Hi,

I run Papyrus 7.58 in Falcon with Phantom card. It's good but I can't print with acceleration... i desactivate phantom card for print and reactivate it after print...

Regards,
Cyril.

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

3484. Vortex HDPlus 60 and Atari ST + Monitor problems

Newsgroup: comp.sys.atari.st
Date: 2004-05-29 14:25:01 UTC
From: Eduard Werner <edi.werner@gmx.de>
Message-ID: <40b8ace4$0$13300$9b4e6d93@newsread2.arcor-online.net>
Source record: 18529

Hello,

just pulled out that ole Atari ST (1040 STFM, 3MB RAM) and found the
following problems:

- With the HD connected, it won't boot (no matter whether the HD is switched
on or off but the boot sequence used to be 1) turn on HD, 2) turn on
Atari). W.o. HD, it's working. How can I track down what's wrong?

- The picture on the monitor (SM 124) slowly pulls more and more to the left
until it's unusable (after about 30 secs). Switching the monitor off
helps, so I guess it's sth warming up as shouldn't.

Cheers

Edi

3485. Re: PDF on Atari?

Newsgroup: comp.sys.atari.st
Date: 2004-05-29 23:32:44 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <40b92b9c1414ea0@tripnet.se>
Source record: 18530

In comp.sys.atari.st <40b8335ee3e307@comcast.net>
Edward S. Baiz Jr. wrote on Sat 29-05-2004 12:54 (GMT):

>>Can somebody help so I can View and Print PDF files on my Atari ST?

>There are two ways to do that. Get either Ghostscript or Porthos.
>Ghostscript can be downloaded from the Internet. Porthos you have
>to pay for (about $40). I have both, but Porthos is far the better
>way, but you must have a multi-tasking evironment.

At least the demo version of Porthos runs under single TOS. But, you will need NVDI (V.5 ?) and probably WDIALOG.

On the other hand GEMGS (Ghostscript for TOS) can be used and seem to be usable on 4 MB RAM. Just tested it on a MSTe and it could render at least the two simple pdf's I tried. It's very slow but does not need any NVDI or m-task.

The whole package takes 5.5 MB on the harddisk with the app itself at 1.5 MB. I had it convert the pdf to IMG files and it worked but the result ended up in the \TMP directory with wrong file extender.

On a 16 MHz 68000 it's painfully slow... 2 minutes from launch until the "GS>" prompt appear. Another 3 minutes to get the IMG file at 100 dpi. At 180 dpi I got errors due to lack of memory?

On the TT with lots of RAM it performed better...

Can be found at:

http://www.felschonline.de/c_atari_en.html

You will need at least:

http://www.tu-harburg.de/~alumnifc/download/atari/gemgs/gemgs13-bin.lzh
http://www.tu-harburg.de/~alumnifc/download/atari/gemgs/gemgs13-en.lzh
http://www.tu-harburg.de/~alumnifc/download/atari/gemgs/gemgs13-fnt1.lzh
http://www.tu-harburg.de/~alumnifc/download/atari/gemgs/gemgs13-fnt2.lzh
http://www.tu-harburg.de/~alumnifc/download/atari/gemgs/gemgs13-lib.lzh

A total of almost 4 MB to download.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3486. Re: Mega/MegaSTe/TT030 Keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-05-30 09:01:18 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BCDF616D.12044%derryck@nospam.cix.co.uk.invalid>
Source record: 18531

In article 20040528125148.11434.00000037@mb-m11.aol.com, SF0218 at sf0218@aol.com wrote on 28/5/04 17:51:

> Me again!!!! :| How would I connect a Mega/MegaSTE/TT030 keyboard to a
> recased Falcon?

I'd probably recommend that you use a PC keyboard and mouse and one of the adaptors (Eiffel, QWERTY...) to connect them to your recased Falcon. That gets you over the problem of recasing the keyboard and also gives you the right connectors at both ends.

--

Cheers

Derryck

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

3487. Re: PDF on Atari?

Newsgroup: comp.sys.atari.st
Date: 2004-05-30 09:48:02 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BCDF64F5.12045%derryck@nospam.cix.co.uk.invalid>
Source record: 18532

In article 40b92b9c1414ea0@tripnet.se, Kenneth Medin at kennethm@tripnet.se wrote on 30/5/04 00:32:

> In comp.sys.atari.st <40b8335ee3e307@comcast.net>
> Edward S. Baiz Jr. wrote on Sat 29-05-2004 12:54 (GMT):
>
>>> Can somebody help so I can View and Print PDF files on my Atari ST?
>
>> There are two ways to do that. Get either Ghostscript or Porthos.

> At least the demo version of Porthos runs under single TOS. But, you will
> need NVDI (V.5 ?) and probably WDIALOG.
>
> On the other hand GEMGS (Ghostscript for TOS) can be used and seem to be
> usable on 4 MB RAM. Just tested it on a MSTe and it could render at least
> the two simple pdf's I tried. It's very slow but does not need any NVDI
> or m-task.

IMHO GEMGS isn't the easiest program to set up or use, so if money and OS are no object I'd definitely recommend Porthos.

Anyway, don't forget to thank DDP Translations for the English versions of both these apps :-)

--

Cheers

Derryck


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

3488. Re: What's your take on Papyrus

Newsgroup: comp.sys.atari.st
Date: 2004-05-30 09:48:02 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BCDF6650.12046%derryck@nospam.cix.co.uk.invalid>
Source record: 18533

In article 25b11c368450f848f042c912fd44f72c.88368@mygate.mailgate.org, Cyril Lefebvre at cs.lefebvre@free.fr wrote on 29/5/04 14:51:

> I run Papyrus 7.58 in Falcon with Phantom card. It's good but I can't
> print with acceleration... i desactivate phantom card for print and
> reactivate it after print...

I had the same problem with a Nemesis accelerator and NVDI - the answer is to use either a printer spooler or that special printer tracking thingy - there was an Auto folder and an SLB version?

--

Cheers

Derryck

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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

3489. Re: Vortex HDPlus 60 and Atari ST + Monitor problems

Newsgroup: comp.sys.atari.st
Date: 2004-05-30 17:25:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200405301925.a47267@b.maus.de>
Source record: 18536

Hi Eduard,

EW>- With the HD connected, it won't boot (no matter whether the HD is
EW>switched on or off
we'll need more information please. Which brand of HD? How many ACSI
devices? Termination? Which CSI-ACSI adapter? ...

EW>but the boot sequence used to be 1) turn on HD, 2) turn on Atari).
Right!

I guess something with DMA is wrong. The floppy and ACSi buses do
interfere. One of them bad may influence the other.

EW>How can I track down what's wrong?
I'd try to hook the HD to any other ST/TT and look what happens.

Und TTschï¿½
ps

3490. Re: PDF on Atari?

Newsgroup: comp.sys.atari.st
Date: 2004-05-30 17:26:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200405301926.a47268@b.maus.de>
Source record: 18535

Hi Derryck,

DC>IMHO GEMGS isn't the easiest program to set up or use, so if money and
DC>OS are no object I'd definitely recommend Porthos.
furthermore, I think GEMGS is pretty slow, even on a TT!

Und TTschï¿½
ps

3491. Atari 520ST and Amiga 500 For Sale

Newsgroup: comp.sys.atari.st
Date: 2004-05-30 20:11:15 UTC
From: o_morris100@hotmail.com
Message-ID: <351b8aec.0405301211.2f0b29ce@posting.google.com>
Source record: 18534

Hello,

I hope you don't mind me posting this here, but I have a lrage amount of Amiga and Atari stuff I would like to sell. I may split the lot if enough interest.

The full list is:

Unboxed for the Amiga are mostly copied games, however still work as they should:

street fighter 2
gauntlet 2
the winning team disks with manual
black crypt
james pond
CIV
Dune 2 with copied manual
deluxe paint
populous 2
eye of the beholder 2
operation thunderbolt
flashback
pinball fantasies
pang
addams family
frontier elite 2
shoot em ups volume 1 - 10 games
missile command
pom pom gunner
punisher
elite
gun boat
20 blank disks for saving etc

Lotus 3 is unboxed but it has a manual.

Boxed for the Amiga is

covert action
utopia
powermonger
f-19 stealth fighter
MiG-29
Syndicate
Hero quest with copied data disk

Advanced destroyer simulator
Carrier command no manual
Nightbreed

Atari:

Unboxed games are:

Lemmings
UK language disk
Atari games disk 1 ï¿½ Space harrier and Bomb Jack
Atari games disk 2 ï¿½ Outrun and carrier command
Atari STOS Program Disk
Atari Language Disk

Boxed games are:

Skystrike Plus ï¿½ No manual
Populous
Space Gun

There is 1 mouse for each console and 1 mouse which has a switch to switch between the consoles.

There is 1 joystick for the Amiga which I have tested.

There are 3 joystick for the Atari which I haven't tested, and 1 funny little joypad called ï¿½the Bug' for the Atari, which again is untested.

There is also a spare floppy disk drive for the Amiga which is untested; and doesn't seem to be of a lot of use except for maybe copying floppys.

All the necessary cables, power cables and - for the Amiga - the power supply are present. There are also some games which I tested but appeared to ï¿½Play Up' when tested, which you can have for free if you so wish.

Open to sensible offers. If you live locally, dorset, you may collect or ï¿½15ish to post it.

Regards, Owen.

3492. Pak/3-030

Newsgroup: comp.sys.atari.st
Date: 2004-05-30 22:59:05 UTC
From: bobthenob <bwiltshiregone@blueyonder.co.uk>
Message-ID: <i8pkb0l4f531i124fshvgn2cqnhl55f6lr@4ax.com>
Source record: 18537

I have a Pak3-030 that is going spare, as it were. I have no idea if it works but maybe there is somebody hereabouts who would like it. I need an Atari 1050 psu the 240v -> 9v AC one from the 8bit days and would swap. Any takers?
bob

3493. Re: PageStream

Newsgroup: comp.sys.atari.st
Date: 2004-05-30 23:07:42 UTC
From: cstanley@zetnet.co.uk
Message-ID: <40ba693c$0$22315$4c56ba96@master.news.zetnet.net>
Source record: 18538

On 28 May 2004 12:43:08 , "Kenneth Medin" wrote:
>In comp.sys.atari.st <40b518aa$0$22313$4c56ba96@master.news.zetnet.net>
>Charles Stanley wrote on Wed 26-05-2004 22:22 (GMT):
>
>>Will try again with ZIP. Thanks for replying here: I still connot receive
>>emails, no matter what I try.
>
>Try Popwatch by Gary Priest!

Thanks for the suggestion, Kenneth, which I tried years ago, but not
to my satisfaction (can't remember why).

Anyway, hurrah for Zetnet Tech Support, who managed to clear a logjam in
my mailbox there: receiving emails is now on again -- nothing to do with
NEWsie, after all :(:(

Charles.

3494. Re: NEWSie, end of

Newsgroup: comp.sys.atari.st
Date: 2004-05-30 23:07:44 UTC
From: cstanley@zetnet.co.uk
Message-ID: <40ba693f$0$22315$4c56ba96@master.news.zetnet.net>
Source record: 18539

On 23 May 2004 08:55:27 , Paul Williamson wrote:
>Hi Martin,
>
>On 22 May 2004 16:27:46 , "Martin \"Nightowl\" Byttebier" wrote:
>
<SNIPPED>

>I hope Charles will soon be able to tell us that his problem has been
>solved.
>
Yes, Paul. Hurrah for Zetnet Tech Support, who found and removed sort of logjam in my mailbox there. Receiving email is OK now -- so nothing to blame NEWsie for.

Thanks, all who offered help, especially your good self :(

:(:(
Charles.

3495. Re: Pak/3-030

Newsgroup: comp.sys.atari.st
Date: 2004-05-31 00:00:48 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c9dsjf$m2b$1@sparta.btinternet.com>
Source record: 18540

Hi "bobthenob"

Blimey!, its my brother

8~)

<bwiltshiregone@blueyonder.co.uk> wrote in message
news:i8pkb0l4f531i124fshvgn2cqnhl55f6lr@4ax.com...
> I have a Pak3-030 that is going spare, as it were. I have no idea if
> it works but maybe there is somebody hereabouts who would like it. I
> need an Atari 1050 psu the 240v -> 9v AC one from the 8bit days and
> would swap. Any takers?

What part of the world are you in.

--

Regards, Steve S.

3496. Re: Pak/3-030

Newsgroup: comp.sys.atari.st
Date: 2004-05-31 07:10:55 UTC
From: bobthenob <bwiltshiregone@blueyonder.co.uk>
Message-ID: <tfmlb0d48j1u2mbmkqnjlb8lfrsp86klns@4ax.com>
Source record: 18541

south west UK

bob

3497. Re: Pak/3-030

Newsgroup: comp.sys.atari.st
Date: 2004-05-31 08:01:25 UTC
From: Bernd Kopriva <bernd_AT_kopriva_DOT_de>
Message-ID: <3fplb014q8q1nd2m8n0k4st1dje5t1n3il@4ax.com>
Source record: 18543

HI Bob,
i cant send you an eMail (550 Administrative prohibition), so i will ask here :

unfortunately, i don't have the power supply you need ...
... anyhow would you offer the PAK to me ?

Thanks Bernd

On Sun, 30 May 2004 23:59:05 +0100, bobthenob <bwiltshiregone@blueyonder.co.uk>
wrote:

>I have a Pak3-030 that is going spare, as it were. I have no idea if
>it works but maybe there is somebody hereabouts who would like it. I
>need an Atari 1050 psu the 240v -> 9v AC one from the 8bit days and
>would swap. Any takers?
>bob

3498. [UTD] June Release of Eureka

Newsgroup: comp.sys.atari.st
Date: 2004-05-31 08:17:07 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <c9epgi$6lc$2@news-reader2.wanadoo.fr>
Source record: 18542

Hi,

The software "Eureka" is updated and released on its WEB page.
It is a "2D Graph Describer and 3D Modeller". It is updated
nearly every month, if I found significant improvements for it.
You will have to fetch it at :

http://eureka.atari.org/eurka406.zip
That is the Complete Common Edition

http://eureka.atari.org/eurka020.zip
Is the Complete 68020 Edition

http://eureka.atari.org/eurkafpu.zip
Is the Limited FPU Edition

http://eureka.atari.org/eurklite.zip
Is the Lite Edition, working on early ST with 720kb floppy

http://eureka.atari.org/lib_dgem.zip
Are Dynamic Libraries Extensions for Eureka

http://eureka.atari.org/tiny045.zip
Is the OpenGL Extension (requires previous package)

The handling of OpenGL extension has been modified,
rendering modes were added, the RAM usage is better
handled. The program's resources have been optimized
for a similar interface's look. Shortly, we do a better
job without having to cope with a "fat program". That's
what I like !...

I wish you big fun with all this new STuff !

Best regards,

-- Franï¿½ois LE COAT
Author of Eureka 2.12
http://eureka.atari.org

3499. Re: NEWSie, end of

Newsgroup: comp.sys.atari.st
Date: 2004-05-31 08:54:04 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <40baf2ab$1$22312$4c56ba96@master.news.zetnet.net>
Source record: 18544

On 30 May 2004 23:07:44 , Charles Stanley wrote:

>Yes, Paul. Hurrah for Zetnet Tech Support, who found and removed sort of
>logjam in my mailbox there. Receiving email is OK now -- so nothing to
>blame NEWsie for.

That's excellent news Charles - congratulations ! Now life can get back to normal for you. To think, only a few years ago none of us had e-mail. However did we manage !

If you get time, it might well be worth trying again to set Popwatch up. Even if you don't connect it to a mail reader, like Okami, you can still use it to look at your mail box, and delete offending mails. I know you can do this in Newsie, but I think on this occasion you might have been able to delete the sticking mail with Popwatch where Newsie was unable to do it.

All the best

Paul

3500. Re: Yaayy!!

Newsgroup: comp.sys.atari.st
Date: 2004-05-31 16:20:34 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.05.31.16.20.34.29238@noos.fr>
Source record: 18545

Le Thu, 27 May 2004 21:25:57 +0000, Steve Sweet a ï¿œcritï¿œ:

> Hi there "beebee"
>
>> > Again, thanks for the news. As for me, it's great news indeed and
>> > much anticipated!!
>> >
>> It's science fiction:)
>
> Nope, science fact, I've got the proof here.

hi

of course, just read it isn't S F:)

Bye

3501. Re: Pak/3-030

Newsgroup: comp.sys.atari.st
Date: 2004-05-31 19:51:08 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c9g2b9vq1@titan.btinternet.com>
Source record: 18546

Hi Bob

I've got a collection of 8 bit stuff in my loft, trouble is I'm short of a ladder after it snapped and gave me a broken leg, I do have a 1050 PSU and could use a spare PAK. I'm in Kent

"bobthenob" <bwiltshiregone@blueyonder.co.uk> wrote in message news:tfmlb0d48j1u2mbmkqnjlb8lfrsp86klns@4ax.com...

> south west UK

Being south west OK you may be interested in the Cheshunt Computer Club, could you find your way to the M25 and junctions 25 on the 23rd June?

--

Regards, Steve S.

3502. Re: Pak/3-030

Newsgroup: comp.sys.atari.st
Date: 2004-05-31 20:43:47 UTC
From: bobthenob <bwiltshiregone@blueyonder.co.uk>
Message-ID: <8d5nb05t7ch78bqqs7s9qpnamfhl6a6ikg@4ax.com>
Source record: 18547

I wouldn't be able to make that i'm afraid. I would send you the Pak
on a promise of a PSU back by return though. I want you to understand
that although the Pak looks OK and matches the Pics you can find on
the net it may not work ....what can I tell you it is an unkown
quantity. I got it with a mega st and that never worked even with a
normal 68000 in there. I was never technical enough to find out why
and only used it as a parts donor. I only have 8bit atari's and the
pak left now
Bob

3503. Graphic system upgrade for STe

Newsgroup: comp.sys.atari.st
Date: 2004-05-31 21:49:26 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0405311349.627f708b@posting.google.com>
Source record: 18548

I have a 4mb 520STe, with TOS 1.62. I know there are a whole slew of graphic accelerators and upgrade for the Falcon and TT, but is there anything out there for the STe? I dont want to make it super powerful, but enough to be usable for web browsing and basic scanning/image editing, say 800x600 with 4096 colours. Were any boards ever made, and if so, how much do they go for???

3504. Atari STacy for sale, North America

Newsgroup: comp.sys.atari.st
Date: 2004-06-01 03:13:29 UTC
From: Simon XXXXXX <weezly@seanbaby.com>
Message-ID: <tvSuc.5303$CD4.2172@edtnps84>
Source record: 18399

I'm moving into a smaller place, my collection needs thinning out. Check
out http://cgi.ebay.ca/ws/eBayISAPI.dll?ViewItem&item=4135265801 and
shoot off an email to weezly AT seanbaby.com if you have any inquiries.

Simon Ouellet

3505. some questions about 520st

Newsgroup: comp.sys.atari.st
Date: 2004-06-01 03:34:34 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <cvtnb0pa6meotg7dcn71bqr4qahrvcntdf@4ax.com>
Source record: 18400

Okay I have an ST, but it is the original 520 with an external floppy and only 512k ram. The power connector (to the wall) on the power supply is missing (apparently it was nibbled off by a dog and lost) is there another compatible atari connector that will work? (like a 1050 or 800xl powersupply?) if not I could just wire another plug right?

Most games require 1meg? Is there some easy way for me to upgrade this model? Are there any recommendations for games that will run with 512k?

My biggest question: is there something like the SIO-to pc cable for the ST?

thanks in advance!
kvn

3506. Re: Desktop Backgrounds(aka wallpaper)

Newsgroup: comp.sys.atari.st
Date: 2004-06-01 09:50:25 UTC
From: Chris Wilkinson <misterblobby@NOSPAMsnap.net.nz>
Message-ID: <1086083244.192620@kyle.snap.net.nz>
Source record: 18401

Hi there,

SF0218 wrote:
> Hello All!!
>
> New CT60 owner(almost, just got registered today!!!) here!!!!! :) :) :)
>
> Question 1: Are .img format pics the only format we can set as a background?

No, but it depends which desktop you use...standard TOS you will need a
program like deskpic. It can use GIF, IMG, and also has its own internal
format (GFB, not sure how that works). MagicDesk has its own inbuilt
background picture thing, Jinnee does, Thing I'm sure does...others may
do...

> Question 2: How can we set a pic as a background and size it so the entire
> image fills the desktop (screen)?

Cant remember if any of the desktop background programs can resize
pictures...deskpic certainly could not. It would be very slow on a
standard Atari to resize, but maybe tolerable on the CT60...

> Question 3: If img is the only format we can use, then what is used to convert
> other formats to img?

GEM-View 3 is what I used...

--
Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
ATARI Falcon030 owner, ARAnyM user on Mandrake Linux.

3507. To Dan Ackerman aka Baldrick

Newsgroup: comp.sys.atari.st
Date: 2004-06-01 11:16:59 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrncboo37.f3p.atari@komp7.euh-e.edu.pl>
Source record: 18402

baldrick@netset.com bounces. Give me Your e-mail addy you had
problems when mailing me.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3508. Re: Graphic system upgrade for STe

Newsgroup: comp.sys.atari.st
Date: 2004-06-01 14:05:10 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.06.01.14.05.10.854206@removenoaspam.atari-source.com>
Source record: 18403

On Mon, 31 May 2004 14:49:26 -0700, Dark Willow wrote:

> I have a 4mb 520STe, with TOS 1.62. I know there are a whole slew of
> graphic accelerators and upgrade for the Falcon and TT, but is there
> anything out there for the STe? I dont want to make it super powerful,
> but enough to be usable for web browsing and basic scanning/image
> editing, say 800x600 with 4096 colours. Were any boards ever made, and
> if so, how much do they go for???

You might be stuck on this. Almost every solution I've seen requires a
Mega ST or better, Mega STe and above.

Mark
http://portal.atari-source.com

3509. Re: To Dan Ackerman aka Baldrick

Newsgroup: comp.sys.atari.st
Date: 2004-06-01 15:35:02 UTC
From: Dan A <artdeptNOSPAM@coinboards.com>
Message-ID: <Gm1vc.7055$Yd3.1408@newsread3.news.atl.earthlink.net>
Source record: 18404

"Adam Klobukowski" <atari@gabo.pl> wrote in message
news:slrncboo37.f3p.atari@komp7.euh-e.edu.pl...
> baldrick@netset bounces. Give me Your e-mail addy you had
> problems when mailing me.
>
> --

Can you email Gokmase or Ozk or AltF4 and ask them?

I'd really rather not publish it here. While your mail didn't get through,
I got 40 virus bombs in that box today, up from 1 or 2 a day a couple of
weeks ago.

Dan
aka baldrick

3510. Re: Graphic system upgrade for STe

Newsgroup: comp.sys.atari.st
Date: 2004-06-01 20:12:41 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <c19b13013ba64f72ac72da6674483aa9@ghytred.com>
Source record: 18405

```
>
>On Mon, 31 May 2004 14:49:26 -0700, Dark Willow wrote:
>
>> I have a 4mb 520STe, with TOS 1.62. I know there are a whole slew of
>> graphic accelerators and upgrade for the Falcon and TT, but is there
>> anything out there for the STe? I dont want to make it super powerful,
>> but enough to be usable for web browsing and basic scanning/image
>> editing, say 800x600 with 4096 colours. Were any boards ever made, and
>> if so, how much do they go for???>
>>
>
>You might be stuck on this. Almost every solution I've seen requires a Mega ST or better,
>Mega STe and above.>
>
>
>Mark
>http://portal.atari-source.com
```

The ST (F,FM) and STe systems have no provision for graphic upgrades,
and case space is very tight, so as far as I know no upgrades for the machines
exist. (Actually I lie, ST class machines can be updated to STE spec by
piggy backing two chips)
The MEGA, TT and Mega STE all have provision for a graphics card. There
are quit a few options for these machines. I don't know what provision
the Falcon has, but there are certainly upgrade options.

3511. Re: some questions about 520st

Newsgroup: comp.sys.atari.st
Date: 2004-06-01 20:20:01 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <5794e3052fea4dc4b54785beed91a8b1@ghytred.com>
Source record: 18406

>
>
>Okay I have an ST, but it is the original 520 with an external floppy and only 512k ram.
>The power connector (to the wall) on the power supply is missing (apparently it was >>
>nibbled off by a dog and lost) is there another compatible atari connector that will work?
>(like a 1050 or 800xl powersupply?) if not I could just wire another plug right?
>
>Most games require 1meg? Is there some easy way for me to upgrade this model?

Yes buy a 1Meg ST or STE from Ebay. Or even a 512k STE and a couple of
1meg simms.
>Are there any recommendations for games that will run with 512k?

There are lots of games that will run in 512K. Depends on what you like.
My personal fav is Buggy Boy which I think will run in 512k.

>My biggest question: is there something like the SIO-to pc cable for the ST?

Not that I know of. You can us PARCP http://joy.sophics.cz/parcp/

>thanks in advance!
>kvn

3512. Re: some questions about 520st

Newsgroup: comp.sys.atari.st
Date: 2004-06-01 20:39:36 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <r9qpb0150c3scopfnqdl57dbef0obon44a@4ax.com>
Source record: 18407

On 01 Jun 2004 21:20:01 +0100, David Wade <g8mqw@yahoo.com> wrote:

>Yes buy a 1Meg ST or STE from Ebay. Or even a 512k STE and a couple of
>1meg simms.

so I take it, it's not worth my time to upgrade this one?

>There are lots of games that will run in 512K. Depends on what you like.
>My personal fav is Buggy Boy which I think will run in 512k.

I'll look for Buggy Boy, so far I have found llamatron 512k and
Revenge of the mutant camels, any other suggestions for 1/2meg ST
games?

kvn

3513. Re: Graphic system upgrade for STe

Newsgroup: comp.sys.atari.st
Date: 2004-06-01 20:43:38 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <vR5vc.368$F2.153@bignews6.bellsouth.net>
Source record: 18408

For speeding up the STe...
There have been a few upclocking kits for the CPU over the years that can be bodged into an STe. Check the remaining Atari vendors, as they might have something in the back room that will fit.

There are also kits for speeding up the serial port (the stock STe does 19200 tops). I say 'kit', because some were sold with the parts and instructions boxed and labled. This is likely something you could find a DIY on the net and order your own parts for if you really wanted.

The STe holds 4meg of SIMM memory. If you haven't already topped that out, it's an easy upgrade. Almost any 1meg, 30pin, 70ns or faster sticks will do the trick.

Getting more than 4meg of memory into an STe is quite a challenge. Marpet made some boards that one 'might' be able to hack into an STe. Even so, it would require TOS 2.06 or MagiC to take advantage of it.

For enhanced graphics...Alla VGA...
I'm thinking there was something called "The Panther" that gives the STe one ISA slot. For this slot, there were some NVDI drivers for at least one graphics card, tho' I do not recall which card (for some reason I'm thinking ET4000).

My memory is foggy, but I do believe the Panther was designed with the 1040/520 STe machines in mind. One solution was to recase the motherboard and mount the card inside. Another was to run a ribbon cable outside the factory case, where your graphic card would live in a no frills project box.

If he's still lurking around the Atari buissness, I would suggest asking Nima (Homa Systems) about anything graphics related for the Atari. It's my understanding that he has been quite instrumental in developing alot of things on the software end for Graphics cards. He also sold and supported (possibly a developer as well?) the excellent Nova cards, adaptors, and drivers.

Again, my memory is quite foggy....
Try a web search for "Panther Graphics Atari" etc...
Even if you can't find the ready built hardware kits for sale anywhere...it should be something you might could build yourself provided you can find the software bits somewhere.

Another thing to consider...
You might find a Falcon or TT, or even build a fast linux box for ARAYM for what it cost to buy or build a graphics card that may or may not work very well in the end.

One of the advantages to having enhanced graphics is the ability to see/process large-colorful images. An STe tops out at 4meg of RAM (unless you're very

resourceful and creative). Keep that in mind! To get much accomplished you'd likely need some sort of virtual memory to hard drive tool (outside?), or expensive software that can manipulate images from disk, which would slow things down considerably. Alas, another reason it might be wise to get a different machine than to try to slap a card on an STe. True, the graphics card will have memory built in and allow large fancy desktops, but that doesn't stop the STe from gobbling up more memory to drive the card when it comes to jpegs and such as that.

The STe is perhaps the best machine Atari ever built for running STOCK apps. MIDI, GAMES, etc, that don't call for lots of memory and screen real-estate. Wish I had one around for that purpose ;) When it comes to power user set-ups, such as MiNT, or hot graphics workstations, you might be better off just getting a new machine with lots of RAM and the graphics capabilities you desire built in. Falcon, TT, Hades, Milian, PPC, or Intel.

Brian

3514. MPTi english resources

Newsgroup: comp.sys.atari.st
Date: 2004-06-01 21:10:04 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040601231004.a18220@du3.maus.de>
Source record: 18418

Hello,

I'm proud to announce that now thanks to ddp translations there are English resources available for the small MP3 tag editor MPTi.

You can download them as well as the programm itself from:

http://mpti.factorynews.de

Regards,

Frank

3515. STart Magazines

Newsgroup: comp.sys.atari.st
Date: 2004-06-01 23:42:41 UTC
From: brockwash@msn.com
Message-ID: <936255c1.0406011542.2188a004@posting.google.com>
Source record: 18409

I have a bunch of STart magazines (with disks) and also ST Log...probably 150 magazines in all. I live in the Seattle area and I'm looking to give them to somebody, rather than toss them (I'm moving house).

3516. Re: STart Magazines

Newsgroup: comp.sys.atari.st
Date: 2004-06-02 01:39:07 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10bqbtrtapcosaf@corp.supernews.com>
Source record: 18410

I am in Tacoma and will take them!!

Tim
"Andy" <brockwash@msn.com> wrote in message
news:936255c1.0406011542.2188a004@posting.google.com...
> I have a bunch of STart magazines (with disks) and also ST
> Log...probably 150 magazines in all. I live in the Seattle area and
> I'm looking to give them to somebody, rather than toss them (I'm
> moving house).

3517. Re: Vortex HDPlus 60 and Atari ST + Monitor problems

Newsgroup: comp.sys.atari.st
Date: 2004-06-02 02:13:30 UTC
From: themroc@aol.com
Message-ID: <20040601221330.13897.00000175@mb-m24.aol.com>
Source record: 18411

If the HD doesnï¿½t spin up after being unused for a long time,most likely the heads are glued to the platter surface(which is coated with some fluid).You can try whacking it to spin up,or even open it to free the heads,backup the data and toss it.Modern HDs have a specially treated landing zone or lift the heads off the platter,so this is no more a problem.

3518. Two Weeks Till JagFest UK 12/13 June

Newsgroup: comp.sys.atari.st
Date: 2004-06-02 05:15:39 UTC
From: nick@1632systems.co.uk
Message-ID: <c9jnprac1@thorium.cix.co.uk>
Source record: 18412
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

Well first of all thanks to Pocket, Arethius, Scat and other who made the Jaguar Connexxion in France a real nice place to be. Plenty of games, plenty of collectibles, plenty to see and do...

But now come the Brits with JagFest'04, June 12/13... are you planning to come and see whats happening in the UK Atari World? We still have some more work to do but the event is shaping up nicely with the following attractions.....

Licensed Bar -- A little liquid refreshment to help the RAFFLE go down

Jaguar
Battlesphere Tourney run by Gaztee plus all the latest and Greatest Releases inc Songbird and B&C - see and buy the games and protos you only thought you would hear about.

Lynx, a selection of the ebst games and prototypes around

Atari ST-STE-TT-Falcon
Full Papyrus X demos, and sales.
NEXUS Gaming Competition (TBA)
Maggie DIsk Magazine
Who will have a similar programme to last year (ST and Falcon), but with new demo's since last year of course Chris's Falcon is now F060! Also there will be the miracle of selected hits of Atari 8-bit on CT60, through the miracle of emulation.

Atari 8 Bit
The Devastator II, a fully functional MAME controller for your PC.

Magazines
Premier On-line Atari magazine MyAtari, and Retro-Mart plus a suprise??

Tournaments
Asteroids 7800 run by James Perrow
Tournies organised by Steve Moss, more details on web pages

Side Show
Commodore Scene will be in attendance with a C= side show .
They will be bringing the '4 player Commodore stand' and a bunch of 4 player games for people to play on. Also, they will probably be bringing our portable SX64's (x3) along with some software to show off and some of the new hardware too.

Emulators
Gamebase ST

Rob Perry - Will be showing the progress he and Paul Thompson has made on their GamebaseST project . Find out how easy they have made it to run ST games under emulation, all wrapped up in a mame32 type frontend.

Atari Portfolio
Portfolio Club (U.K).
Europes premier Portfolio supporters, the Portfolio Club will be along to show off all things to do with the Atari handeheld. Find out more Portfolio stuff at www.portfolioclub.cwc.net

More Infomation can be found at http://www.uk.jagfest.org.uk/

All Weekend Pass Holders will recieve 2 free gifts for supporting JagFest UK..... a JagFest Keyring (gasp!!) and a Free full copy including Hint Book of Oxyd for Atari ST, STE, TT, Falcon, PC or MAC (even bigger gasp!!). In fact JagFest are feeling so generous we will give the Basic Oxyd pack to the first 50 who come to JagFest on Saturday or Sunday.

If you want to come along for the day, it's only £5 and you are sure of a good time, with friends new and old.. just contact me at nick@1632systems.co.uk

Hope to see you soon.

Nick Harlow

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

3519. Re: Vortex HDPlus 60 and Atari ST + Monitor problems

Newsgroup: comp.sys.atari.st
Date: 2004-06-02 06:12:25 UTC
From: Eduard Werner <edi.werner@gmx.de>
Message-ID: <40bd7f7c$0$13304$9b4e6d93@newsread2.arcor-online.net>
Source record: 18414

Peter Schneider wrote:

> Hi Eduard,
>
> EW>- With the HD connected, it won't boot (no matter whether the HD is
> EW>switched on or off
> we'll need more information please. Which brand of HD? How many ACSI
> devices? Termination? Which CSI-ACSI adapter? ...

It's a Vortex HDPlus 60, as I said. It comes in a case, connects with a special cable and has the CSI-ACSI adapter inside. It's the only device connected to the bus.

Cheers

Edi

3520. Re: Vortex HDPlus 60 and Atari ST + Monitor problems

Newsgroup: comp.sys.atari.st
Date: 2004-06-02 06:13:24 UTC
From: Eduard Werner <edi.werner@gmx.de>
Message-ID: <40bd7fb7$0$13304$9b4e6d93@newsread2.arcor-online.net>
Source record: 18415

Themroc wrote:

> If the HD doesn´t spin up after being unused for a long time,most likely
> the heads are glued to the platter surface(which is coated with some
> fluid).You can try whacking it to spin up,or even open it to free the
> heads,backup the data and toss it.

That's exactly what I want to do. It does spin up though, so that's not a problem (yet), as it's the Atari which does not come up with the HD connected.

Cheers

Edi

3521. Re: some questions about 520st

Newsgroup: comp.sys.atari.st
Date: 2004-06-02 06:14:08 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10bqs1gg6niq1eb@corp.supernews.com>
Source record: 18413

"|<evin" <nospam@nospam.com> wrote in message
news:r9qpb0150c3scopfnqdl57dbef0obon44a@4ax.com...
> On 01 Jun 2004 21:20:01 +0100, David Wade <g8mqw@yahoo.com> wrote:
>
> >Yes buy a 1Meg ST or STE from Ebay. Or even a 512k STE and a couple of
> >1meg simms.
>
> so I take it, it's not worth my time to upgrade this one?
>
> >There are lots of games that will run in 512K. Depends on what you like.
> >My personal fav is Buggy Boy which I think will run in 512k.
>
> I'll look for Buggy Boy, so far I have found llamatron 512k and
> Revenge of the mutant camels, any other suggestions for 1/2meg ST
> games?
>
Most early ST games will run in 512k.

Get the Atari made games: Moon Patrol, Joust, Crystal Castles, Battle Zone,
Robotron...

3522. Hompage of Gary Priest?

Newsgroup: comp.sys.atari.st
Date: 2004-06-02 08:56:57 UTC
From: BMaedicke@t-online.de
Message-ID: <1ger2c4.tgzgde1cxex00N%BMaedicke@t-online.de>
Source record: 18416

Hi,

Where can I find the homepage of Gary Priest, the author of
POPwatch/NEWSwatch?

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

3523. Re: Two Weeks Till JagFest UK 12/13 June

Newsgroup: comp.sys.atari.st
Date: 2004-06-02 08:58:42 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BCE35552.12450%derryck@nospam.cix.co.uk.invalid>
Source record: 18417
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

In article c9jnprac1@thorium.cix.co.uk, nick@1632systems.co.uk at nick@1632systems.co.uk wrote on 2/6/04 06:15:

> But now come the Brits with JagFest'04, June 12/13... are you planning to
> come and see whats happening in the UK Atari World? We still have some more
> work to do but the event is shaping up nicely with the following
> attractions.....

Not forgetting the Cheshunt Computer Club and DDP Translations of course :-)

--

Cheers

Derryck


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

3524. Lyndon Amsdon

Newsgroup: comp.sys.atari.st
Date: 2004-06-02 15:43:00 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040602174300.a18222@du3.maus.de>
Source record: 18419

Hello,

did anyone hear anything from Lyndon Amsdon recently I ordered several EtherNECs a few weeks ago and unfortunately I cannot get in contact with him again. :-(

Regards,

Frank

3525. Re: MPTi english resources

Newsgroup: comp.sys.atari.st
Date: 2004-06-02 17:03:32 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BCE3C6F4.12481%derryck@nospam.cix.co.uk.invalid>
Source record: 18420

In article 20040601231004.a18220@du3.maus.de, Frank Szymanski at
Frank_Szymanski@du3.ohse.de wrote on 1/6/04 22:10:

> I'm proud to announce that now thanks to ddp translations there are English
> resources available for the small MP3 tag editor MPTi.

I guess that Dennis did that for you - talking of whom, he seems to have
disappeared from the face of the earth!

Dennis, can you get in touch with me re Resource Manager and the other
matter we were discussing, and Carey wants a word as well:-)

> You can download them as well as the programm itself from:
>
> http://mpti.factorynews.de

I'll put a link to there from the DDP Translations website when there's a
spare moment :-)

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

3526. Re: Graphic system upgrade for STe

Newsgroup: comp.sys.atari.st
Date: 2004-06-02 21:35:35 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0406021335.4711f6f0@posting.google.com>
Source record: 18421

Yes, the memory I've already upgraded to the max 4mb, though I'm not goign to be doing any superdemanding so I'm not woo worried about that. I'm loathed to put my STe aside for a TT, Falcon or Hades as for one thing the budget is minimal, and I've already put quite a lot of effort if not money into the STe which I'm loathed to give up on.

I did a lil digging on the Panther card, it did indeed exist and it was the Tseng ET4000 chip that does the tricks. So, with that in mind, I can only give it a try, not goign to give up that easy...

Re: Recasing. As it is, my system is in it's orginal casing. I'm not sure how easy it is to get hte Desktopper these days, but am serious considering moving it into an ATX housing, prefably, but not neccessarily desktop, and using a PC keyboard and mouse. I know the key'b and mouse is both possible and easy enough to do, BUT just how risky is it restting the motherboard as I forsee almost certain drilling great big holes in the motherboard to mount it... just how risky is it? Ive only ever seen it done once and that was with (you guessed it) a Falcon. Also, will any ATX case do, or is there any one that is paticularly good for the job?

3527. Re: Lyndon Amsdon

Newsgroup: comp.sys.atari.st
Date: 2004-06-02 21:38:31 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.06.02.21.38.31.75013@removenoaspam.atari-source.com>
Source record: 18422

On Wed, 02 Jun 2004 15:43:00 +0000, Frank Szymanski wrote:

> Hello,
>
> did anyone hear anything from Lyndon Amsdon recently I ordered several
> EtherNECs a few weeks ago and unfortunately I cannot get in contact with him
> again. :-(
>
> Regards,
>
> Frank

Hrmm,
Not like him but to be honest I normally see him on IRC and in usenet and
I haven't seen much of him. Perhaps he's travelling for the summer?

Thanks,
Mark

3528. Re: NEWSie, end of

Newsgroup: comp.sys.atari.st
Date: 2004-06-02 22:50:24 UTC
From: cstanley@zetnet.co.uk
Message-ID: <40be59ad$0$22313$4c56ba96@master.news.zetnet.net>
Source record: 18423

On 31 May 2004 08:54:04 , Paul Williamson wrote:
>On 30 May 2004 23:07:44 , Charles Stanley wrote:
>
>>Yes, Paul. Hurrah for Zetnet Tech Support, who found and removed sort of
>>logjam in my mailbox there. Receiving email is OK now -- so nothing to
>>blame NEWsie for.
>
>That's excellent news Charles - congratulations ! Now life can get back
>to normal for you. To think, only a few years ago none of us had e-mail.
>However did we manage !

Goodness knows, Paul: now it is necessary in my organisation to use email
rather than the phone. If only some folk would reply ...

>If you get time, it might well be worth trying again to set Popwatch up.
>Even if you don't connect it to a mail reader, like Okami, you can still
>use it to look at your mail box, and delete offending mails. I know you
>can do this in Newsie, but I think on this occasion you might have been
>able to delete the sticking mail with Popwatch where Newsie was unable to
>do it.

Yes, I'll do that. Meanwhile I've discovered another hitch. Some of the
URLs I need to post to have 1 or 2 letters longer than NEWsie can contain.
I get too many rejected because <.com> has been sent as <.co> etc.
Does anyone else have this problem?

I have yet to find a way round this. I wonder if that site that supplies
abbreviated urls can help (I don't know its name)?

Thanks,
Charles.

3529. Re: NEWSie, end of

Newsgroup: comp.sys.atari.st
Date: 2004-06-03 07:46:33 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BCE495E9.124A7%derryck@nospam.cix.co.uk.invalid>
Source record: 18424

In article 40be59ad$0$22313$4c56ba96@master.news.zetnet.net, Charles Stanley
at cstanley@zetnet.co.uk wrote on 2/6/04 23:50:

>> If you get time, it might well be worth trying again to set Popwatch up.

> Yes, I'll do that. Meanwhile I've discovered another hitch. Some of the
> URLs I need to post to have 1 or 2 letters longer than NEWsie can contain.

Maybe Mr GFA can sort that bug out - he's just released a new NEWSie
version.

> I have yet to find a way round this. I wonder if that site that supplies
> abbreviated urls can help (I don't know its name)?

snipurl or tinyurl

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

3530. Re: Graphic system upgrade for STe

Newsgroup: comp.sys.atari.st
Date: 2004-06-03 08:29:35 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c9mngiqnp1@news.freedom2surf.net>
Source record: 18425

"David Wade" <g8mqw@yahoo.com> wrote in message
news:c19b13013ba64f72ac72da6674483aa9@ghytred.com...
>
> The ST (F,FM) and STe systems have no provision for graphic upgrades,
> and case space is very tight, so as far as I know no upgrades for the
machines
> exist. (Actually I lie, ST class machines can be updated to STE spec by
> piggy backing two chips)

No you were telling the truth, you CAN'T upgrade an ST to an STE. Do you
mean upgrade the TOS? this will not give you an STE.

> The MEGA, TT and Mega STE all have provision for a graphics card. There
> are quit a few options for these machines. I don't know what provision
> the Falcon has, but there are certainly upgrade options.

Falcon options include the Eclipse, and the upcoming supervidel.

Coda

3531. Re: Mega/MegaSTe/TT030 Keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-06-03 08:38:26 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <c9mo15$qt4$1@news.freedom2surf.net>
Source record: 18426

Check on www.Czuba-tech.com in the archives there is a hand drawn pic by
Rodolphe which I used to connect a female CAT5 socket to the keyboard pins
on my falcon.
If you can't find it, give us a shout and i'll dig it out.

Coda.

"SF0218" <sf0218@aol.com> wrote in message
news:20040528125148.11434.00000037@mb-m11.aol.com...
> Hi all,
>
> Me again!!!! :| How would I connect a Mega/MegaSTE/TT030 keyboard to a
> recased Falcon?
>
> Thanks to everyone!!!!
>
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,
>
>

3532. Steinberg SMP 24.

Newsgroup: comp.sys.atari.st
Date: 2004-06-03 15:38:17 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <ctIvc.395$yP1.146@newsfe5-gui.server.ntli.net>
Source record: 18427

Hello.

I need a copy of the manual for the SMP 24 or SMP 2.

Anyone got a spare one or can advise where one may be found?

Barrie.

3533. AtarICQ 0.160 released

Newsgroup: comp.sys.atari.st
Date: 2004-06-03 17:23:31 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0406030923.41085452@posting.google.com>
Source record: 18428

At last, there is a new release of AtarICQ available! Since the last version was uploaded, many things have happened that made this one get delayed over and over: I got a CT60, which I needed time to install and setup properly. Furthermore, I shortly after experienced a serious harddisk crash which took quite some time to recover fully from. Anyway, things are slowly getting back to normal again now :)

In AtarICQ 0.160, you should not expect any major changes. Instead, there are some important bugfixes present and even the overlay has been updated again. Here is a brief list of the most important additions and changes:

No hardcoded limit for the number of contacts you can add! The internal
arrays can be adjusted dynamically on the fly now! (Big thanks to Lp for sharing the GFA info!)
Configuration for sound has been bug fixed and should be much better now
The OVL has had another update, so now aICQ can talk to eg. Trillian and GAIM. Furthermore, some problems with receiving ICQ messages of certain lengths (at least that is what seemed to be the problem) has been fixed.
A problem with reading registration data from file has been cured
Fixed a problem where sometimes the wrong window was given "focus"
XBIOS sound should work on Falcons now (Big thanks goes to Deun!)

As usual, you can read more and download the program here:
www.ataricq.org

Regards,

Joakim

www.ataricq.org
xaaes.atariforge.net
topp.atari-users.net

3534. Re: Lyndon Amsdon

Newsgroup: comp.sys.atari.st
Date: 2004-06-03 19:21:59 UTC
From: David Galvez <maraka@atari.net>
Message-ID: <c9ntpr$qe7$03$1@news.t-online.com>
Source record: 18429

I talked to him in IRC some days ago, he told me that he is working on the last batch of ethernecs.

"Frank Szymanski" <Frank_Szymanski@du3.ohse.de> escribiï¿½ en el mensaje news:20040602174300.a18222@du3.maus.de...
> Hello,
>
> did anyone hear anything from Lyndon Amsdon recently I ordered several
> EtherNECs a few weeks ago and unfortunately I cannot get in contact with him
> again. :-(
>
> Regards,
>
> Frank

3535. StCad and Nvdi

Newsgroup: comp.sys.atari.st
Date: 2004-06-03 20:27:36 UTC
From: Olivier VANONI <ovanoni@icor.fr>
Message-ID: <WS3.ff5c5af8.66e40ea1.ovanoni@icor.fr>
Source record: 18430

Hi everybody.
I use STCad 1.63 but when Nvdi 5.03 is active, I have an error when
STCad starts : access fault : bus error.
When Nvdi is off, it's ok.
Configuration :
Hades 60/magic 6.10/Jinnee/Nvdi 5.03/Stcad 1.63
Any idea ?
Thanks.

--
--
Olivier VANONI
ovanoni.pasdespam@icor.fr
Hades 060/Magic/jinnee/WenSuite 3.30c
ATARI

Visitez mon pays :
http://www.ville-saint-jean-de-maurienne.fr

3536. Re: Graphic system upgrade for STe

Newsgroup: comp.sys.atari.st
Date: 2004-06-03 21:25:59 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <wPMvc.412$Oc4.133@bignews1.bellsouth.net>
Source record: 18431

>"Dark Willow" <dark_willow1981@lycos.com> wrote in message
>news:168c84f1.0406021335.4711f6f0@posting.google.com...
> Yes, the memory I've already upgraded to the max 4mb, though I'm not
> goign to be doing any superdemanding so I'm not woo worried about
> that. I'm loathed to put my STe aside for a TT, Falcon or Hades as for
> one thing the budget is minimal, and I've already put quite a lot of
> effort if not money into the STe which I'm loathed to give up on.

Understandable :)
Giving up on the STe was not at all what I had in mind. There's far too many jewels that run best on that machine just like it is. I really meant, 'if you can find a high end machine for less than the ET4000 upgrade would cost, ADD it to the collection.'

> I did a lil digging on the Panther card, it did indeed exist and it
> was the Tseng ET4000 chip that does the tricks. So, with that in mind,
> I can only give it a try, not goign to give up that easy...

Good luck finding one. Homa (In Canada?) or one of the German shops are most likely to still have some.

> Re: Recasing. As it is, my system is in it's orginal casing. I'm not
> sure how easy it is to get hte Desktopper these days, but am serious
> considering moving it into an ATX housing, prefably, but not
> neccessarily desktop, and using a PC keyboard and mouse. I know the
> key'b and mouse is both possible and easy enough to do, BUT just how
> risky is it restting the motherboard as I forsee almost certain
> drilling great big holes in the motherboard to mount it... just how
> risky is it? Ive only ever seen it done once and that was with (you
> guessed it) a Falcon. Also, will any ATX case do, or is there any one
> that is paticularly good for the job?

It shouldn't be that difficult or risky.
In my opinion...for a non portable recasing, the bigger the case, the better.

Don't drill any new holes in the STe motherboard itself. Instead, drill the chassis to fit the MB and use nylon or rubber spacers to mount your motherboard. The main thing is to make sure the case is large enough.

I've never done this, but as I think it through here is what "I" would do. I might try it with my Falcon someday ;)

Forget the whole tower case idea....
Go find a nice aluminium flight suit-case with suitable deminsions...popular for cameras for instance. Use either woods, or lucite sheets with proper glue to cut out an instrument panel to your liking (surface area to mount buttons, keyboard, etc). Put a flat panel TFT-VGA screen in the top half of the case,

and mount the STe, powersupply, disk-drives and graphics card in the bottom half. You could do the keyboard part a number of different ways....either using the exiting keyboard solidly mounted in the case, or make it removeable on wire, or totally repalce it with a PC or Mega keyboard of your choice. Some kits exist for using non atari keyboards...the latest I is called Effel I think.

As for specific 'plans' for my 'portable Atari'....I have none to offer...if it were me, I would hunt parts, be creative, and design the case as I go, solving problems one by one.

Reguardless of your choice for a chassis...be it a tower, desk-top, rack, or something portable as I mentioned, these are the basic things to create solutions for.

One of the neatest things of all about the STe, is that it runs very cool. Cooling is not an issue unless you've upclocked it, or put it in a case with several HOT running disk drives or something (not so common with modern drives). In fact, alot of music studios don't get rid of their ST machines for this very reason. It runs great without a fan...NO FAN NOISE...so alot of things in the actual sound room gizmos get run by ST machines to this day ;)

1. Power supply....
If you intend just to use the the existing STe power supply...no problems at all. Just wire in a power switch as you like.

If you get a case with power supply and intend to run the STe from it....
The main thing is having a power supply that does not DEMAND some sort of motherboard control (modern power saver features). Some of the newer power supplies don't have a traditional 'on/off' switch anymore. Be careful of that! Otherwise, it's easy...just match the voltages as needed...pretty standrad stuff here. Ground, +-12v and +-5v. Do pay attention that there IS a difference between + voltages and - voltages.

2. Port access....
One solution is to mount the MB as close to case edges as possible, and simply drill/punch the holes you need. Another is to make pig tails and or harnesses to extend the ports to anywhere you'd like them.

Another option is to just leave a nice big hole somewhere to let all your origional cables run inside the case and plug in where they go. This is fine if you tend to plug everything in and rarely change stuff around.

3. Cartridge/ROM port. If you never use this...just forget about it. If you only have one device, plug it in and forget it. If you use it all the time, with several devices...there's a few options.
a. Mount the MB in a position where you can just punch a hole to access it.
b. Extend the port with a ribbon/card-edge kit, (I.E. CartRight from Wiztronics)
c. Mount a dongle switcher such as Cart Master or Combiner, plug in all your dongles.

4. The last biggie is the keyboard and joystick ports.
a. Remount the origional keyboard in the origonal STe case and use phone

cord to build a cable to the STe MB. Design in connector types and positions to your personal liking.
b. Aquire a mega or mega STe keyboard. Wire in appropriate connectors for the cable.
c. Use a keyboard adaptor for PC type keyboard (Deka, Zkeys, Effel).
d. Be ultra creative and fashion your own new case and cables for the origonal STe keyboard. If you can bodge together a bottom half to cradle the keyboard, you can actually cut just the top part of the case that you need for something that looks factory built. Materials you might try for a bottom tray to match the top are light sheet metals easy for a novice metal worker to fashion, lucite materials, moldable plastics (like car bondo), and of course wood.

Brian

3537. Re: Steinberg SMP 24.

Newsgroup: comp.sys.atari.st
Date: 2004-06-03 22:04:36 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <I5Nvc.7954$xt5.1990@bignews2.bellsouth.net>
Source record: 18432

>"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message:
> Hello.
>
> I need a copy of the manual for the SMP 24 or SMP 2.
>
> Anyone got a spare one or can advise where one may be found?

Hi Barrie,
I think I can help you.
Check your email.

Brian

3538. Copy protected disks

Newsgroup: comp.sys.atari.st
Date: 2004-06-04 03:46:48 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10bvs596it7jv0a@corp.supernews.com>
Source record: 18433

I have lots of original disks that I would like to make a backup copy of.
Does anyone have a Disk Copy program that will make a backup of copy
protected software? Will Pro Copy ST do the trick?

Tim

3539. Bad ST Power supplies

Newsgroup: comp.sys.atari.st
Date: 2004-06-04 05:47:08 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10c036sn4ibkic8@corp.supernews.com>
Source record: 18434
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have 2 520ST P/S and 1 SF314 P/S that are bad. Would these be any good to anyone or should I trash them?

Tim

3540. Re: Copy protected disks

Newsgroup: comp.sys.atari.st
Date: 2004-06-04 06:24:20 UTC
From: Eduard Werner <edi.werner@gmx.de>
Message-ID: <40c0254f$0$13295$9b4e6d93@newsread2.arcor-online.net>
Source record: 18435

Tim wrote:

> I have lots of original disks that I would like to make a backup copy of.
> Does anyone have a Disk Copy program that will make a backup of copy
> protected software? Will Pro Copy ST do the trick?

Try. It depends very much on the copy protection. In some cases, a certain track is physically damaged and the program wants a read error there before starting up. In these cases, ProCopy won't help you. If the copy protection is merely sth like an additional track, it will work. So you will basically want to try several copy programs and verify your copy.

Cheers

Edi

3541. Re: Steinberg SMP 24.

Newsgroup: comp.sys.atari.st
Date: 2004-06-04 09:51:58 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <duYvc.518$Js1.502@newsfe1-win>
Source record: 18436

Hello.

> > I need a copy of the manual for the SMP 24 or SMP 2.
> >
> > Anyone got a spare one or can advise where one may be found?
>
> Hi Barrie,
> I think I can help you.
> Check your email.
>
> Brian

Thanks, Brian.

3542. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2004-06-04 10:15:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406040312430.27713-100000@onyx.spiritone.com>
Source record: 18438
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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3543. Gaming Meet! Portland Atari Club! Portland, Oregon USA!

Newsgroup: comp.sys.atari.st
Date: 2004-06-04 10:19:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406040315500.27713-100000@onyx.spiritone.com>
Source record: 18437
Cross-posted to:
alt.atari-jaguar.discussion,pdx.forsale,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

Attention: Atari Gamers in Portland, Oregon USA! The Portland Atari Club will be meeting to Socialize and Play Atari Video Games on the 1st Friday of each month at 7 PM! Call Tad at (503)656-8617 or goto WebLinks below!

http://Club.Atari.org Portland Atari Club News!
http://www.aracnet.com/~atari/maillist.htm Atari Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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3544. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-06-04 10:26:00 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406040323290.27713-100000@onyx.spiritone.com>
Source record: 18440
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

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http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3545. ADV: Atari E-Mail / Postal Mail List!

Newsgroup: comp.sys.atari.st
Date: 2004-06-04 10:29:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406040326150.27713-100000@onyx.spiritone.com>
Source record: 18439
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Portland Atari Club for those local to Portland, Oregon USA! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm Atari Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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3546. Re: Bad ST Power supplies

Newsgroup: comp.sys.atari.st
Date: 2004-06-04 12:42:28 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <sfr0c019nje4ueebav5t0b1rrj0kdk0qpd@4ax.com>
Source record: 18441
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On Thu, 3 Jun 2004 22:47:08 -0700, "Tim" <tjlazer@CRAPmail.com> wrote:

>I have 2 520ST P/S and 1 SF314 P/S that are bad. Would these be any good to
>anyone or should I trash them?
>
>Tim

>

what is an sf314? Is that a floppy drive? A dog nibbled the end of
my floppy PS and I need to wire a new connector so it might be of help
to me!

thanks
kvn

3547. Re: Bad ST Power supplies

Newsgroup: comp.sys.atari.st
Date: 2004-06-04 13:23:25 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406040612010.28844-100000@onyx.spiritone.com>
Source record: 18442
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello Tim, have you tried to repair them? If the SF314 P/S is Gray colored
like the SF314, you may be able to turn it Bottoms Up! On the Bottom are 4
screws. If all that is wrong is a Blown Fuse, you can open it and replace
the Fuse. Also, about the 520ST P/S, look on the bottom on the 4 corners,
look for Rubber feet and pull them out. If this is the right 520 type P/S,
you should be able to stick a screw driver in the hole and open the P/S!
If all that is wrong is a blown fuse, try replacing it. Good Luck!

==Thanx==
===Ben===

On Thu, 3 Jun 2004, Tim wrote:

> I have 2 520ST P/S and 1 SF314 P/S that are bad. Would these be any good to
> anyone or should I trash them?
>
> Tim

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http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3548. configure sting for plip

Newsgroup: comp.sys.atari.st
Date: 2004-06-04 16:30:57 UTC
From: Eduard Werner <edi.werner@gmx.de>
Message-ID: <40c0b37f$0$13308$9b4e6d93@newsread2.arcor-online.net>
Source record: 18444

Hi all,

I'm trying to configure my STFM for plip. I've installed sting and the plip-module, everything seems to load ok, the drivers are found by other programs (ping.prg, for example). My only problem is: How do I configure the IP address? On my linux box I'll do sth like

ifconfig plip0 <myaddress> pointopoint <atari-address>

but what's the equivalent on the ST? Furthermore, the sting documentation shows nice control panels, where are they??

Cheers

Edi

3549. [WEB] Eiffel 1.0.6

Newsgroup: comp.sys.atari.st
Date: 2004-06-04 17:11:32 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1gevehz.19w21n010wu96oN%NOSPAMS@wanadoo.fr>
Source record: 18443

Hi,

The latest version of Eiffel is on my site.
Some bugs are fixed, and there are a better temperature measurement.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
□□□Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT□60 10□5□□□□MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

3550. Re: Yaayy!!

Newsgroup: comp.sys.atari.st
Date: 2004-06-04 19:04:23 UTC
From: sf0218@aol.com
Message-ID: <20040604150423.04616.00000304@mb-m25.aol.com>
Source record: 18445

Sorry everyone!!!! I just realised that my original post stated that I needed to find a CT60........

UPdate!!!! I'm ordering one this week!!!!!!! I'm so friggin excited!!!!!!!!!!!!!!!!!

Thanks

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3551. Re: Yaayy!!

Newsgroup: comp.sys.atari.st
Date: 2004-06-04 19:42:03 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.06.04.19.42.02.720996@noos.fr>
Source record: 18446

Le Fri, 04 Jun 2004 19:04:23 +0000, SF0218 a ï¿œcritï¿œ:

> Sorry everyone!!!! I just realised that my original post stated that I
> needed to find a CT60........
>
> UPdate!!!! I'm ordering one this week!!!!!!! I'm so friggin
> excited!!!!!!!!!!!!!!!!!
>
> Thanks
>
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,

Ni!

good news!

I undestand last week your reserve one :-)

so you do the best choice to update original falcon!
It's only update, it's really a new machine with
the 68060 and sdram and new possibility ide flash, eiffel
.....the future new videl.....

Everything is so fast.....

bye!

3552. Re: Bad ST Power supplies

Newsgroup: comp.sys.atari.st
Date: 2004-06-04 19:42:12 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10c1k4lnk8kmr45@corp.supernews.com>
Source record: 18447
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"|<evin" <nospam@nospam.com> wrote in message
news:sfr0c019nje4ueebav5t0b1rrj0kdk0qpd@4ax.com...
> On Thu, 3 Jun 2004 22:47:08 -0700, "Tim" <tjlazer@CRAPmail.com> wrote:
>
> >I have 2 520ST P/S and 1 SF314 P/S that are bad. Would these be any good
to
> >anyone or should I trash them?
> >
> >Tim
>
>
> >
>
> what is an sf314? Is that a floppy drive? A dog nibbled the end of
> my floppy PS and I need to wire a new connector so it might be of help
> to me!
>

Yes the SF314/354 are 3.5" Floppy Drives. My PS has a female connector end,
so it plugs into the drive which has a male port. I also another drive that
has the reverse orientation. What is yours?

Tim

3553. Re: Bad ST Power supplies

Newsgroup: comp.sys.atari.st
Date: 2004-06-04 19:43:15 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10c1k6jklnr02bb@corp.supernews.com>
Source record: 18448
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0406040612010.28844-100000@onyx.spiritone.com...
> Hello Tim, have you tried to repair them? If the SF314 P/S is Gray colored
> like the SF314, you may be able to turn it Bottoms Up! On the Bottom are 4
> screws. If all that is wrong is a Blown Fuse, you can open it and replace
> the Fuse. Also, about the 520ST P/S, look on the bottom on the 4 corners,
> look for Rubber feet and pull them out. If this is the right 520 type P/S,
> you should be able to stick a screw driver in the hole and open the P/S!
> If all that is wrong is a blown fuse, try replacing it. Good Luck!
>

I'll open it up and see if the fuse is blown.

Thanks
Tim

3554. Re: configure sting for plip

Newsgroup: comp.sys.atari.st
Date: 2004-06-04 19:58:55 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <c9qk9vmaq1@reader2.panix.com>
Source record: 18349

Those missing control panels are .CPX files, which go where xcontrol.prg
can find them.

Jim

Eduard Werner <edi.werner@gmx.de> writes:

: Hi all,

: I'm trying to configure my STFM for plip. I've installed sting and the
: plip-module, everything seems to load ok, the drivers are found by other
: programs (ping.prg, for example). My only problem is: How do I configure
: the IP address? On my linux box I'll do sth like

: ifconfig plip0 <myaddress> pointopoint <atari-address>

: but what's the equivalent on the ST? Furthermore, the sting documentation
: shows nice control panels, where are they??

: Cheers

: Edi

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3555. Re: configure sting for plip

Newsgroup: comp.sys.atari.st
Date: 2004-06-04 20:22:44 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.06.04.20.22.43.925005@noos.fr>
Source record: 18350

Le Fri, 04 Jun 2004 19:58:55 +0000, Jim DeClercq a ï¿œcritï¿œ:

> Those missing control panels are .CPX files, which go where xcontrol.prg
> can find them.
>
> Jim
>
> Eduard Werner <edi.werner@gmx.de> writes:
>
> : Hi all,
>
> : I'm trying to configure my STFM for plip. I've installed sting and the
> : plip-module, everything seems to load ok, the drivers are found by other
> : programs (ping.prg, for example). My only problem is: How do I configure
> : the IP address? On my linux box I'll do sth like
>
> : ifconfig plip0 <myaddress> pointopoint <atari-address>
>
> : but what's the equivalent on the ST? Furthermore, the sting
> : documentation shows nice control panels, where are they??
>
> : Cheers
>
> : Edi
>
> good night

I think you need cpx for sting:)
And cpx need xacc, cops.....
And need a tos 2.06 too!
But maybe not,
answer welcome:)

Bye
>
>

3556. Re: configure sting for plip

Newsgroup: comp.sys.atari.st
Date: 2004-06-04 20:50:00 UTC
From: Eduard Werner <edi.werner@gmx.de>
Message-ID: <40c0f038$0$22989$9b4e6d93@newsread2.arcor-online.net>
Source record: 18353

```
>> : ifconfig plip0 <myaddress> pointopoint <atari-address>
>>
>> : but what's the equivalent on the ST? Furthermore, the sting
>> : documentation shows nice control panels, where are they??
>>
>> : Cheers
>>
>> : Edi
>>
>> good night
>
> I think you need cpx for sting:)
> And cpx need xacc, cops.....

What are xacc and cops?

> And need a tos 2.06 too!

I have tos 1.4.

I have found xcontrol.acc somewhere and installed it. Now I can set up the
ip address, it gets saved into sting.prt in the root of the drive. I set the
ip address of "Centr. PLIP" to 192.168.1.2 in the cpx module and routed
"Centr. PLIP" to 192.168.1.1 in route.tab (the plip0 of my linux box).
Hmmm. ping doesn't find anything on my atari, neither ping 127.0.0.1, nor
192.168.1.2 (forget about the other box) :-( What am I missing?

Cheers

Edi

Edi
```

3557. Re: Bad ST Power supplies

Newsgroup: comp.sys.atari.st
Date: 2004-06-04 21:04:23 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <mko1c050cnsl4ajolj79k4lp59lr650o2t@4ax.com>
Source record: 18351
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On Fri, 4 Jun 2004 12:42:12 -0700, "Tim" <tjlazer@CRAPmail.com> wrote:

>Yes the SF314/354 are 3.5" Floppy Drives. My PS has a female connector end,
>so it plugs into the drive which has a male port. I also another drive that
>has the reverse orientation. What is yours?

well let me tell you what I did this afternoon. I took a PS cable
that plugs into a monitor and cut it in half, plus bared the wires.
Then I sliced the black wire and soldered the other two with the ST PS
and wrapped the whole thing up in electrical tape. Then I checked to
make sure power was getting from the new transplanted plug into the
wire leading to the brick... all was good, until I plugged it into my
sf314 NOTHING! I'm thinking now that whoever owned this PS proably
fried the brick and the PS is useless. Im hoping the sf314 works, I
dont know what to do.... try to buy another ST, try to find another
SF314, try to find a PS for the SF314....

kvn

3558. Re: Bad ST Power supplies

Newsgroup: comp.sys.atari.st
Date: 2004-06-04 21:06:23 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <l0p1c0tpe46eb0gsuulpag0bd2nrr9bafc@4ax.com>
Source record: 18352
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On Fri, 4 Jun 2004 06:23:25 -0700, Bravo Sierra Computers
<atari@aracnet.com> wrote:

>Hello Tim, have you tried to repair them? If the SF314 P/S is Gray colored
>like the SF314, you may be able to turn it Bottoms Up! On the Bottom are 4
>screws. If all that is wrong is a Blown Fuse, you can open it and replace
>the Fuse. Also, about the 520ST P/S, look on the bottom on the 4 corners,
>look for Rubber feet and pull them out. If this is the right 520 type P/S,
>you should be able to stick a screw driver in the hole and open the P/S!
>If all that is wrong is a blown fuse, try replacing it. Good Luck!

Hi I have a SF314 PS and I think the fuse might be blown in mine. The
problem is it has some strange looking screws on the botton... they
are not phillips, flat, or torx what are they?

thanks

kvn

3559. Re: Bad ST Power supplies

Newsgroup: comp.sys.atari.st
Date: 2004-06-04 21:57:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406041434420.12490-100000@onyx.spiritone.com>
Source record: 18361
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On Fri, 4 Jun 2004, |<evin wrote:

> On Fri, 4 Jun 2004 06:23:25 -0700, Bravo Sierra Computers
> <atari@aracnet.com> wrote:
>
> >Hello Tim, have you tried to repair them? If the SF314 P/S is Gray colored
> >like the SF314, you may be able to turn it Bottoms Up! On the Bottom are 4
> >screws. If all that is wrong is a Blown Fuse, you can open it and replace
> >the Fuse. Also, about the 520ST P/S, look on the bottom on the 4 corners,
> >look for Rubber feet and pull them out. If this is the right 520 type P/S,
> >you should be able to stick a screw driver in the hole and open the P/S!
> >If all that is wrong is a blown fuse, try replacing it. Good Luck!
>
> Hi I have a SF314 PS and I think the fuse might be blown in mine. The
> problem is it has some strange looking screws on the botton... they
> are not phillips, flat, or torx what are they?
>
> thanks
>
> kvn

I wish I could tell you. Your going to need a special kind of tool.

==Sorry==
==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3560. TeraDesk 3.31 is available

Newsgroup: comp.sys.atari.st
Date: 2004-06-04 22:04:44 UTC
From: vdjole@EUnet.yu
Message-ID: <c9qrlr$6nd$1@news.eunet.yu>
Source record: 18355

Version 3.31 of Tera Desktop is available on:

http://solair.eunet.yu/~vdjole/teradesk.htm

TeraDesk is an alternative desktop for 16-bit and 32-bit Atari computers,
clones and emulators.

This is a bug-fix release. See the history file for details.

Have fun.

3561. Re: Bad ST Power supplies

Newsgroup: comp.sys.atari.st
Date: 2004-06-04 22:15:49 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <s1t1c0l2ool9dh1om2042biej948j1vp3o@4ax.com>
Source record: 18354
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On Fri, 4 Jun 2004 06:23:25 -0700, Bravo Sierra Computers
<atari@aracnet.com> wrote:

>If the SF314 P/S is Gray colored
>like the SF314, you may be able to turn it Bottoms Up! On the Bottom are 4
>screws. If all that is wrong is a Blown Fuse, you can open it and replace
>the Fuse.

I was able to open my PS, once opened there were two parts (one gold
thing and circuit board thing... I dont see a fuse... what happened?

BTW I opened the it by grinding down a pair of needlenose pliars so
they would fit in the holes and using them to turn the strange screws.

kvn

3562. Re: Yaayy!!

Newsgroup: comp.sys.atari.st
Date: 2004-06-04 22:43:26 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c9qtud$q99$1@sparta.btinternet.com>
Source record: 18356

Hi there

"SF0218" <sf0218@aol.com> wrote in message
news:20040604150423.04616.00000304@mb-m25.aol.com...
> Sorry everyone!!!! I just realised that my original post stated that I
needed
> to find a CT60........
>
> UPdate!!!! I'm ordering one this week!!!!!!! I'm so friggin
excited!!!!!!!!!!!!!!!!

Summat to tease you further!!

http://www.myatari.net/issues/jun2004/thefal.htm

--

Regards, Steve S.

3563. [AUCT] Need a Falcon?

Newsgroup: comp.sys.atari.st
Date: 2004-06-04 23:36:09 UTC
From: The6502man <arudzki@yahoo.com>
Message-ID: <JH7wc.51882$Ly.42274@attbi_s01>
Source record: 18357

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=4135968772&rd=1

3564. CT2b Freezes, Any ideas?

Newsgroup: comp.sys.atari.st
Date: 2004-06-05 00:39:25 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <nI8wc.2715$Oc4.2398@bignews1.bellsouth.net>
Source record: 18359

I'm having all sorts of fits with my Falcon CT2b lately.
Latest Flash bios I can find (1.39 I belive).
HDDriver 7.93

As clean a setup as possible for booting and testing.

In any extended resolution, using CentScreen or Videlity, under any OS I happen to try (MagiC/Mint/Geneva/TOS), the system will boot and run seemingly fine for 15 minutes or so, then I start getting 68000 exception errors, then either a freeze, bombs, or BUS error message. Eventually, the machine refuses to even boot in extended resolutions as the machine warms up.

My target resolution is 800X608X256 using the 32mhz clock.
Till recently, I'd been runing it like this for a while now with only occasional lock-ups.

I should add that I've experimented with several resolutions, using all three clocks (32mhz, 50mhz, and 25mhz). It would seem that ANY RESOLUTION I try using Centscreen or Videlity to lock in leads to problems.

If I stick to the built in resolutions...not using Centscreen or Videlity, then I get a stable and fast machine that's really hard to crash

Any ideas what might cause this?

Has anyone tried putting a heat-sink on the videl or has that anything at all to do with it?
Would I be wasting time and money to install some kind of fancy cooling system with a CT2b?

I don't recall it ever being this bad. Have checked for the obvious bad connections, opened the case, and have a fan blowing over the entire mb.

Thanks,
Brian

3565. searching for Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-06-05 00:43:45 UTC
From: user@domain.invalid
Message-ID: <5H8wc.92860$Qc.3593039@twister1.libero.it>
Source record: 18358

Hi, guys. It's more than a week that I am trying to contact Dennis.
e-mail bounces 'full mailbox'. Does anybody knows something about?

Thanks

Paolo

3566. Re: Yaayy!!

Newsgroup: comp.sys.atari.st
Date: 2004-06-05 01:24:33 UTC
From: sf0218@aol.com
Message-ID: <20040604212433.20943.00000447@mb-m23.aol.com>
Source record: 18360

I am so excited!!!!!!!!!!!! Won't be ordering it until mid month this month.
I suppose I could start the re-casing process, but I'm not much of a metal
worker or sheet metal person myself, so I'm extremely nervous about cutting
holes out and such...not to mention, I don't have the tools either!!

Guess I'll have to start sometime though!!

This month's issue of MyAtari is awesome!!

Thanks

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3567. Atari Hard Disk drivers ?

Newsgroup: comp.sys.atari.st
Date: 2004-06-05 02:44:16 UTC
From: bud <test@cox.net>
Message-ID: <1mc2c0h4u73buao5srskgev3p4acvc9r3f@4ax.com>
Source record: 18362

I have a Mega file 30 that needs to be formatted as it is showing errors. I keep getting bus errors 2 bombs and it tells me the Data is damaged on certain programs.

What is the best way to test for bad sectors. ?

Also can I locate the old Atari Drivers again. ? Are they posted somewhere?

Bud

3568. Re: Bad ST Power supplies

Newsgroup: comp.sys.atari.st
Date: 2004-06-05 02:56:31 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <lgd2c0d3lppd1748mprc9q3e8s7h63s6h3@4ax.com>
Source record: 18363
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On Fri, 4 Jun 2004 14:57:39 -0700, Bravo Sierra Computers
<atari@aracnet.com> wrote:

>> Hi I have a SF314 PS and I think the fuse might be blown in mine. The
>> problem is it has some strange looking screws on the botton... they
>> are not phillips, flat, or torx what are they?
>>
>> thanks
>>
>> kvn
>
>I wish I could tell you. Your going to need a special kind of tool.

I grinded down the sides of a pair of needle nose pliars and I was
able to open the PS. I did not see any replaceable parts! Do I
have a non-circuit breaker model or am I missing something?

kvn

3569. Re: CT2b Freezes, Any ideas?

Newsgroup: comp.sys.atari.st
Date: 2004-06-05 04:26:32 UTC
From: rsmac@t-online.de
Message-ID: <1gew8m3.1cbc88ltygg0yN%rsmac@t-online.de>
Source record: 18364

Brian Roland <BJRoland@bellsouth.net> wrote:

> Any ideas what might cause this?

Put a heat sink on videl and try it again.

> Would I be wasting time and money to install some kind of fancy cooling system
> with a CT2b?

Fan on CT2 CPU and Falcon fan on mainboard works fine, machine is hot,
but stable. Try to blow PSU heat out of the case.

Regards, Robert
--
-= DOIT-Hardware FAQs =-

Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

3570. Re: configure sting for plip

Newsgroup: comp.sys.atari.st
Date: 2004-06-05 08:24:58 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <4ufwc.9019$1s1.3509@bignews4.bellsouth.net>
Source record: 18365

> I have found xcontrol.acc somewhere and installed it. Now I can set up the
> ip address, it gets saved into sting.prt in the root of the drive. I set the
> ip address of "Centr. PLIP" to 192.168.1.2 in the cpx module and routed
> "Centr. PLIP" to 192.168.1.1 in route.tab (the plip0 of my linux box).
> Hmmm. ping doesn't find anything on my atari, neither ping 127.0.0.1, nor
> 192.168.1.2 (forget about the other box) :-(What am I missing?

Start like this on the atari.

0.0.0.0 0.0.0.0 plip(whatever the driver's name is) 0.0.0.0

Comment out everything else in the route tab. This way we KNOW all tcp/ip data
is going to that plip port.

Provided you have STing running, The Main CPX, the port CPX, and the Protocols
CPX, whatever comes and goes from STing will use that port now.

Unless you intend to use one of the Atari's other ports networked to yet another
machine....just leave that default route in play...it's all you need.

Don't forget to put an 'arp' entry in your linux box.so it doesn't trash strange
packets or just push them out the front door (to the inernet or wherever) over
some other port (such as ethernet). I'm not sure how, but you do have to tell
linux that there will be icp/ip packets coming and going from LPT?.

First try to ping the Atari from linux.

Once you get that working, go to linux and configure the route tab there for
your Atari's IP.
I.E.
192.168.1.2 255.255.255.0 plip0 0.0.0.0

This way linux is now masqurading, and you can ping from Atari, and otherwise
get to the rest of your network/internet using the Atari.

Hope this helps,
Brian

3571. Re: Yaayy!!

Newsgroup: comp.sys.atari.st
Date: 2004-06-05 09:28:21 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c9s3nd$478$1@titan.btinternet.com>
Source record: 18366

Hi Sam

"SF0218" <sf0218@aol.com> wrote in message
news:20040604212433.20943.00000447@mb-m23.aol.com...
> I am so excited!!!!!!!!!!!!! Won't be ordering it until mid month this
month.
> I suppose I could start the re-casing process, but I'm not much of a metal
> worker or sheet metal person myself, so I'm extremely nervous about
cutting
> holes out and such...not to mention, I don't have the tools either!!
>
> Guess I'll have to start sometime though!!
>
> This month's issue of MyAtari is awesome!!
>
> Thanks

How kind.

The way the system grew in that article was pretty much from the point your standing in now, the machine was basically re-cased first and all the goodies added as they became available. At least now you have a insight into what you're going to need to complete the project.

--

Regards, Steve S.

3572. Re: Lyndon Amsdon

Newsgroup: comp.sys.atari.st
Date: 2004-06-05 09:53:32 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040605115332.a19352@du3.maus.de>
Source record: 18367

>I talked to him in IRC some days ago, he told me that he is working on
>the last batch of ethernecs.

Well, I sent him several emails but he didn't reply. :-(

Perhaps someone has a different email address than the one that is mentioned
on http://hardware.atari.org?

Regards,

Frank

3573. Re: MPTi english resources

Newsgroup: comp.sys.atari.st
Date: 2004-06-05 09:57:22 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040605115722.a19353@du3.maus.de>
Source record: 18368

>> I'm proud to announce that now thanks to ddp translations there are
>> English resources available for the small MP3 tag editor MPTi.
>I guess that Dennis did that for you

;-)

>- talking of whom, he seems to have disappeared from the face of the earth!

:-(

>> You can download them as well as the programm itself from:
>> http://mpti.factorynews.de

>I'll put a link to there from the DDP Translations website when there's a
>spare moment :-)

Thanks in advance for that.

You can even download french resources for MPTi at
http://mpti.factorynews.de. My thanks go to Didier Mequignon for his work on
that.

Regards,

Frank

3574. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2004-06-05 10:32:20 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <40c1af4e1980a20@telenet.be>
Source record: 18369
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**internet**
ftp://chapelie.rma.ac.be/atari/internet/atarirc-160.zip
(188.560 bytes) Nice GEM-based IRC client for STiK/STing/Gluestik/MagicNet

ftp://chapelie.rma.ac.be/atari/internet/aicq/aicq160.zip
(132.919 bytes) Very nice GEM-based ICQ client for Stik/STing/Gluestik/MagicNet

**mathematics**
ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka406.zip
(848.770 bytes) 2D Graph Describer, 3D Modeller, complete version.
To use Eureka to its full extend one need tiny045.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka406-020.zip
(858.339 bytes) 68020 version. To use Eureka to its full extend one need tiny045.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka406-fpu.zip
(811.522 bytes) fpu version. To use Eureka to its full extend one need tiny045.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka406-lite.zip
(233.895 bytes) light version which can run on ST with 780 kb floppy drive

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/desktops/tera331b.zip
(261.538 bytes) 261.530 bytes) Tera Desktop (TeraDesk) is a replacement
for the ST, STE or TT desktop.

Have fun,
Martin
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
```

** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3575. Re: configure sting for plip

Newsgroup: comp.sys.atari.st
Date: 2004-06-05 11:20:52 UTC
From: Eduard Werner <edi.werner@gmx.de>
Message-ID: <40c1bc54$0$26360$9b4e6d93@newsread4.arcor-online.net>
Source record: 18372

Brian Roland wrote:

>> set the ip address of "Centr. PLIP" to 192.168.1.2 in the cpx module and
>> routed "Centr. PLIP" to 192.168.1.1 in route.tab (the plip0 of my linux
>> box). Hmmm. ping doesn't find anything on my atari, neither ping
>> 127.0.0.1, nor 192.168.1.2 (forget about the other box) :-(What am I
>> missing?
>
> Start like this on the atari.
>
> 0.0.0.0 0.0.0.0 plip(whatever the driver's name is) 0.0.0.0
>
> Comment out everything else in the route tab. This way we KNOW all tcp/ip
> data is going to that plip port.

Tried that before. (BTW, plip is the only connection I want to use.)
Tried just again. Same result. (See below.)

> Don't forget to put an 'arp' entry in your linux box.so it doesn't trash
> strange packets or just push them out the front door (to the inernet or
> wherever) over

You don't do that manually. You just issue sth like

ifconfig plip0 <linux-ip> pointopoint <other-ip>

and the necessary routing information gets added automagically on a decently
recent installation (checked that, too, of course). But the linux box is ok,
routing table looks good, and ping, telnet etc. to its own plip address
(192.168.1.1) works.

> First try to ping the Atari from linux.

I'd like the atari to see itself first. But neither ping 127.0.0.1 not ping
192.168.1.2 (the assigned ip address) works so there's definitely sth amiss
on the atari side.

First both machines should be able to see themselves, shouldn't they. Then,
when we know the local setup is working, the connection between them gets
interesting.

Cheers

3576. Re: CT2b Freezes, Any ideas?

Newsgroup: comp.sys.atari.st
Date: 2004-06-05 11:37:54 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <jphwc.4393$37.544137@news.siol.net>
Source record: 18370

Brian Roland wrote:

> Any ideas what might cause this?

Id vote for broken fan on 030. I had similar problems because 030
overheated, so machine didnt even boot untill it calmed down...

> Would I be wasting time and money to install some kind of fancy cooling
> system with a CT2b?

Probaly. Try checking the fan first, or ensure that it has sufficient
airflow... Fan may be dead or turn slow... good one need to spin preety
fast...

If ocassional freezes occured in N.AES, try to increase qsbchars buffers
and sstack size.. There are 4 lines in naes.cnf, icrease them by 2.

Janez

3577. Re: Yaayy!!

Newsgroup: comp.sys.atari.st
Date: 2004-06-05 12:03:38 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BCE77305.1259F%derryck@nospam.cix.co.uk.invalid>
Source record: 18371

In article 20040604212433.20943.00000447@mb-m23.aol.com, SF0218 at
sf0218@aol.com wrote on 5/6/04 02:24:

> I am so excited!!!!!!!!!!!! Won't be ordering it until mid month this month.
> I suppose I could start the re-casing process, but I'm not much of a metal
> worker or sheet metal person myself, so I'm extremely nervous about cutting
> holes out and such...not to mention, I don't have the tools either!!

Hmm, how does a nice wooden case sound? :-)

> Guess I'll have to start sometime though!!

You can get by with the PSU hanging out the back - untidy but workable.

> This month's issue of MyAtari is awesome!!

It sure is, Steve has excelled his already high standard of support.

--
Regards, Derryck

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ Monthly meetings /
/ http://ccc.atari.org /

3578. Re: Atari Hard Disk drivers ?

Newsgroup: comp.sys.atari.st
Date: 2004-06-05 17:25:36 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10c40gg3gnhdtd7@corp.supernews.com>
Source record: 18373

"bud" <test@cox.net> wrote in message
news:1mc2c0h4u73buao5srskgev3p4acvc9r3f@4ax.com...
> I have a Mega file 30...
> Also can I locate the old Atari Drivers again. ? Are they posted
> somewhere?
>
> Bud
>
Yes they are on the net. Look for AHDI version 6.

Tim

3579. Re: Lyndon Amsdon

Newsgroup: comp.sys.atari.st
Date: 2004-06-05 18:23:36 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c9t337eqa1@sparta.btinternet.com>
Source record: 18374

Hi "Frank Szymanski"

<Frank_Szymanski@du3.ohse.de> wrote in message
news:20040602174300.a18222@du3.maus.de...
> Hello,
>
> did anyone hear anything from Lyndon Amsdon recently I ordered several
> EtherNECs a few weeks ago and unfortunately I cannot get in contact with
him
> again. :-(

Its school half term here in the UK and as i believe he is studying its
possible he's away somewhere on Hol's.

--

Regards, Steve S.

3580. Re: Yaayy!!

Newsgroup: comp.sys.atari.st
Date: 2004-06-05 19:39:00 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <Cqpwc.5945$Oc4.912@bignews1.bellsouth.net>
Source record: 18375

"Derryck Croker" <derryck@nospam.cix.co.uk.invalid> wrote in message
news:BCE77305.1259F%derryck@nospam.cix.co.uk.invalid...
> In article 20040604212433.20943.00000447@mb-m23.aol.com, SF0218 at
> sf0218@aol.com wrote on 5/6/04 02:24:
> Hmm, how does a nice wooden case sound? :-)
> You can get by with the PSU hanging out the back - untidy but workable.

Actually, I've seen quite a few Atari motherboards mounted on planks over the
years. No top at all.

Brian

3581. Re: configure sting for plip

Newsgroup: comp.sys.atari.st
Date: 2004-06-05 20:03:34 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <LPpwc.14622$tl4.7053@bignews6.bellsouth.net>
Source record: 18376

> > First try to ping the Atari from linux.
>
> I'd like the atari to see itself first. But neither ping 127.0.0.1 not ping
> 192.168.1.2 (the assigned ip address) works so there's definitely sth amiss
> on the atari side.
>
> First both machines should be able to see themselves, shouldn't they. Then,
> when we know the local setup is working, the connection between them gets
> interesting.

Agreed...
I jumped into the thread late and thought that much was working.
If STing can't even ping itself something's missing.

Check that all the proper CPX are enabled. Make sure they are 'active' (a
little check box in main STing CPX and Ports CPX). Double check you've the
latest TCP/IP protocols CPX and STX(1.40), and check your settings. If you have
any other ports installed, remove them all but the plip for now (move the stx
driver to a hide folder, or rename driver st?). Make double sure you've not
installed/enabled the masqurade STX, as that remaps the ip scheme quite a bit.

Good luck,
Brian

3582. Re: Copy protected disks

Newsgroup: comp.sys.atari.st
Date: 2004-06-05 20:38:29 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40c1da6884c753@comcast.net>
Source record: 18377

>I have lots of original disks that I would like to make a backup copy of.
>Does anyone have a Disk Copy program that will make a backup of copy
>protected software? Will Pro Copy ST do the trick?
>
>Tim

Pro Copy ST is a good copying program, but it may not work on
everything. That is what I have heard....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3583. Re: Hompage of Gary Priest?

Newsgroup: comp.sys.atari.st
Date: 2004-06-05 20:38:30 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40c1da6884c754@comcast.net>
Source record: 18378

>Hi,
>
>Where can I find the homepage of Gary Priest, the author of
>POPwatch/NEWSwatch?
>
>Ciao, Bernd

I had it at one time, but I believe I deleted it because it did
not work anymore. I do have and use both Popwatch and Newswatch,
so If you need a copy of each, just email me.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3584. Re: some questions about 520st

Newsgroup: comp.sys.atari.st
Date: 2004-06-05 20:38:30 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40c1da6884c755@comcast.net>
Source record: 18379

>My biggest question: is there something like the SIO-to pc cable
>for >the ST?
>
>thanks in advance!
>kvn

Yes, you can just buy the same one that works on the PC. That is
what I did and it works great with my Atari.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3585. Re: configure sting for plip

Newsgroup: comp.sys.atari.st
Date: 2004-06-05 21:42:13 UTC
From: Eduard Werner <edi.werner@gmx.de>
Message-ID: <40c24df8$0$26351$9b4e6d93@newsread4.arcor-online.net>
Source record: 18380

Brian Roland wrote:

> I jumped into the thread late and thought that much was working.
> If STing can't even ping itself something's missing.
>
> Check that all the proper CPX are enabled. Make sure they are 'active' (a

They were. (Originally, they were not, but I had remarked that earlier today. ;-)

> little check box in main STing CPX and Ports CPX). Double check you've
> the
> latest TCP/IP protocols CPX and STX(1.40),

I have 1.2. Where do I find I.4? And does it work with TOS 1.4?

> and check your settings. If
> you have any other ports installed, remove them all but the plip for now
> (move the stx
> driver to a hide folder, or rename driver st?). Make double sure you've
> not installed/enabled the masqurade STX, as that remaps the ip scheme
> quite a bit.

Ah, that did the trick. I've thrown out masque.stx and now the Atari can ping itself both on 127.0.0.1 and 192.168.1.2. I'll check the rest tomorrow, that is, today after some hours sleep. Thanks for your help. Now I'm only lacking an NFS client for TOS ...

Cheers

3586. Re: CT2b Freezes, Any ideas?

Newsgroup: comp.sys.atari.st
Date: 2004-06-05 23:04:21 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <40c2516b$0$9579$636a15ce@news.free.fr>
Source record: 18381

Be carefull to use the last version of CENTscreen !!
AND place it correctly in the auto folder !!
There is an order to follow (see the documentation !), especially with
NVDI..

Videl don't need a heatsink...

Regards

Brian Roland wrote:
> I'm having all sorts of fits with my Falcon CT2b lately.
> Latest Flash bios I can find (1.39 I belive).
> HDDriver 7.93
>
> As clean a setup as possible for booting and testing.
>
> In any extended resolution, using CentScreen or Videlity, under any
> OS I happen to try (MagiC/Mint/Geneva/TOS), the system will boot and
> run seemingly fine for 15 minutes or so, then I start getting 68000
> exception errors, then either a freeze, bombs, or BUS error message.
> Eventually, the machine refuses to even boot in extended resolutions
> as the machine warms up.
>
> My target resolution is 800X608X256 using the 32mhz clock.
> Till recently, I'd been runing it like this for a while now with only
> occasional lock-ups.
>
> I should add that I've experimented with several resolutions, using
> all three clocks (32mhz, 50mhz, and 25mhz). It would seem that ANY
> RESOLUTION I try using Centscreen or Videlity to lock in leads to
> problems.
>
> If I stick to the built in resolutions...not using Centscreen or
> Videlity, then I get a stable and fast machine that's really hard to
> crash
>
> Any ideas what might cause this?
>
> Has anyone tried putting a heat-sink on the videl or has that
> anything at all to do with it?
> Would I be wasting time and money to install some kind of fancy
> cooling system with a CT2b?
>
> I don't recall it ever being this bad. Have checked for the obvious
> bad connections, opened the case, and have a fan blowing over the

> entire mb.
>
> Thanks,
> Brian

3587. Call out to Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-06-06 00:05:10 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <falcon060-1FD042.20051005062004@isp.dca.giganews.com>
Source record: 18382

To anyone,
Has Anyone in this newsgroup been able to get through to Dennis
Vermeire in the LAST 3 WEEKS??? I have messaged him many times as some
other friends have also and not gotten a response or a bounced message.
Anyone in his neck of the woods that might know what is going on???

Thanks,
Carey Christenson

P.S. By the way, GREAT To BE BACK!!!

3588. Re: some questions about 520st

Newsgroup: comp.sys.atari.st
Date: 2004-06-06 01:29:30 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10c4srqffnlid50@corp.supernews.com>
Source record: 18383

On 5 Jun 2004 20:38:30 G, "Edward S. Baiz Jr." wrote:
>>My biggest question: is there something like the SIO-to pc cable
>>for >the ST?
>>
>>thanks in advance!
>>kvn
>
>Yes, you can just buy the same one that works on the PC. That is
>what I did and it works great with my Atari.
>--
>Edward S. Baiz Jr.
> (Gamer)
>
I think the question being asked: Is there an SIO2PC-like cable to connect an ST to a PC? Solutions would be ethernet (a few different options) or serial with applicable hardware/software. You can search this group and find a lot of discussion about ST to PC connectivity.

I am using SCSI ethernet with STing (see http://www.anodynesoftware.com/ethernet/main.htm). I'm waiting for ordering info about an EtherNEC card that uses the ST cartridge port (see http//:hardware.atari.org/.

Edward is correct, you can use the SIO2PC cable for ST to 8 bit. He helped me set mine up :-).

--
Joseph D. Place
ATARI Falcon CT60, 1040STe, STacy4, Portfolio, 130XE, 400.

--
Joseph D. Place
ATARI Falcon CT60, 1040STe, STacy4, Portfolio, 130XE, 400.

3589. Re: configure sting for plip

Newsgroup: comp.sys.atari.st
Date: 2004-06-06 02:24:08 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <%cvwc.19248$xt5.11798@bignews2.bellsouth.net>
Source record: 18384

> I have 1.2. Where do I find I.4? And does it work with TOS 1.4?

Yes. Try here:
http://www.ettnet.se/~dlanor/sting/html/index.htm

I recommend that you study that page well. Various bits of STing get updated from the distribution archive.

Sorry, there are no nfs drivers for straight TOS. Only Mint. Getting it to run on a 4meg or less 68000 machine? Good luck ;)

There are FTP and HTTP servers for STing.
B_NET allows TOS machines to mount networked drives to the desktop. This might be an option if you run an Atari emulator on the linux box.

Using AFTP as a client on the Atari end is the next best thing to nfs. It has a nice drag and drop GEM interface that one can almost treat as a 'disk drive' on the desk top.

Lately I've moved to gaFTP (A TOS/TTP command line based client) and here's why.

For FASTER ftp connections, I recommend using gaFTP on the Atari. For reasons unknown to me, it's 10 times faster transfering files than AFTP. Another neat thing about this program is that you can make little FTP batch files for things you do often and just double click them and vrooom....all done.

An Example:
I have a script that backs up (appends) new/changed files on the entire system into a zip file.
Next it calls gaftp and passes it this script: BACKUP.FTP

```
open mypc
login name
password
lcd "E:\USR\ROOT\BACKUPS"
cd "D:\Atari Tank"
binary
put "Falcon Backup.zip"
bye
```

You can also set up your desktop so that double clicking these scripts launches gaFTP and it does it's thing. Here's an example of one to simply connect to a favorite FTP site, move both local and remote directories to those I'll be using and wait for my manual input.

```
open mypc
login name
password
```

```
cd "C:\My Music"
lcd "D:\USR\BJR\My Music"
binary
```

Hope this helps,
Brian

3590. Re: CT2b Freezes, Any ideas?

Newsgroup: comp.sys.atari.st
Date: 2004-06-06 02:51:47 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <SJvwc.13895$1s1.2261@bignews4.bellsouth.net>
Source record: 18385

"Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in message news:40c2516b$0$9579$636a15ce@news.free.fr...
> Be carefull to use the last version of CENTscreen !!
> AND place it correctly in the auto folder !!
> There is an order to follow (see the documentation !), especially with
> NVDI..
>
> Videl don't need a heatsink...

Okay, checked versions and I'm at the latest (from the CT2.ZIP archive on your website).
Checked auto foloder order. I still get a fairly stable Turbo mode if I DO NOT use any extended resolution. Anything outside the normal Falcon video modes and the machine boots, runs a few minutes and either locks solid, or begins spurratic errors (nothing duplicable or the same each session...all different types of errors...most commonly 68000 exception).

For now lets look at a MagiC 6.01 session.
Only criticle auto apps/accs in play.
Launching order as directed.

I've noticed that here lately, even on what seems a stable session, ST-ZIP complains of bad CRC in archives that I know are just fine. Boot in TOS 4 Turbo mode, or with CT2b off, and the archive unpacks just fine.

I still 'suspect' overheating, but not positive. The fan on the CT2b is working, the top is off, and I have other larger fans blowing over the mother board.

I visually checked the connections from the wires...they 'look' fine.
If there is a 'particular' connection I should double check, please let me know.

Any ideas?
Brian

3591. Copy protected disk image project. Seeking beta testers

Newsgroup: comp.sys.atari.st
Date: 2004-06-06 04:57:19 UTC
From: ijor23@yahoo.com
Message-ID: <cd9e9458.0406052057.7d6f5977@posting.google.com>
Source record: 18386

Seeking beta testers with a Discovery Cartridge made by Happy Computers, and access to a fair amount of original ST copy protected disks.

Project for handling copy protected disk images. Tools for producing images, preservation, writing images back to disk, using the images under emulators.

The package supports different hardware, *including* a plain ST. Different capabilities are available depending on the hardware. But currently I'm seeking *only* testers with a Discovery Cartridge. Contact me if you have one and are interested.

3592. Re: some questions about 520st

Newsgroup: comp.sys.atari.st
Date: 2004-06-06 05:26:50 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <8ma5c0h86t22bptfh2a8ak2hs4j05s84qq@4ax.com>
Source record: 18387

On Sun, 06 Jun 2004 01:29:30 -0000, jdplace@REMOVESPAMcableone.net
(Joseph D. Place) wrote:

>Edward is correct, you can use the SIO2PC cable for ST to 8 bit. He
>helped me set mine up :-).
>

I was hoping there might be something like the sio--to--pc for the st
so I could use a pc's hard drive with my 520st.

kvn

3593. Re: CT2b Freezes, Any ideas?

Newsgroup: comp.sys.atari.st
Date: 2004-06-06 06:42:00 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <%9ywc.4413$37.550160@news.siol.net>
Source record: 18388

Brian Roland wrote:

> For now lets look at a MagiC 6.01 session.
> Only criticle auto apps/accs in play.
> Launching order as directed.

Mine auto folder is like this:

stuff
NVDI
CENTSCREEN
MINT
DSPIRQ

works pretty well, and i found DSPIRQ should be dead last....

> I visually checked the connections from the wires...they 'look' fine.
> If there is a 'particular' connection I should double check, please let me
> know.
>
> Any ideas?

One still:

I have problems with CT2s pins for flat cable connector. I have reseat the connector from time to time. It happens that kbd ACIA dont get clock sometimes and system freeze. Mainly that happen after transport etc, but it did in middle ow work as well... Still if u cant boot (black screen?) it can be overheating. When my fan died, it still turned, just not fast enough... try new fan

Janez

3594. Re: NEWSie update released

Newsgroup: comp.sys.atari.st
Date: 2004-06-06 07:54:05 UTC
From: vdjole@EUnet.yu
Message-ID: <c9uiipkun1@news.eunet.yu>
Source record: 18389

>Available for download is v0.96a dated Jun 1, 2004 which is based on the
>open source release of NEWSie.

Is there any particular reason why this upgrade is based, as far as I can
see, on Newsie 0.960 and not the latest 0.961 ? IIRC there were a couple
of minor improvements and bug fixes in 0.961. Is the released source
the one of Newsie 0.960?

Regards;

Djordje

3595. [ANN] Troll beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-06-06 08:33:21 UTC
From: Pierre TONTHAT <geek@atarians.com>
Message-ID: <40c2d6d1$0$313$7a628cd7@news.club-internet.fr>
Source record: 18390

Bonjour :)

Reminder : Troll for Atari is a next generation newsreader.
You can now send posts with it.

Download on my homepage or directly on
http://rajah.atari.org/files/ -> trollb3_uk.zip (100 Ko)

New features:
- Bugfixes for:
- lack of file closing (message saving).
- WORK and CACHE folder not found if on the top of the HD partition.
- infinite loop = freeze when a post cannot be downloaded (headline
is listed, but the message has been deleted on the server).
- random crash on headlines downloading (moreover if the newsgroup
subscription is very new). Carefull, problems may remain.
+ Display option: message can be masked if rejected by the filters.
+ New subject or message reply.
+ Awaiting messages (to be sent) management.
+ iso-8859-1 conversion while sending
+ Internal text editor (in the message window)
+ Possibility to call an external text editor
+ Clipboard management for the message window (copy only if newsgroup
reading).

Please report any bug you find, and suggestions ou'd like to have.

Regards

-- Pierre TONTHAT - Rajah Lone / Renaissance
http://rajah.atari.org

3596. Re: Yaayy!!

Newsgroup: comp.sys.atari.st
Date: 2004-06-06 08:37:55 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <c9ul50$336$1@titan.btinternet.com>
Source record: 18391

Hi Brian

"Brian Roland" <BJRoland@bellsouth.net> wrote in message
news:Cqpwc.5945$Oc4.912@bignews1.bellsouth.net...
>
> "Derryck Croker" <derryck@nospam.cix.co.uk.invalid> wrote in message
> news:BCE77305.1259F%derryck@nospam.cix.co.uk.invalid...
> > In article 20040604212433.20943.00000447@mb-m23.aol.com, SF0218 at
> > sf0218@aol.com wrote on 5/6/04 02:24:
> > Hmm, how does a nice wooden case sound? :-)
> > You can get by with the PSU hanging out the back - untidy but workable.
>
> Actually, I've seen quite a few Atari motherboards mounted on planks over
the
> years. No top at all.

Really!, this is new to me!!

I wonder who's got the most strangely mounted Atari of all time!!.

Time to get creative methinks!!.

Where's that sheep?

--

Regards, Steve S.

3597. Re: CT2b Freezes, Any ideas?

Newsgroup: comp.sys.atari.st
Date: 2004-06-06 10:05:26 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <40c2eb9b$0$13784$afc38c87@news.optusnet.com.au>
Source record: 18392

Brian Roland wrote:
> I'm having all sorts of fits with my Falcon CT2b lately.
> Latest Flash bios I can find (1.39 I belive).
> HDDriver 7.93
>
> As clean a setup as possible for booting and testing.
>
> In any extended resolution, using CentScreen or Videlity, under any OS I happen
> to try (MagiC/Mint/Geneva/TOS), the system will boot and run seemingly fine for
> 15 minutes or so, then I start getting 68000 exception errors, then either a
> freeze, bombs, or BUS error message. Eventually, the machine refuses to even
> boot in extended resolutions as the machine warms up.
>
> My target resolution is 800X608X256 using the 32mhz clock.
> Till recently, I'd been runing it like this for a while now with only occasional
> lock-ups.
>
> I should add that I've experimented with several resolutions, using all three
> clocks (32mhz, 50mhz, and 25mhz). It would seem that ANY RESOLUTION I try using
> Centscreen or Videlity to lock in leads to problems.
>
> If I stick to the built in resolutions...not using Centscreen or Videlity, then
> I get a stable and fast machine that's really hard to crash
>
> Any ideas what might cause this?
>
> Has anyone tried putting a heat-sink on the videl or has that anything at all to
> do with it?
> Would I be wasting time and money to install some kind of fancy cooling system
> with a CT2b?
>
> I don't recall it ever being this bad. Have checked for the obvious bad
> connections, opened the case, and have a fan blowing over the entire mb.
>
> Thanks,
> Brian
>
Hi Brian, I did find a bug in Centscreen that caused it to lock up on
boot, if the NVram setting on my CT2 was set to an ST res (ST High), it
locked up every time. I set the NV to 640x480x16 colours and it cured
it. I don't think this is causing you any problems by the sound of it,
but thought you might like to know.

Mark

3598. Re: NEWSie update released

Newsgroup: comp.sys.atari.st
Date: 2004-06-06 13:19:37 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0406060519.388919a6@posting.google.com>
Source record: 18393

vdjole@EUnet.yu (Djordje Vukovic) wrote in message news:<c9uiipkun1@news.eunet.yu>...
> >Available for download is v0.96a dated Jun 1, 2004 which is based on the
> >open source release of NEWSie.
>
> Is there any particular reason why this upgrade is based, as far as I can
> see, on Newsie 0.960 and not the latest 0.961 ? IIRC there were a couple
> of minor improvements and bug fixes in 0.961. Is the released source
> the one of Newsie 0.960?

Yes, the released sources were 0.960 indeed. IIRC you are also corrent
in that 0.961 was a minor bugfix.

Regards,

Joakim

3599. Re: Lyndon Amsdon

Newsgroup: comp.sys.atari.st
Date: 2004-06-06 13:29:24 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0406060529.3f5a50fe@posting.google.com>
Source record: 18394

I've been overwhelmed by spam emails, I'm getting about 200 emails a day. I've also got little time, but I'm going to get all out standing orders done this week. I've built most of them and will need testing.

Any leftover stock of parts will be sold off in a single sale, thats including EtherNEcs and Eiffels.

I work full time now, and so looking for someone to take over building of the EtherNECs/Eiffels. I can send all the files, and I think if it's possible with atari.org to let someone else maintain the hardware.atari.org website.

3600. Atari Online News, Etc. #06-23

Newsgroup: comp.sys.atari.st
Date: 2004-06-06 13:53:51 UTC
From: danap8@aol.comno-spam
Message-ID: <20040606095351.07875.00000630@mb-m06.aol.com>
Source record: 18395

A-ONE #0623 06/04/04

~ NEWSie Update Released ~ People Are Talking! ~ AtarICQ Updated!
~ Spam Gets Dangerous! ~ Easy, Cheap Broadband! ~ JagFest UK Soon!
~ Solaris Open Source! ~ Strike Back at Spyware ~ New HP Offerings!
~ Audio Exposure ST! ~ Lindows Wins A Round! ~ New Media Player!

-* Sasser, Netsky Worms Linger! *-
-* Revenge of Pac-Man - Retro Is Back! *-
-* Hacking Sparks Need For Complex Passwords! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj(at)atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

3601. FA: SLM605 Laser

Newsgroup: comp.sys.atari.st
Date: 2004-06-06 14:35:02 UTC
From: DennisR <dennis.remmer@pobox.com>
Message-ID: <40c32bac$0$1587$afc38c87@news.optusnet.com.au>
Source record: 18396

Sell to a good home - nice condition with all bits.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=5100410569&ssPageName=STR
K:MESE:IT

Starting at $10. Postage extra.

Best Electronics is selling these for more than $200, so get one cheap here.

DR

3602. mint, n.aes + accelerator

Newsgroup: comp.sys.atari.st
Date: 2004-06-06 16:40:09 UTC
From: daman@poczta.fm
Message-ID: <67d40e2f.0406060840.a494a4c@posting.google.com>
Source record: 18397

Hi.

Could anyone recommend good (and not to expensive) graphics accelerator
for my falcon (14MB ram)? Will it work with MiNT+N.AES?

Thanks,
Adam

3603. Re: CT2b Freezes, Any ideas?

Newsgroup: comp.sys.atari.st
Date: 2004-06-06 19:25:57 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <D6Kwc.13457$lu6.6050@bignews5.bellsouth.net>
Source record: 18398

> Hi Brian, I did find a bug in Centscreen that caused it to lock up on
> boot, if the NVram setting on my CT2 was set to an ST res (ST High), it
> locked up every time. I set the NV to 640x480x16 colours and it cured
> it. I don't think this is causing you any problems by the sound of it,
> but thought you might like to know.

Interesting you mention this little bit of TOS 7 boot modes.
More on this in a moment.

I think I got the CT2 stable again.
1. I warmed all the solder connections on the mb to reseat them.
2. Cleaned and reseated the ribbon cable connector.
3. Reflashed the BIOS (just incase some static or something got into Flash ram and set/unset a nibble.
4. Changed fans.

Between these four tackles, I think one, or a combination of them ironed things out. Time will tell for more certian.

Back to the TOS 7 boot options.
I've noticed a cursor bug when booting into my EasyMint setup.
As Mint does its boot up, I see a cursor at some points (it blazes past pretty fast), and by the end of init, the curosr is missing. Giving the \033e code doesn't bring the cursor back either.

BTW, booting in 16mhz or 50mhz TOS 4 mode, and the cursor is there.

The guys on the Mint mailing list say it is a NVDI 5 bug.

Back to TOS 7 mode.

I boot to the mint console without NVDI, and sure enough, the cursor is always there.

Now, here's the interesting part....
Sometimes (but not always), if the CT2b boot colors are changed to 4 color mode, the screen goes black text on white back ground (instead of yellow on blue if cntsrn is disabled) and the cursor usually shows up like it should. This almost always works if the stored setting is 640 X 480 X 2 when the machine is powered on, then change the 2 to 4; however, when 4 color mode is SAVED, I only get the cursor once out of a dozen boots or so.

I also tried the other color settings...same deal as far as the cursor goes...the catch is that some strange pixil stuff happens on bootup.

I very rarely ever see a cursor when booting in 2 color mode. Every now and then it's there on boot...but 99% of the time it's not.

All this makes me wonder about that silly 'nvdi bug', and if some kind of patch can't be written to bring the cursor back %100. What's going on anyway? A console without a cursor is very much a headache. It'd really be nice to be able to use the console for tweaks and changes with vi or pico before going into an AES. Would also like to do more compiling and such straight from the console rather than via TOSWIN.

It would also be interesting to know if there are little apps that can change the cursor type - blink rate, etc...of the NVDI vt52 screen. Given the knowledge of the VDI, such apps should be small, quick, and easy to do. Anyone?

Thanks,
Brian

3604. Re: Yaayy!!

Newsgroup: comp.sys.atari.st
Date: 2004-06-06 19:30:01 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <naKwc.13458$lu6.5089@bignews5.bellsouth.net>
Source record: 18299

"Steve Sweet" <steve.sweet@btopen-2-viri-world.com> wrote in message
news:c9ul50$336$1@titan.btinternet.com...
> Really!, this is new to me!!
>
> I wonder who's got the most strangely mounted Atari of all time!!.
>
> Time to get creative methinks!!.
>
> Where's that sheep?

No sheep here...but I do have a dead upright vacume cleaner I keep forgetting to toss. Maybe I'll mount my Falcon in that so it'll be on wheels. Some bungie cords and I could even strap my midi-board to it handtruck style and have a ready to roll setup!

Brian

3605. Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-06-06 19:59:26 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <falcon060-F2F85F.15592606062004@isp.dca.giganews.com>
Source record: 18301

To anyone,
I am not seeing the previous post that I posted yesterday. But
anyways has anyone seen or heard from Dennis Vermeire in the last 3
weeks or so???

Thanks,
Carey C.

3606. Re: CT2b Freezes, Any ideas?

Newsgroup: comp.sys.atari.st
Date: 2004-06-06 20:37:04 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <0pKwc.4443$37.554848@news.siol.net>
Source record: 18300

Brian Roland wrote:

> console without a cursor is very much a headache. It'd really be nice to
> be able to use the console for tweaks and changes with vi or pico before
> going into an AES. Would also like to do more compiling and such straight
> from the console rather than via TOSWIN.

Personally, i use virtual consoles for that. WAY faster as console and
also accessable when u have AES going. Also usable for long downloads etc,
since u can switch AES resolution or crash AES, exit if etc, and
applications in virtual consoles are not affected.

Janez

3607. Re: Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-06-06 21:13:05 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <ca01c2$h7l$1@news.freedom2surf.net>
Source record: 18302

"Carey Christenson" <falcon060@adelphia.net> wrote in message
news:falcon060-F2F85F.15592606062004@isp.dca.giganews.com...
> To anyone,
> I am not seeing the previous post that I posted yesterday. But
> anyways has anyone seen or heard from Dennis Vermeire in the last 3
> weeks or so???
>
> Thanks,
> Carey C.

I think I saw him in Normandy today shaking hands with the Queen... ;-)

Coda

3608. Re: NEWSie update released

Newsgroup: comp.sys.atari.st
Date: 2004-06-06 21:41:56 UTC
From: vdjole@EUnet.yu
Message-ID: <ca0331$98s$1@news.eunet.yu>
Source record: 18303

On 6 Jun 2004 05:48:55 -, gfa wrote:
>> Is there any particular reason why this upgrade is based, as far as I can
>> see, on Newsie 0.960 and not the latest 0.961 ? IIRC there were a couple
>> of minor improvements and bug fixes in 0.961. Is the released source
>> the one of Newsie 0.960?
>
>Correct. The author release the .960 source. I could not find any info
>about .961 anywhere. Do you know what the minor improvements were?

Unfortunately, no. In the archive which I keep there is only binary
of the program itself. Infobox says it is V0.961, dated July 27th 2000.
I has grown from 216256 bytes of V0.96 to 216802 bytes.

Btw. probably the most useful single quick-fix of Newsie would be the
removal of the bug which produces a number of lost sectors each time when
the program encounters some problem, or exits unnaturally- because of a
very inadequate handling of the log file.

Regards;

3609. Re: Gaming Meet! Portland Atari Club! Portland, Oregon USA!

Newsgroup: comp.sys.atari.st
Date: 2004-06-07 01:17:54 UTC
From: momo <quality_us@yahoo.com>
Message-ID: <6nPwc.39787$4x2.7624@fe2.texas.rr.com>
Source record: 18304
Cross-posted to:
alt.atari-jaguar.discussion,pdx.forsale,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

Cool! I'm planning on a move to southern OR within the next month or so.
Maybe I'll be able to make one of these.
Mo

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0406040315500.27713-100000@onyx.spiritone.com...
> Attention: Atari Gamers in Portland, Oregon USA! The Portland Atari Club
> will be meeting to Socialize and Play Atari Video Games on the 1st Friday
> of each month at 7 PM! Call Tad at (503)656-8617 or goto WebLinks below!
>
> http://Club.Atari.org Portland Atari Club News!
> http://www.aracnet.com/~atari/maillist.htm Atari Mailing Lists.
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

3610. Re: Bad ST Power supplies

Newsgroup: comp.sys.atari.st
Date: 2004-06-07 06:10:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406062251250.14341-100000@onyx.spiritone.com>
Source record: 18305
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On Fri, 4 Jun 2004, |<evin wrote:

> On Fri, 4 Jun 2004 14:57:39 -0700, Bravo Sierra Computers
> <atari@aracnet.com> wrote:
>
> >> Hi I have a SF314 PS and I think the fuse might be blown in mine. The
> >> problem is it has some strange looking screws on the botton... they
> >> are not phillips, flat, or torx what are they?
> >>
> >> thanks
> >>
> >> kvn
> >
> >I wish I could tell you. Your going to need a special kind of tool.
>
> I grinded down the sides of a pair of needle nose pliars and I was
> able to open the PS. I did not see any replaceable parts! Do I
> have a non-circuit breaker model or am I missing something?
>
> kvn

As far as I know, the gray power supplies for the SF314/354 are all the
same. Maybe if you E-Mail Best Electronics, they could help? ===Ben===

BestElec@concentric.net

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3611. Only 12 days to go and than..... Retro Show Holland !!!

Newsgroup: comp.sys.atari.st
Date: 2004-06-07 11:39:02 UTC
From: CommodoreAmiga@adres.nl
Message-ID: <f881be19.0406070339.62bf613e@posting.google.com>
Source record: 18306
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,alt.atari-jaguar.discussion,rec.games.video.sega

Hello dear Retro gamers and freaks,
Only 12 days to go and already the most memorable Retro show ever
taken place in Holland will be starting.....
Commodore, Atari, Nintendo, Acorn, Sega, Vectrex, MSX and lots more
will be present at june 19th!
Look at our website and see with your own eyes the two halls and
participants at this party !
Greetings Ron van Schaik
http://commodore-gg.hobby.nl/

3612. Atari Hangout Chat Currently Down

Newsgroup: comp.sys.atari.st
Date: 2004-06-07 11:56:56 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002e294@fmlynet.org>
Source record: 18311

FamilyNet Newsgate

For those that have been trying to reach the Atari Hangout Chatroom at www.jrthompson.org/atari unfortunately the server is down and the webhost is not sure when he will have a server setup in the near future. Will announce when it comes back up.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3613. FA: Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2004-06-07 13:40:57 UTC
From: The6502man <arudzki@yahoo.com>
Message-ID: <Jf_wc.58674$eY2.46057@attbi_s02>
Source record: 18307

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=4135968772&rd=1

3614. Re: [ANN] Troll beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-06-07 15:55:18 UTC
From: geek@atarians.com
Message-ID: <Gd0xc.147564$qh7.7515206@phobos.telenet-ops.be>
Source record: 18308

Pierre TONTHAT wrote:

> Reminder : Troll for Atari is a next generation newsreader.
> You can now send posts with it.

Let me see if it works.
Strange enough I can't see what I type. Only after I touch the return or backspace key for instance I see the line I typed.

CU,
Martin

3615. Re: [ANN] Troll beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-06-07 16:24:37 UTC
From: Pierre TONTHAT <ptonthat@NO.club-internet.fr.SPAM>
Message-ID: <ca24m3hoi1@news-reader3.wanadoo.fr>
Source record: 18309

Bonsoir :)

> Strange enough I can't see what I type. Only after I touch the return or
> backspace key for instance I see the line I typed.

???
I do have have this but at home, nor the MagiC users on the
fr.comp.sys.atari.
Do you have NVDI or other VDI ? what font and height do you use for the text
?

Bye

Pierre

3616. Re: WTB - Joysticks

Newsgroup: comp.sys.atari.st
Date: 2004-06-07 18:32:56 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <ca2cbn$61i$1@news.freedom2surf.net>
Source record: 18310

LOCATION? no forget it, youre American, everyone else would have let us know.

"Scott Traynor" <Bear_Foot@whoami.com> wrote in message news:Q3Ywc.55738$j24.25648@twister.nyroc.rr.com...
>
>
>
> Re: anyone making/selling the atari ST type of joysticks, for "Reasonable"
> prices? looking to play games on my st again, and need a joystick.
>
> Thank you
>
>
> Scott
>

3617. FS: Mega 2 CPU $175 CAD Toronto

Newsgroup: comp.sys.atari.st
Date: 2004-06-07 18:39:54 UTC
From: rEs <resres3@yahoo.com>
Message-ID: <5jd9c05jfj2ani1p2b93t3ma3olfbvm01t@4ax.com>
Source record: 18312

[No readable article body recovered]

3618. Re: [ANN] Troll beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-06-07 19:08:43 UTC
From: Martin Nightowl Byttebier <geek@atarians.com>
Message-ID: <%23xc.147770$28.7566437@phobos.telenet-ops.be>
Source record: 18313

Pierre TONTHAT wrote:
>
> Bonsoir :)
>
>> Strange enough I can't see what I type. Only after I touch the return or
>> backspace key for instance I see the line I typed.
>
> ???
> I do have have this but at home, nor the MagiC users on the
> fr.comp.sys.atari.
> Do you have NVDI or other VDI ? what font and height do you use for the text

It seems it was a temporaly problem. Right now everything goes well.
For the font handling I'm using NVDI 5.03. The font I use is Monaco
13pt. As OS I'm using freeMiNT 1.15.12/ N_AES 2.0

TTFN,
Martin

3619. Re: [ANN] Troll beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-06-07 19:38:44 UTC
From: Pierre TONTHAT <geek@atarians.com>
Message-ID: <40c4c444$0$314$7a628cd7@news.club-internet.fr>
Source record: 18314

> I do have have this but at home

Upsss, should have read more carefully...
"I do not have this bug at home"... MagiC+NVDI.
I also tested on TOS+NVDI : can't reproduce this :/

What VDI do you have ? and your fonts / font manager ?

Bye

Pierre

3620. Re: [ANN] Troll beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-06-07 19:57:41 UTC
From: Martin Nightowl Byttebier <geek@atarians.com>
Message-ID: <VM3xc.147814$Dk7.7523445@phobos.telenet-ops.be>
Source record: 18315

Pierre TONTHAT wrote:
>
>> I do have have this but at home
>
> Upsss, should have read more carefully...
> "I do not have this bug at home"... MagiC+NVDI.
> I also tested on TOS+NVDI : can't reproduce this :/

That's what I thought.:-)
>
> What VDI do you have ? and your fonts / font manager ?

See my previous answer.

CU,
Martin

3621. Re: CT2b Freezes, Any ideas?

Newsgroup: comp.sys.atari.st
Date: 2004-06-07 21:29:30 UTC
From: John Smith <john.smith@microsoft.com>
Message-ID: <ca2mnl$7fr$1@ls219.htnet.hr>
Source record: 18317

Well,

before you get a cooling system try working with the machine with no cover - just motherboard in the open air. I have heatsink and fan on Videl and DSP as well as small selfadhesive heatsinks on SDMA and two additional fans which blow the warm air out of the Falcon's case...

If machine locks without cover on then there is no cooling system which could help, I guess...

hope this helps

"Brian Roland" <BJRoland@bellsouth.net> wrote in message news:nI8wc.2715$Oc4.2398@bignews1.bellsouth.net...
> I'm having all sorts of fits with my Falcon CT2b lately.
> Latest Flash bios I can find (1.39 I belive).
> HDDriver 7.93
>
> As clean a setup as possible for booting and testing.
>
> In any extended resolution, using CentScreen or Videlity, under any OS I happen
> to try (MagiC/Mint/Geneva/TOS), the system will boot and run seemingly fine for
> 15 minutes or so, then I start getting 68000 exception errors, then either a
> freeze, bombs, or BUS error message. Eventually, the machine refuses to even
> boot in extended resolutions as the machine warms up.
>
> My target resolution is 800X608X256 using the 32mhz clock.
> Till recently, I'd been runing it like this for a while now with only occasional
> lock-ups.
>
> I should add that I've experimented with several resolutions, using all three
> clocks (32mhz, 50mhz, and 25mhz). It would seem that ANY RESOLUTION I try using
> Centscreen or Videlity to lock in leads to problems.
>
> If I stick to the built in resolutions...not using Centscreen or Videlity, then
> I get a stable and fast machine that's really hard to crash
>

> Any ideas what might cause this?
>
> Has anyone tried putting a heat-sink on the videl or has that anything at
all to
> do with it?
> Would I be wasting time and money to install some kind of fancy cooling
system
> with a CT2b?
>
> I don't recall it ever being this bad. Have checked for the obvious bad
> connections, opened the case, and have a fan blowing over the entire mb.
>
> Thanks,
> Brian
>

3622. Re: [ANN] RAW

Newsgroup: comp.sys.atari.st
Date: 2004-06-07 22:33:09 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <40c4d105.0@entanet>
Source record: 18316

On 26 May 2004 15:55:28 , Adam Klobukowski wrote:
>RAW - "Another World" engine written using SDL library. Should work on anything a bit faster then F>alcon 030 (it flies on CT60
>If you want to play under GEM, set enviromental variable
>
>SDL_VIDEODRIVER=gem
>
>You also need an original PC version of the game (called "Out Of This World")
>
>To download see: http://atari.gabo.pl/html/ports.html
>
>--
>Semper Fidelis
>
>Adam Klobukowski
>atari@gabo.pl
>.

I tried this last night using a version of Another World that I "found".
A small window opens very briefly in the middle of the screen and then
closes.

The Milan then becomes a little unstable.

Peter

3623. Re: WTB - Joysticks

Newsgroup: comp.sys.atari.st
Date: 2004-06-08 05:30:55 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <Cacxc.17055$Iu6.10610@bignews5.bellsouth.net>
Source record: 18318

"Coda" <info@janthomas.f2s.nospam.com> wrote in message
news:ca2cbn$61i$1@news.freedom2surf.net...
> LOCATION? no forget it, youre American, everyone else would have let us
> know.

Not so.
You're just BLIND to what you percieve as mistakes made by anyone other than
Americans.

I see people from all over the world do the similar, or worse things all over
the newsgroups. With one exception. It's very rare I see any Americans
behaving as rude and small-minded as you.

Furthermore, location is secondary. First, he asked ONE SIMPLE YES OR NO,
impersonal, generally directed QUESTION.

>> anyone making/selling the atari ST type of joysticks, for "Reasonable"
>> prices? looking to play games on my st again, and need a joystick.

The rest may follow. Americans call it DIALOGUE. It's why some 'idiot'
American designed newgroups at some 'idiot training American university' to work
as 'topic threads'.

That leads me to believe he wishes to know if anyone (or any company) still
produces Atari compatable joysticks for a reasonable price.

A typical response from a 'civilized countryman' might be something like:

> Sorry Scott, but to the best of knowledge these type joysticks are no longer
being
> produced. Several places still stock them new, refurbished, or used however.
> Best Electronics (USA): http://www.best-electronics-ca.com
> B&C Conputer Visions (USA): http://www.myatari.org
> Wizztronics (USA): http://www.wizztronics.com
> ATY Computers (USA): http://www.infinex.com/~atycom
> Systems For Tomorrow (USA): http://www.systemsfortomorrow.com
>
> You might also check eBay for used parts or complete systems.
>
> Also note that Many joysticks made for the Amiga will work plug and play,
others via
> switch, jumper, or changing a couple of wires inside.

I'll leave the links for other places in the world to someone else (althoe I
know many, and do regular buisness with a few).

Now, why is it that 'Europeans' are so good at ripping the rest of the world apart, but have nothing constructive to offer (or just keep what could be offered in a dark cold closet)? Jealious are ya? Ticked off at American liberties, polotics, comparatively low taxes, economy, entertainment, foriegn policies, etc.....??? Well then...get off your duffs and create something besides stuffy hypocrits for a change!

Brian

3624. Re: [ANN] RAW

Newsgroup: comp.sys.atari.st
Date: 2004-06-08 07:09:40 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnccao6q.jfh.atari@komp7.euh-e.edu.pl>
Source record: 18319

On 7 Jun 2004 21:33:09 -0100, Peter Slegg <peterslegg@===ANTI-SPAM===scubadivers.co.uk>
had a noticeable pleasure while writting:
> On 26 May 2004 15:55:28 , Adam Klobukowski wrote:
>>RAW - "Another World" engine written using SDL library. Should work on anything a bit
faster then F>alcon 030 (it flies on CT60
>>If you want to play under GEM, set enviromental variable
>>
>>SDL_VIDEODRIVER=gem
>>
>>You also need an original PC version of the game (called "Out Of This World")
>>
>>To download see: http://atari.gabo.pl/html/ports.html
>>
>>--
>>Semper Fidelis
>>
>>Adam Klobukowski
>>atari@gabo.pl
>>.
>
> I tried this last night using a version of Another World that I "found".
> A small window opens very briefly in the middle of the screen and then
> closes.

Try other version of Another Worlde (there are few). Remeber: you need
PC version!

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3625. Re: WTB - Joysticks

Newsgroup: comp.sys.atari.st
Date: 2004-06-08 12:21:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406080514140.27699-100000@onyx.spiritone.com>
Source record: 18320

Hello Scott, I have Joysticks, reasonably priced. And I ship anywhere the
Law allows. I'm in the United States. See my Atari Catalogs Linked below!

http://BensCatalogs.Atari.org

E-Mail me please!

==Thanx==
===Ben===

On Mon, 7 Jun 2004, Scott Traynor wrote:

> Re: anyone making/selling the atari ST type of joysticks, for "Reasonable"
> prices? looking to play games on my st again, and need a joystick.
>
> Thank you
>
> Scott

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3626. SCSI Scanners!

Newsgroup: comp.sys.atari.st
Date: 2004-06-08 12:35:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406080523470.27699-100000@onyx.spiritone.com>
Source record: 18321
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Anyone know if/where I can find software for my ST for SCSI Scanners?
including to use as a Color Photo Copier to print to my Hewlett Packard?
As well as other Software Applications for Color SCSI Scanners? And what
Scanners are supported? is their a list? And where do I find them?
E-Mail preferred. Thanx! ===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3627. Re: Lyndon Amsdon

Newsgroup: comp.sys.atari.st
Date: 2004-06-08 13:25:50 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040608152550.a20412@du3.maus.de>
Source record: 18323

>I've been overwhelmed by spam emails, I'm getting about 200 emails a
>day. I've also got little time, but I'm going to get all out standing
>orders done this week. I've built most of them and will need testing.

O.K. The only problem is that I am moving at the moment so at the end of the
month you cannot send me my order to my old address. :-(

Any parcels that go to my old address from July, 1th will be bounced and
returned to sender.

If you cannot deliver until June, 30th you should contact me via email
(frank DOT szymanski AT 12move DOT de).

Regards,

Frank

3628. Re: SCSI Scanners!

Newsgroup: comp.sys.atari.st
Date: 2004-06-08 13:39:16 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <Vhjxc.19283$tl4.4474@bignews6.bellsouth.net>
Source record: 18322
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0406080523470.27699-100000@onyx.spiritone.com...
> Anyone know if/where I can find software for my ST for SCSI Scanners?
> including to use as a Color Photo Copier to print to my Hewlett Packard?
> As well as other Software Applications for Color SCSI Scanners? And what
> Scanners are supported? is their a list? And where do I find them?
> E-Mail preferred. Thanx! ===Ben===

Ben,
Try Homa Systems House: http://www.geocities.com/nmontaser/
Nova does the Mustek Paragon and HP scanners.
ScanX PRO the UMAX and Microtek scanners.

Brian

3629. Re: [ANN] RAW

Newsgroup: comp.sys.atari.st
Date: 2004-06-08 15:02:45 UTC
From: Dan A <artdeptNOSPAM@coinboards.com>
Message-ID: <pykxc.2812$Y3.724@newsread2.news.atl.earthlink.net>
Source record: 18324

"Peter Slegg" <peterslegg@===ANTI-SPAM===scubadivers.co.uk> wrote in message
news:40c4d105.0@entanet...
>
> I tried this last night using a version of Another World that I "found".
> A small window opens very briefly in the middle of the screen and then
> closes.
>
> The Milan then becomes a little unstable.
>
> Peter

Under MagicPC I had to experiment a bit to get it to run.

Important things for me were

8 bit color mode. While it should run elsewhere, basically it wouldn't
run for me without this.

Turn on all the TOS compatibility flags you can. For me this was in MagiCPC
and in NVDI for MagicPC. Maybe not all are necessary, but with a modern
PC the slowdown is not noticeable.

With that combination and the right files, I was able to run the program
without
any major complaints. However when it exits, the system really wants a
reboot.

Dan
aka baldrick

3630. vnc atari

Newsgroup: comp.sys.atari.st
Date: 2004-06-08 16:31:09 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.06.08.16.31.09.415666@noos.fr>
Source record: 18325

Hi!

Vnc for atari

Any news for this very important project?

Few weeks ago, one guy say he create the atari port
for this soft!
But no news from nobody!
No place to test the beta soft!

All news welcome:)

bye

3631. Re: WTB - Joysticks

Newsgroup: comp.sys.atari.st
Date: 2004-06-08 17:58:58 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <ca4unvtgf1@news.freedom2surf.net>
Source record: 18326

"Brian Roland" <BJRoland@bellsouth.net> wrote in message
news:Cacxc.17055$Iu6.10610@bignews5.bellsouth.net...
>
> "Coda" <info@janthomas.f2s.nospam.com> wrote in message
> news:ca2cbn$61i$1@news.freedom2surf.net...
> > LOCATION? no forget it, youre American, everyone else would have let us
> > know.
>
> Not so.
> You're just BLIND to what you percieve as mistakes made by anyone other
than
> Americans.

No im just sick of Americans that think theyre the only people in the world,
until oil is discovered inside their border that is.

3632. Re: WTB - Joysticks

Newsgroup: comp.sys.atari.st
Date: 2004-06-08 21:41:01 UTC
From: Mark D <mducksub@noispamatari-source.com>
Message-ID: <1086730874.95228@toad>
Source record: 18327

Coda wrote:
>
> No im just sick of Americans that think theyre the only people in the world,
> until oil is discovered inside their border that is.
>

Dude,

Go blow it out your ass. Americans are taught improperly from the ground up. We really have to take an outside interest in the rest of the world. It's not thrown at us. For the most part, Americans don't look to the rest of the world because they don't really need to - they have what they want and need in their country already, and it's quite likely that many people who are newcomers here do not realize how international of a medium this is. Other people in other countries surely make the same mistakes too. Usenet was developed in America right?

Your little angst problem likely isn't related to this guy at all. In fact, the Atari using crowd is generally very intelligent and the stupid crap that you see coming from America has nothing to do with them at all.

Frankly I'm fucking tired of everyone in every other country always assuming that all Americans are retarded imbiciles who are the direct causes of all that ails the world. Face it. Everyone is different - America is the melting pot of it all, so everything you hate about America or Americans comes from people who come from yours and every other country.

Besides.. Did you ever stop to think that maybe he didn't mention that he was from America because he wants to consider international sources as well? Only non-americans can rub two brain cells together long enough to think that far right?

Mark
http://portal.atari-source.com

3633. Re: vnc atari

Newsgroup: comp.sys.atari.st
Date: 2004-06-08 21:42:08 UTC
From: Mark D <mducksub@noispamatari-source.com>
Message-ID: <1086730940.405606@toad>
Source record: 18328

beebee wrote:

> Hi!
>
> Vnc for atari
>
> Any news for this very important project?
>
> Few weeks ago, one guy say he create the atari port
> for this soft!
> But no news from nobody!
> No place to test the beta soft!
>
> All news welcome:)
>
> bye

Ah, Sorry about this,

I've been very busy preparing to travel and preparing to enter my car in several shows. The Atari generally takes last place throughout the summer months. But I'll see what I can do.

Thanks,
Mark
http://portal.atari-source.com

3634. Re: WTB - Joysticks

Newsgroup: comp.sys.atari.st
Date: 2004-06-08 23:00:40 UTC
From: Simon <nospam@nospam.com>
Message-ID: <40c64540$0$26914$626a14ce@news.free.fr>
Source record: 18329

Brian Roland wrote:
> It's very rare I see any Americans
> behaving as rude and small-minded as you.
[...]
> Now, why is it that 'Europeans' are so good at ripping the rest of the world
> apart, but have nothing constructive to offer (or just keep what could be
> offered in a dark cold closet)? Jealious are ya?

How can you blame someone for such a stupid statement and then write
exactly the same kind of stupid sentence.
Whatever your nationality BTW.

Keep cool guys !

Simon

3635. FA : 1 day left Nutting Computer Space 1st ARCADE COIN OP GAME EVER MADE !

Newsgroup: comp.sys.atari.st
Date: 2004-06-08 23:57:37 UTC
From: ohiofire5@yahoo.com
Message-ID: <346709f3.0406081557.448fe12f@posting.google.com>
Source record: 18330

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=ohiotoy5&include=0&since=-1&sort=3&rows=50

3636. FA: Zak McKracken like new CIB mint

Newsgroup: comp.sys.atari.st
Date: 2004-06-09 00:56:23 UTC
From: wboblitt@comcast.net
Message-ID: <83ffb5ca.0406081656.61ec6bf8@posting.google.com>
Source record: 18331

A great game, and almost impossible to find boxed anymore. I am lucky enough to have come across 2 of them recently, so I am auctioning the nice mint one and keeping the used one for my collection.

Here is the link:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=4315&item=8110127320&rd=1&ssPageName=WDVW

3637. Re: WTB - Joysticks

Newsgroup: comp.sys.atari.st
Date: 2004-06-09 05:38:22 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <blxxc.493$33.350@bignews6.bellsouth.net>
Source record: 18332

"Simon" <nospam@nospam.com> wrote in message
news:40c64540$0$26914$626a14ce@news.free.fr...
> Brian Roland wrote:
> > It's very rare I see any Americans
> > behaving as rude and small-minded as you.
> [...]
> > Now, why is it that 'Europeans' are so good at ripping the rest of the world
> > apart, but have nothing constructive to offer (or just keep what could be
> > offered in a dark cold closet)? Jealious are ya?
>
> How can you blame someone for such a stupid statement and then write
> exactly the same kind of stupid sentence.
> Whatever your nationality BTW.
>
> Keep cool guys !
>
> Simon

I agree Simon....
That was my point ;)
Obviously not all Europeans (the minority actually, as with any nation) are rude and small minded, and I certianly would not draw that conclusion based on forgetting something in a thread about joysticks, or for not thinking things through exactly the same way others might.

It was sarcasum.

Lets go back to constructive talk :)

Brian

3638. Re: vnc atari

Newsgroup: comp.sys.atari.st
Date: 2004-06-09 07:55:34 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.06.09.07.55.30.512021@noos.fr>
Source record: 18333

Le
> beebee wrote:
>
>> Hi!
>>
>> Vnc for atari
>>
>> Any news for this very important project?
>>
>> Few weeks ago, one guy say he create the atari port
>> for this soft!
>> But no news from nobody!
>> No place to test the beta soft!
>>
>> All news welcome:)
>>
>> bye
>
> Ah, Sorry about this,
>
> I've been very busy preparing to travel and preparing to enter my car in
> several shows. The Atari generally takes last place throughout the summer
> months. But I'll see what I can do.

Well, good news, your project is always go-on....

What kind of car show do you prepare!
F1 ????? old fashion car????
>
> Thanks,
> Mark
> http://portal.atari-source.com

Bye
jpierre

3639. Re: NEWSie update released

Newsgroup: comp.sys.atari.st
Date: 2004-06-09 09:49:47 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <efm6ac.ke91.ln@sd-if.swampdog>
Source record: 18334

gfa wrote:

> in article ca0331$98s$1@news.eunet.yu, Djordje Vukovic wrote on 6/6/04
> 5:41 PM:
>
>> Btw. probably the most useful single quick-fix of Newsie would be the
>> removal of the bug which produces a number of lost sectors each time when
>> the program encounters some problem, or exits unnaturally- because of a
>> very inadequate handling of the log file.
>
> I have done some extensive disassembly or the binary and file comparisons
> and located what looks like 3 new strings. Found "parse" added in 2
> locations and "Follow Reference Error". Do these jar anyone's memory?

I don't understand. I thought you had the source?

Fwiw, I grabbed it out of interest. Although I can't compile it take a peek
in mailbox.c, specifically strtoka(). There's a definate null dereference
via parse_mailbox_header().

--
Guy Harrison

3640. Re: Mega/MegaSTe/TT030 Keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-06-09 12:47:30 UTC
From: sf0218@aol.com
Message-ID: <20040609084730.06123.00000555@mb-m13.aol.com>
Source record: 18335

Cat-5 socket?.....that for networking isn't it? Don't you mean an RJ-11?
If not. please clarify.

Thanks,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3641. Fellow U.S.A. Atari Users

Newsgroup: comp.sys.atari.st
Date: 2004-06-09 15:09:07 UTC
From: sf0218@aol.com
Message-ID: <20040609110907.20447.00000709@mb-m07.aol.com>
Source record: 18336

Hello All,

Any of you Atarians live in the Washington DC metro area? Or Virginia, Maryland, Pennsylvania, WVirgina? Or the East coast? I'm asking cause I sure would like to have some assistance re-casing my Falcon. Last night I popped of the cover, removed the shielding, then became extremely paranoid!!!!!!!

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3642. Re: NEWSie update released

Newsgroup: comp.sys.atari.st
Date: 2004-06-09 15:11:57 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0406090711.fb725b7@posting.google.com>
Source record: 18337

Guy Harrison <swamp-DEL-dog@ntlworld.com> wrote in message
news:<efm6ac.ke91.ln@sd-if.swampdog>...

> I don't understand. I thought you had the source?

The released sources were those of 0.96, hence the small fixes present
in the 0.961 release are missing.

Regards,

Joakim

3643. U.S.A. Atarians

Newsgroup: comp.sys.atari.st
Date: 2004-06-09 17:08:23 UTC
From: sf0218@aol.com
Message-ID: <20040609130823.11469.00000589@mb-m11.aol.com>
Source record: 18339

Sound off people!

Where are all of you located?

Trying to find someone close to my location......need a little
assistance/guidance/wisdom on re-casing my Falcon.

Popped off the cover, removed the shielding, then fear struck!!!!!!

Aaaaaaaaaaarrrrrrrrrrrrrgggggggggggggghhhhhhhhh!!!!!!!!!!!!!!!!!!!!

Thanks,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3644. ST software for sale or trade

Newsgroup: comp.sys.atari.st
Date: 2004-06-09 17:11:26 UTC
From: lener@vt.edu
Message-ID: <lener-0906041211260001@geolib01.geol.vt.edu>
Source record: 18338

ST software for sale or trade

Priced to sell. E-mail me at lener@vt.edu for details on any items of interest. (U.S. buyers only please.) Thanks.

d/i = disks and instructions; others are boxed with instructions

ST Games
Captain Blood (Infogrames) boxed
Downhill Challege Skiing (Broderbund) boxed
Game Over II (Dinamic) boxed
Indy (Lucasfilm) d/i
Infestation (Psygnosis) boxed
Jewels of Darkness (Firebird) New
Lancelot (Datasoft) boxed
Little Computer People (Activision) boxed
Major Motion (Michtron) d/i
Phantasie II (Strategic Simulations) boxed
Quest for the Time Bird (Infogrames) boxed
Red Lightening (SSI) boxed
S.D.I. (Mindscape Cinemaware) d/i
Shuttle II (Michtron) boxed
Test Drive (Accolade) boxed
Xenomorph (Pandora) boxed

Other
VIDI ST Real Time Frame Grabber w/box

3645. Re: Fellow U.S.A. Atari Users

Newsgroup: comp.sys.atari.st
Date: 2004-06-09 17:19:25 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <RwHxc.101$FC3.27@bignews1.bellsouth.net>
Source record: 18340

"SF0218" <sf0218@aol.com> wrote in message
news:20040609110907.20447.00000709@mb-m07.aol.com...
> Hello All,
>
> Any of you Atarians live in the Washington DC metro area? Or Virginia,
> Maryland, Pennsylvania, WVirgina? Or the East coast? I'm asking cause I sure
> would like to have some assistance re-casing my Falcon. Last night I popped
of
> the cover, removed the shielding, then became extremely paranoid!!!!!!!

Sorry Sam, I'm not close enough to help you out in person.
Here's some tips however that should ease some fear.

First, lets make some decisions about the power supply and switches.
Will you be using a new/external PS or the one already on the Falcon?

If you are going to use the origional PS, do you want the switch in the back, or
moved elsewhere in the case?

With the CT060, I would recommend planning on at the least, relocating the power
supply from where it normally sits on the Falcon mb. In fact, I think it might
be a requirement, as the CT060 board may be large enough to extend out to where
the ps was origonally mounted.

If you haven't already removed the bottom half of the shielding, just leave it
in place. It's not necissary to take the mother board out of this at all, as it
should lift right out of the case and will serve as the perfect cradle for
protecting your mb from shorting pins on the bottom, and crackage from moving
the thing around. Taking the mb out of this cradle is a lot of extra work, and
it moves the project from one of almost no risk at all, to one of slight risk.

Get a sheet of stiff paper or thin cardboard.
Gently lay your Falcon on it.
Trace the deminsions and mark all the mounting holes, port locations, and
anything else you plan to make provisions for in the case.

Cut out this 'bottom template' of your Falcon.
Use this template for the rough work thus reducing the chances of damaging the
Falcon. The closer the cardboard you use is to the thikness of the pcb the
better, tho' it doesn't have to be the same. The template will also increase
accuracy in any cuts and drilling of your chasis.

Next, take your template back to the falcon and line it up again. Tape another
strip of cardboard to the back-edge of your 'bottom' template (where the ports
are), line the Falcon up on the template again, and fold this new strip up 90
degrees so you can get marks for all the Falcon ports, buttons, and switches
that you want in the back of the case. There are a number of approaches you can

take to designing this back template. If you don't have fancy tools such as a sheet metal punch....then lets go for the easiest cutting approach, which is one long even open strip all your ports can slip into. If you're leaving the power supply in the origonal position, don't forget a slot for that switch and plug in as well. I recommend drilling a spot for the reset button; as you can always wire in as many additional reset buttons as you like, and put them anywhere in the case/keyboard. Remember, if we leave the Falcon in its lower half of the origonal RF shielding, you've got a nice even metal backplane with all your little female port screws already in place. So a long slot cut in the back of chassis is all you need. You'll fit the Falcon up nice and tight to the back of the case, and can even make it air-tight if you really want/need (for optional vapor cooling....likely unecissary for ct060).

Now, open your target case.
Remove everything in it that gets in the way. Namely the AT/X mounting posts. Some cases have mb mounting posts that can be removed with screws, while others are molded in and will have to be cut or drilled out. Dont' be afraid...it's just a metal plate and will never show again once you put the cover back on so cut and drill all you want, and don't freak if you make a mistake. Use your cardboard template to determine the best position and orientation of the Falcon within. Once you think you have it just as you like, tape down the template, get out your drill and drill out the mounting points.

Hopefully you have or can find spacers or standoffs and screws to mount your Falcon with. Electronics and hardware stores sell them, or you can just improvise your own from platic washers or by stacking nuts on the bolt to the height that you want. If you go with stacked metal bolts, you'll want to top it off with a non conductive washer (rubber/plastic/nylon).

Next use your template, spacers, and screws to loosely mount this fake Falcon in place. This way we can begin to get an idea of how high the mb should be mounted (how many spacers) and what needs to be done to the back of the case.

Experiment to find the best mb height for the ports. I.E. mounting the template higher (more spacers) and lower (less spacers) to line things up best. Some cases have a nice long flat backplane just under the expansion card slots with some of it already punched or cut for prexisting ATX ports like keyboard, mouse, serial, video, etc. If you're lucky, you won't have to do much cutting at all. Once you've got things all lined up....make your marks to the case and go cut it out. Tips...if the back of your case can be unscrewed and taken off, it makes it easier (most can)....so take these extra steps to remove the back of the case. Use your worktable and do your cutting. A good metal jigsaw blade (have some spares in case you break one) and possibly a drill with 3/4" or 1/2" bit should be all you need. Tin nibblers will also do the trick for most case metals.

Now, you're ready to mount the Falcon.
If you've decided to move the power supply....remove it and put it aside.

That's the most difficult part :)

Next focus on the power supply. Did your case have one already? Did you have to remove it to make room for the Falcon?

If you have a bigger powersupply and plan to mount more than one or two low power drives inside the tower, I recommend you use it. Even if you had to remove a big bulky power supply from the case to make room for the Falcon mother board....we can still relocate it and make good use of it! Simply find a good place to mount it out of the way inside the case (lower or upper front, and try not to block off anything you'll want/need such as port or drive spaces. Simply extend the AC plug in to where you'd like it in the case...or, just drill a hole, line it with a rubber gromlet, and run an AC power cord to where it needs to go. I've even seen some people mount a 6 strip power outlet inside the Tower...it can come in handy for quick and easy plugging in of gadgets ;).

Once you've decided where to mount the PS...be it a new larger one, or the origonal Falcon one....have solved the problem of how to plug it into AC, you must exchange/extend the cableing to the Falcon motherboard (unless you've positioned the origonal PS close enough to the mb that the existing wires are long enough....slight chance of that).

Extend your cables, make sure the voltages match up. If it were me, I would study where the wires go into the origonal PS, and lable each wire with tape as marked in the origonal PCB before I did anything else. I.E. Blue 12v, Red 5v, Black Ground, etc. Once I had that done, I would desolder or cut the cables from the PS PCB and then extend the cables as needed, then match them up with the power supply I will be using. The main thing to be careful of here is note there is a difference between + and - voltages. Your new powersupply may have more or less wires than you need, on that mainboard connector that you'll cut off to wire in the Falcon one. At any rate, you'll just need +- 12v, +-5v, and Ground at the most. Any wires left over that you don't need, just tap them off with electrical tape or connector ends and stuff them out of the way.

Next, lets wire in your keyboard.
If you're using Eiffel or D.E.K.A, decide where to mount them, and run your wires as instructed.

If you're using a Mega keyboard and have a kit, mount and wire that in. If you don't have a kit, it's easy enough to build. All you need is a female 6 pin Cat 5 jack (Like used in ethernet cards or advanced phone systems) and wire. I don't have the pinout handy, but I'm sure you can find it by asking here, or looking for a DIY. If you can't find that special plug like on the origonal keyboard, it's no big deal. Just use pin connectors for the individual wires and slip them on pin by pin, or just solder them. Mount the bits in place and plug in your Mega keyboard.

Another keyboard option to save the cost of buying another keyboard is to put your origonal falcon case back together with the origonal keyboard inside, and run any type of wiring you like. Wire it directly or use any kind of 6 pin connectors you like.

Now all that's left is to extend your MIDI, Cartridge, and JagPad ports.
If you don't use any of these, forget them till need be :)

The easy way requires no soldering, no cutting....

MIDI: Purchase a set of extension cables from any music or computer store (male on one end, female on the other...or male male with a barrel converter...or just use nice long cables direct to your MIDI device), find an opening or drill one and run the cables inside and plug them in.

JagPads: Same approach as the MIDI ports. Find a nice opening or make one. Run the cables inside, plug them in, and forget it.

Cartridge Port: No dongles? Forget it till you need it. If you've one dongle/device...and there's room in the case....plug it in and forget it. More than one...order a CartRight from Wizztronics and extend the port to where you'd like it.

The fancy way....
Buy the bits you need at an electronics shop. Design and mount the bits in the case as you'd like them. Connect it all up pin for pin as it is on the Falcon.

Hope this helps:

Brian

3646. Re: Mega/MegaSTe/TT030 Keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-06-09 17:20:35 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <VxHxc.102$FC3.26@bignews1.bellsouth.net>
Source record: 18341

"SF0218" <sf0218@aol.com> wrote in message
news:20040609084730.06123.00000555@mb-m13.aol.com...
> Cat-5 socket?.....that for networking isn't it? Don't you mean an RJ-11?
> If not. please clarify.

It is which ever RJ jack has 6 pins. Just like in ethernet and more advanced
phone systems.

Brian

3647. FA: Falcon030 One day left!

Newsgroup: comp.sys.atari.st
Date: 2004-06-09 17:25:31 UTC
From: The6502man <arudzki@yahoo.com>
Message-ID: <fKHxc.5231$jw.2971@attbi_s04>
Source record: 18342

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=4135968772&rd=1

3648. Re: Fellow U.S.A. Atari Users

Newsgroup: comp.sys.atari.st
Date: 2004-06-09 17:50:18 UTC
From: sf0218@aol.com
Message-ID: <20040609135018.28253.00000490@mb-m22.aol.com>
Source record: 18343

WOW!! Thanks Brian....that will help quite a bit.

Question, will I be able to use a regular floppy drive, or will I have to use the Falcon's? I have spare mice, drives, and keyboards laying around. I'd like to be able to use what I have at hand.

Thanks,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3649. Re: Fellow U.S.A. Atari Users

Newsgroup: comp.sys.atari.st
Date: 2004-06-09 17:57:51 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <36Ixc.4736$JF6.1186@bignews5.bellsouth.net>
Source record: 18344

"SF0218" <sf0218@aol.com> wrote in message
news:20040609135018.28253.00000490@mb-m22.aol.com...
> WOW!! Thanks Brian....that will help quite a bit.
>
> Question, will I be able to use a regular floppy drive, or will I have to use
> the Falcon's? I have spare mice, drives, and keyboards laying around. I'd
> like to be able to use what I have at hand.

The Falcon's Floppy and connecting cable is a regular one, so any PC type High Density Floppy should work fine. You might need to change a jumper or two but the drive itself should be no problem. You might run into some of the newest/cheapest floppy drives that don't like oddball Atari formats like old Doubtle Density disks, Twister, or extended formats (extra tracks/sectors). It is unlikely you'll run into any problems like this...if you do...just exchange back your origonal floppy drive.

If your tower case came with a long Floppy drive cable, that's great, you can use it. If not, you should be able to pick one up for cheap at a electronics-computer shop, or on Ebay. It's just a standard Floppy drive cable for PC.

3650. Re: Fellow U.S.A. Atari Users

Newsgroup: comp.sys.atari.st
Date: 2004-06-09 18:29:39 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <bEIxc.836$Kd5.277@bignews4.bellsouth.net>
Source record: 18345

> I have spare mice, drives, and keyboards laying around. I'd
> like to be able to use what I have at hand.

Since you are ordering a CT060....
You might want to consider building an Eiffel.
This will allow you to use PS/2 keyboards and mice (even those with extra buttons, wheels, etc). It also lets you run power-savers and temperature gauges/controls should you install a variable speed fan or fancy cooling system. Eiffel software lets you program keys and mouse wheels and such as that.

I've not looked at the schematics for these boards, but I'm assuming it's a fairly simple schematic where you could use a general PCB or breadboard and wire it up rather than trying to etch your own PCB. It's a freeware project for the plans and software bits. So it's just the cost of your time and the parts you'd order.

There was at least one gentleman (Lyndon Amsdon) who would make these boards for you on order, but I hear he's looking for someone to take the project over and will not be making anymore due to a new full time job. You might ask him anyway, in case he has some extras set aside. At the least, he might sell you all the parts you need and save you the trouble of having to find them, look them up-cross reference between brands and all that confusing stuff when it comes to ordering parts to us non electronics wizards.

He also built EtherNEC boards. These are nice, and worth having if you're on a Cable or ADSL service! I have one an can attest that Lyndon does a fine job building them. With quality parts. My order made it across the Atlantic in very reasonable time, without a single hitch.

Check out his website and see.
http://hardware.atari.org/mine/index.htm

In the meantime, you might just wire in your existing keyboard as you check out your prices and options.

Brian

3651. Re: Mega/MegaSTe/TT030 Keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-06-09 18:54:19 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <ca7mblmjp1@news.freedom2surf.net>
Source record: 18346

"SF0218" <sf0218@aol.com> wrote in message
news:20040609084730.06123.00000555@mb-m13.aol.com...
> Cat-5 socket?.....that for networking isn't it? Don't you mean an
RJ-11?
> If not. please clarify.
>

Well actually theyre different but you can use either the RJ45 (Cat5) or the
RJ11/12 sockets. I used a Cat5 socket on a modular hood that would have
normally been connected to a DB25 plug/socket. I just took the socket
assembly out of the hood.

Coda

3652. Re: Falcon030 One day left!

Newsgroup: comp.sys.atari.st
Date: 2004-06-09 20:26:20 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <40c7726b$0$13920$636a15ce@news.free.fr>
Source record: 18347

"The6502man" <arudzki@yahoo.com> a crit:
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=4135968772&rd=1

"Will ship to United States only"

very bad thing sorry
--
[ProToS] on ircnet
chan #atari.fr #atariscne

3653. Re: Fellow U.S.A. Atari Users

Newsgroup: comp.sys.atari.st
Date: 2004-06-09 20:33:59 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <ca7s6h$oh6$1@news.freedom2surf.net>
Source record: 18348

"Brian Roland" <BJRoland@bellsouth.net> wrote in message
news:36Ixc.4736$JF6.1186@bignews5.bellsouth.net...
>
> "SF0218" <sf0218@aol.com> wrote in message
> news:20040609135018.28253.00000490@mb-m22.aol.com...
> > WOW!! Thanks Brian....that will help quite a bit.
> >
> > Question, will I be able to use a regular floppy drive, or will I have
to use
> > the Falcon's? I have spare mice, drives, and keyboards laying around.
I'd
> > like to be able to use what I have at hand.
>
> The Falcon's Floppy and connecting cable is a regular one, so any PC type
High
> Density Floppy should work fine. You might need to change a jumper or two
but
> the drive itself should be no problem. You might run into some of the
> newest/cheapest floppy drives that don't like oddball Atari formats like
old
> Doubtle Density disks, Twister, or extended formats (extra
tracks/sectors). It
> is unlikely you'll run into any problems like this...if you do...just
exchange
> back your origonal floppy drive.

The jumper you will need to change is usually labelled ds0, ds1 etc. Its not
usually present on modern floppy drives, but you may find a solder bridge
that will need changing, labelled the same.

> If your tower case came with a long Floppy drive cable, that's great, you
can
> use it. If not, you should be able to pick one up for cheap at a
> electronics-computer shop, or on Ebay. It's just a standard Floppy drive
cable
> for PC.

The A drive end of a floppy cable in a PC is partially twisted to turn a PC
floppy drive (B) into (A). You will either need to find a straight thru
cable or a twin drive one and cut the unused connector off just after the
middle connector.

Coda.

3654. Re: Fellow U.S.A. Atari Users

Newsgroup: comp.sys.atari.st
Date: 2004-06-09 20:46:38 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <6zKxc.456$FC3.116@bignews1.bellsouth.net>
Source record: 18249

I've been browsing the CT60 site:
You might want to take a CLOSE look at this before you set your plan and start cutting.
http://www.czuba-tech.com/accueil/english/welcome.htm

Brian

3655. Re: Mega/MegaSTe/TT030 Keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-06-09 21:06:13 UTC
From: dglish@milwpc.com
Message-ID: <50cabf78.0406091306.69ffa7ff@posting.google.com>
Source record: 18250

sf0218@aol.com (SF0218) wrote in message
news:<20040609084730.06123.00000555@mb-m13.aol.com>...
> Cat-5 socket?.....that for networking isn't it? Don't you mean an RJ-11?
> If not. please clarify.
>
> Thanks,
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,

If you know the correct pin connections and you already have a Mega keyboard you can use a two-line phone connector. I recased a MegaST and brought the keyboard plug out to the back of the case using the two-line phone connector. You'd have to pick the right pinouts as mentioned in a message above.

dave

3656. Re: Falcon030 One day left!

Newsgroup: comp.sys.atari.st
Date: 2004-06-09 22:34:32 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.06.09.22.34.31.694741@removenoaspam.atari-source.com>
Source record: 18251

On Wed, 09 Jun 2004 22:26:20 +0200, [ProToS] wrote:

> "The6502man" <arudzki@yahoo.com> a ï¿½crit:
>>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=4135968772&rd=1
>
> "Will ship to United States only"
>
> very bad thing sorry

Not bad for me.

Should I choose to buy it, I can go pick it up by car ;-)

Mark
http://portal.atari-source.com

3657. Re: Fellow U.S.A. Atari Users

Newsgroup: comp.sys.atari.st
Date: 2004-06-09 22:35:33 UTC
From: sf0218@aol.com
Message-ID: <20040609183533.29553.00000810@mb-m05.aol.com>
Source record: 18252

Hey Brian,

I've got all the screws out but one....it's one that secures the floppy and the screw goes through not only the mb but also what I guess is the scsi controller card?
The screw won't loosen up in order to pull it out of the case, and I'm afraid to exert downward pressure because I might slip and damage that scsi controller.

So, what should I do?

Thanks
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3658. Re: Falcon030 One day left!

Newsgroup: comp.sys.atari.st
Date: 2004-06-09 23:05:12 UTC
From: sf0218@aol.com
Message-ID: <20040609190512.29553.00000813@mb-m05.aol.com>
Source record: 18253

Hi Mark,

How ya doin?!?!?!?!?

If you don't have a Falcon, then go ahead and get that baby!!!!!!

If I had the spare cash, I defiitely would get and I already have one!!!

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3659. Re: Fellow U.S.A. Atari Users

Newsgroup: comp.sys.atari.st
Date: 2004-06-10 00:29:24 UTC
From: sf0218@aol.com
Message-ID: <20040609202924.15979.00000830@mb-m16.aol.com>
Source record: 18254

I made the cardboard replica of the Falcon's mb.....the drive bays of the tower case won't even let that fit. I suppose I could pop the rivets on the drive bay asssembly, and try to fit some other assembly in. But then how would I connect it to the case? I've never put rivets on anything and don't even know what tools are needed.

Thanks,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3660. Re: Yaayy!!

Newsgroup: comp.sys.atari.st
Date: 2004-06-10 00:32:15 UTC
From: sf0218@aol.com
Message-ID: <20040609203215.15979.00000831@mb-m16.aol.com>
Source record: 18255

Hi Steve,
I made the cardboard replica of the Falcon's mb.....the drive bays of the tower case won't even let that fit, there's only 6.25 inches width in there. I suppose I could pop the rivets on the drive
bay asssembly, and try to fit some other assembly in. But then how would I connect it to the case? I've never put rivets on anything and don't even know what tools are needed.

Thanks,

3661. Re: Fellow U.S.A. Atari Users

Newsgroup: comp.sys.atari.st
Date: 2004-06-10 01:35:22 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <2TOxc.398$cP5.338@bignews6.bellsouth.net>
Source record: 18256

"SF0218" <sf0218@aol.com> wrote in message
news:20040609202924.15979.00000830@mb-m16.aol.com...
> I made the cardboard replica of the Falcon's mb.....the drive bays of the
tower
> case won't even let that fit. I suppose I could pop the rivets on the drive
> bay asssembly, and try to fit some other assembly in. But then how would I
> connect it to the case? I've never put rivets on anything and don't even know
> what tools are needed.

At this point, the best advice I can offer is be creative and muddle your way
through it, solving each challenge one by one.

Take a close look at your drive bay assembly.
Does it look like you can cut out an L shape near the backplane so the Falcon
can fit under it.....and still have enough depth in the bays for mounting
devices? Chances are you can.

As for rivits...you can always use bolts instead, or get a rivit tool at you
your hardware store. Personally, I'd just go with screws and lockwashers...make
sure they're nice and tight so you don't get annoying rattles when it's all back
together.

Brian

3662. Re: U.S.A. Atarians

Newsgroup: comp.sys.atari.st
Date: 2004-06-10 02:41:27 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10cfiipmjsqhq85@corp.supernews.com>
Source record: 18257

"SF0218" <sf0218@aol.com> wrote in message
news:20040609130823.11469.00000589@mb-m11.aol.com...
> Sound off people!
>
> Where are all of you located?
>

Tacoma, WA

3663. Re: Fellow U.S.A. Atari Users

Newsgroup: comp.sys.atari.st
Date: 2004-06-10 04:03:50 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.06.10.04.03.49.512179@removenoaspam.atari-source.com>
Source record: 18258

On Wed, 09 Jun 2004 20:35:22 -0500, Brian Roland wrote:

>
> "SF0218" <sf0218@aol.com> wrote in message
> news:20040609202924.15979.00000830@mb-m16.aol.com...
>> I made the cardboard replica of the Falcon's mb.....the drive bays of the
> tower
>> case won't even let that fit. I suppose I could pop the rivets on the drive
>> bay asssembly, and try to fit some other assembly in. But then how would I
>> connect it to the case? I've never put rivets on anything and don't even know
>> what tools are needed.
>
> At this point, the best advice I can offer is be creative and muddle your way
> through it, solving each challenge one by one.
>
> Take a close look at your drive bay assembly.
> Does it look like you can cut out an L shape near the backplane so the Falcon
> can fit under it.....and still have enough depth in the bays for mounting
> devices? Chances are you can.
>
> As for rivits...you can always use bolts instead, or get a rivit tool at you
> your hardware store. Personally, I'd just go with screws and lockwashers...make
> sure they're nice and tight so you don't get annoying rattles when it's all back
> together.
>
> Brian

Heh.

I never even thought of this. I butchered the crap out of my (really
tall) tower case to get my falcon MB to fit. Part of the problem was
getting the MB in and out rather than having it fit period. I had to cut
a serious amount of metal out of the center support structures. But I had
fun ;) Still my case job is fairly poor. Not that I have a dremel and
all the bits I could need, I would like to buy a nice antec case and redo
the whole thing properly.

Mark
http://portal.atari-source.com

3664. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2004-06-10 10:13:03 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406100309520.29025-100000@onyx.spiritone.com>
Source record: 18260
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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3665. ADV: Atari 2600/7800/8 Bit/ST/Jaguar Video Games!

Newsgroup: comp.sys.atari.st
Date: 2004-06-10 10:16:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406100313120.29025-100000@onyx.spiritone.com>
Source record: 18259
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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3666. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-06-10 10:18:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406100316270.29025-100000@onyx.spiritone.com>
Source record: 18261
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

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http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3667. ADV: Atari E-Mail / Postal Mail List!

Newsgroup: comp.sys.atari.st
Date: 2004-06-10 10:21:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406100319060.29025-100000@onyx.spiritone.com>
Source record: 18262
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Portland Atari Club for those local to Portland, Oregon USA! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm Atari Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3668. Re: NEWSie update released

Newsgroup: comp.sys.atari.st
Date: 2004-06-10 11:38:46 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <82i9ac.i5f1.ln@sd-if.swampdog>
Source record: 18263

Joakim H?gberg wrote:

> Guy Harrison <swamp-DEL-dog@ntlworld.com> wrote in message
> news:<efm6ac.ke91.ln@sd-if.swampdog>...
>
>> I don't understand. I thought you had the source?
>
> The released sources were those of 0.96, hence the small fixes present
> in the 0.961 release are missing.

Ah, right! 0.961 is a cul-de-sac then. Dunno why but I've always wondered what caused Newsie to stomp on disks. Has anyone tried with gcc? Might open up the code to more people.

--
Guy Harrison

3669. Re: NEWSie update released

Newsgroup: comp.sys.atari.st
Date: 2004-06-10 11:52:14 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <82i9ac.i5f2.ln@sd-if.swampdog>
Source record: 18264

gfa wrote:

> in article efm6ac.ke91.ln@sd-if.swampdog, Guy Harrison wrote on 6/9/04
> 5:49 AM:
>
>> I don't understand. I thought you had the source?
>
> I do, but for whatever reason his source release was one revision behind
> the current binary release.

Understood.

>> Fwiw, I grabbed it out of interest. Although I can't compile it take a
>> peek in mailbox.c, specifically strtoka(). There's a definate null
>> dereference via parse_mailbox_header().
>
> Although the one text file in the archive mentions PureC it won't compile
> as
> is. Luckily I still had LattiCe laying around. It compiles right out of
> the box with LattiCe.

Just discovered that myself albeit via a convoluted fashion (found a LattiCe in a MagiC_PC archive and ran it under Wine in Debian). Doesn't run too well though but obviously under such circumstances no sensible conclusions can be drawn. Dunno how old that archive must be but it had STiK v1 installed!

I don't suppose there's a 68k cross-gcc 3.x to be had is there? I had 2.9x built for FreeBSD but lost the lot with a disk failure. I don't have the time to reinvent my patches to the patches that got it all going: yeah I did back it all up but the dratted CD went bad, 10 of them actually. All same batch. One week they worked. Next week they didn't.

--
Guy Harrison

3670. Re: Fellow U.S.A. Atari Users

Newsgroup: comp.sys.atari.st
Date: 2004-06-10 12:02:54 UTC
From: sf0218@aol.com
Message-ID: <20040610080254.00101.00000477@mb-m22.aol.com>
Source record: 18265

Hi Mark,

Here's a question. The Falcon mb is attached to a metal tray. The tower case back plane has about 10 of those standoffs on it. Each of those is about oh, a 1/4" tall.

Do I really need those standoffs since the Falcon is already shielded? If not, then I should be able to gain about a 1/4" of space.

The total interior witdth of the tower case is only 6 1/4". The back plane is almost even with the 5 1'4" drive bays.

Maybe I should just buy another case.
Something that's certainly a bit more roomy.

Thanks
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3671. Re: Fellow U.S.A. Atari Users

Newsgroup: comp.sys.atari.st
Date: 2004-06-10 12:18:26 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <PcYxc.1258$FC3.1235@bignews1.bellsouth.net>
Source record: 18266

> Do I really need those standoffs since the Falcon is already shielded? If
not,
> then I should be able to gain about a 1/4" of space.

You don't have to use the standoffs, no.
As long as you are confident the circutry on the underside of the Falcon mb
isn't in danger of touching something and shorting.

The stand-offs were to get the mb at the most appropriate height for cutting out
your ports.
I didn't realize you'd be so short on space from tower front to tower back.

Out of courious ity I was searching ebay the other day....looked like a lot of
really nice cases about for well under $20. Often brand new ones. You might
measure and compare just for kicks. Also check pawn shops, computer shops, junk
yards, and yard sales ;)

Maybe the full server tower on wheels is what the Dr. Ordered?

Brian

3672. Ulitma 2 Revenge of the Enchantress for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2004-06-10 12:35:34 UTC
From: LionOfJudah <thepuppetmaster@bellsouth.net>
Message-ID: <1yYxc.1809$Kd5.366@bignews4.bellsouth.net>
Source record: 18267

On ebay starting at a penny. Just search "ultima 2 atari st"

I'm selling it! And from the proceeds I intend to move to Hawaii so get busy bidding people.

--
"The blindingly obvious is never immediately apparent." Brad Rogers
http://bellsouthpwp.net/c/h/Christ-Son-of-Buddha/TheWordOfGod_1.htm

3673. Re: Fellow U.S.A. Atari Users

Newsgroup: comp.sys.atari.st
Date: 2004-06-10 12:51:09 UTC
From: sf0218@aol.com
Message-ID: <20040610085109.28218.00000504@mb-m22.aol.com>
Source record: 18268

If the fit is too tight, then I will get another case. At first I was thinking of cutting the 5 1/4" drive bay cage to a smaller size, but then I realized that the slot for the floppy is low, and the floppy bay attaches to the bottom of the 5 1/4 bay cage.

Oh well, let's see what happens when I remove the standoffs.

Thanks
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3674. Re: U.S.A. Atarians

Newsgroup: comp.sys.atari.st
Date: 2004-06-10 18:25:55 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0406101025.68620616@posting.google.com>
Source record: 18269

sf0218@aol.com (SF0218) wrote in message
news:<20040609130823.11469.00000589@mb-m11.aol.com>...
> Sound off people!
>
> Where are all of you located?
>
> Trying to find someone close to my location......need a little
> assistance/guidance/wisdom on re-casing my Falcon.
>
> Popped off the cover, removed the shielding, then fear struck!!!!!!
>
> Aaaaaaaaaaarrrrrrrrrrrrrrgggggggggggggghhhhhhhhh!!!!!!!!!!!!!!!!!!!!

I'm in Tucson, AZ. A little far from you, but if there's any way I can calm your fears, I'd be glad to help. I've had two Falcons, one of which I've re-cased, both of which I've had to take apart - one to add an FPU, the other to first add a PC power supply (because the original died), then repair a mistake I made doing the power supply switch (blew out a transistor because I was told the PC power supply colors should be the same as the Atari's - but they're not), and finally to recase the whole thing. So I've got a little experience around the Falcon mb.

The biggest things to remember:

1. Don't be afraid to remove anything that's not directly attached to the motherboard (either soldered or wired to it). As long as the motherboard and its soldered-on components are intact, you've got the floppy drive attached properly, and it has proper power connection, either through the Falcon's power cable port or through a CT60 power connector, the computer will work fine, even completely outside of a case.

2. When removing any cables (like the keyboard or floppy, for example), just write down exactly where it was you removed it from, which color wires went to which pins (if colored differently), and which direction the cable was oriented. Maybe even mark on the plastic connector with a marker which direction was the front, back, left, or right of the motherboard. That way you won't have any confusion when re-assembling it.

3. Make sure, before coming in contact with any part of the machine's innards, that you discharge any static electricity you might be carrying. Touching anything that is metal and grounded will work.

4. Relax, have fun, take it slow, and ask lots of questions.

Good luck! If you have any more specific questions, please feel free to send an e-mail at the address below (don't reply to the e-mail address that this is posted with, as it is one I've set up to catch spam, and do not read).

Mike Freeman
mike [at] freeman-studio [dot] com

3675. Re: U.S.A. Atarians

Newsgroup: comp.sys.atari.st
Date: 2004-06-10 19:40:21 UTC
From: sf0218@aol.com
Message-ID: <20040610154021.00101.00000501@mb-m22.aol.com>
Source record: 18270

How about this folks....are there any Northern Virginia atari users in any of these newsgroups?

Thanks
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3676. New Mega STe Owner

Newsgroup: comp.sys.atari.st
Date: 2004-06-10 19:57:46 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <caaefq02meu@news3.newsguy.com>
Source record: 18271

My previous st was a 1040STf that I really haven't done
much with in 10 years. Now I just received a Mega STe with
4 megs of RAM and am raring to try out a few things, but
I'm a little behind the times. I've got a few questions:

1. Was there a language diskette or anything for the Mega STe?

2. I want to put it on my home network through my Portmaster. Since
I can do SLIP or PPP connections, what software should I download?

3. In combination with 2, I think I want to try out Mint on it,
which, IIRC, I can try out with Easymint. Is this correct?

4. Once I get networking setup, what's the best way to backup
and restore the hard drive? I figure I will be a lot more brave
if I can just dump my hard drive onto my Linux server (200GB can
store a lot of copies of my 44MB drive).

Thanks!

--
Ryan 'Gozar' Collins

3677. PLEASE, HELP! Troubles with booting ST from hard disk (my fault)

Newsgroup: comp.sys.atari.st
Date: 2004-06-10 22:31:44 UTC
From: Łukasz Maśko <ed@yen.ipipan.waw.pl>
Message-ID: <caanh7$3bs$1@mamut1.aster.pl>
Source record: 18272

Hello.
First I must say, that I'm a lame as far as Atari STs are concerned.

I've recently bought a Mega 2 ST and SH205 hard disk. Everything worked fine
until today. I've tried to make terradesk run during startup, so I've put
it and some of its files (maybe not all required) to c:\auto\ folder. After
reboot the computer reads AHDI driver, reads something and then reboots.
And it is like this forever. I've managed to notice 2 bombs just a fraction
of a second before reboot.
Can anyone help me with this problem? Is there a way to boot baypassing
files stored in AUTO directory completly? I know, that I can press
Alternate during startup to avoid booting from disk. But then the hard disk
driver is not loaded and I have no access to my partitions. Unfortunately,
I've noticed that in such case the computer somehow isn't booted from the
floppy too. What can I do in this case?

Thanks in advance.
--
Lukasz
Registered Linux User #61028

3678. Re: PLEASE, HELP! Troubles with booting ST from hard disk (my fault)

Newsgroup: comp.sys.atari.st
Date: 2004-06-10 23:08:03 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <9N5yc.15897$ej6.6724@bignews3.bellsouth.net>
Source record: 18273

"ï¿½ukasz Maï¿½ko" <ed@yen.ipipan.waw.pl> wrote in message
news:caanh7$3bs$1@mamut1.aster.pl...
> Can anyone help me with this problem? Is there a way to boot baypassing
> files stored in AUTO directory completly? I know, that I can press
> Alternate during startup to avoid booting from disk. But then the hard disk
> driver is not loaded and I have no access to my partitions. Unfortunately,
> I've noticed that in such case the computer somehow isn't booted from the
> floppy too. What can I do in this case?

First try holding various keys and combinations while booting.
It's been a long time since I've used those drivers, but I'm thinking there is a way to boot the HD but skip the auto folder. Try things like ctrl. alt + ctrl. shift, and so on. You might stumble upon a combination that works.

Otherwise...I assume your disk drivers are AHDI. If supra, ICD, or something else the following still applies, just substitute the driver in question to the auto folder of a floppy.

Find your HD utility disk on floppy. If you don't have one, make one. You can find the latest Atari Hard Disk (AHDI) drivers at most Atari FTP sites. Put the ahdi.prg in the auto folder of a floppy. Insert the floppy. Boot holding alt.

If for some reason the ahdi.prg doesn't from from the auto folder on the floppy...no big deal, just open it and double click it. The utility will run and mount the drives.
Next you'll have to use the desktop 'install drive' to add at least the C drive disk icon to the desktop. Be sure to type the capital C for the device name (small c means cartridge port).

Now go into auto folder and move Tara desk and all its files a folder of its own.
Reread the instructions ;)

To have Taradesk auto install on a Mega ST with TOS 1.2 you should tell the desktop to launch it. I'm not sure which is the earliest TOS that supports this auto start feature, but it is done with a line in the DESKTOP.INF file if yours supports it. If not, you use a little application called startgem.prg or similar in the auto-folder.

Hope this helps,
Brian
Brian

3679. Re: PLEASE, HELP! Troubles with booting ST from hard disk (my fault)

Newsgroup: comp.sys.atari.st
Date: 2004-06-11 00:02:10 UTC
From: Łukasz Maśko <ed@yen.ipipan.waw.pl>
Message-ID: <caaspl$549$1@mamut1.aster.pl>
Source record: 18274

Brian Roland wrote:
[...]
> First try holding various keys and combinations while booting.
> It's been a long time since I've used those drivers, but I'm thinking
> there is a
> way to boot the HD but skip the auto folder. Try things like ctrl. alt +
> ctrl.
> shift, and so on. You might stumble upon a combination that works.
I've tried this. Without success.

[...]
> If for some reason the ahdi.prg doesn't from from the auto folder on the
> floppy...no big deal, just open it and double click it. The utility will
> run and mount the drives.
> Next you'll have to use the desktop 'install drive' to add at least the C
> drive
> disk icon to the desktop. Be sure to type the capital C for the device
> name (small c means cartridge port).
Yeah. That was the point. I've tried to do exactly this myself before. But I
was typing small 'c' all the time. How could I guess being such a lame ;-)
But now it is fine again. Thanks a lot.

> Now go into auto folder and move Tara desk and all its files a folder of
> its own.
> Reread the instructions ;)
>
> To have Taradesk auto install on a Mega ST with TOS 1.2 you should tell
> the
> desktop to launch it. I'm not sure which is the earliest TOS that
> supports this auto start feature, but it is done with a line in the
> DESKTOP.INF file if yours
> supports it. If not, you use a little application called startgem.prg or
> similar in the auto-folder.
I have TOS 1.04, so I must use something like startgem.prg. I didn't find it
yet anywhere to download (tried using google). I'll keep looking for it.
Thanks again.
--
Lukasz
Registered Linux User #61028

3680. FA: Atari Falcon030 5 hours left!!!!

Newsgroup: comp.sys.atari.st
Date: 2004-06-11 00:22:55 UTC
From: The6502man <arudzki@yahoo.com>
Message-ID: <zX6yc.14077$0y.5396@attbi_s03>
Source record: 18275

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=4135968772&rd=1

3681. Re: PLEASE, HELP! Troubles with booting ST from hard disk (my fault)

Newsgroup: comp.sys.atari.st
Date: 2004-06-11 01:15:45 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <QwVLbqDBfQyAFwLq@my-ste.davjam.org>
Source record: 18276

On Fri, 11 Jun 2004, =?ISO-8859-2?Q?=A3ukasz_Ma=B6ko?=
<ed@yen.ipipan.waw.pl> wrote:-

>Brian Roland wrote:

<Snip>

>> To have Taradesk auto install on a Mega ST with TOS 1.2 you should tell
>> the
>> desktop to launch it. I'm not sure which is the earliest TOS that
>> supports this auto start feature, but it is done with a line in the
>> DESKTOP.INF file if yours
>> supports it.

TOS 1.04/1.4 was the first to support auto-loading GEM programs
natively.

>>If not, you use a little application called startgem.prg or
>> similar in the auto-folder.
>I have TOS 1.04, so I must use something like startgem.prg. I didn't find it
>yet anywhere to download (tried using google). I'll keep looking for it.
>Thanks again.

Since you have TOS 1.04, or 1.4 depending on who you ask, you already
has this ability and don't need STARTGEM.PRG. Single-click on the
TERADESK.PRG icon and, under the Options menu, click Install
Application. Set the Boot Status to Auto and click Install/press return.
Save the desktop and TERADESK should auto-load when you next boot.

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 63 Mnodes/s: http://www.distributed.net/
AMD 1800 1Gb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 9.0
AMD 1300 512Mb SuSE 9.0 | A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11
Falcon 14Mb TOS 4.02 | STE 4Mb TOS 1.62

3682. Re: PLEASE, HELP! Troubles with booting ST from hard disk (my fault)

Newsgroup: comp.sys.atari.st
Date: 2004-06-11 06:45:53 UTC
From: Łukasz Maśko <ed@yen.ipipan.waw.pl>
Message-ID: <cabkeb$f26$1@mamut1.aster.pl>
Source record: 18277

David Bolt wrote:
[...]
>>>If not, you use a little application called startgem.prg or
>>> similar in the auto-folder.
>>I have TOS 1.04, so I must use something like startgem.prg. I didn't find
>>it yet anywhere to download (tried using google). I'll keep looking for
>>it. Thanks again.
>
> Since you have TOS 1.04, or 1.4 depending on who you ask, you already
> has this ability and don't need STARTGEM.PRG. Single-click on the
> TERADESK.PRG icon and, under the Options menu, click Install
> Application. Set the Boot Status to Auto and click Install/press return.
> Save the desktop and TERADESK should auto-load when you next boot.

I've found it. Works well. Thanks :-)
--
Lukasz
Registered Linux User #61028

3683. [UPD] VFI_FX : Souvenir of the Beast

Newsgroup: comp.sys.atari.st
Date: 2004-06-11 14:16:58 UTC
From: Pierre TONTHAT <geek@atarians.com>
Message-ID: <40c9beda$0$314$7a628cd7@news.club-internet.fr>
Source record: 18278

Bonjour :)

Le pseudo demos program pack called VDI_FX (pure VDI calls) has been
updated. Download on my homepage or directly on:
http://rajah.atari.org/files/ -> vdi_fx.zip (290Kb)

News:

+ Stars: up to 6000 stars that can be displayed
+ Fixes for windows borders (MagiC 6 windframe)
+ New effect: 'Souvenir of the Beast' (STOB)
-> need a least 256 colors or more
written from a Amiga Blitz Basic source.
It's slow on normal Falcon, but should be smart with Hades, Milan,
FalconCT2 or FalconCT60. TTRAM is used for offscreen blittings.

Have fun :)

-- Pierre TONTHAT - Rajah Lone / Renaissance
http://rajah.atari.org

3684. Re: [UPD] VFI_FX : Souvenir of the Beast

Newsgroup: comp.sys.atari.st
Date: 2004-06-11 17:27:58 UTC
From: Dan A <artdeptNOSPAM@coinboards.com>
Message-ID: <yYlyc.23020$Yd3.5641@newsread3.news.atl.earthlink.net>
Source record: 18279

"Pierre TONTHAT" <geek@atarians.com> wrote in message
news:40c9beda$0$314$7a628cd7@news.club-internet.fr...
> Bonjour :)
>
> Le pseudo demos program pack called VDI_FX (pure VDI calls) has been
> updated. Download on my homepage or directly on:
> http://rajah.atari.org/files/ -> vdi_fx.zip (290Kb)
>
> News:
>
> + Stars: up to 6000 stars that can be displayed
> + Fixes for windows borders (MagiC 6 windframe)
> + New effect: 'Souvenir of the Beast' (STOB)
> -> need a least 256 colors or more
> written from a Amiga Blitz Basic source.
> It's slow on normal Falcon, but should be smart with Hades, Milan,
> FalconCT2 or FalconCT60. TTRAM is used for offscreen blittings.
>

Nice Work!

So was the porting of Blitz Basic to GFA Basic complex?

Dan
aka Baldrick

3685. Re: Fellow U.S.A. Atari Users

Newsgroup: comp.sys.atari.st
Date: 2004-06-11 18:36:15 UTC
From: sf0218@aol.com
Message-ID: <20040611143615.05452.00000833@mb-m17.aol.com>
Source record: 18280

Well, I have to find another cage. This one is too narrow or too shallow or both. Anyhow, the 19th of this month I'll go to the Computer Show and Sale and pick out a case. I may even gey one of those colored cases....who knows.

Wish me luck everybody!!!!

Thanks,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3686. Computer Classic Games

Newsgroup: comp.sys.atari.st
Date: 2004-06-11 18:53:53 UTC
From: "cclassic.szu.pl" <cclassics@szu.pl>
Message-ID: <40c9ffc5$0$22978$9b4e6d93@newsread2.arcor-online.net>
Source record: 18281

Computer Classic Games

We have thousands of Games online;

http://www.cclassic.szu.pl

AMIGA

AMSTRAD

ATARI ST

ATARI XL

APPLE II

COMMODORE C16/+4

COMMODORE C64

MSX

ZX 80/81

ZX SPECTRUM

ATARI 2600

ATARI 5200

VECTREX

3687. Re: NEWSie update released

Newsgroup: comp.sys.atari.st
Date: 2004-06-11 19:47:55 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <v82dac.8mb2.ln@sd-if.swampdog>
Source record: 18282

Guy Harrison wrote:

[snip]

> Fwiw, I grabbed it out of interest. Although I can't compile it take a
> peek in mailbox.c, specifically strtoka(). There's a definate null
> dereference via parse_mailbox_header().

[replying to self]

Just compiled aranym. Problem is no STiK or equivilent. Does any one have
any tips on how to proceed? Basically this machine is (atm) debian sat
behind a FreeBSD box. Some sort of pseudo ethernet I guess that just pumps
stuff in/out to underlying debian.

TIA

--
Guy Harrison

3688. Re: Emulators - ST/STE

Newsgroup: comp.sys.atari.st
Date: 2004-06-11 21:25:25 UTC
From: Eduard Werner <edi.werner@gmx.de>
Message-ID: <40ca3319$0$26347$9b4e6d93@newsread4.arcor-online.net>
Source record: 18288

Studs Murphy wrote:

> Studs Murphy wrote:
>
>> Sorry if this is a FAQ but could anyone advise me on where to find an
>> ST/STE emulator and how to use it? Does the region matter (I'm in UK).
>>
> For PC, btw.

Try steem (steem.atari.org) or StonX (stonx.sourceforge.net). I've tried both (only under linux, though); they come with documentation and readmes and work pretty well.

Cheers

3689. Re: [UPD] VDI_FX : Souvenir of the Beast

Newsgroup: comp.sys.atari.st
Date: 2004-06-11 21:48:11 UTC
From: Pierre TONTHAT <geek@atarians.com>
Message-ID: <40ca289b$0$307$7a628cd7@news.club-internet.fr>
Source record: 18283

Bonsoir :)

Dan A a ï¿½crit :
> Nice Work!

Thanks :)

> So was the porting of Blitz Basic to GFA Basic complex?

No. This was very readable / understandable. But all must be
rewritten for GEM ;)

Please note that i have updated this archive this afternoon: my TC mode
on my Eclipse/ATI Rage II is buggy and made my code false. The sprites
were white on Falcon TC Videl mode. So i had to put some changes.
If you see the line SOTB_TRUE_COLOR_FOR_ECLIPSE in the VDI_FX.INF, you
have the correct SOTB.PRG and archive.

Regards

-- Pierre TONTHAT - Rajah Lone / Renaissance
http://rajah.atari.org

3690. Emulators - ST/STE

Newsgroup: comp.sys.atari.st
Date: 2004-06-11 22:02:07 UTC
From: Studs Murphy <pleasedonntspamme@cos.dont>
Message-ID: <rSqyc.29$tq.3@newsfe5-gui.server.ntli.net>
Source record: 18284

Sorry if this is a FAQ but could anyone advise me on where to find an ST/STE emulator and how to use it? Does the region matter (I'm in UK).

3691. Re: Fellow U.S.A. Atari Users

Newsgroup: comp.sys.atari.st
Date: 2004-06-11 22:07:14 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.06.11.22.07.13.428747@removenoaspam.atari-source.com>
Source record: 18285

On Fri, 11 Jun 2004 18:36:15 +0000, SF0218 wrote:

> Well, I have to find another cage. This one is too narrow or too shallow or
> both. Anyhow, the 19th of this month I'll go to the Computer Show and Sale and
> pick out a case. I may even gey one of those colored cases....who knows.
>
> Wish me luck everybody!!!!
>

Sam,

When I went to these, I simply looked around for the absolute largest (tallest) case that I could find and it mostly worked out (with some cutting). You'd probably benefit from making a cardboard template of the motherboard and bringing it along for fitting while at the show. Most vendors dont' seem to mind stuff like that.

Mark
http://portal.atari-source.com

3692. Re: Emulators - ST/STE

Newsgroup: comp.sys.atari.st
Date: 2004-06-11 22:10:00 UTC
From: Studs Murphy <pleasedonntspamme@cos.dont>
Message-ID: <KZqyc.31$tq.26@newsfe5-gui.server.ntli.net>
Source record: 18286

Studs Murphy wrote:

> Sorry if this is a FAQ but could anyone advise me on where to find an
> ST/STE emulator and how to use it? Does the region matter (I'm in UK).
>
For PC, btw.

3693. TeraDesk 3.32 is available

Newsgroup: comp.sys.atari.st
Date: 2004-06-11 22:13:24 UTC
From: vdjole@EUnet.yu
Message-ID: <cadaq3eom1@news.eunet.yu>
Source record: 18287

Version 3.32 of Tera Desktop (TeraDesk) is available at:

http:\\solair.eunet.yu\~vdjole\teradesk.htm

This is a bug-fix release. An unpleasant bug was found and fixed, related
to memory allocation when composing the ARGV string. It could lead to
errors or intermittent crashes when launching (or ending) programs.

Several other (rather unlikely to manifest) bugs have been fixed as well.

Have fun.

3694. Re: Emulators - ST/STE

Newsgroup: comp.sys.atari.st
Date: 2004-06-11 22:36:57 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <csqyc.5278$X92.3550@bignews6.bellsouth.net>
Source record: 18289

"Studs Murphy" <pleasedonntspamme@cos.dont> wrote in message
news:KZqyc.31$tq.26@newsfe5-gui.server.ntli.net...
> Studs Murphy wrote:
>
> > Sorry if this is a FAQ but could anyone advise me on where to find an
> > ST/STE emulator and how to use it? Does the region matter (I'm in UK).
> >
> For PC, btw.
>

Some great places to start looking:
http://steem.atari.st
http://aranym.sourceforge.net/index.html
http://www.atari.st/
http://www.atari.org

Steem is very good. I highly suggest grabbing this one first for a number of reasons.
1. It offers good emulation.
2. Built into it are LOTS of valid links for places to get software and utilities (will save you alot of 'searching'.
3. This one works with MIDI, has some good extended resolutions, is quite fast, AND has a really nice user interface.

Once you get this...use links it offers in the info section to find you TOS-Images.
Next you'll likely want to find some disk image utilities, which STeem's links will also help you find. GEM Explorer is a great thing to have if you've alot of older Atari disks that you PC can't read. Again, STeem's link section will help you find it easily.

Brian

3695. Demon ISP question

Newsgroup: comp.sys.atari.st
Date: 2004-06-11 23:14:01 UTC
From: cstanley@zetnet.co.uk
Message-ID: <40ca3cb8$0$22315$4c56ba96@master.news.zetnet.net>
Source record: 18290

Hi Atarians,

A friend asked me why is Demon ISP called Demon: he objected to the unchristian name. I thought I knew, but I don't. Anyone know, please?

My only contact with Demon was when I first tried to subscribe to it and got a snooty answer that they "didn't do Atari". I shortly found a local ISP in Wintermute (Aberdeen, Scotland), a friendly but PC centred lot who helped me get internetted, until they went too business orientated and became impossible for our system. Then I discovered Zetnet. Hurrah for Zetnet, folks :)

BTW, whatever was the outcome of the court case between Zetnet and the other Shetland site? All reporting of it seems to have petered out.

Charles.

3696. Highwire 0.2.0 and CT60

Newsgroup: comp.sys.atari.st
Date: 2004-06-12 03:35:48 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10ckugkfehehq9d@corp.supernews.com>
Source record: 18291

Anyone else with a CT60 try Highwire 0.2.0 yet? I get a 68000
exception in MagiC and an exception fault in TOS when I try to go to
the web.

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

3697. WTB: Frontier Elite II

Newsgroup: comp.sys.atari.st
Date: 2004-06-12 07:46:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406120023290.30728-100000@onyx.spiritone.com>
Source record: 18292
Cross-posted to: comp.sys.atari.st,pdx.forsale,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

If you have a complete copy of this Game for the Atari ST?
E-Mail Atari@aracnet.com and I'll buy it. Thanx! ===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3698. Re: NEWSie update released

Newsgroup: comp.sys.atari.st
Date: 2004-06-12 08:20:09 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.06.12.08.20.09.63983@nossspamXXatari-source.com>
Source record: 18293

On Fri, 11 Jun 2004 20:47:55 +0100, Guy Harrison wrote:
> [replying to self]
>
> Just compiled aranym. Problem is no STiK or equivilent. Does any one have
> any tips on how to proceed? Basically this machine is (atm) debian sat
> behind a FreeBSD box. Some sort of pseudo ethernet I guess that just pumps
> stuff in/out to underlying debian.
>
> TIA

Check out the Aranym docs. There's details on how to setup the Aranym
pass-thru ethernet support. Things are very sensitive on the Atari side
though. IIRC you need a 1.16a MiNT kernel and some other stuff to get it
setup right. I spent a lot of time getting my Aranym system running
perfectly, but now that it's convoluted with my commercial software lot, I
can't send it to you easily without just deleting all of that in a copy.
I recommend the easymint under aranym installation instructions by Arnaud.
Look on the Aranym site. Also check mailing list archives for questions. ;-)

Mark
http://portal.atari-source.com

3699. Re: Highwire 0.2.0 and CT60

Newsgroup: comp.sys.atari.st
Date: 2004-06-12 08:31:06 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.heieophs@localhost>
Source record: 18294

Joseph D. Place wrote:
>
> Anyone else with a CT60 try Highwire 0.2.0 yet? I get a 68000
> exception in MagiC and an exception fault in TOS when I try to go to
> the web.

HW 0.2.0 (030-binary) runs happily with FreeMiNT+XaAES on my CT60.
Do you get an error also if you try HW in 030-mode? Did you setup cache
settings in the highwire.cnf? And also, did previous HW releases work
out alright on your setup?

Regards,

Joakim

www.ataricq.org
topp.atari-users.net
xaaes.atariforge.net

3700. [WEB] Aniplayer 2.22

Newsgroup: comp.sys.atari.st
Date: 2004-06-12 09:03:10 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1gf9k28.g87ff41gbmfi8N%NOSPAMS@wanadoo.fr>
Source record: 18295

Hi,

After 20 months without new version for differents causes (CT60, eiffel, Linux, etc...), the lastest version Aniplayer 2.22 is available on my site http://aniplay.atari.org

The best of the new features are:

- mp4 reading (mpeg 4).
- codec sorenson video 3.
- more options for divx.
- search functions inside the Playlist.
- all SLB recompiled with Gcc 3.3 for the 68060 (faster when the FPU is used).

TO DO (next update):
Better synchro between mpeg audio / divx/mpeg (DSP buffer creates pauses).

For more infos:

http://perso.wanadoo.fr/didierm/doc/eng/c_0b.htm

Now, Aniplayer is a freeware.

Regards,

Didier.

--
□Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
□□□Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT□60 10□5□□□□□MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

3701. Re: Emulators - ST/STE

Newsgroup: comp.sys.atari.st
Date: 2004-06-12 09:52:38 UTC
From: Studs Murphy <pleasedonntspamme@cos.dont>
Message-ID: <mgByc.225$QQ2.117@newsfe5-win>
Source record: 18296

Brian Roland wrote:

> Some great places to start looking:
> http://steem.atari.st
> http://aranym.sourceforge.net/index.html
> http://www.atari.st/
> http://www.atari.org
>
> Steem is very good. I highly suggest grabbing this one first for a number of
> reasons.
> 1. It offers good emulation.
> 2. Built into it are LOTS of valid links for places to get software and
> utilities (will save you alot of 'searching'.
> 3. This one works with MIDI, has some good extended resolutions, is quite fast,
> AND has a really nice user interface.
>
> Once you get this...use links it offers in the info section to find you
> TOS-Images.
> Next you'll likely want to find some disk image utilities, which STeem's links
> will also help you find. GEM Explorer is a great thing to have if you've alot
> of older Atari disks that you PC can't read. Again, STeem's link section will
> help you find it easily.
>
Thanks Brian and Eduard for the suggestions - I'm set up now. One other thing - I can't find a version of Player Manager. Can anyone help?

3702. Re: [WEB] Aniplayer 2.22

Newsgroup: comp.sys.atari.st
Date: 2004-06-12 10:46:44 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <caemuj$67f$2@titan.btinternet.com>
Source record: 18297

Hi "Didier M�quignon"

> For more infos:
>
> http://perso.wanadoo.fr/didierm/doc/eng/c_0b.htm
>
> Now, Aniplayer is a freeware.

I don't use it myself anymore but thanks for that gesture based on the days
i did use it.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3703. Re: TeraDesk 3.32 is available

Newsgroup: comp.sys.atari.st
Date: 2004-06-12 10:46:46 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <caemuk$67f$3@titan.btinternet.com>
Source record: 18298

Hi "Djordje Vukovic"
> Version 3.32 of Tera Desktop (TeraDesk) is available at:
>
> http:\\solair.eunet.yu\~vdjole\teradesk.htm
>
> This is a bug-fix release. An unpleasant bug was found and fixed, related
> to memory allocation when composing the ARGV string. It could lead to
> errors or intermittent crashes when launching (or ending) programs.
>
> Several other (rather unlikely to manifest) bugs have been fixed as well.

Blimey!, another old gem still kicking and screamin, well done!!

--

Regards, Steve S.

3704. Re: Fellow U.S.A. Atari Users

Newsgroup: comp.sys.atari.st
Date: 2004-06-12 14:29:13 UTC
From: sf0218@aol.com
Message-ID: <20040612102913.28218.00000565@mb-m22.aol.com>
Source record: 18199

Roger that Mark, had a template cut out the night after I uncased the Falcon.

Thanks!!

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3705. Re: Highwire 0.2.0 and CT60

Newsgroup: comp.sys.atari.st
Date: 2004-06-12 15:34:07 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10cm8jfejultaf8@corp.supernews.com>
Source record: 18200

On 12 Jun 2004 08:31:06 , GokMasE wrote:
>Joseph D. Place wrote:
>>
>> Anyone else with a CT60 try Highwire 0.2.0 yet? I get a 68000
>> exception in MagiC and an exception fault in TOS when I try to go to
>> the web.
>
>HW 0.2.0 (030-binary) runs happily with FreeMiNT+XaAES on my CT60.
>Do you get an error also if you try HW in 030-mode? Did you setup cache
>settings in the highwire.cnf? And also, did previous HW releases work
>out alright on your setup?
>
>Regards,
>
>Joakim
>
>
>
>www.ataricq.org
>topp.atari-users.net
>xaaes.atariforge.net
>
>.
It worked for a little longer in 030 mode, then locked the
system without an error. When I tried again I got the 68000
exception. The cache is setup, and previous releases work fine. I
also tried with minimal acc, auto programs and cpx's loaded; same
problem.

Thanks!

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

3706. Re: WTB: Frontier Elite II

Newsgroup: comp.sys.atari.st
Date: 2004-06-12 16:33:30 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <10cmc6vk8htk8c0@corp.supernews.com>
Source record: 18201
Cross-posted to: comp.sys.atari.st,pdx.forsale,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Bravo Sierra Computers wrote:
> If you have a complete copy of this Game for the Atari ST?

Better try auctions...

the Mav

--

"Never give up -- never surrender!" Commander Peter Quincy Taggart

3707. Re: WTB: Frontier Elite II

Newsgroup: comp.sys.atari.st
Date: 2004-06-12 16:40:58 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.smkmhnrt@localhost>
Source record: 18202

The Maverick wrote:
>
> Bravo Sierra Computers wrote:
> > If you have a complete copy of this Game for the Atari ST?
>
> Better try auctions...

Good one! :)

Regards,

Joakim

3708. Re: NEWSie update released

Newsgroup: comp.sys.atari.st
Date: 2004-06-12 19:31:26 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <40cb68269ef4c0@telenet.be>
Source record: 18204

on Sat 12-06-2004 19:37 Peter Slegg wrote:

>On 2 Jun 2004 17:23:55 -, gfa wrote:
>>No the subject line is not a typo. ;-)
>
>Does anyone else suffer a major crash when opening the ABOUT menu item
>in Newsie ?
>
>I've just switched from 0.94 to 0.96 and it does the same. I'm running
>NAES 1.2 with Mint 1.15.12 and Thing 1.27

This certainly doesn't happen with 0.961. I'm running N_AES 2.0 with
freeMiNT 1.15.12 and Thing 1.27.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3709. Re: WTB: Frontier Elite II

Newsgroup: comp.sys.atari.st
Date: 2004-06-12 20:20:39 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <cafol8$16h$1@newsg3.svr.pol.co.uk>
Source record: 18205

I really think it's a bit much that this guy's been bombarding the group with spam for as long as I can remember and annoying a lot of people, and now he's actually asking us for help!

3710. Re: WTB: Frontier Elite II

Newsgroup: comp.sys.atari.st
Date: 2004-06-12 20:32:44 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <cafp97$m18$3@titan.btinternet.com>
Source record: 18206

Hi "GokMasE"

> The Maverick wrote:
> >
> > Bravo Sierra Computers wrote:
> > > If you have a complete copy of this Game for the Atari ST?
> >
> > Better try auctions...
>
> Good one! :)

Or EvilBay

--

Regards, Steve S.

3711. Re: NEWSie update released

Newsgroup: comp.sys.atari.st
Date: 2004-06-12 20:37:27 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <40cb4d67.0@entanet>
Source record: 18203

On 2 Jun 2004 17:23:55 -, gfa wrote:
>No the subject line is not a typo. ;-)
>
>Available for download is v0.96a dated Jun 1, 2004 which is based on the
>open source release of NEWSie. This updated should resolve the "begin "
>issues, at lease with auto-depack enabled it won't mistakenly stop and ask
>to depack a post anymore.
>
>Like all things new, please use with caution. If you wish to discuss this
>release please drop me a line at my private mailbox. I may look into other
>bugs but I make no promises.
>
>Direct download link:
>http://www.bright.net/~gfabasic/files/newsie.zip
>
>Binary release only at this time and the changes I made are available upon
>request.

Does anyone else suffer a major crash when opening the ABOUT menu item
in Newsie ?

I've just switched from 0.94 to 0.96 and it does the same. I'm running
NAES 1.2 with Mint 1.15.12 and Thing 1.27

Peter

3712. Re: [WEB] Aniplayer 2.22

Newsgroup: comp.sys.atari.st
Date: 2004-06-12 23:07:36 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.06.12.23.07.35.550161@removenoaspam.atari-source.com>
Source record: 18207

On Sat, 12 Jun 2004 11:03:10 +0200, Didier Mï¿½quignon wrote:

> Hi,
>
> After 20 months without new version for differents causes (CT60, eiffel,
> Linux, etc...), the lastest version Aniplayer 2.22 is available on my
> site http://aniplay.atari.org
>
> The best of the new features are:
>
> - mp4 reading (mpeg 4).
> - codec sorenson video 3.
> - more options for divx.
> - search functions inside the Playlist.
> - all SLB recompiled with Gcc 3.3 for the 68060 (faster when the FPU is
> used).
>
> TO DO (next update):
> Better synchro between mpeg audio / divx/mpeg (DSP buffer creates
> pauses).
>
> For more infos:
>
> http://perso.wanadoo.fr/didierm/doc/eng/c_0b.htm
>
> Now, Aniplayer is a freeware.
>
> Regards,
>
> Didier.

As always, a beacon for the community to follow. Thanks for everything
Didier.

Mark
http://portal.atari-source.com

3713. Re: WTB: Frontier Elite II

Newsgroup: comp.sys.atari.st
Date: 2004-06-12 23:08:22 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.06.12.23.08.22.245518@removenoaspam.atari-source.com>
Source record: 18208

On Sat, 12 Jun 2004 21:20:39 +0100, Tom McEwan wrote:

> I really think it's a bit much that this guy's been bombarding the group
> with spam for as long as I can remember and annoying a lot of people, and
> now he's actually asking us for help!

Heh. You too?

Mark
http://portal.atari-source.com

3714. Atari Online News, Etc. #06-24

Newsgroup: comp.sys.atari.st
Date: 2004-06-13 01:01:18 UTC
From: danap8@aol.comno-spam
Message-ID: <20040612210118.13931.00000679@mb-m24.aol.com>
Source record: 18209

A-ONE #0623 06/11/04

~ Cyber Cops On Patrol! ~ People Are Talking! ~ Can-Spam Failing!
~ Google's Froogle Mess! ~ Spam Hits Record High! ~ Troll Newsreader!
~ CT60 Flash Released! ~ 2004 ACEC Atari Swap! ~ Nintendo Revolution
~ Does Web Need Policing ~ New Faster Power Mac G5 ~ Critics Hail PSP!

-* Oracle Antitrust Case Starts *-
-* BT Seeks To Block Child Porn Access *-
-* Microsoft Files Eight Suits Against Spam! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj(at)atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

3715. Re: [WEB] Aniplayer 2.22

Newsgroup: comp.sys.atari.st
Date: 2004-06-13 06:59:18 UTC
From: SWE <geek@atarians.com>
Message-ID: <aXSyc.4748$37.614580@news.siol.net>
Source record: 18210

Didier Mï¿½quignon wrote:

> TO DO (next update):
> Better synchro between mpeg audio / divx/mpeg (DSP buffer creates
> pauses).

New Aniplayer is great news. Thanx Didier!

Janez

3716. TROLL "BUG" [was: Souvenir of the Beast]

Newsgroup: comp.sys.atari.st
Date: 2004-06-13 07:11:11 UTC
From: SWE <geek@atarians.com>
Message-ID: <j6Tyc.4749$37.614822@news.siol.net>
Source record: 18211

Pierre TONTHAT wrote:

> Le pseudo demos program pack called VDI_FX (pure VDI calls) has been
> updated. Download on my homepage or directly on:
> http://rajah.atari.org/files/ -> vdi_fx.zip (290Kb)
>
> News:
>
> + Stars: up to 6000 stars that can be displayed
> + Fixes for windows borders (MagiC 6 windframe)
> + New effect: 'Souvenir of the Beast' (STOB)
> -> need a least 256 colors or more
> written from a Amiga Blitz Basic source.
> It's slow on normal Falcon, but should be smart with Hades, Milan,
> FalconCT2 or FalconCT60. TTRAM is used for offscreen blittings.

Nice Pierre! I will use this occasion to point on a "bug" in TROLL and probablly in all your code ;) PLEASE, make it ext2 fs (or any unix fs) compatible. It is VERY easy. Just change all your hardcoded paths to lower case and that is. Uppercase should not be used in code. If filenames and paths are lowercase in code, they are converted in uppercase on TOS file system automaticaly, and on unix fs it will stay lowercase and thus avoid "cant find rsc, etc" problems, since when u copy/install app to unix fs, lowercase is default.

I sent u couple of mails, which bounced, so i asked this in public :) But i do like TROLL, and also use it. Since there are filters, im back to Atari for news and stuff :)

3717. Re: [WEB] Aniplayer 2.22

Newsgroup: comp.sys.atari.st
Date: 2004-06-13 12:24:44 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnccoglf.lan.atari@komp7.euh-e.edu.pl>
Source record: 18212

On Sat, 12 Jun 2004 11:03:10 +0200, Didier Mďż˝quignon <NOSPAMS@wanadoo.fr> had a noticeable pleasure while writting:
> Hi,

Thanks. :)

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3718. Concise Atari ST 68000 Programmer's Reference Guide

Newsgroup: comp.sys.atari.st
Date: 2004-06-13 12:40:25 UTC
From: kryten_droid <kryten_droid@ntlworld.com>
Message-ID: <GSYyc.223$Mp2.212@newsfe3-gui>
Source record: 18213

Just in case anyone here might be interested, now online at:
http://homepage.ntlworld.com/kryten_droid/Atari/ST/spg/st_prog_guide.htm
K.

3719. Re: [WEB] Aniplayer 2.22

Newsgroup: comp.sys.atari.st
Date: 2004-06-13 15:48:54 UTC
From: sf0218@aol.com
Message-ID: <20040613114854.16422.00000966@mb-m10.aol.com>
Source record: 18214

Thanks Didier,

You've always done a good job!!

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3720. Re: TROLL "BUG" [was: Souvenir of the Beast]

Newsgroup: comp.sys.atari.st
Date: 2004-06-13 16:20:19 UTC
From: Pierre TONTHAT <geek@atarians.com>
Message-ID: <40cc7ec2$0$317$7a628cd7@news.club-internet.fr>
Source record: 18215

Bonjour :)

SWE a ï¿½crit :
> It is VERY easy. Just change all your hardcoded paths to lower
> case and that is. Uppercase should not be used in code.

I don't like using lower case (will not be 'beautiful' on my MagiC
+ VFAT) but okay, i'll correct it for the next release.
Please be patient (at least a month), coz i'm feeling a little
depressed (too much code, need some rest).

> If filenames and paths are lowercase in code, they are converted
> in uppercase on TOS file system automaticaly, and on unix fs it
> will stay lowercase and thus avoid "cant find rsc, etc" problems,
> since when u copy/install app to unix fs, lowercase is default.

Okay, i understand.

> I sent u couple of mails, which bounced so i asked this in public :) But
> i do like TROLL, and also use it. Since there are filters, im back to Atari
> for news and stuff :)

Good to hear it. Thanks for using my program :)

Regards

-- Pierre TONTHAT - Rajah Lone / Renaissance
http://rajah.atari.org

3721. Re: TROLL "BUG" [was: Souvenir of the Beast]

Newsgroup: comp.sys.atari.st
Date: 2004-06-13 16:59:43 UTC
From: SWE <geek@atarians.com>
Message-ID: <3K%yc.4769$37.620369@news.siol.net>
Source record: 18216

hi Pierre,

> I don't like using lower case (will not be 'beautiful' on my MagiC
> + VFAT) but okay, i'll correct it for the next release.
> Please be patient (at least a month), coz i'm feeling a little
> depressed (too much code, need some rest).

U can use own cases for configuration files and files created by TROLL. Like "TroLL.cfg" etc. Those are created by 1st running of the program. But lowercase is the safest way. Lowercase is "ordered" mostly for system files like *.rsc and such!

No problem, take your time :))

> Good to hear it. Thanks for using my program :)

No problem! It is nice behaving app, need some polish, but its still early versions and already usable, so niceness may come later :) Thx for nice work!

regards Janez

3722. Tos 1.2 to 1.4

Newsgroup: comp.sys.atari.st
Date: 2004-06-13 17:08:43 UTC
From: bud <bud@cox.net>
Message-ID: <9e2pc0dn5bbbrfsq0illoe2rpqbu50tobv@4ax.com>
Source record: 18217

I have a 520 with TOS 1.4 and a Mega4 with 1.2.
I yanked the chips from the 520 and put em in the Mega4.
I would just restart over and over. This should work no?
Bud

3723. FA Rather neat ST HD with CDrom potential on ebay

Newsgroup: comp.sys.atari.st
Date: 2004-06-13 18:26:48 UTC
From: bobthenob <bobthenob@blueyonder.co.uk>
Message-ID: <at6pc054mmcpocq722a63q7acbed65b63t@4ax.com>
Source record: 18220

read all about it here
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=5100895230&ssPageName=ADME:B:LC:UK:1

3724. Re: NEWSie update released

Newsgroup: comp.sys.atari.st
Date: 2004-06-13 18:46:28 UTC
From: vdjole@EUnet.yu
Message-ID: <cai7e1$ac0$1@news.eunet.yu>
Source record: 18221

On 12 Jun 2004 19:37:27 , Peter Slegg wrote:

>Does anyone else suffer a major crash when opening the ABOUT menu item
>in Newsie ?
>
>I've just switched from 0.94 to 0.96 and it does the same. I'm running
>NAES 1.2 with Mint 1.15.12 and Thing 1.27

I had a similar problem, probably caused by the same bug: Newsie froze
completely upon an attempt to open ABOUT...

This appeared after I entered the registration number obtained from
the author. After some experimenting, I found out that any registration
number greater than 32767 caused a freeze.

If you think this might be the cause of your problem as well, edit the
PREFS.INF file; if the entry registration_number has a value too large,
enter some lower value. 32000 works fine for me.

Btw. this problem exists in V0.961 too.

Bbtw. I remember reporting this to the author back then, but there was no
reaction at all.

cu;

3725. Re: [WEB] Aniplayer 2.22

Newsgroup: comp.sys.atari.st
Date: 2004-06-13 19:29:18 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <40cc8eee.0@entanet>
Source record: 18218

On 12 Jun 2004 11:03:10 , =?ISO-8859-1?Q?Didier_M=E9quignon?= wrote:
>Hi,
>
>After 20 months without new version for differents causes (CT60, eiffel,
>Linux, etc...), the lastest version Aniplayer 2.22 is available on my
>site http://aniplay.atari.org
>
>The best of the new features are:
>
>- mp4 reading (mpeg 4).
>- codec sorenson video 3.
>- more options for divx.
>- search functions inside the Playlist.
>- all SLB recompiled with Gcc 3.3 for the 68060 (faster when the FPU is
>used).
>
>TO DO (next update):
>Better synchro between mpeg audio / divx/mpeg (DSP buffer creates
>pauses).
>
>For more infos:
>
>http://perso.wanadoo.fr/didierm/doc/eng/c_0b.htm
>
>Now, Aniplayer is a freeware.
>
>Regards,
>
>Didier.
>
>--
>□Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
>□□□Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
>Atari FALCON 030/CT□60 10□5□□□□□MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

Excellent Didier.

Yesterday I was sent a url to a movie of some idiots playing with
fireworks Jacakass style. Yesterday it didn't play properly, today
it does. Round of Applause, take a bow.

Aniplayer didn't recognise the mp4a sound format though. Also the
image still freezes when enlarged to 2x size (NAES 1.2)

What is the IVorbis slb for ? I am sure I saw it in the docs but
later I couldn't find it.

Thanks for the mention in the version history ;-)

Regards,

Peter

3726. Re: [ANN] RAW

Newsgroup: comp.sys.atari.st
Date: 2004-06-13 19:29:20 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <40cc8ef0.0@entanet>
Source record: 18219

On 8 Jun 2004 15:02:45 G, "Dan A" wrote:
>
>"Peter Slegg" <peterslegg@===ANTI-SPAM===scubadivers.co.uk> wrote in message
>news:40c4d105.0@entanet...
>>
>> I tried this last night using a version of Another World that I "found".
>> A small window opens very briefly in the middle of the screen and then
>> closes.
>>
>> The Milan then becomes a little unstable.
>>
>> Peter
>
>Under MagicPC I had to experiment a bit to get it to run.
>
>Important things for me were
>
> 8 bit color mode. While it should run elsewhere, basically it wouldn't
> run for me without this.
>
>Turn on all the TOS compatibility flags you can. For me this was in MagiCPC
>and in NVDI for MagicPC. Maybe not all are necessary, but with a modern
>PC the slowdown is not noticeable.
>
>With that combination and the right files, I was able to run the program
>without
>any major complaints. However when it exits, the system really wants a
>reboot.
>
>Dan
>aka baldrick

I tried under Mint with 256 colours without any luck but managed to
get it running under TOS albeit rather sluggishly. It's obviously
not a problem with the version of the game that I have.

It got as far as the code key screen and I could key in the code but
couldn't get the Enter key to work.

I will try your suggestion of using the American keyless version if
I can find one.

Regards,

Peter

3727. STe on the way - ethernet?

Newsgroup: comp.sys.atari.st
Date: 2004-06-13 20:17:36 UTC
From: Ian McCall <ian@eruvia.org>
Message-ID: <2j3r33Ftfm9tU1@uni-berlin.de>
Source record: 18222

Hi.

After a sudden rush to the head, I now have an STe on its way from eBay (last had an ST about twelve years ago). I'm in interested in connecting this up to an ethernet network, preferably not by using the DMA port that I might press in to action with a hard drive at some point. If possible, I'm also potentially interested in using this with alternative operating systems (MiNT, NetBSD?). And as this is just a fun sideline, it can't cost a great deal of money either.

All suggestions appreciated.

Cheers,
Ian

3728. Atari 520ST SCART

Newsgroup: comp.sys.atari.st
Date: 2004-06-13 21:40:07 UTC
From: spambucket@retroreview.com
Message-ID: <caihjnnbp1@hercules.btinternet.com>
Source record: 18223

Hi everybody,

Apologies if this is an FAQ - I couldn't see an accurate answer there....

I have three STs - a Falcon, which works perfectly, a 520STfm which also works perfectly using a monitor socket->SCART adapter, and a 520ST which doesn't. :)

That is to say, the ST works fine, I can boot up Rana Rama or Dungeon Master and I can hear the right noises. However, I get no video whatsoever.

Looking at the pinouts for your average SCART adapter, the lead assumes a composite signal on pin 2, whereas the ST happily outputs ground on this pin. Even when I tell the TV to use RGB blanking by setting the RGB switching pin 16 high, the TV switches to RGB but still nothing. I can see by using my multimeter that the ST is outputting an RGB signal, though, so I'm guessing the sync signal is not getting through or something.

I was therefore wondering if anyone knows how to get any kind of picture out of this ST without buying a monitor - which I really don't have space for! I don`t want to modify the ST itself, as it's a nice early model in good nick (Serial #1000607, May 1985).. but cable building is of course fine!

Thanks for any help!

--
Ian Gledhill
IanG@=remove_this=.amiganet.org

3729. Re: Atari 520ST SCART

Newsgroup: comp.sys.atari.st
Date: 2004-06-13 21:49:43 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.06.13.21.49.42.126641@removenoaspam.atari-source.com>
Source record: 18224

On Sun, 13 Jun 2004 21:40:07 +0000, Ian Gledhill wrote:

> Hi everybody,
>
> Apologies if this is an FAQ - I couldn't see an accurate answer there....
>
> I have three STs - a Falcon, which works perfectly, a 520STfm which also works
> perfectly using a monitor socket->SCART adapter, and a 520ST which doesn't. :)
>
> That is to say, the ST works fine, I can boot up Rana Rama or Dungeon Master
> and I can hear the right noises. However, I get no video whatsoever.
>
> Looking at the pinouts for your average SCART adapter, the lead assumes a
> composite signal on pin 2, whereas the ST happily outputs ground on this pin.
> Even when I tell the TV to use RGB blanking by setting the RGB switching pin
> 16 high, the TV switches to RGB but still nothing. I can see by using my
> multimeter that the ST is outputting an RGB signal, though, so I'm guessing
> the sync signal is not getting through or something.
>
> I was therefore wondering if anyone knows how to get any kind of picture out
> of this ST without buying a monitor - which I really don't have space for! I
> don`t want to modify the ST itself, as it's a nice early model in good nick
> (Serial #1000607, May 1985).. but cable building is of course fine!
>
> Thanks for any help!

There's a simple answer to this situation. The pin that has composite
video going out is blank unless the ST has an m as in the modulator. So
you need either an STe, STm or STfm. You really have to buy a monitor...
unfortunately. I've looked into this myself because I have a couple STf's.

Mark
http://portal.atari-source.com

3730. Re: STe on the way - ethernet?

Newsgroup: comp.sys.atari.st
Date: 2004-06-13 21:50:52 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2004.06.13.21.50.52.857671@removenoaspam.atari-source.com>
Source record: 18225

On Sun, 13 Jun 2004 21:17:36 +0100, Ian McCall wrote:

> Hi.
>
> After a sudden rush to the head, I now have an STe on its way from eBay
> (last had an ST about twelve years ago). I'm in interested in connecting
> this up to an ethernet network, preferably not by using the DMA port that I
> might press in to action with a hard drive at some point. If possible, I'm
> also potentially interested in using this with alternative operating systems
> (MiNT, NetBSD?). And as this is just a fun sideline, it can't cost a great
> deal of money either.
>

I recommend ethernec all the way, http://hardware.atari.org. I think it
cost me $50 or so for two of them.. Very cheap all considered.

Mark
http://portal.atari-source.com

3731. Re: STe on the way - ethernet?

Newsgroup: comp.sys.atari.st
Date: 2004-06-13 22:39:11 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <877abea27d704cb29d0eaef0c9ee4e47@ghytred.com>
Source record: 18226

On Sun, 13 Jun 2004 21:17:36 +0100, Ian McCall wrote:

> Hi.
>
> After a sudden rush to the head, I now have an STe on its way from
> eBay (last had an ST about twelve years ago). I'm in interested in
> connecting this up to an ethernet network, preferably not by using the
> DMA port that I might press in to action with a hard drive at some
> point. If possible, I'm also potentially interested in using this with
> alternative operating systems (MiNT, NetBSD?). And as this is just a
> fun sideline, it can't cost a great deal of money either.
>
As far as I know there is not problem in mixing an HD and a Ethernet on
the DMA. You might also look at putting IDE drives on. I am not sure about
the statud of the interfaces though.
Dave Wade

3732. Re: [WEB] Aniplayer 2.22

Newsgroup: comp.sys.atari.st
Date: 2004-06-13 22:53:30 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <bL4zc.3148$lr2.1567@bignews2.bellsouth.net>
Source record: 18227

> What is the IVorbis slb for ? I am sure I saw it in the docs but
> later I couldn't find it.

ogg en/decoding?

Brian

3733. Re: STe on the way - ethernet?

Newsgroup: comp.sys.atari.st
Date: 2004-06-14 01:01:47 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <7G6zc.23312$FC3.14277@bignews1.bellsouth.net>
Source record: 18228

"Ian McCall" <ian@eruvia.org> wrote in message
news:2j3r33Ftfm9tU1@uni-berlin.de...
> Hi.
>
> After a sudden rush to the head, I now have an STe on its way from eBay
> (last had an ST about twelve years ago). I'm in interested in connecting
> this up to an ethernet network, preferably not by using the DMA port that I
> might press in to action with a hard drive at some point. If possible, I'm
> also potentially interested in using this with alternative operating systems
> (MiNT, NetBSD?). And as this is just a fun sideline, it can't cost a great
> deal of money either.

Which STe?
Who much memory?

If GEM is important to you...I recommend Geneva for the ST Class for low memory and best all around compatablility. Use the desktop of your choice with Geneva. While NeoDesk is rather nice...if you're going to buy one, Thing or Jinee are much more up to date and well rounded. TaraDesk is free and might fit your needs.
As far as an AES goes...Geneva looks great, is very fast, and you won't find many, if any applications that won't run under it (there are all kinds of compatability flags that can be set...even one that freezes all other apps and puts you in single tasking mode if need be).

MagiC is also a good choice for these reasons:
1. It's a bit faster than TOS, and includes preemtive multitasking.
2. When teamed up with HDDriver 8 you get background DMA disk access. Support for more disk partition types, larger partitions, more partitions, and long file names (vfat).
These are the big PLUS factors for MagiC.

MiNT...
The latest and most modern mint kernels are NOT geared for the ST class of machines. They require a good deal of memory (and often 020 or better w/FPU) in order to have all the bits that make MiNT great in the first place. The bits are free however, and with paitence and luck, you might be able to piece together a setup with just the right kernel and AES to get a useable setup.
With this in mind, you might start with the KGME/KEMD installation. Go with a minix rather than an ext2 partition. The catch here is...I'm not sure if older kernels will handle the Mint-Net version and drivers for Enec ethernet boards.
As you get into the later kernels that without doubt will...they hog up more and more memory, not leaving much room for any GEM AES and applications to run.
BTW: Geneva will plug onto MiNT as a preemtive AES. You might need NoHOG.ACC, and more modern AES calls may not be present.

You might try this first since it's free.
For starters, IGNORE MiNT-Net and minix or ext2....just get the kernel and AES going. In this way you should have memory left to use GEM well.
Grab the latest XXAES distribution.
Grab the latest Tera Desk distribution.
Start with older/smaller MiNT kernels for 68000 and work your way newer till you find one that boots the Moose mouse driver without complaints.
Gradually build a MINT and AES cnf file till you get one that happily loads XXAES and TaraDesk. See what kind of memory you have left...might be useable this way!

Brian

3734. Re: Atari 520ST SCART

Newsgroup: comp.sys.atari.st
Date: 2004-06-14 01:28:29 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <7qrh9JX98PzAFwW0@my-ste.davjam.org>
Source record: 18229

On Sun, 13 Jun 2004, Mark D <mducksub@removenoaspam.atari-source.com>
wrote:-

>On Sun, 13 Jun 2004 21:40:07 +0000, Ian Gledhill wrote:

<Snip>

>> I was therefore wondering if anyone knows how to get any kind of picture out
>> of this ST without buying a monitor - which I really don't have space
>>for! I
>> don`t want to modify the ST itself, as it's a nice early model in good nick
>> (Serial #1000607, May 1985).. but cable building is of course fine!

Just as well, see below.

>> Thanks for any help!
>
>There's a simple answer to this situation. The pin that has composite
>video going out is blank unless the ST has an m as in the modulator. So
>you need either an STe, STm or STfm. You really have to buy a monitor...
>unfortunately. I've looked into this myself because I have a couple STf's.

You can make up a composite video from the RGB and horizontal sync and
vertical sync outputs. The circuit requires 5 resistors, 2 diodes
(OA90/OA91 or 1N914 should do) and a little soldering to build, but
should[0] work. An image of the circuit is available at:

<URL:http://www.my-ste.demon.co.uk/images/composite-video.gif>

[0] Not tested by me, but should work. It's a minor modification to one
I used for the A3010 when connecting it to an old monitor that required
a composite video input. Since the A3010 can supply a composite sync, I
modified the circuit to combine the horizontal sync and vertical sync so
as to generate the composite sync.

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 63 Mnodes/s: http://www.distributed.net/
AMD 1800 1Gb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 9.0
AMD 1300 512Mb SuSE 9.0 | A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11
Falcon 14Mb TOS 4.02 | STE 4Mb TOS 1.62

3735. Re: Atari 520ST SCART

Newsgroup: comp.sys.atari.st
Date: 2004-06-14 06:02:01 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <cajeu5$2tud$1@ariadne.rz.tu-clausthal.de>
Source record: 18230

David Bolt wrote:
> You can make up a composite video from the RGB and horizontal sync and
> vertical sync outputs. The circuit requires 5 resistors, 2 diodes
> (OA90/OA91 or 1N914 should do) and a little soldering to build, but
> should[0] work. An image of the circuit is available at:
>
> <URL:http://www.my-ste.demon.co.uk/images/composite-video.gif>

Hum...will such a cable give a color picture or just a black and white
one? I remember reading an article about such a cable too and it said it
produced a greyscale pictures for old monitors. (ofcourse not in
ST-HIGH but ST-LOW and ST-MED)
Another questions is if that would work with the composite input found
on tv cards and how is the quality in general compared to a cheap TV
connected via HF modulator?

cheers,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

3736. Re: Concise Atari ST 68000 Programmer's Reference Guide

Newsgroup: comp.sys.atari.st
Date: 2004-06-14 06:31:28 UTC
From: Eduard Werner <edi.werner@gmx.de>
Message-ID: <40cd561a$0$26363$9b4e6d93@newsread4.arcor-online.net>
Source record: 18233

gfa wrote:

> in article GSYyc.223$Mp2.212@newsfe3-gui, kryten_droid wrote on 6/13/04
> 8:40 AM:
>
>> Just in case anyone here might be interested, now online at:
>> http://homepage.ntlworld.com/kryten_droid/Atari/ST/spg/st_prog_guide.htm
>> K.
>
> Perhaps a typo or my mailer, not sure which, but dropping the "K" off the
> end of that url makes it work.

(Your mailer.) Great to see it online!

Edi

3737. Re: NEWSie update released

Newsgroup: comp.sys.atari.st
Date: 2004-06-14 06:33:56 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <d9ijac.2s.ln@sd-if.swampdog>
Source record: 18231

Mark D wrote:

> On Fri, 11 Jun 2004 20:47:55 +0100, Guy Harrison wrote:
>> [replying to self]
>>
>> Just compiled aranym. Problem is no STiK or equivilent. Does any one have
>> any tips on how to proceed? Basically this machine is (atm) debian sat
>> behind a FreeBSD box. Some sort of pseudo ethernet I guess that just
>> pumps stuff in/out to underlying debian.
>>
>> TIA
>
> Check out the Aranym docs. There's details on how to setup the Aranym
> pass-thru ethernet support. Things are very sensitive on the Atari side
> though. IIRC you need a 1.16a MiNT kernel and some other stuff to get it
> setup right. I spent a lot of time getting my Aranym system running
> perfectly, but now that it's convoluted with my commercial software lot, I
> can't send it to you easily without just deleting all of that in a copy.
> I recommend the easymint under aranym installation instructions by Arnaud.
> Look on the Aranym site. Also check mailing list archives for questions.

That's Mark, I'll try and wade through it all next weekend.

--
Guy Harrison

3738. Re: Demon ISP question

Newsgroup: comp.sys.atari.st
Date: 2004-06-14 06:55:59 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <d9ijac.2s01.ln@sd-if.swampdog>
Source record: 18232

Charles Stanley wrote:

> Hi Atarians,
>
> A friend asked me why is Demon ISP called Demon: he objected to the
> unchristian name. I thought I knew, but I don't. Anyone know, please?

'Fraid not. All the years I was with them I never found out for sure either.
Rumours ranged from "fast" across BSD and whatever else your friend may
have dreamt up. I think in the end they just liked keeping everyone
guessing. Perhaps the reason was really silly, something from a drunken
night out or someone's pet.

> My only contact with Demon was when I first tried to subscribe to it and
> got a snooty answer that they "didn't do Atari". I shortly found a local
> ISP in Wintermute (Aberdeen, Scotland), a friendly but PC centred lot who
> helped me get internetted, until they went too business orientated and
> became impossible for our system. Then I discovered Zetnet. Hurrah for
> Zetnet, folks :)
>
> BTW, whatever was the outcome of the court case between Zetnet and the
> other Shetland site? All reporting of it seems to have petered out.
>
> Charles.

--
Guy Harrison

3739. Re: [ANN] RAW

Newsgroup: comp.sys.atari.st
Date: 2004-06-14 08:57:07 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrnccqos2.mg2.atari@komp7.euh-e.edu.pl>
Source record: 18234

On 13 Jun 2004 18:29:20 -0100, Peter Slegg <peterslegg@===ANTI-SPAM===scubadivers.co.uk>
had a noticeable pleasure while writting:
> On 8 Jun 2004 15:02:45 G, "Dan A" wrote:
> I tried under Mint with 256 colours without any luck but managed to
> get it running under TOS albeit rather sluggishly. It's obviously
> not a problem with the version of the game that I have.

I could get it work both under MiNT ans SingleTOS

> It got as far as the code key screen and I could key in the code but
> couldn't get the Enter key to work.

Keep it pressed for a while, key screen if VERY sluggish for reasons
unknown for me.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

3740. Re: STe on the way - ethernet?

Newsgroup: comp.sys.atari.st
Date: 2004-06-14 09:47:06 UTC
From: Ian McCall <ian@eruvia.org>
Message-ID: <2j5agtFt8s4hU1@uni-berlin.de>
Source record: 18235

"Brian Roland" <BJRoland@bellsouth.net> wrote in message
news:7G6zc.23312$FC3.14277@bignews1.bellsouth.net...

> Which STe?
> [How] much memory?

It's a stock 512Mb STe at the moment from the Ebay description, but I've ordered a 4Mb upgrade as well.

> If GEM is important to you...I recommend Geneva for the ST Class for low memory
> and best all around compatablility. Use the desktop of your choice with Geneva.
> While NeoDesk is rather nice...if you're going to buy one, Thing or Jinee are
> much more up to date and well rounded. TaraDesk is free and might fit your
> needs.

Thanks - been a long while since I looked at anything ST'ish and I don't recall the name Geneva. I do remember that I used to use Neodesk though.

> MagiC is also a good choice for these reasons:
> 1. It's a bit faster than TOS, and includes preemtive multitasking.
> 2. When teamed up with HDDriver 8 you get background DMA disk access. Support
> for more disk partition types, larger partitions, more partitions, and long file
> names (vfat).
> These are the big PLUS factors for MagiC.

Interesting - I'll have a play.

> MiNT...
> The latest and most modern mint kernels are NOT geared for the ST class of
> machines. They require a good deal of memory (and often 020 or better w/FPU) in
> order to have all the bits that make MiNT great in the first place.

Thanks for the warning - MiNT was on my list to try, but if it requires a 68020 I'm not sure it's what I'm after.

Anyone tried NetBSD by the way? I believe it's possible to run that on the ST, but I'm not at all sure about how I'd hook things up to an ethernet network if I took that route - don't know adaptors are supported.

Cheers,
Ian

3741. Re: [WEB] Aniplayer 2.22

Newsgroup: comp.sys.atari.st
Date: 2004-06-14 12:06:39 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.06.14.12.06.39.21609@noos.fr>
Source record: 18236

Le Sun, 13 Jun 2004 17:53:30 -0500, Brian Roland a ï¿œcritï¿œ:

>> What is the IVorbis slb for ? I am sure I saw it in the docs but later I
>> couldn't find it.
>
> ogg en/decoding?
>
> Brian hi!

isn't it orgg vorbis codec?????
didier respect so munch international codec:-)

Bye
jpierre

3742. Re: Atari 520ST SCART

Newsgroup: comp.sys.atari.st
Date: 2004-06-14 12:41:42 UTC
From: kryten_droid <kryten_droid@ntlworld.com>
Message-ID: <sVhzc.50$e%.34@newsfe2-win>
Source record: 18237

Ian:

http://www.howell1964.freeserve.co.uk/SCART/scart.htm

http://homepage.ntlworld.com/kryten_droid/Atari/ST/spg/st_prog_guide_1.htm
says that the video output is 1V pk-pk through 75R, so you may not need
level shifters as mentioned in:
http://www.howell1964.freeserve.co.uk/Atari/ST/Atari_ST_Video.htm
I'd want to check the ST circuit diagram to verify this though.

> composite signal on pin 2, whereas the ST happily outputs ground on this
pin.

Sounds like a fault in that output.
Even in RGB mode, the TV needs this signal for its sync pulse.

> Even when I tell the TV to use RGB blanking by setting the RGB switching
pin
> 16 high, the TV switches to RGB but still nothing.

Pin 16 is the 'fast blanking' signal which should be 2V.
It has 75R impedance, so you can connect it to the 12V rail through a 750R
resistor.

Pin 8 is the 'control voltage which may need pulling up to 9.5V...12V to
select AV mode.

> multimeter that the ST is outputting an RGB signal, though, so I'm
guessing
> the sync signal is not getting through or something.

> > <URL:http://www.my-ste.demon.co.uk/images/composite-video.gif>

This will only give you greyscale of course.

> Another questions is if that would work with the composite input found
> on TV cards

I sent the s-video from my 800XL to my PC TV card and found the image was
not as good as s-video on my TV.
Somehow, the intensity and colour wasn't as deep.

> and how is the quality in general compared to a cheap TV
> connected via RF modulator?

RF can only make things worse, but even cheap TVs have video inputs these
days.
Unless it is a really cheap TV, which is probably going to be poor quality
anyway.

K

3743. Re: Demon ISP question

Newsgroup: comp.sys.atari.st
Date: 2004-06-14 12:44:24 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <cak6j8$5bm$1@reader2.panix.com>
Source record: 18242

How about a wild guess? Daemon is a unix term for a small program that
does something useful, and does it well. A dialup shell is a small program
that does something useful, and does it well.

So they run some daemons on their unix box, and spell it demon for those
who do not speak unix.

Jim

Guy Harrison <swamp-DEL-dog@ntlworld.com> writes:

: Charles Stanley wrote:

: > Hi Atarians,
: >
: > A friend asked me why is Demon ISP called Demon: he objected to the
: > unchristian name. I thought I knew, but I don't. Anyone know, please?

: 'Fraid not. All the years I was with them I never found out for sure either.
: Rumours ranged from "fast" across BSD and whatever else your friend may
: have dreamt up. I think in the end they just liked keeping everyone
: guessing. Perhaps the reason was really silly, something from a drunken
: night out or someone's pet.

: > My only contact with Demon was when I first tried to subscribe to it and
: > got a snooty answer that they "didn't do Atari". I shortly found a local
: > ISP in Wintermute (Aberdeen, Scotland), a friendly but PC centred lot who
: > helped me get internetted, until they went too business orientated and
: > became impossible for our system. Then I discovered Zetnet. Hurrah for
: > Zetnet, folks :)
: >
: > BTW, whatever was the outcome of the court case between Zetnet and the
: > other Shetland site? All reporting of it seems to have petered out.
: >
: > Charles.

: --
: Guy Harrison

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3744. Falcon Port Extenders

Newsgroup: comp.sys.atari.st
Date: 2004-06-14 14:46:15 UTC
From: sf0218@aol.com
Message-ID: <20040614104615.07875.00001175@mb-m06.aol.com>
Source record: 18238

Hello All,

Could someone be so kind as to tell me specifically exactly what parts I need to extend each port, to enclude cartridge, jag, and joystick, but not the Midi.

I'm terribly sorry people but when it comes to modding the Falcon, I'm as dumb as a bag of rocks!!!!!! I'm surprised that I'm even attempting to re-case the thing my self!!!!!

Thanks everybody!!!!!!!!!!

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3745. why on earth are you still using Ataris, it's 2004?

Newsgroup: comp.sys.atari.st
Date: 2004-06-14 14:57:43 UTC
From: jim harris <licks@rock.com>
Message-ID: <cake57$1q5$1$8302bc10@news.demon.co.uk>
Source record: 18239

tehe, that 1) got your attention and 2) made your blood boil ...

so let me say i don't mean it and actually i know why you are using ataris.
because they are very cool, i used an st for music up until only a few years
ago, desire for large scale hard-disk recording forced me to windows,
without regrets either to be honest

so how is the atari scene these days? how is the hades, the milan etc

i'll say it again

why on earth are you still using ataris, i'd be genuinely interested to know
what they're up to!

viva atari /|\ jim
(ex TOS2.06 4meg STe, Atari HD, Cubase V3)

3746. Re: Falcon Port Extenders

Newsgroup: comp.sys.atari.st
Date: 2004-06-14 17:14:46 UTC
From: drwho@whoever.orx
Message-ID: <cakme2vg1@garrison.globalnet.hr>
Source record: 18240

On 14 Jun 2004 14:46:15 , SF0218 wrote:
>Hello All,

i guess it will be extremely hard to find cartridge port extender, i suggest you just leave as is...
joystick and mouse ports should be something like d-sub 9 pin, while paddle ports (a and b) will also be hard to find...
there is no case which is 100% ok and maybe you should leave it as is?
i managed to install 3.5" IDE drive, CT60, keyboard rj-11 jack and 3 additional fans in regualr falcon"s case :)

and this seemed easier to me ;)

>Could someone be so kind as to tell me specifically exactly what parts I need
>to extend each port, to enclude cartridge, jag, and joystick, but not the Midi.
>
>I'm terribly sorry people but when it comes to modding the Falcon, I'm as dumb
>as a bag of rocks!!!!!! I'm surprised that I'm even attempting to re-case the
>thing my self!!!!!
>
>Thanks everybody!!!!!!!!!!
>
>Sam F.
>Virginia U.S.A.
>Atari Computer Nut
>C-Lab Falcon, 14mbram,540mb hdd.,
>
>
>.

3747. Re: why on earth are you still using Ataris

Newsgroup: comp.sys.atari.st
Date: 2004-06-14 17:17:10 UTC
From: drwho@whoever.orx
Message-ID: <cakmiivg2@garrison.globalnet.hr>
Source record: 18241

one of the reasons is trouble free web browsing without pop-ups and viruses (and I mean 100% one, not norton or mcafee 75%)...
:)

and falcon+dat still sound better than any pc card worth as both of them :)

On 14 Jun 2004 15:57:43 , "jim harris" wrote:
>
>tehe, that 1) got your attention and 2) made your blood boil ...
>
>so let me say i don't mean it and actually i know why you are using ataris.
>because they are very cool, i used an st for music up until only a few years
>ago, desire for large scale hard-disk recording forced me to windows,
>without regrets either to be honest
>
>so how is the atari scene these days? how is the hades, the milan etc
>
>i'll say it again
>
>why on earth are you still using ataris, i'd be genuinely interested to know
>what they're up to!
>
>
>viva atari /|\ jim
>(ex TOS2.06 4meg STe, Atari HD, Cubase V3)
>
>
>.

3748. Re: why on earth are you still using Ataris, it's 2004?

Newsgroup: comp.sys.atari.st
Date: 2004-06-14 18:48:35 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0406141048.3aa9cdea@posting.google.com>
Source record: 18243

"jim harris" <licks@rock.com> wrote in message
news:<cake57$1q5$1$8302bc10@news.demon.co.uk>...
> tehe, that 1) got your attention and 2) made your blood boil ...
>
> so let me say i don't mean it and actually i know why you are using ataris.
> because they are very cool, i used an st for music up until only a few years
> ago, desire for large scale hard-disk recording forced me to windows,
> without regrets either to be honest

Have you ever tried an Atari Falcon for that purpose? Very nice! I
have an Atari Falcon, running Cubase Audio (for multi-track CD-quality
digital audio recording, MIDI sequencing, Scoring, etc.), connected to
a few Roland keyboards/MIDI modules here at my home studio. I actually
haven't done as much with it as I'd like, due to time, but ultimately,
it is able to record, mix down tracks into files, and then burn the
files to an audio or data CD, including MP3. Probably not quite as
in-depth in features as your PC, but not a bad system at all for the
purpose. That's what it was actually designed for. It has a built-in
(on-the-motherboard) Motorola digital signal processor, a direct
digital port for connecting anything from external syncs (i.e. SMPTE)
to 24-bit digital multi-channel input/output ports, CD/DAT-quality
audio, 16-bit analog audio in/out (mic/speaker) ports, and of course
built-in MIDI ports.

> so how is the atari scene these days? how is the hades, the milan etc

Hades/Milan aren't currently in production, as far as I know. They
wouldn't be as great of music machines as the Falcon is, if that's
what you're looking for. Also, if you get a Falcon, there is an
upgrade card called a CT60, which makes the Falcon faster than the
Hades or Milan, anyway. I hope to be able to get one soon, if finances
shape up a little here. You can also get other upgrades, such as a
graphics card (Nova, Eclipse, or the upcoming SuperVidel, which
requires a CT60 to run), or add a CD-ROM, CD-R, CD-RW, or DVD-ROM
drive (can't read DVD video yet, but can read data DVD-R's).

There's excellent software available for most of your average needs
(document processing, database, spreadsheet, graphics processing,
etc.), as well as some specialized tasks. One of the more limited
areas is in web browsing. There are a bunch of web browsers, but
they're not quite up to "modern" specs yet. They're getting better,
though. Other internet software is very well covered, though.

As for OS's, there's a number of OS combinations to choose from:

1. You can stick with TOS and either use its native GEM GUI, or layer on top of it Geneva (adds multitasking and a more configurable look, while being very backward-compatible), or the new MyAES (not quite complete yet, but very nice looking).

2. You can get Mint, which is a Unix based OS (like MacOS X is, only this was done almost 10 years before Apple came up with the idea). On top of that, you can use a text-based CLI, Atari's AES 4.0 or 4.1 (which is basically a multitasking GEM), Geneva (not quite as stable as with TOS as its base), N.AES, XaAES, OAESis, or MyAES. Each has its own unique look and features, but all rely on the powerful Unix base of Mint, letting you run both Atari software as well as Unix software, including X Window software, with an X Server.

3. You can use Magic, which doesn't have the core Unix power of Mint, but has a very nice GUI included with it, that outshines all the others in my opinion (although if MyAES gets more completed, it might rival it). You can either use its main GUI, or MyAES.

4. On top of any of the above, you can run just about any desktop you'd like, each giving you different combinations of features.

This is the main reason why I prefer using an Atari over PC or Mac. It lets you be much more creative, right down to how the OS itself operates!

If you really liked the Atari and want to do a little experiment, go to http://aranym.sourceforge.net/ for the newest emulator for Linux, Windows, and MacOS X (although the people behind it scoff at the word "emulator"), which runs quite well. It can be difficult to set up, but on decent machines, it runs quite fast! If you install Aranym and AFROS (Atari FRee OS), you will get a *very* basic Mint/XaAES/Teradesk setup, which is ok, but not the best, in my opinion. But it's free, so you can't complain! I only wish they'd give you more than 4MB on the bootup disk image in AFROS, or give you some easy way of extending it.

Look around at www.atari.org or www.atari-users.net, for info and current news.

> why on earth are you still using ataris, i'd be genuinely interested to know
> what they're up to!

I use mine for just about everything. I *much* prefer using my Falcon to using my Mac at home, or my Windows PC at work. I use my Mac primarily for Web browsing and digital image processing (my Falcon doesn't have a USB port, which my digital camera needs to connect with). Otherwise, I use my Falcon for just about everything else! Music, document processing, games (I like the classic games best, anyway, so why not use a classic machine?), some internet stuff, etc. I does the job quite well, and is *much* more enjoyable to use. Besides, I like the look people get when they find out I did my work on an Atari, as most of them think Atari just made video games.

Mike Freeman
mike [at] freeman-studio [dot] com
(please use the above e-mail instead of replying to the e-mail address
this is posted with)

3749. Re: Atari 520ST SCART

Newsgroup: comp.sys.atari.st
Date: 2004-06-14 20:23:08 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <cal1i0$61i$1@newsg3.svr.pol.co.uk>
Source record: 18244

I've had an STF (no modulator) hooked up and working fine on a TV scart input using RGB. It's been a while, but I think that all I did was use two diodes and a pull up/down (forget which) resistor to combine the horizontal and vertical synch signals on the Atari port into a composite synch signal, which was then input to the TV via the scart connector along with ground, the three RGB signals, and the audio signal (had to split it to drive both the stereo input pins on the TV).

One thing you do have to look out for, however, is some TV manufacturers cut corners on scart ports sometimes, making them able to accept composite video but not RGB - on my own TV (a panasonic) one of the scart ports does composite video only, the other does composite and RGB.

It's been a while, but I do recall that by using diodes to add the two separate synch signals, one can quite easily generate a composite synch signal - a quick look at the port with an oscilloscope should indicate how they need to be combined.

Tom

3750. Re: Atari 520ST SCART

Newsgroup: comp.sys.atari.st
Date: 2004-06-14 21:43:35 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40cdc7102165b3@comcast.net>
Source record: 18245

>Hi everybody,
>
>Apologies if this is an FAQ - I couldn't see an accurate answer there....
>
>I have three STs - a Falcon, which works perfectly, a 520STfm which also works
>perfectly using a monitor socket->SCART adapter, and a 520ST which doesn't. :)
>
>That is to say, the ST works fine, I can boot up Rana Rama or Dungeon Master
>and I can hear the right noises. However, I get no video whatsoever.
>
>Looking at the pinouts for your average SCART adapter, the lead assumes a
>composite signal on pin 2, whereas the ST happily outputs ground on this pin.
>Even when I tell the TV to use RGB blanking by setting the RGB switching pin
>16 high, the TV switches to RGB but still nothing. I can see by using my
>multimeter that the ST is outputting an RGB signal, though, so I'm guessing
>the sync signal is not getting through or something.
>
>I was therefore wondering if anyone knows how to get any kind of picture out
>of this ST without buying a monitor - which I really don't have space for! I
>don`t want to modify the ST itself, as it's a nice early model in good nick
>(Serial #1000607, May 1985).. but cable building is of course fine!
>
>Thanks for any help!
>
>--
>Ian Gledhill
>IanG@=remove_this=.amiganet.org

There is a piece of hardware for the ST called "Video Key" which
allows a ST to be hooked up to a TV.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3751. Re: New Mega STe Owner

Newsgroup: comp.sys.atari.st
Date: 2004-06-14 21:43:36 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40cdc7102165b4@comcast.net>
Source record: 18246

>My previous st was a 1040STf that I really haven't done
>much with in 10 years. Now I just received a Mega STe with
>4 megs of RAM and am raring to try out a few things, but
>I'm a little behind the times. I've got a few questions:
>
>1. Was there a language diskette or anything for the Mega STe?

I thought there was. I got one with my STe.

>2. I want to put it on my home network through my Portmaster. Since
>I can do SLIP or PPP connections, what software should I download?

STing 1.26 or STiK2 should work just fine.

>3. In combination with 2, I think I want to try out Mint on it,
>which, IIRC, I can try out with Easymint. Is this correct?

EasyMint is a good choice. The installation worked great on my
Hades060.

>4. Once I get networking setup, what's the best way to backup
>and restore the hard drive? I figure I will be a lot more brave
>if I can just dump my hard drive onto my Linux server (200GB can
>store a lot of copies of my 44MB drive).

I would do that and copy the info onto a CD (if you have the right
software and hardware). I do that now, but I use to store
everything on a 1gig Jaz cart.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3752. Re: PLEASE, HELP! Troubles with booting ST from hard disk (my fault)

Newsgroup: comp.sys.atari.st
Date: 2004-06-14 21:43:37 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40cdc7102165b5@comcast.net>
Source record: 18247

>Hello.
>First I must say, that I'm a lame as far as Atari STs are concerned.
>
>I've recently bought a Mega 2 ST and SH205 hard disk. Everything worked fine
>until today. I've tried to make terradesk run during startup, so I've put
>it and some of its files (maybe not all required) to c:\auto\ folder. After
>reboot the computer reads AHDI driver, reads something and then reboots.
>And it is like this forever. I've managed to notice 2 bombs just a fraction
>of a second before reboot.
>Can anyone help me with this problem? Is there a way to boot baypassing
>files stored in AUTO directory completly? I know, that I can press
>Alternate during startup to avoid booting from disk. But then the hard disk
>driver is not loaded and I have no access to my partitions. Unfortunately,
>I've noticed that in such case the computer somehow isn't booted from the
>floppy too. What can I do in this case?
>
>Thanks in advance.

When this happens to me, I just boot the computer and hard drive
from a floppy. Then go into the Auto folder of the C parttion and
remove the files causing the program and then start over. It looks
like some other program/process is interfering with TerraDesk. I
would just try booting the computer with just TerraDesk in the
auto folder and then adds things a littler at a time. It could
also be the order in which things are booting. Adjusting boot
order always seems to solve a lot of booting problems for me.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3753. Re: SCSI Scanners!

Newsgroup: comp.sys.atari.st
Date: 2004-06-14 21:43:37 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40cdc7102165b6@comcast.net>
Source record: 18248
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Anyone know if/where I can find software for my ST for SCSI Scanners?
>including to use as a Color Photo Copier to print to my Hewlett Packard?
>As well as other Software Applications for Color SCSI Scanners? And what
>Scanners are supported? is their a list? And where do I find them?
>E-Mail preferred. Thanx! ===Ben===

ScanX is what I use and is the best scanning software for the
Atari that I know of. For more info goto:

http://www.geocities.com/nmontaser/

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3754. Re: some questions about 520st

Newsgroup: comp.sys.atari.st
Date: 2004-06-14 21:43:38 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40cdc7102165b7@comcast.net>
Source record: 18149

>On 5 Jun 2004 20:38:30 G, "Edward S. Baiz Jr." wrote:
>>>My biggest question: is there something like the SIO-to pc cable
>>>for >the ST?
>>>
>>>thanks in advance!
>>>kvn
>>
>>Yes, you can just buy the same one that works on the PC. That is
>>what I did and it works great with my Atari.
>>--
>>Edward S. Baiz Jr.
>> (Gamer)
>>
>I think the question being asked: Is there an SIO2PC-like cable to
>connect an ST to a PC? Solutions would be ethernet (a few different
>options) or serial with applicable hardware/software. You can search
>this group and find a lot of discussion about ST to PC connectivity.

Oh, if that is the case then you are correct Joe. Ethernet would
be the way to go. I also have a cable that works through the
printer ports that works fine for file transfer. Of course for
file transfer, the best thing is an ethernet setup using the ftp
protacol.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3755. Re: STe on the way - ethernet?

Newsgroup: comp.sys.atari.st
Date: 2004-06-14 21:43:38 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40cdc7102165b8@comcast.net>
Source record: 18150

>Hi.
>
>After a sudden rush to the head, I now have an STe on its way from eBay
>(last had an ST about twelve years ago). I'm in interested in connecting
>this up to an ethernet network, preferably not by using the DMA port that I
>might press in to action with a hard drive at some point. If possible, I'm
>also potentially interested in using this with alternative operating systems
>(MiNT, NetBSD?). And as this is just a fun sideline, it can't cost a great
>deal of money either.
>
>All suggestions appreciated.
>
>
>Cheers,
>Ian

I have a STe connected to the Ethernet using the EtherNEC
hardware/software from Lyndon A. Works through the cartridge port
and does a great job.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3756. Re: U.S.A. Atarians

Newsgroup: comp.sys.atari.st
Date: 2004-06-14 21:43:39 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40cdc7102165b9@comcast.net>
Source record: 18151

>Sound off people!
>
>Where are all of you located?
>
>Trying to find someone close to my location......need a little
>assistance/guidance/wisdom on re-casing my Falcon.
>
>Popped off the cover, removed the shielding, then fear struck!!!!!!
>
>Aaaaaaaaaaarrrrrrrrrrrrrrgggggggggggggghhhhhhhhh!!!!!!!!!!!!!!!!!!!!
>
>Thanks,
>Sam F.
>Virginia U.S.A.
>Atari Computer Nut
>C-Lab Falcon, 14mbram,540mb hdd.,
>

I am pretty much far away from you. I live about 2 miles north of
Notre Dame in northern Indiana. Good luck though...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3757. Re: [WEB] Aniplayer 2.22

Newsgroup: comp.sys.atari.st
Date: 2004-06-14 21:43:39 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40cdc7102165ba@comcast.net>
Source record: 18152

>Hi,
>
>After 20 months without new version for differents causes (CT60, eiffel,
>Linux, etc...), the lastest version Aniplayer 2.22 is available on my
>site http://aniplay.atari.org
>
>The best of the new features are:
>
>- mp4 reading (mpeg 4).
>- codec sorenson video 3.
>- more options for divx.
>- search functions inside the Playlist.
>- all SLB recompiled with Gcc 3.3 for the 68060 (faster when the FPU is
>used).

Thanks much Didier. Still works great on my Hades060....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3758. Re: Falcon Port Extenders

Newsgroup: comp.sys.atari.st
Date: 2004-06-14 23:11:35 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <ieqzc.7308$I%4.4169@bignews6.bellsouth.net>
Source record: 18153

"SF0218" <sf0218@aol.com> wrote in message
news:20040614104615.07875.00001175@mb-m06.aol.com...
> Hello All,
>
> Could someone be so kind as to tell me specifically exactly what parts I need
> to extend each port, to enclude cartridge, jag, and joystick, but not the
Midi.

For the cartridge port:
Cartright Cable (Wizztronics). If they're out, try other places and ask for an ST ROM port extension cable. These are not easy to make on your own unless you etch PCBs on a regular basis! The alternative would be to desolder/cut off the origonal ROM port and wire it back up with ribbon cable (risky!).

Jag Pads:
I'm not sure what those ports a called exactly. I think it's pretty common stuff, I.E. you might see identical connectors on other games consoles like Sega, Nentento, Sony, etc...
Take a close look at it...maybe even take a jag pad with you and hit for favorite game console shop. You could also contact Atari shops and ask them for Jag Pad extension cables.

Normal joystick/mouse ports:
If you're going with a Mega keyboard or the origonal Falcon keyboard....the joysticks are part that already. Eiffel and D.E.K.A both have provisions built in for your joysticks.
Also, if you want normal joystick/mouse extension cables...any Atari shop can surely help you.

Brian

3759. WaCom Tablet Driver

Newsgroup: comp.sys.atari.st
Date: 2004-06-14 23:51:29 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <XPqzc.36295$Kd5.26616@bignews4.bellsouth.net>
Source record: 18154

I noticed a WaCom Graphics Tablet driver for PixArt as I was browsing the net the other day. The docs are not English so I couldn't make out details about the driver.
What I'm wondering is.....

What tablets should work with this?
Would any of the WaCom serial tablets work or is it just one or two specific models?
Should it be the mac type or the PC type, or is there even a difference other than the pin-outs of the serial connectors? Also the things come in lots of different sizes....

Thanks,
Brian

3760. Re: Falcon Port Extenders

Newsgroup: comp.sys.atari.st
Date: 2004-06-15 01:04:34 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0406141704.573e1f99@posting.google.com>
Source record: 18155

sf0218@aol.com (SF0218) wrote in message
news:<20040614104615.07875.00001175@mb-m06.aol.com>...
> Hello All,
>
> Could someone be so kind as to tell me specifically exactly what parts I need
> to extend each port, to enclude cartridge, jag, and joystick, but not the Midi.

I'm afraid the cartridge port is going to be rather difficult to extend. This is one of the reasons I opted for the orientation of my re-casing job. I popped off the back panel of a mid-tower, and oriented the motherboard so that what was the front edge is now on the bottom, and the left edge (with the cartridge, jag pad, and MIDI ports) hangs out the back. I plan on making extenders for the rest of the ports, and making an extension of the back of the case that I can remount the original back (remodeled to allow access to the cartridge, jag pad, and MIDI ports) onto the case, completely enclosing it, and mounting the rest of the ports wherever they'll fit. I believe I've found places for all of them on this case.

Mike Freeman
mike [at] freeman-studio [dot] com

For the other ports, however, it should be fairly easy to get male and female connectors of each type at a really good, comprehensive electronics parts store, or online. Then you just need to solder cabling to each, making sure the final result connects the right pins to the right pins. If you can get shielded cabling, that'd be best, to reduce any electronic interference, and keep them as short as possible.

3761. Re: Demon ISP question

Newsgroup: comp.sys.atari.st
Date: 2004-06-15 02:28:32 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <6smlac.m95.ln@sd-if.swampdog>
Source record: 18165

Jim DeClercq wrote:

> How about a wild guess? Daemon is a unix term for a small program that
> does something useful, and does it well. A dialup shell is a small program
> that does something useful, and does it well.
>
> So they run some daemons on their unix box, and spell it demon for those
> who do not speak unix.

Stand's as good a chance as any of the others. ;-)

--
Guy Harrison

3762. Xtram Deluxe Memory Upgrade with 4 meg simms.

Newsgroup: comp.sys.atari.st
Date: 2004-06-15 03:30:42 UTC
From: bud <bud@cox.net>
Message-ID: <p1rsc05u2bn2dmu7ffpq0nvlc8og10ripr@4ax.com>
Source record: 18156

Works great has all the cables and just ready to plug in (no
soldering.) if any body is interested make me an offer or trade.
I am in southern California.

Bud

3763. Re: Tos 1.2 to 1.4

Newsgroup: comp.sys.atari.st
Date: 2004-06-15 06:07:51 UTC
From: Starlord <starlord@despammed.com>
Message-ID: <qsadneNvmdeJDlPdRVn-tA@inreach.com>
Source record: 18158

Dose your 520 have the 2 chip set? or the 4 chip set? how many chips
for the mega?

--
Dragons Must Fly when Thread's in the Sky

www.starlords.org

"bud" <bud@cox.net> wrote in message
news:9e2pc0dn5bbbrfsq0illoe2rpqbu50tobv@4ax.com...
> I have a 520 with TOS 1.4 and a Mega4 with 1.2.
> I yanked the chips from the 520 and put em in the Mega4.
> I would just restart over and over. This should work no?
> Bud

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.706 / Virus Database: 462 - Release Date: 6/14/04

3764. Re: U.S.A. Atarians

Newsgroup: comp.sys.atari.st
Date: 2004-06-15 06:09:20 UTC
From: Starlord <starlord@despammed.com>
Message-ID: <qsadneJvmdeIDlPdRVn-tA@inreach.com>
Source record: 18159

I live out in Calif's High Desert, but I've got a dead Falcon in a
wizztrionic(SP?) case with detached keyboard.

--
Dragons Must Fly when Thread's in the Sky

www.starlords.org

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:40cdc7102165b9@comcast.net...
> >Sound off people!
> >
> >Where are all of you located?
> >
> >Trying to find someone close to my location......need a little
> >assistance/guidance/wisdom on re-casing my Falcon.
> >
> >Popped off the cover, removed the shielding, then fear struck!!!!!!
> >
>
>Aaaaaaaaaaarrrrrrrrrrrrrrgggggggggggggghhhhhhhhh!!!!!!!!!!!!!!!!!!!!
> >
> >Thanks,
> >Sam F.
> >Virginia U.S.A.
> >Atari Computer Nut
> >C-Lab Falcon, 14mbram,540mb hdd.,
> >
>
> I am pretty much far away from you. I live about 2 miles north of
> Notre Dame in northern Indiana. Good luck though...
>
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

---
Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.706 / Virus Database: 462 - Release Date: 6/14/04

3765. Re: Xtram Deluxe Memory Upgrade with 4 meg simms.

Newsgroup: comp.sys.atari.st
Date: 2004-06-15 06:11:59 UTC
From: Starlord <starlord@despammed.com>
Message-ID: <qsadnR1vmdeLDlPdRVn-tA@inreach.com>
Source record: 18160

If I had something to trade with I would, but being on fixed income
dosen't help either, that would be good for my old 1040ST. and I'm in
Calif. too.

--
Dragons Must Fly when Thread's in the Sky

www.starlords.org

"bud" <bud@cox.net> wrote in message
news:p1rsc05u2bn2dmu7ffpq0nvlc8og10ripr@4ax.com...
> Works great has all the cables and just ready to plug in (no
> soldering.) if any body is interested make me an offer or trade.
> I am in southern California.
>
> Bud
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.706 / Virus Database: 462 - Release Date: 6/14/04

3766. Re: WaCom Tablet Driver

Newsgroup: comp.sys.atari.st
Date: 2004-06-15 07:34:06 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cam8nppqa1@news.freedom2surf.net>
Source record: 18162

"Brian Roland" <BJRoland@bellsouth.net> wrote in message
news:XPqzc.36295$Kd5.26616@bignews4.bellsouth.net...
> I noticed a WaCom Graphics Tablet driver for PixArt as I was browsing the
net
> the other day. The docs are not English so I couldn't make out details
about
> the driver.
> What I'm wondering is.....
>
> What tablets should work with this?
> Would any of the WaCom serial tablets work or is it just one or two
specific
> models?
> Should it be the mac type or the PC type, or is there even a difference
other
> than the pin-outs of the serial connectors? Also the things come in lots
of
> different sizes....

It may be that its just for the Wacom artpad (rebadged and sold in other names), the small one about the size of a mousemat. I have one of these, its serial connection and the drivers are available for PC and Atari, and possibly Mac too, though I never could get the Atari drivers to work with it.

As far as the docs are concerned, how about translating them on babelfish?

Coda.

3767. Re: Falcon Port Extenders

Newsgroup: comp.sys.atari.st
Date: 2004-06-15 07:50:30 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <cam9hk$8a4$1@pegasus.csx.cam.ac.uk>
Source record: 18163

"SF0218" <sf0218@aol.com> wrote in message
news:20040614104615.07875.00001175@mb-m06.aol.com...
> Hello All,
>
> Could someone be so kind as to tell me specifically exactly what
parts I need
> to extend each port, to enclude cartridge, jag, and joystick, but
not the Midi.
>

The cartridge port requires and edge connector although I can't recall the number of ways it needs to be at the moment (just count them) any good electronic outlet should stock them. I suggest you try and find a panel mounting one, as for extending from the mother board probably best way is to try and find an old cartrtidge that has a through connection (allows another cartridge to be pluged into it), remove the case and components (marking which end is which) solder wires to the connections at output end which you then run off to your panel mounted connector and plug the correct end into your cartridge port.

JagPad/Enhanced Joystick ports, the use 15 way high density D connectors your should be able to purchase both plugs and sockets. If you line the connectors up with the solder ends facing eachother it's a simple wiring job as it is a one to one connections, for example on the top row - left goes to left, right to right, center to center, inner left to inner left and inner right to inner right and repeat this on all three rows. I recommend starting with the middle of the three rows.
You should note however that with the wings on you cannot plug them in to the Falcon, you could try bending the wings back towards the solder connection but it is probably best to remove them all together. This can be done by drilling out the holes in the wings which will allow you to remove them but be carefull as the metal wings hold the whole thing together. After carefully removing the wings you should seperate thetwo plastic inner sections by a small amount (to far will let the pins fall out) and then squeeze a little model glue in between them, push them back together and if possible clamp them untill the glue dries. You may find the wings are usefull for holding/clamping the connector in place while soldering, if so solder then Falcon end first then remove the wings before soldering to the other connector, the wings of which can be used for mounting it to a panel.

Extending the Standard Joystick/Mouse ports is identical to extendinghte Jagpad port except the you require standard 9 pin D connectors.

Stephne Moss

3768. Japan micro minicar sale mini honda EP82 sale

Newsgroup: comp.sys.atari.st
Date: 2004-06-15 08:51:04 UTC
From: bus1000@mail.goo.ne.jp
Message-ID: <c92b30c0.0406150051.66555bed@posting.google.com>
Source record: 18164

1.0(G) or 1.3(G) engine.

1988 Nissan be-1 , pao.
1987, 1988 toyota starlet turbo S or GT turbo MT5
1986 Honda city top off 5F Model FA 1.0(G)
1989/5 Nissan cefiro model A31 engine;RB20DET MT5

Kuroyanagi shouten Ltd japan.
MR Kazuo Kuroyanagi
english conversation available

247-38 Fukusumi Ono city Hyougo Japan
675-1309
tel fax+81 794 67 2197

http://members.at.infoseek.co.jp/japanesejapan/index.html
http://members.at.infoseek.co.jp/japanesejapan/index-3.html

3769. Refillable Ink Cartridge for Epson Printer

Newsgroup: comp.sys.atari.st
Date: 2004-06-15 11:47:26 UTC
From: gipix88@yahoo.com.cn
Message-ID: <e0839f89.0406150347.1bdb0e3e@posting.google.com>
Source record: 18166

MassInk Refillable Ink Cartridge for Epson Printer

How to control the flow of ink without foam?

Refillable Ink Cartridge. Big Savings on Inkjet Printing Costs! High Quality Ink! Fast Delivery! The regular cartridge have smog cases, our refillable cartridge have see through window. So you will never have to figure out how much ink you filled.Our Refillable Cartridge has a totally different structure and meterial used from a regular cartridge! The advantage of our new products is that it can hold large quantity of ink, and the printing will be in a fluent way, no leak as inside the cartridges without sponge, the quality is even better than the Origianl cartridges.

Also we can offer you OEM ink cartridges, welcome the large demanded business friends to contact us, and wish to contribute to your business greatly.

vicky
www.masspixel.com

3770. Re: U.S.A. Atarians

Newsgroup: comp.sys.atari.st
Date: 2004-06-15 13:33:01 UTC
From: sf0218@aol.com
Message-ID: <20040615093301.29796.00000002@mb-m18.aol.com>
Source record: 18167

So, what are your plans for the case?

Thanks
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3771. Re: U.S.A. Atarians

Newsgroup: comp.sys.atari.st
Date: 2004-06-15 13:36:51 UTC
From: sf0218@aol.com
Message-ID: <20040615093651.29796.00000003@mb-m18.aol.com>
Source record: 18168

Judging from the replies received so far, there aren't to many of us around.

Comne on folks, there's has got to more than 5 of us!!! :|

Thanks,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3772. Re: Demon ISP question

Newsgroup: comp.sys.atari.st
Date: 2004-06-15 15:03:20 UTC
From: JM <>
Message-ID: <ii3uc052rbnbpqf5cimae58ptn84bka0oi@4ax.com>
Source record: 18169

On Mon, 14 Jun 2004 12:44:24 +0000 (UTC), Jim DeClercq
<jimd@panix2.panix.com> wrote:

>How about a wild guess? Daemon is a unix term for a small program that
>does something useful, and does it well. A dialup shell is a small program
>that does something useful, and does it well.

Close, but not quite: what makes it a daemon is the fact that it does
its thing in the background and does not hog a terminal.

Meaning you start it, it says "ok I'm running" or something, hands
back control of the terminal and keeps going.

Some daemons can get pretty big and some do a crappy job, too. ;)

JM

3773. Re: Falcon Port Extenders

Newsgroup: comp.sys.atari.st
Date: 2004-06-15 15:37:43 UTC
From: sf0218@aol.com
Message-ID: <20040615113743.23951.00000022@mb-m28.aol.com>
Source record: 18170

I think I mis-spoke about the cartridge port.

I will use that port for the ethernet kit. But what I do need to know is:

Will I have to wire every port in order to extend it?

Thanks
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3774. Double Yaay!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2004-06-15 17:03:27 UTC
From: sf0218@aol.com
Message-ID: <20040615130327.12089.00000010@mb-m01.aol.com>
Source record: 18171

Today I sent payment for the CT60!!!!!!!!!!!! Hopefully it will only be a matter of days before it's in my hot little hands!!!!!!!!!!!!!!!!!!!!!! :)

Thanks,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3775. Re: why on earth are you still using Ataris

Newsgroup: comp.sys.atari.st
Date: 2004-06-15 17:09:06 UTC
From: Chris Wilkinson <misterblobby@NOSPAMsnap.net.nz>
Message-ID: <1087279725.403312@kyle.snap.net.nz>
Source record: 18157

Hi there,

dr who wrote:
> one of the reasons is trouble free web browsing without pop-ups and viruses (and I mean 100% one, not norton or mcafee 75%)...
> :)

Sorry to break your bubble, but my Netscape running under linux pretty much has that covered...not only that but I think many websites that are created with modern web technology in mind will be severely less functional if not unviewable with Atari based browsers...

> and falcon+dat still sound better than any pc card worth as both of them :)

Debateable...I can get a cheap PCI card using the Envy24 chip, that will make the DAT enhanced sound on Falcon sound positively crude. I use Linux preferably for Audio if that helps arrest your anger, but simply the hardware you refer to is not able to cut the mustard in the pro world of recording today...

Don't get me wrong...I still dig my Falcon (yes I still use it, although much of my Atari use is now with emulated GEM stuff using ARAnyM under linux, at a speed the original hardware cannot hope to match)...its just that advocacy (I still advocate for Atari) needs to done with a sense of reality...

--
Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
Canterbury Horse Taxis. http://www.horsetaxis.co.nz/
Remove spamblocker to send replies direct to my email...

3776. Re: why on earth are you still using Ataris, it's 2004?

Newsgroup: comp.sys.atari.st
Date: 2004-06-15 17:34:36 UTC
From: Chris Wilkinson <misterblobby@NOSPAMsnap.net.nz>
Message-ID: <1087281255.882616@kyle.snap.net.nz>
Source record: 18161

Hi there,

Mike Freeman wrote:
> "jim harris" <licks@rock.com> wrote in message
news:<cake57$1q5$1$8302bc10@news.demon.co.uk>...
>
>>tehe, that 1) got your attention and 2) made your blood boil ...
>>
>>so let me say i don't mean it and actually i know why you are using ataris.
>>because they are very cool, i used an st for music up until only a few years
>>ago, desire for large scale hard-disk recording forced me to windows,
>>without regrets either to be honest
>
>
> Have you ever tried an Atari Falcon for that purpose? Very nice! I
> have an Atari Falcon, running Cubase Audio (for multi-track CD-quality
> digital audio recording, MIDI sequencing, Scoring, etc.), connected to
> a few Roland keyboards/MIDI modules here at my home studio. I actually
> haven't done as much with it as I'd like, due to time,

Time is a key word...I have pretty much the same setup with my Falcon
and my Roland modules provide vastly better MIDI with my Falcon than
any internal wavetable can provide on a PCI card, but for around 1/4
the price I payed for my Falcon I'm running an AthlonXP 2500+, GeForce
FX5600 graphics, 19" monitor, 24-bit 96kHz sound, 512MB RAM, 40GB disk,
running Mandrake Linux 10.0 official (which God damn rocks!)...all of
which can complete tasks the Falcon is horribly slow at, or cannot do,
in about the time it takes sometimes to read this 'word'... :-)

A 12 year old design trying to cope with the multi-megabyte tasks
of today is just not feasible unless you are very patient, or love
nostalgia very much...I fire up my Falcon quite frequently just for
that reason, but I leave my POV-ray renders and other stuff to my
linux beastie...

> files to an audio or data CD, including MP3. Probably not quite as
> in-depth in features as your PC, but not a bad system at all for the
> purpose.

Mp3 on a Falcon is tedious...creating them is very slow, and playback
is limited by CPU grunt (or lack of)...lets face it the combo of an
030 + DSP was penned years before Mp3 was...

The Falcon impressed me in 1994 when I got it, but to advocate a machine
for Mp3, that struggles to play Mp3 at an acceptable quality is perhaps
a bit OTT...

--
Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
Canterbury Horse Taxis. http://www.horsetaxis.co.nz/
Remove spamblocker to send replies direct to my email...

3777. Re: Demon ISP question

Newsgroup: comp.sys.atari.st
Date: 2004-06-15 18:30:34 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <canf6k$5oc$1@news.freedom2surf.net>
Source record: 18172

<JM> wrote in message news:ii3uc052rbnbpqf5cimae58ptn84bka0oi@4ax.com...
> On Mon, 14 Jun 2004 12:44:24 +0000 (UTC), Jim DeClercq
> <jimd@panix2.panix.com> wrote:
>
> >How about a wild guess? Daemon is a unix term for a small program that
> >does something useful, and does it well. A dialup shell is a small
program
> >that does something useful, and does it well.
>
> Close, but not quite: what makes it a daemon is the fact that it does
> its thing in the background and does not hog a terminal.
>
> Meaning you start it, it says "ok I'm running" or something, hands
> back control of the terminal and keeps going.
>
> Some daemons can get pretty big and some do a crappy job, too. ;)
>
> JM

FWIW, Daemon stands for "Disk And Execution MONitor".

Coda.

3778. Re: Falcon Port Extenders

Newsgroup: comp.sys.atari.st
Date: 2004-06-15 18:48:33 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <8uHzc.40969$Kd5.1235@bignews4.bellsouth.net>
Source record: 18173

> Will I have to wire every port in order to extend it?

The cartridge port? No, the eNEC comes with a cable that just plugs right in.
You simply mount the NEC board somewhere and you're set.

That just leaves the jag pads and midi ports right?
Personally, I'd just plug in extension cables and let them pigtail out of the
case.

Brian

3779. Re: Falcon Port Extenders

Newsgroup: comp.sys.atari.st
Date: 2004-06-15 20:22:21 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.06.15.20.22.19.893013@noos.fr>
Source record: 18174

Le Tue, 15 Jun 2004 15:37:43 +0000, SF0218 a ï¿œcritï¿œ:

> I think I mis-spoke about the cartridge port.
>
> I will use that port for the ethernet kit. But what I do need to know is:
>
> Will I have to wire every port in order to extend it?
>
> Thanks
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,

hi!

the simle way, it's to cut a window in the background of the case:)
for all, scsi, sound, vga,dsp, RF......

After that find solutions for cartridge,midi, extend game pad, and
mouse, keyboard:)

for cartridge, another guy give you solution :the other post:)

For midi, the most simple is xls mic connector:)
In reality you need 3 connectors for midi:)

For game pad, mouse, keyboard : eiffel, the best open source solution!
With optimisation for CT60 TOO!

bye

3780. Re: why on earth are you still using Ataris, it's 2004?

Newsgroup: comp.sys.atari.st
Date: 2004-06-15 21:21:42 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040615232142.a23433@du3.maus.de>
Source record: 18191

>Mp3 on a Falcon is tedious...creating them is very slow, and playback
>is limited by CPU grunt (or lack of)...lets face it the combo of an
>030 + DSP was penned years before Mp3 was..
>The Falcon impressed me in 1994 when I got it, but to advocate a machine
>for Mp3, that struggles to play Mp3 at an acceptable quality is perhaps
>a bit OTT...

You should immediately try to play MP3 files on your falcon with Aniplayer!
:-)

Even a stock falcon is capable of playing MP3 files with perfect quality
(although a standard falcon needs nearly 100% of its cpu time for that
purpose). If you have a CT60 however playing MP3 files only takes less than
10% of the cpu time so in practice you don't even recognize any speed loss
from MP3 playing for your other tasks like writing emails, reading news,
using a word processor or even when surfing the web with Highwire.

But of course you are right, when it comes to raw processor power like
raytracing, mp3 encoding, PGP or MPEG encoding a falcon even with CT60 shows
its age.

Regards,

Frank

3781. Re: Double Yaay!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2004-06-15 21:23:45 UTC
From: Eric Bozon <no.spams@no.spams.cn>
Message-ID: <canpei$d4n$1@news-reader3.wanadoo.fr>
Source record: 18175

Bonsoir,

"SF0218" <sf0218@aol.com> a crit dans le message de news:
20040615130327.12089.00000010@mb-m01.aol.com...
> Today I sent payment for the CT60!!!!!!!!!!!! Hopefully it will only be a
> matter of days before it's in my hot little hands!!!!!!!!!!!!!!!!!!!!!!!!
:)
>
> Thanks,
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,
>
>

ATARI is more exciting than other platform d;-))

CT60 is the best hardware choice !!

@+

3782. still searching for Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-06-15 22:52:50 UTC
From: Paolo <user@domain.invalid>
Message-ID: <p8Lzc.52170$zm5.26905@nntpserver.swip.net>
Source record: 18176

```
Hi all.
Does anybody have news about Dennis?
It's about a month he doesn't show up :-(
```

3783. Re: STe on the way - ethernet?

Newsgroup: comp.sys.atari.st
Date: 2004-06-15 23:12:29 UTC
From: vdjole@EUnet.yu
Message-ID: <canvoqgnf1@news.eunet.yu>
Source record: 18177

On 14 Jun 2004 10:47:06 , "Ian McCall" wrote:

>> MiNT...
>> The latest and most modern mint kernels are NOT geared for the ST class of
>> machines. They require a good deal of memory (and often 020 or better
>w/FPU) in
>> order to have all the bits that make MiNT great in the first place.
>
>Thanks for the warning - MiNT was on my list to try, but if it requires a
>68020 I'm not sure it's what I'm after.

Well, the latest Mint kernels do not -require- a 68020, but it is true
that they are completely impractical to run it on a ST-class machine-
except for trying out e.g. an AES or a desktop... Even without Mint,
the size of useful Auto-folder programs and/or accessories can
accumulate to about 1-1.5MB (e.g. NVDI, serial port enhancers, tcp/ip,
a file selector, ST-guide, etc.) Adding to this the Mint kernel (and 1.16.*
is -significantly- larger than previous versions), an AES and a desktop,
you can end up with about 500-700KB free RAM on a 4MB machine. Definitely
not very useful.

cu;

3784. Re: still searching for Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-06-16 00:42:34 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <falcon060-5038F5.20423415062004@isp.dca.giganews.com>
Source record: 18178

In article <p8Lzc.52170$zm5.26905@nntpserver.swip.net>,
Paolo <user@domain.invalid> wrote:

> Hi all.
> Does anybody have news about Dennis?
> It's about a month he doesn't show up :-(

Hello,
I have been trying to e-mail him for over a month then about 2 or 3
weeks ago his e-mails that I sent him would bounce back to me within a
minute of sending them. I have not heard back from him since. I am
sure that he is just on vacation but I have not heard so cannot verify
this at all. Let us keep our fingers crossed.

Thanks,
Carey

3785. Re: STe on the way - ethernet?

Newsgroup: comp.sys.atari.st
Date: 2004-06-16 01:22:54 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <cao7dejun1@reader2.panix.com>
Source record: 18179

Do not forget CrippleMiNT, from the same source as EasyMiNT, which fits, it says, on a single floppy, and will run on a ST. I tried the later kernels, and my STe did not like them, but I have not tried CrippleMiNT, and probably will not until all the TTs I have accumulated fail at once.

The STe was the machine I took with me on contract jobs away from home, and found it and STiNG would do everything I wanted. Almost everything, at least. There were some large JPG files that would not unpack.

Yes, the Secure Socket Link programs do need a 68020, but most of the other ones do not. And, Tera Desk is a good, and small, desktop for small machines.

So, I think it is possible to do a working MiNT setup, with TOS4.1 and Tera Desk, and have some room left in memory.

Have not heard a user report on CrippleMiNT. You might try it, and tell us all how it works.

Jim

Djordje Vukovic <vdjole@EUnet.yu> writes:

: On 14 Jun 2004 10:47:06 , "Ian McCall" wrote:

: >> MiNT...
: >> The latest and most modern mint kernels are NOT geared for the ST class of
: >> machines. They require a good deal of memory (and often 020 or better
: >w/FPU) in
: >> order to have all the bits that make MiNT great in the first place.
: >
: >Thanks for the warning - MiNT was on my list to try, but if it requires a
: >68020 I'm not sure it's what I'm after.

: Well, the latest Mint kernels do not -require- a 68020, but it is true
: that they are completely impractical to run it on a ST-class machine-
: except for trying out e.g. an AES or a desktop... Even without Mint,
: the size of useful Auto-folder programs and/or accessories can
: accumulate to about 1-1.5MB (e.g. NVDI, serial port enhancers, tcp/ip,
: a file selector, ST-guide, etc.) Adding to this the Mint kernel (and 1.16.*
: is -significantly- larger than previous versions), an AES and a desktop,
: you can end up with about 500-700KB free RAM on a 4MB machine. Definitely
: not very useful.

: cu;
:

```
--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.
```

3786. Re: Demon ISP question

Newsgroup: comp.sys.atari.st
Date: 2004-06-16 01:29:18 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <cao7pejun2@reader2.panix.com>
Source record: 18180

Thank you for the definition, and source. Does not change my wild guess
any, though. Many programs other than monitor programs have been called
daemons, and as a practical matter, most of the programs involved in
e-mail and newsgroups do run without telling you what they are doing,
although they are not monitors or TSR programs.

Never would have guessed that it originally referred to a monitor program.

Thanks again,

Jim

Coda <info@janthomas.f2s.nospam.com> writes:

: <JM> wrote in message news:ii3uc052rbnbpqf5cimae58ptn84bka0oi@4ax.com...
: > On Mon, 14 Jun 2004 12:44:24 +0000 (UTC), Jim DeClercq
: > <jimd@panix2.panix.com> wrote:
: >
: > >How about a wild guess? Daemon is a unix term for a small program that
: > >does something useful, and does it well. A dialup shell is a small
: program
: > >that does something useful, and does it well.
: >
: > Close, but not quite: what makes it a daemon is the fact that it does
: > its thing in the background and does not hog a terminal.
: >
: > Meaning you start it, it says "ok I'm running" or something, hands
: > back control of the terminal and keeps going.
: >
: > Some daemons can get pretty big and some do a crappy job, too. ;)
: >
: > JM

: FWIW, Daemon stands for "Disk And Execution MONitor".

: Coda.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3787. Re: U.S.A. Atarians

Newsgroup: comp.sys.atari.st
Date: 2004-06-16 03:41:30 UTC
From: Starlord <starlord@despammed.com>
Message-ID: <SrGdnduzx-vmW1LdRVn-tw@inreach.com>
Source record: 18181

Well, I've not figured that out yet, if I had the real money needed,
I'd replace the motherboard and have my 3rd Atari back into operation,
but the prices I've seen are outside my range. Plus right now the
parts are around my living room, motherboard died when the power
supply gave out when a ide drive was put into it.

--
Dragons Must Fly when Thread's in the Sky

www.starlords.org

"SF0218" <sf0218@aol.com> wrote in message
news:20040615093301.29796.00000002@mb-m18.aol.com...
> So, what are your plans for the case?
>
> Thanks
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.706 / Virus Database: 462 - Release Date: 6/14/04

3788. Re: WaCom Tablet Driver

Newsgroup: comp.sys.atari.st
Date: 2004-06-16 08:46:20 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BCF5C76C.12A86%derryck@nospam.cix.co.uk.invalid>
Source record: 18182

In article XPqzc.36295$Kd5.26616@bignews4.bellsouth.net, Brian Roland at BJRoland@bellsouth.net wrote on 15/6/04 00:51:

> I noticed a WaCom Graphics Tablet driver for PixArt as I was browsing the net

The tablet I have is the ArtPad - it's a serial port jobbie and worked well with PixArt.

> the other day. The docs are not English so I couldn't make out details about
> the driver.

IIRC all it is is an Auto folder prog and an ACC so that you can calibrate the active area of the tablet and specify what key(s) you want to simulate with the switch on the side of the stylus.

I've just run the Auto folder prog and it announces in English that it is a Crazy Bits CBTS driver. The only ACC that seems to fit the bill is called Tabby, and I think that this tablet was packaged with this software way back...

> Would any of the WaCom serial tablets work or is it just one or two specific
> models?

ArtPad I believe, eBay would probably get you one.

> Should it be the mac type or the PC type, or is there even a difference other
> than the pin-outs of the serial connectors? Also the things come in lots of

I'd guess the PC variety because of the connector.

> different sizes....

Don't know about that I'm afraid.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

3789. Re: WaCom Tablet Driver

Newsgroup: comp.sys.atari.st
Date: 2004-06-16 10:04:51 UTC
From: nick@1632systems.co.uk
Message-ID: <cap603$j78$1@thorium.cix.co.uk>
Source record: 18183

I believe drivers and porgrams are in English on my web site...

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

3790. Re: Double Yaay!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2004-06-16 12:30:01 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.06.16.12.30.01.424202@noos.fr>
Source record: 18184

Le Tue, 15 Jun 2004 23:23:45 +0200, Eric Bozon a ï¿œcritï¿œ:

> Bonsoir,
>
> "SF0218" <sf0218@aol.com> a ï¿œcrit dans le message de news:
> 20040615130327.12089.00000010@mb-m01.aol.com...
>> Today I sent payment for the CT60!!!!!!!!!!!! Hopefully it will only be
>> a matter of days before it's in my hot little
>> hands!!!!!!!!!!!!!!!!!!!!!!
> :)
>>
>> Thanks,
>> Sam F.
>> Virginia U.S.A.
>> Atari Computer Nut
>> C-Lab Falcon, 14mbram,540mb hdd.,
>>
>>
>>
> ATARI is more exciting than other platform d;-))
>
> CT60 is the best hardware choice !!
>
> @+

hi!

just fine:)

Just take time to read all docs for all configurations:)
After that just plug and play and everything will be
so fast.....:)

bye
jpierre

3791. Re: Tos 1.2 to 1.4

Newsgroup: comp.sys.atari.st
Date: 2004-06-16 13:43:18 UTC
From: bud <bud@cox.net>
Message-ID: <1hj0d0hirp6t5cd8o5774birkelc9j6qrg@4ax.com>
Source record: 18185

The 520 has a 6 chip set. The Mega came with 1.2 on 2 chips
but there are 6 avail pin slots

On Mon, 14 Jun 2004 23:07:51 -0700, "Starlord"
<starlord@despammed.com> wrote:

>Dose your 520 have the 2 chip set? or the 4 chip set? how many chips
>for the mega?

3792. Re: Tos 1.2 to 1.4

Newsgroup: comp.sys.atari.st
Date: 2004-06-16 13:46:10 UTC
From: bud <bud@cox.net>
Message-ID: <omj0d0hmugh8c30pnvq3ik32aedt82fb5b@4ax.com>
Source record: 18186

The 520 came with 6 chip set. The Mega has a two chip 1.2
but avail on the MB were 6 slots.

Bud

On Mon, 14 Jun 2004 23:07:51 -0700, "Starlord"
<starlord@despammed.com> wrote:

>Dose your 520 have the 2 chip set? or the 4 chip set? how many chips
>for the mega?

3793. Re: Tos 1.2 to 1.4

Newsgroup: comp.sys.atari.st
Date: 2004-06-16 13:57:05 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <Mf6Ac.9119$IF3.156@bignews5.bellsouth.net>
Source record: 18100

My Mega 4 has a 6 chip set. TOS 1.4 (Rainbow).
If you're going to the trouble to upgrade it, why not patch in the extra ROM space and drop in 2.5? The Wizztronics Compatablility Plus board is nice and works like this.

Desolder the CPU, or save yourself a bunch of time and just take a pair of small diagonal snips and cut out the old CPU.
Remove the pins and solder.
Place in the Compatability board (new CPU and TOS chips included and on board).
Solder it in.
Pull out the old chips and run one wire from the new board, or run 4 wires with a switch and can swap between the old and new TOS.

Took me about an hour to pop it in but it's a real neat/clean/easy install.

Other than the new, much better DeskTop...the goodies that a jump to TOS 2 offers are big ones.
1. Alot of bugs gone.
2. Can handle larger hard disks and partitions.
3. It'll pause and count down so your hard drive can spin up.
4. Others I can't think of right now...

Brian

3794. Re: still searching for Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-06-16 14:53:46 UTC
From: SWE <geek@atarians.com>
Message-ID: <_9Zzc.4973$37.651626@news.siol.net>
Source record: 18187

Carey Christenson wrote:

> Hello,
> I have been trying to e-mail him for over a month then about 2 or 3
> weeks ago his e-mails that I sent him would bounce back to me within a
> minute of sending them. I have not heard back from him since. I am
> sure that he is just on vacation but I have not heard so cannot verify
> this at all. Let us keep our fingers crossed.

Or maybe his AtarIntosh broke ;)?

3795. Re: still searching for Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-06-16 15:32:26 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.06.16.15.32.26.589552@nossspamXXatari-source.com>
Source record: 18188

On Wed, 16 Jun 2004 14:53:46 +0000, SWE wrote:

>
> Or maybe his AtarIntosh broke ;)?

I'm not sitting here cracking up. I promise :)

Mark
http://portal.atari-source.com

3796. Re: Double Yaay!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2004-06-16 15:42:21 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.06.16.15.42.21.199604@nossspamXXatari-source.com>
Source record: 18189

On Tue, 15 Jun 2004 17:03:27 +0000, SF0218 wrote:

> Today I sent payment for the CT60!!!!!!!!!!!! Hopefully it will only be a
> matter of days before it's in my hot little hands!!!!!!!!!!!!!!!!!!!!!!! :)
>

Sam,

I've done the bus overclock (installation with solders) twice now, and I can also test overclocking your CPU to certain levels to see what it can handle and stuff like that. If you have any sort of installation problems and things don't work, don't be afraid to stop what you're doing, pack things up and send it to me (2 states away), or otherwise just ask advice. I know at least a few things to look for. So far I've been able to resolve really strange problems via Rodolphe's knowledge and my really expensive soldering iron ;-) I can also (perhaps later on) update the firmware of your CT60 should it need done. I've sent my JTAG cable to a couple people around the US for that purpose. Course in my case though I am getting scsi corruption and my DSP likes to be flaky sometimes but this seems to be the norm. I hear lots of reports of random unsolved problems. In my case, most definitely a decent ST-ram board would probably resolve the issues. The Atari 4mb board isn't great.
I even had a fit of craziness and had the courage to solder a socket into my CT60 itself so that I can overclock the bus to 25MHz ;)

Thanks,
Mark

3797. Re: still searching for Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-06-16 16:06:29 UTC
From: Paolo <user@domain.invalid>
Message-ID: <Ni_zc.52262$zm5.26949@nntpserver.swip.net>
Source record: 18190

Carey Christenson wrote:
> In article <p8Lzc.52170$zm5.26905@nntpserver.swip.net>,
> Paolo <user@domain.invalid> wrote:
>
>
>>Hi all.
>>Does anybody have news about Dennis?
>>It's about a month he doesn't show up :-(
>
>
> Hello,
> I have been trying to e-mail him for over a month then about 2 or 3
> weeks ago his e-mails that I sent him would bounce back to me within a
> minute of sending them. I have not heard back from him since. I am
> sure that he is just on vacation but I have not heard so cannot verify
> this at all. Let us keep our fingers crossed.
>
> Thanks,
> Carey

This 'mailbox full' issue is the reason that led me to post a message here.
Anyway, let's wait (and hope for good).
I miss his posts (apart that I am having some private mailing going on
with him)

Regards.

3798. Re: still searching for Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-06-16 16:35:55 UTC
From: SWE <geek@atarians.com>
Message-ID: <LF_zc.4979$37.652835@news.siol.net>
Source record: 18192

Paolo wrote:

> Carey Christenson wrote:
>>
>>>Hi all.
>>>Does anybody have news about Dennis?
>>>It's about a month he doesn't show up :-(
>
> I miss his posts (apart that I am having some private mailing going on
> with him)

Well, just say loud "MiNT rocks" or "Magic sux" or say good thing
bout Highwire etc, and he will pop here realy fast! ;)<g>

3799. Re: Tos 1.2 to 1.4

Newsgroup: comp.sys.atari.st
Date: 2004-06-16 17:07:56 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <40d07e25$0$20511$cc9e4d1f@news-text.dial.pipex.com>
Source record: 18193

"bud" <bud@cox.net> wrote in message
news:omj0d0hmugh8c30pnvq3ik32aedt82fb5b@4ax.com...
> The 520 came with 6 chip set. The Mega has a two chip 1.2
> but avail on the MB were 6 slots.
>

you will have to alter the ROM jumper links, these are normally small solder pads near the ROM chips, you will need to alter them, ive never had a Mega ST, but thats how its done on the ST.

Chris

> Bud
>
>
> On Mon, 14 Jun 2004 23:07:51 -0700, "Starlord"
> <starlord@despammed.com> wrote:
>
> >Dose your 520 have the 2 chip set? or the 4 chip set? how many chips
> >for the mega?
>

3800. Re: WaCom Tablet Driver

Newsgroup: comp.sys.atari.st
Date: 2004-06-16 18:10:05 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <caq2c5$t40$1@news.freedom2surf.net>
Source record: 18194

"Derryck Croker" <derryck@nospam.cix.co.uk.invalid> wrote in message
news:BCF5C76C.12A86%derryck@nospam.cix.co.uk.invalid...
> In article XPqzc.36295$Kd5.26616@bignews4.bellsouth.net, Brian Roland at
> BJRoland@bellsouth.net wrote on 15/6/04 00:51:
>
> > I noticed a WaCom Graphics Tablet driver for PixArt as I was browsing
the net
>
> The tablet I have is the ArtPad - it's a serial port jobbie and worked
well
> with PixArt.
>
> > the other day. The docs are not English so I couldn't make out details
about
> > the driver.
>
> IIRC all it is is an Auto folder prog and an ACC so that you can calibrate
> the active area of the tablet and specify what key(s) you want to simulate
> with the switch on the side of the stylus.
>
> I've just run the Auto folder prog and it announces in English that it is
a
> Crazy Bits CBTS driver. The only ACC that seems to fit the bill is called
> Tabby, and I think that this tablet was packaged with this software way
> back...
>
> > Would any of the WaCom serial tablets work or is it just one or two
specific
> > models?
>
> ArtPad I believe, eBay would probably get you one.
>
> > Should it be the mac type or the PC type, or is there even a difference
other
> > than the pin-outs of the serial connectors? Also the things come in
lots of
>
> I'd guess the PC variety because of the connector.
>
> > different sizes....
>
> Don't know about that I'm afraid.
>
Derryck, which model Atari are you using it on? I tried it on my Falcon, and

also on my MegaSTe. No joy. It worked on my PC though so I know its not faulty.

Coda.

3801. WTB: Atari Mega ST keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-06-16 18:12:47 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10d3np1dlv13ce4@corp.supernews.com>
Source record: 18118

Looking for a good condition, working, non yellowed Mega 2/4 keyboard.

Tim

3802. Re: U.S.A. Atarians

Newsgroup: comp.sys.atari.st
Date: 2004-06-16 18:31:03 UTC
From: fhiggins@uwyo.edu
Message-ID: <4eba2e99.0406160928.15698f5c@posting.google.com>
Source record: 18195

sf0218@aol.com (SF0218) wrote in message
news:<20040615093651.29796.00000003@mb-m18.aol.com>...
> Judging from the replies received so far, there aren't to many of us around.
>
> Comne on folks, there's has got to more than 5 of us!!! :|
>
> Thanks,
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,

Hi Sam,

Laramie, Wyoming.

Rick

3803. Re: WTB: Atari Mega ST keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-06-16 18:42:01 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10d3pfsek4ubj8d@corp.supernews.com>
Source record: 18120

"SF0218" <sf0218@aol.com> wrote in message
news:20040617143048.05845.00000072@mb-m27.aol.com...
> Same here.
>
> Sam F.

Did you buy one of those base unit Mega computers off eBay???

Tim

3804. Re: U.S.A. Atarians

Newsgroup: comp.sys.atari.st
Date: 2004-06-16 18:45:28 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0406161045.2b9c0281@posting.google.com>
Source record: 18196

sf0218@aol.com (SF0218) wrote in message
news:<20040615093651.29796.00000003@mb-m18.aol.com>...
> Judging from the replies received so far, there aren't to many of us around.
>
> Comne on folks, there's has got to more than 5 of us!!! :|

Well, I know of at least three of us, just in Tucson, AZ. However, one
doesn't read newsgroups at all that I'm aware of, and the other seems
to only show up here from time to time. I also know there are some
user groups here and there across the country. You might search around
for them, if you really want to get in contact with more US/North
American Atari users.

Mike Freeman
mike [at] freeman-studio [dot] com

3805. Re: why on earth are you still using Ataris

Newsgroup: comp.sys.atari.st
Date: 2004-06-16 19:46:18 UTC
From: Dan A <artdeptNOSPAM@coinboards.com>
Message-ID: <es1Ac.2002$bs4.1704@newsread3.news.atl.earthlink.net>
Source record: 18197

"Chris Wilkinson" <misterblobby@NOSPAMsnap.net.nz> wrote in message
news:1087279725.403312@kyle.snap.net.nz...
> Hi there,
>
> dr who wrote:
> > one of the reasons is trouble free web browsing without pop-ups and
viruses (and I mean 100% one, not norton or mcafee 75%)...
> > :)
>
> Sorry to break your bubble, but my Netscape running under linux pretty
> much has that covered...not only that but I think many websites that
> are created with modern web technology in mind will be severely less
> functional if not unviewable with Atari based browsers...
>

On non atari's I use Mozilla, but to be honest for many sites, HighWire is
becoming my browser of choice. I am in involved with the project,
but honestly it's gotten to where I just plain prefer it for some sites that
are problematic under Mozilla and IE. Then also under Emulation on the
same machines, HighWires performance is on par with Mozilla, sometimes
slower sometimes faster. Both have formatting problems from time to time.
Some things Mozilla will display that HighWire doesn't like and
interestingly
enough there are actually some images that Mozilla doesn't like, but that
HighWire will display.

Is there stuff that Highwire doesn't do yet? Sure and that's why I don't
only surf
the web with it yet. But alot of the so called modern web technology that
has
arrived in the last few years is misused at best and a waste of bandwidth if
nothing
else. A website I regularly read, actually had a very large front page
article recently
on how to disable alot of things like flash and quicktime or at least how to
replace
them with less bloated faster replacements. They took a somewhat dim view
on how they have been utilitized on the average webpage.

And dr who was right about the viruses. Linux has it's share, they just
aren't as
numerous as windows yet. Don't get fooled into thinking you don't need to
worry about them though. We get Linux viri notifications in our coroporate
email on a somewhat regular basis.

It's also not a question of Nostalgia with me. Its a sense of style, an enjoyment
factor in using GEM. Find out why someone loves to drive a 60's Jaguar and you
will have the same reason. Not the newest. Not the fastest, but damn I love
to drive it.

Dan
aka baldrick

3806. Re: still searching for Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-06-16 20:58:04 UTC
From: Elton <fat@teeth.com>
Message-ID: <40d0d197$1@news.greennet.net>
Source record: 18198

He who lives by the sword will die by the sword, so must we assume him dead? or simply searching the world for new swear words to insult folk with? translating good language into bad? or importing rubbish Belgian cigs into the British Empire? we just don't know!!, but wherever he is please raise your bottoms for a toast to Dennis the Menace

3807. Re: Demon ISP question

Newsgroup: comp.sys.atari.st
Date: 2004-06-16 22:36:07 UTC
From: cstanley@zetnet.co.uk
Message-ID: <40d0cb56$0$22313$4c56ba96@master.news.zetnet.net>
Source record: 18099

On 15 Jun 2004 19:30:34 , "Coda" wrote:
>
><JM> wrote in message news:ii3uc052rbnbpqf5cimae58ptn84bka0oi@4ax.com...
>> On Mon, 14 Jun 2004 12:44:24 +0000 (UTC), Jim DeClercq
>> <jimd@panix2.panix.com> wrote:
>>
<SNIP>

>FWIW, Daemon stands for "Disk And Execution MONitor".

And *that* is the explanation I'm going to give my critical friend :)

Unless, of course,....

Charles.

3808. Re: Tos 1.2 to 1.4

Newsgroup: comp.sys.atari.st
Date: 2004-06-17 03:25:06 UTC
From: bud <bud@cox.net>
Message-ID: <qg32d0ljmun89r6jsqn3notm7ib1rf7hb4@4ax.com>
Source record: 18102

Alter em ???

Sheesh that kinda scares me. I have never done any soldering.
It was hard enough to transplant the chips without breaking a pin.
I

Bud

On Wed, 16 Jun 2004 18:07:56 +0100, "exxos" <exxos@home.co.uk> wrote:

>
>"bud" <bud@cox.net> wrote in message
>news:omj0d0hmugh8c30pnvq3ik32aedt82fb5b@4ax.com...
>> The 520 came with 6 chip set. The Mega has a two chip 1.2
>> but avail on the MB were 6 slots.
>>
>
>you will have to alter the ROM jumper links, these are normally small solder
>pads near the ROM chips, you will need to alter them, ive never had a Mega
>ST, but thats how its done on the ST.
>
>Chris
>
>
>
>
>
>
>> Bud
>>
>>
>> On Mon, 14 Jun 2004 23:07:51 -0700, "Starlord"
>> <starlord@despammed.com> wrote:
>>
>> >Dose your 520 have the 2 chip set? or the 4 chip set? how many chips
>> >for the mega?
>>
>

3809. Re: Tos 1.2 to 1.4

Newsgroup: comp.sys.atari.st
Date: 2004-06-17 03:30:14 UTC
From: bud <bud@cox.net>
Message-ID: <0r32d0917eshvrhtorc5ris5i574g3pmen@4ax.com>
Source record: 18103

Sounds great !!

However I would not be confident enough to pull off this type of
upgrade :(I wonder if Alex Yu could do it.
I see one of those boards on Ebay right now.

Bud

On Wed, 16 Jun 2004 08:57:05 -0500, "Brian Roland"
<BJRoland@bellsouth.net> wrote:

>My Mega 4 has a 6 chip set. TOS 1.4 (Rainbow).
>If you're going to the trouble to upgrade it, why not patch in the extra ROM
>space and drop in 2.5? The Wizztronics Compatablility Plus board is nice and
>works like this.
>
>Desolder the CPU, or save yourself a bunch of time and just take a pair of small
>diagonal snips and cut out the old CPU.
>Remove the pins and solder.
>Place in the Compatability board (new CPU and TOS chips included and on board).
>Solder it in.
>Pull out the old chips and run one wire from the new board, or run 4 wires with
>a switch and can swap between the old and new TOS.
>
>Took me about an hour to pop it in but it's a real neat/clean/easy install.
>
>Other than the new, much better DeskTop...the goodies that a jump to TOS 2
>offers are big ones.
>1. Alot of bugs gone.
>2. Can handle larger hard disks and partitions.
>3. It'll pause and count down so your hard drive can spin up.
>4. Others I can't think of right now...
>
>Brian

3810. Re: Tos 1.2 to 1.4

Newsgroup: comp.sys.atari.st
Date: 2004-06-17 03:35:17 UTC
From: bud <bud@cox.net>
Message-ID: <a842d0h526po3aov085klbme1d53f4vn2j@4ax.com>
Source record: 18104

Oh it's not Wizztronics !

I guess it's a TAB from Newell, supposedly new.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=5101335697&rd=1

Bud

On Wed, 16 Jun 2004 20:30:14 -0700, bud <bud@cox.net> wrote:

>Sounds great !!
>
>However I would not be confident enough to pull off this type of
>upgrade :(I wonder if Alex Yu could do it.
>I see one of those boards on Ebay right now.
>
>Bud
>
>
>
>
>On Wed, 16 Jun 2004 08:57:05 -0500, "Brian Roland"
><BJRoland@bellsouth.net> wrote:
>
>>My Mega 4 has a 6 chip set. TOS 1.4 (Rainbow).
>>If you're going to the trouble to upgrade it, why not patch in the extra ROM
>>space and drop in 2.5? The Wizztronics Compatablility Plus board is nice and
>>works like this.
>>
>>Desolder the CPU, or save yourself a bunch of time and just take a pair of small
>>diagonal snips and cut out the old CPU.
>>Remove the pins and solder.
>>Place in the Compatability board (new CPU and TOS chips included and on board).
>>Solder it in.
>>Pull out the old chips and run one wire from the new board, or run 4 wires with
>>a switch and can swap between the old and new TOS.
>>
>>Took me about an hour to pop it in but it's a real neat/clean/easy install.
>>
>>Other than the new, much better DeskTop...the goodies that a jump to TOS 2
>>offers are big ones.
>>1. Alot of bugs gone.
>>2. Can handle larger hard disks and partitions.
>>3. It'll pause and count down so your hard drive can spin up.
>>4. Others I can't think of right now...
>>

>>Brian

3811. Re: STe on the way - ethernet?

Newsgroup: comp.sys.atari.st
Date: 2004-06-17 04:44:30 UTC
From: Claude Bourgoin <claude@pivot.net>
Message-ID: <40d0f727$1_5@corp.newsgroups.com>
Source record: 18101

"Ian McCall" <ian@eruvia.org> wrote in message
news:2j5agtFt8s4hU1@uni-berlin.de...
>
> "Brian Roland" <BJRoland@bellsouth.net> wrote in message
> news:7G6zc.23312$FC3.14277@bignews1.bellsouth.net...
>
> > Which STe?
> > [How] much memory?
>
> It's a stock 512Mb STe at the moment from the Ebay description, but I've
> ordered a 4Mb upgrade as well.
>
>
> > If GEM is important to you...I recommend Geneva for the ST Class for low
> memory
> > and best all around compatablility. Use the desktop of your choice with
> Geneva.
> > While NeoDesk is rather nice...if you're going to buy one, Thing or
Jinee
> are
> > much more up to date and well rounded. TaraDesk is free and might fit
> your
> > needs.
>
> Thanks - been a long while since I looked at anything ST'ish and I don't
> recall the name Geneva. I do remember that I used to use Neodesk though.
>
>
>
> > MagiC is also a good choice for these reasons:
> > 1. It's a bit faster than TOS, and includes preemtive multitasking.
> > 2. When teamed up with HDDriver 8 you get background DMA disk access.
> Support
> > for more disk partition types, larger partitions, more partitions, and
> long file
> > names (vfat).
> > These are the big PLUS factors for MagiC.
>
> Interesting - I'll have a play.
>
>
>
> > MiNT...
> > The latest and most modern mint kernels are NOT geared for the ST class

of
> > machines. They require a good deal of memory (and often 020 or better
> w/FPU) in
> > order to have all the bits that make MiNT great in the first place.
>
> Thanks for the warning - MiNT was on my list to try, but if it requires a
> 68020 I'm not sure it's what I'm after.
>
>
> Anyone tried NetBSD by the way? I believe it's possible to run that on the
> ST, but I'm not at all sure about how I'd hook things up to an ethernet
> network if I took that route - don't know adaptors are supported.
>
>
> Cheers,
> Ian
>
>

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http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 100,000 Newsgroups - 19 Different Servers! =-----

3812. Re: Tos 1.2 to 1.4

Newsgroup: comp.sys.atari.st
Date: 2004-06-17 07:05:17 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <bkbAc.3246$nA1.1956@bignews3.bellsouth.net>
Source record: 18105

"bud" <bud@cox.net> wrote in message
news:a842d0h526po3aov085klbme1d53f4vn2j@4ax.com...
>
> Oh it's not Wizztronics !
>
> I guess it's a TAB from Newell, supposedly new.
>
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=5101335697&rd=1

I'm not famaliar with this board. Ask this guy about the ROMS before you buy it tho'! Looks like he might be selling the 2.06 ROMS seperately?

I'm not sure how this one will be installed...
Some TOS boards go piggy back on the CPU. Some run wires to the signals they need on the CPU. Some plug onto the Expansion slot. ICD supposedly even made a board once that had the TOS upgrade and a hard disk controller on the same board.

The nice thing about the Wizztronics board is you don't have wires running everywhere. You don't have to mess with trying to solder chips piggy back. Just snip out the old CPU and it sits right in. If you install it without a switch back to old TOS, it only takes one wire. If you put in the switch, its only 4 wires involved. If your Mega was one shipped from the Factory with a bad CPU...you'll see a little board and chip soldered to the side of the CPU. Depending on wether the TOS board you get uses the old CPU or has a new one with it....you might have to remove this patch and fix one 'factory cut trace' on the bottom side of the board (takes a piece of wire and two solder points).

Of course another, even better option is a PAK030! This would give you something more like TT TOS 3.something with the 32bit burst mode fast RAM, loads of CACHES and it runs at something like 32mhz?

As for soldering on the Mega...
It's a great machine to learn on :)
The traces are large, easy to see, and hard to ruin!

I.E. You're installing something that needs a trace cut. Oops! I cut the wrong one! Well, the good news is, they're nice large traces that are easy to track down and wire in jumpers.

BTW, I doubt any TOS board asks you to cut any Traces. Depending on the REV of your motherboard, and the type ROM board you install, you might have to patch some 'factory cut' traces back together....easy enough with a bit of wire and two beads of solder :)

The Mega is pretty dern hard to damage beyond repair, and the stuff inside isn't so hard to find/replace if you do have an 'oops!' accident. They don't etch boards like this anymore! Massive traces that are among the deepest etched I've ever come across before.

Two bits of advice that'll save you a LOT of headache and self doubt.
1. Get a good solder station with extra tips. A bad soldering iorn will have you thinking you can't...when it's actually not that hard!
2. Acid core solder is a bit easier to deal wtih (lower melting temp) but the solid kind is fine if you remember to have flux to go with it! Solid solder can have a pretty high melting point and be difficult to work with. The Mega mb and components are nice and large, so the ultra fine coreless solders shouldn't be necissary. Solder and flux aren't that expensive, so get a couple different kinds and sizes and experiment before you go to work.
3. Keep a wet sponge on hand...clean your tip often.
4. Go ahead and grab a package of desolering ribbon and the cheapest vacume pump or bulb you can find. Unless you're planning to take out lots of chips and things this should be all you need for desoldering tasks.
5. You can never have enough hands! Be creative and don't be afraid to use things like clips or tape to hold your stuff in place while you lay a bead to cool. The extra step to secure things somehow before you apply the heat really can save you alot of time and frustration.
6. Set up in a place with good light that doesn't blind you.
7. If you have some piece of junk that doesn't work anymore...use it to practice a bit. Try soldering wire to wire, pins to boards, wire to pins, etc...so you can get an idea of what works best before you get in cramped quarters.

It's really not all that difficult...and you just might get addicted to modifying your ST :)
There's a lot of neat things one can do with the right information. I.E. patch the serial port to 32k-baud. CPU upclocking. Upgrading to HD floppy drive. Etc...

Brian

3813. Re: Notator - MIDI Overflow

Newsgroup: comp.sys.atari.st
Date: 2004-06-17 10:24:39 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <CqeAc.10993$IF3.9166@bignews5.bellsouth.net>
Source record: 18106

Found the problem...
Had also installed a new CPU which was not defective, like that Atari had
'patched' in.
Repaired one trace that was cut at the Factory and all is well now.

Thanks,
Brian

3814. Re: Tos 1.2 to 1.4

Newsgroup: comp.sys.atari.st
Date: 2004-06-17 10:56:56 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BCF73788.12B15%derryck@nospam.cix.co.uk.invalid>
Source record: 18107

In article bkbAc.3246$nA1.1956@bignews3.bellsouth.net, Brian Roland at BJRoland@bellsouth.net wrote on 17/6/04 08:05:

> 2. Acid core solder is a bit easier to deal wtih (lower melting temp) but the

I don't think you mean that!

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

3815. Way to create ST disks from Mac OS?

Newsgroup: comp.sys.atari.st
Date: 2004-06-17 10:59:06 UTC
From: Ian McCall <ian@eruvia.org>
Message-ID: <2jdbrsF10256oU1@uni-berlin.de>
Source record: 18108

Hi.

Is there any way of getting an disk image as used by most ST emulators, and then turning it into a real ST disk? I'd prefer this to work from a System 7-based Mac, since the only floppy disk drive I have these days (other than the ST itself of course) is on an old Mac SE/30.

Failing that, are there any PC or ST-based tools to do it? PC-based I could manage at a push by using someone else's machine, ST I could manage if I go the route of hookng up to an ethernet adaptor. Could also try a USB-based floppy I suppose, but I believe some have trouble with DD disks for some reason.

Cheers,
Ian

3816. Re: U.S.A. Atarians

Newsgroup: comp.sys.atari.st
Date: 2004-06-17 11:04:44 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0406170304.4b8887dc@posting.google.com>
Source record: 18109

sf0218@aol.com (SF0218) wrote in message
news:<20040615093651.29796.00000003@mb-m18.aol.com>...
> Judging from the replies received so far, there aren't to many of us around.
>
> Comne on folks, there's has got to more than 5 of us!!! :|
>
> Thanks,
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,

Hi Sam! Columbus, GA here. I may be the closest. Just moved here from
Dalton, GA, and will have to get a new email soon! I've recased my
Falcon, but in a wizztronics case. No hassel!
Wayne

3817. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2004-06-17 14:20:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406170717430.25653-100000@onyx.spiritone.com>
Source record: 18111
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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3818. ADV: Atari 2600/7800/8 Bit/ST/Jaguar Video Games!

Newsgroup: comp.sys.atari.st
Date: 2004-06-17 14:24:20 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406170721110.25653-100000@onyx.spiritone.com>
Source record: 18110
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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3819. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-06-17 14:27:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406170724350.25653-100000@onyx.spiritone.com>
Source record: 18113
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

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http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3820. ADV: Atari E-Mail / Postal Mail List!

Newsgroup: comp.sys.atari.st
Date: 2004-06-17 14:30:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406170727370.25653-100000@onyx.spiritone.com>
Source record: 18112
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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3821. 68000 message...

Newsgroup: comp.sys.atari.st
Date: 2004-06-17 16:34:02 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1087494270-281384AEicMi@xs4all.nl>
Source record: 18115

Does somebody know what the message "68000 exception"
followed with "Error #-69" means? Has that something to do with
RAM (My TT has 64 MB RAM). It happens working with Tempus
and Calamus....

It's quite annoying especially close to a deadline.

I hope that someone can help me out.

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

3822. Re: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-06-17 16:35:16 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <cashaohgd1@news8.svr.pol.co.uk>
Source record: 18114
Cross-posted to: comp.sys.atari.st,pdx.forsale

Here we go again. I wonder if in fact these are being generated by an
automated system?

3823. Re: Tos 1.2 to 1.4

Newsgroup: comp.sys.atari.st
Date: 2004-06-17 17:35:29 UTC
From: vdjole@EUnet.yu
Message-ID: <caskov$a4i$1@news.eunet.yu>
Source record: 18116

On 16 Jun 2004 18:07:56 , "exxos" wrote:
>> The 520 came with 6 chip set. The Mega has a two chip 1.2
>> but avail on the MB were 6 slots.
>
>you will have to alter the ROM jumper links, these are normally small solder
>pads near the ROM chips, you will need to alter them, ive never had a Mega
>ST, but thats how its done on the ST.

It is similar, but not exactly so on a MegaST: in order to to switch from
2-chip ROMs to 6-chip ones, beside the two easily identifiable jumpers,
one link to be set must in fact be a piece of wire about 2cm long, and also
a trace must be cut on the motherboard.

cu;

3824. Re: WaCom Tablet Driver

Newsgroup: comp.sys.atari.st
Date: 2004-06-17 18:12:56 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <casmnm$l10$1@news.freedom2surf.net>
Source record: 18117

"Derryck Croker" <derryck@nospam.cix.co.uk.invalid> wrote in message
news:BCF7386F.12B16%derryck@nospam.cix.co.uk.invalid...
> In article caq2c5$t40$1@news.freedom2surf.net, Coda at
> info@janthomas.f2s.nospam.com wrote on 16/6/04 19:10:
>
> > Derryck, which model Atari are you using it on? I tried it on my Falcon,
and
> > also on my MegaSTe. No joy. It worked on my PC though so I know its not
> > faulty.
>
> I used it on an STFM, but didn't bother trying it with the Falcon IIRC.
>
> I guess you tried various port settings etc etc, otherwise I can't be of
> much help as it was all so long ago...

Yeah, also used different serial CPX to from HSmodem and it made no
difference. I will get it out again at some point and try again.

Coda.

3825. Re: WTB: Atari Mega ST keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-06-17 18:30:48 UTC
From: sf0218@aol.com
Message-ID: <20040617143048.05845.00000072@mb-m27.aol.com>
Source record: 18119

Same here.

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3826. Re: 68000 message...

Newsgroup: comp.sys.atari.st
Date: 2004-06-17 18:40:35 UTC
From: Konrad Kokoszkiewicz <draco@obta.uw.edu.pl>
Message-ID: <caspfv$e9k$1@nemesis.news.tpi.pl>
Source record: 18121

```
> Does somebody know what the message "68000 exception"
> followed with "Error #-69" means?

This means you use MagiC.

--
CVV
Konrad M.Kokoszkiewicz, http://draco.atari.org
```

** Ea natura multitudinis est,
** aut seruit humiliter, aut superbe dominatur.
** Taka to ju&#65533; natura posp&#65533;lstwa, albo s&#65533;u&#65533;alczo si&#65533; p&#65533;aszczy,
** albo bezczelnie si&#65533; panoszy. (Liwiusz XXIV, 25).

3827. Re: Tos 1.2 to 1.4

Newsgroup: comp.sys.atari.st
Date: 2004-06-17 18:57:49 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <caspjc$8ip$1@reader2.panix.com>
Source record: 18122

I thought I had small-enough diagonal snips, but that caused some damage.
Bought a Dremel tool, with cutoff wheels, and cut pins with that
to change chips, and have not had to repair a trace since then.

Jim

Brian Roland <BJRoland@bellsouth.net> writes:

: My Mega 4 has a 6 chip set. TOS 1.4 (Rainbow).
: If you're going to the trouble to upgrade it, why not patch in the extra ROM
: space and drop in 2.5? The Wizztronics Compatablility Plus board is nice and
: works like this.

: Desolder the CPU, or save yourself a bunch of time and just take a pair
of small : diagonal snips and cut out the old CPU. : Remove the pins and
solder. : Place in the Compatability board (new CPU and TOS chips included
and on board). : Solder it in. : Pull out the old chips and run one wire
from the new board, or run 4 wires with : a switch and can swap between
the old and new TOS.

: Took me about an hour to pop it in but it's a real neat/clean/easy install.

: Other than the new, much better DeskTop...the goodies that a jump to TOS 2
: offers are big ones.
: 1. Alot of bugs gone.
: 2. Can handle larger hard disks and partitions.
: 3. It'll pause and count down so your hard drive can spin up.
: 4. Others I can't think of right now...

: Brian

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3828. Re: 68000 message...

Newsgroup: comp.sys.atari.st
Date: 2004-06-17 19:09:56 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <40d1fa9a2bf6a80@telenet.be>
Source record: 18123

on Thu 17-06-2004 20:40 Konrad Kokoszkiewicz wrote:

>> Does somebody know what the message "68000 exception"
>> followed with "Error #-69" means?
>
>This means you use MagiC.

Exactly and nobody seems to know what it means.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3829. Re: 68000 message...

Newsgroup: comp.sys.atari.st
Date: 2004-06-17 19:22:17 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <casr19$9d0$1@reader2.panix.com>
Source record: 18124

Nope. Sorry. My compendium, last version, page B4, memory map,
says that 0x69 is in the range of 68x00 Exception Vectors that is
reserved by Motorala, probably for test purposes. So, there is no
programming associated with that vector.

As a very wild guess, I would try changing the MMU chip, which is
an expensive thing to try.

Is your TT fan working?

TT, with 128 MB RAM. Have Calamus 2000, do not have Tempus (what is it?)
and have never met that one.

BTW, you certainly have a good selection of good hardware!

Jim

Raoul Teulings <rt@xs4all.nl> writes:

: Does somebody know what the message "68000 exception"
: followed with "Error #-69" means? Has that something to do with
: RAM (My TT has 64 MB RAM). It happens working with Tempus
: and Calamus....

: It's quite annoying especially close to a deadline.

: I hope that someone can help me out.

: Raoul Teulings : 3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4,
1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3830. Re: WTB: Atari Mega ST keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-06-17 19:42:15 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <SmnAc.772$L54.259@newsfe2-gui.server.ntli.net>
Source record: 18125

Hello.

"Tim" <tjlazer@CRAPmail.com> wrote in message
news:10d3pfsek4ubj8d@corp.supernews.com...
>
> "SF0218" <sf0218@aol.com> wrote in message
> news:20040617143048.05845.00000072@mb-m27.aol.com...
> > Same here.
> >
> > Sam F.

Mega STE kbrds in stock, Spanish keys, $50 inc shipping to US.

www.keychange.co.uk

3831. Re: 68000 message...

Newsgroup: comp.sys.atari.st
Date: 2004-06-17 20:31:41 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <SpnAc.47831$Kd5.34121@bignews4.bellsouth.net>
Source record: 18126

"Raoul Teulings" <rt@xs4all.nl> wrote in message
news:1087494270-281384AEicMi@xs4all.nl...
> Does somebody know what the message "68000 exception"
> followed with "Error #-69" means? Has that something to do with
> RAM (My TT has 64 MB RAM). It happens working with Tempus
> and Calamus....

I'm not sure, but I've seen it before. In my case I believe it was a hardware problem.
With a Falcon CT2b. It got worse and worse as the machine warmed up.

I believe that I either had a bad connection or the machine was overheating. I replaced the CPU fan, installed an additional fan to the chasis to suck hot air out, and while I was in there reseated everything not 'soldered' in, and spot checked all the install points of the CT2b with a touch of a hot soldering iron (seals any cracks that might have developed over time).

First thing I would check if I were you....
Give the machine a good cleaning....this includes reseating anything inside that's not soldered down (chips in sockets, SIMMS, expansion boards, pluggable cables, etc). Over time chips might not fit as tightly, or just develop enough dust and corrosion on chips and such to make a difference.

Brian

3832. Re: 68000 message...

Newsgroup: comp.sys.atari.st
Date: 2004-06-17 22:12:21 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <40d21745$0$22317$4c56ba96@master.news.zetnet.net>
Source record: 18127

Hi Lonny,

I've just re-posted this for all those Newsie users who still have the nuisance "begin" bug. I really should get your upgrade to 0.96, (for which many thanks BTW), but I don't think I have ever been troubled by the bug until this posting !

(I have removed the offending word from the start of the line "in article ...." line)

On 17 Jun 2004 16:16:19 , gfa wrote:
>in article 40d1fa9a2bf6a80@telenet.be, Martin "Nightowl" Byttebier
>wrote on 6/17/04 3:09 PM:
>
>> on Thu 17-06-2004 20:40 Konrad Kokoszkiewicz wrote:
>>
>>>> Does somebody know what the message "68000 exception"
>>>> followed with "Error #-69" means?
>>>
>>> This means you use MagiC.
>>
>> Exactly and nobody seems to know what it means.
>
>Ironically the innuendo associated with the number "69" is comical.
>Does this error message mean you're screwed? ;-)))
>

Cheers

Paul

3833. Re: 68000 message...

Newsgroup: comp.sys.atari.st
Date: 2004-06-17 22:59:57 UTC
From: leaver@alphalink.com.au
Message-ID: <40d2226d@news.alphalink.com.au>
Source record: 18128

On 17 Jun 2004 18:34:02 , Raoul Teulings wrote:
>Does somebody know what the message "68000 exception"
>followed with "Error #-69" means? Has that something to do with
>RAM (My TT has 64 MB RAM). It happens working with Tempus
>and Calamus....

In a sense the message is self-explanatory. -69 is the number that
Magic reports when the program has taken any 68000 hardware exception
and Magic has trapped it - the type of event that would cause bombs
under TOS. As Magic does not report the actual exception number, further
digging is needed to find out what is going wrong. Basically it means
that your progran has crashed in a way that Magic can handle.

David

Susan and David Leaver 10 Goodparla St,
e-mail leaver@alphalink.com.au Hawker, ACT 2614
austarmetro.com.au Australia

3834. Re: 68000 message...

Newsgroup: comp.sys.atari.st
Date: 2004-06-18 06:44:02 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <40d28f32$0$22310$4c56ba96@master.news.zetnet.net>
Source record: 18131

On 17 Jun 2004 19:21:54 , gfa wrote:
>in article 40d21745$0$22317$4c56ba96@master.news.zetnet.net, Paul Williamson
>wrote on 6/17/04 6:12 PM:
>
>> I've just re-posted this for all those Newsie users who still have the
>> nuisance "begin" bug. I really should get your upgrade to 0.96, (for
>> which many thanks BTW), but I don't think I have ever been troubled by
>> the bug until this posting !
>>
>> (I have removed the offending word from the start of the line "in article
>> ...." line)
>
>Interesting. Having done some google searches of old threads I could not
>find solid facts if newsie really had this problem. What exactly did newsie
>do? Blank page or just attempted to auto depack?

It displays with one line only showing, which says:

"Attachment: article (UUE)"

Newsie does not attempt to auto depack, but if asked to "extract
binaries" appears to do so, but of course, nothing appears on the disk.

The correct text is available, and can be viewed by looking at the
article in the text editor.

BTW, I found the problem because mint gave an error message, telling me
which line in the file was faulty. It doesn't do this every time, which
puzzles me.

>Unfortunately the source code release was not v0.961 and I have somewhat
>lost interest in making further improvements. I have mailed the author
>and inquired about version .961 sources. I don't want to have to go back
>and bring .960 up to the the level of .961 if you follow me. For one I am
>not as familiar with "C" as I am with GFA and also the usenet protocol
>itself. I'd like to look into the HD issues, but I really don't want to
>spend the time on the old source listing. Unless the newsie users don't
>care about v.961?

I looked around on my HD the other day to see if I could fine any
information on .961, but without success. I really can't remember why it
was released, but would be reluctant to return to .960 in case .961
included an important bug fix. However, I'm one of those who would like
to see Newsie updated, and I hope you can persuade John Rojewski to
release .961. I'm sure he will, maybe he has just forgotten he did it !

Cheers

Paul

3835. Re: 68000 message...

Newsgroup: comp.sys.atari.st
Date: 2004-06-18 08:53:56 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BCF86C34.12B95%derryck@nospam.cix.co.uk.invalid>
Source record: 18132

In article casr19$9d0$1@reader2.panix.com, Jim DeClercq at
jimd@panix1.panix.com wrote on 17/6/04 20:22:

> TT, with 128 MB RAM. Have Calamus 2000, do not have Tempus (what is it?)

Get thee hence to <www.tempus-word.de/en/> and download the demo.

This is a superb document processor which can use your Calamus fonts etc.

--

Cheers

Derryck


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

3836. Re: WaCom Tablet Driver

Newsgroup: comp.sys.atari.st
Date: 2004-06-18 08:59:48 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BCF86D94.12B96%derryck@nospam.cix.co.uk.invalid>
Source record: 18133

In article casmnm$l10$1@news.freedom2surf.net, Coda at
info@janthomas.f2s.nospam.com wrote on 17/6/04 19:12:

>> I guess you tried various port settings etc etc, otherwise I can't be of
>> much help as it was all so long ago...
>
> Yeah, also used different serial CPX to from HSmodem and it made no
> difference. I will get it out again at some point and try again.

Well, if you or anyone else is interested my ArtPad is up for sale - the
drivers can be downloaded from Nick Harlow's 19/32 site. Its readme says
that it works on the Falcon.

I'm in the UK.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

3837. Re: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-06-18 09:00:48 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BCF86DD0.12B97%derryck@nospam.cix.co.uk.invalid>
Source record: 18134
Cross-posted to: comp.sys.atari.st,pdx.forsale

In article cashaohgd1@news8.svr.pol.co.uk, Tom McEwan at
captaininsanity@ONAYAMSPAYuk2.co.uk wrote on 17/6/04 17:35:

> Here we go again. I wonder if in fact these are being generated by an
> automated system?

I long ago filtered all this rubbish out.

--

Cheers

Derryck


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

3838. Re: why on earth are you still using Ataris, it's 2004?

Newsgroup: comp.sys.atari.st
Date: 2004-06-18 12:12:13 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0406181405010.413@feanor.schunter.etc.tu-bs.de>
Source record: 18135

Hi, Chris!

CW> Absolutely. Realistically the CT60 and Hades and so forth are only for
CW> those who are dedicated or mad enough :-) to want to spend that kind of
CW> money.

It depends on what you use computers for. To me all that multimedia stuff
is moreless uninteresting. OK, it's nice to watch a bonus video track on
some audio CDs, but mp3 does not really matter - I prefer the good sound
of audio CDs in my stereo.

Therefore I use my Ataris in the classic home computing domains - no need
for more speed... handling is the most important point to me.

Regards,

Alexander

3839. Machina musica old sequeccer for atari anyone has it i would buy it

Newsgroup: comp.sys.atari.st
Date: 2004-06-18 12:26:12 UTC
From: mx <wordbox@tin.it>
Message-ID: <40d2debd$0$3607$45beb828@newscene.com>
Source record: 18136

i' m looking for this piece of software with manual and fully functional any help??

maurizio

3840. Re: WTB: Atari Mega ST keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-06-18 12:31:47 UTC
From: sf0218@aol.com
Message-ID: <20040618083147.19278.00000232@mb-m04.aol.com>
Source record: 18137

uh.....nope.

I'm re-casing my Falcon.....and would like to use a Mega/STE/TT030 keyboard,
for the right price. Otherwise, I'll just use ps/2 keyboard and mouse.

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3841. Re: why on earth are you still using Ataris, it's 2004?

Newsgroup: comp.sys.atari.st
Date: 2004-06-18 15:10:58 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0406180710.4aadc8bc@posting.google.com>
Source record: 18138

"jim harris" <licks@rock.com> wrote in message
news:<cake57$1q5$1$8302bc10@news.demon.co.uk>...
> tehe, that 1) got your attention and 2) made your blood boil ...
>
> so let me say i don't mean it and actually i know why you are using ataris.
> because they are very cool, i used an st for music up until only a few years
> ago, desire for large scale hard-disk recording forced me to windows,
> without regrets either to be honest

I'm probabaly one of the few people who don't use my Atari for music,
and never have. It *IS* a bit of a nostalgia kick for me, I've had
Atari's ever since I was a kid, I first learned to program with an
800XL.

However it does have it's advantages, the software is cheaper for one
thing, and the system, is more stable and reliable, and having the O/S
burned on ROM chips has always made more sence to me, you can always
get a clean boot. The software is small, fast and efficient. The Atari
- realistically - no matter how many accelerators you bolt onto every
part of the system isn't ever going to be able to compete head to head
with a modern PC in terms of raw processor power and graphic system
grunt (not that people dont try regardless!), but the software for the
Atari is built within the limits of the system, so unless you are
doing something that demands sheer power, you dont really notice it.
My Atari is an 8Mhz STe and has a Megafile 30 and 4mb RAM, my PC is
1Ghz with a 40Gb hard drive and 256mb RAM, but my Atari boots quicker,
and can run Superbase Pro and TimeWorks faster than my PC can run
Office 2000, and it doesn't freeze up every hour on the hour.

I wouldn't fancy living wihtout a PC at all (I'm far to lost to
technological addiction for that), but I wouldn't want one as my main
system.

>
> so how is the atari scene these days? how is the hades, the milan etc

Sadly, not being built. I want a Hades, actually perhaps a TT would
be more fun.... And WTF happened to the ColdFire?! All I need is a
lottery win.

3842. Re: 68000 message...

Newsgroup: comp.sys.atari.st
Date: 2004-06-18 15:49:32 UTC
From: Eduard Werner <edi.werner@gmx.de>
Message-ID: <40d31eec$0$26348$9b4e6d93@newsread4.arcor-online.net>
Source record: 18139

Derryck Croker wrote:

> In article casr19$9d0$1@reader2.panix.com, Jim DeClercq at
> jimd@panix1.panix.com wrote on 17/6/04 20:22:
>
>> TT, with 128 MB RAM. Have Calamus 2000, do not have Tempus (what is it?)
>
> Get thee hence to <www.tempus-word.de/en/> and download the demo.
>
> This is a superb document processor which can use your Calamus fonts etc.

That's Tempus WORD. There used to be a fantastic Tempus editor (for programming), too, which seems to be discontinued. Much faster on an ST than anything else I know.

Edi

3843. Re: why on earth are you still using Ataris, it's 2004?

Newsgroup: comp.sys.atari.st
Date: 2004-06-18 16:11:02 UTC
From: Chris Wilkinson <misterblobby@NOSPAMsnap.net.nz>
Message-ID: <1087535431.407559@kyle.snap.net.nz>
Source record: 18129

Hi there,

Frank Szymanski wrote:
>>Mp3 on a Falcon is tedious...creating them is very slow, and playback
>>is limited by CPU grunt (or lack of)...lets face it the combo of an
>>030 + DSP was penned years before Mp3 was..
>>The Falcon impressed me in 1994 when I got it, but to advocate a machine
>>for Mp3, that struggles to play Mp3 at an acceptable quality is perhaps
>>a bit OTT...
>
> You should immediately try to play MP3 files on your falcon with Aniplayer!
> :-)

I have...thats why I doubt your statement! MP3 quality on my Falcon
is not nice, despite the presence of a PowerUp2 accelerator...

> Even a stock falcon is capable of playing MP3 files with perfect quality
> (although a standard falcon needs nearly 100% of its cpu time for that
> purpose). If you have a CT60 however playing MP3 files only takes less than
> 10% of the cpu time so in practice you don't even recognize any speed loss
> from MP3 playing for your other tasks like writing emails, reading news,
> using a word processor or even when surfing the web with Highwire.
>
> But of course you are right, when it comes to raw processor power like
> raytracing, mp3 encoding, PGP or MPEG encoding a falcon even with CT60 shows
> its age.

Absolutely. Realistically the CT60 and Hades and so forth are only for
those who are dedicated or mad enough :-) to want to spend that kind of
money. Massively more grunty systems can be had for much less money if
people are prepared to forgo Atari compatibility. I only keep my Falcon
and run ARAnyM because they have a cool factor...linux I find also has
that factor with the added bonus of being able to use the performance
of systems that cost significantly less money...I can get an Athlon64
system here in New Zealand for significantly less than a CT60 will cost
me. Which is faster? If you try to talk CT60 you need to smoke less of
that stuff! :-)

To keep the peace I might try creating a GEM-alike Window decoration for
KDE 3.2 if that will keep you guys happy! I'd find it interesting! :-)

--
Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
Canterbury Horse Taxis. http://www.horsetaxis.co.nz/

Remove spamblocker to send replies direct to my email...

3844. Re: why on earth are you still using Ataris

Newsgroup: comp.sys.atari.st
Date: 2004-06-18 16:25:35 UTC
From: Chris Wilkinson <misterblobby@NOSPAMsnap.net.nz>
Message-ID: <1087536304.820352@kyle.snap.net.nz>
Source record: 18130

Hi there,

Dan A wrote:
> "Chris Wilkinson" <misterblobby@NOSPAMsnap.net.nz> wrote in message
> news:1087279725.403312@kyle.snap.net.nz...
>
>>Hi there,
>>
>>dr who wrote:
>>
>>>one of the reasons is trouble free web browsing without pop-ups and
>
> viruses (and I mean 100% one, not norton or mcafee 75%)...
>
>>>:)
>>
>>Sorry to break your bubble, but my Netscape running under linux pretty
>>much has that covered...not only that but I think many websites that
>>are created with modern web technology in mind will be severely less
>>functional if not unviewable with Atari based browsers...
>
> On non atari's I use Mozilla, but to be honest for many sites, HighWire is
> becoming my browser of choice. I am in involved with the project,
> but honestly it's gotten to where I just plain prefer it for some sites that
> are problematic under Mozilla and IE.

Highwire is getting there. Better compliance, scripting, java, and a few
other issues aside its getting there...

Those issues are important however, as much development for the net is
reliant on those issues, so I'd still have to lean the 'other side' for
the sake of compatibility with those 'relevant' standards...

--
Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
Canterbury Horse Taxis. http://www.horsetaxis.co.nz/
Remove spamblocker to send replies direct to my email...

3845. Plugging Troll B3

Newsgroup: comp.sys.atari.st
Date: 2004-06-19 05:10:22 UTC
From: FireflyST <geek@atarians.com>
Message-ID: <2VPAc.17640$Y3.16955@newsread2.news.atl.earthlink.net>
Source record: 18140

Hey there Atarians,

I'm just plugging the latest version of Troll here, and I have to say,
it's the most stable and easy to use news client for Atari yet!

Way to go Rajah!

- FireflyST

"In the beginning, the universe was created. This made many
people very angry, and was widely considered a very bad
move." - Douglas Adams, The Hitchhiker's Guide to the Galaxy

3846. ADV: Atari E-Mail / Postal Mail List!

Newsgroup: comp.sys.atari.st
Date: 2004-06-19 07:55:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <TP6M778638157.1595949074@anonymous.poster>
Source record: 18141
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for my special fagots only Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Fagots R US or Used Gay Sex Toys Resale or the Fat Shit Eating Fagots of Portland Atari Club for those local to Portland, Oregon USA! Goto my special for fagots only Link below:

http://www.aracnet.com/~atari/maillist.htm Gay Sex Toys Mailing Lists.

Please Direct all Replies for my gay sex phone hotline or my gay sex toys Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, then your cock is way too fucking small you loser!!! I'm the fattest, ugliest, shit eating piece of shit on the planet! And boy do I just Loooovvvve to eats lots of oooey goooey shit with lil peanuts in it!

Gay Sex Toys and Gay Sex Magazines and Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Gay Sex Toy Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify if you want new or used sex toys. All used gay sex toys have been firmly and deeply inserted in my big loose shitty asshole and they're definitely all ready to be passed on to another worthy shit eating fagot.

For hot gay sex, men with huge tits, used gay sex toys and for all your nasty gay needs, Call fagboy Benny anytime at (503)256-9974!!!

3847. misc.education.science,comp.sys.atari.st,misc.immigration.usa,comp.unix.ultrix,comp.os.coherent

Newsgroup: comp.sys.atari.st
Date: 2004-06-19 08:24:47 UTC
From: nocker@animail.net
Message-ID: <ab512dd8.0406190024.ade1e26@posting.google.com>
Source record: 18142
Cross-posted to: misc.education.science,comp.sys.atari.st,misc.immigration.usa,comp.unix.ultrix,comp.os.coherent

misc.education.science,comp.sys.atari.st,misc.immigration.usa,comp.unix.ultrix,comp.os.coherent

3848. Re: [WEB] Aniplayer 2.22

Newsgroup: comp.sys.atari.st
Date: 2004-06-19 09:57:24 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <86UAc.87$Ae.38247@monger.newsread.com>
Source record: 18143

On 12 Jun 2004 19:07:36 , Mark D wrote:
>On Sat, 12 Jun 2004 11:03:10 +0200, Didier M�quignon wrote:
>
>> Hi,
>>
>> After 20 months without new version for differents causes (CT60, eiffel,
>> Linux, etc...), the lastest version Aniplayer 2.22 is available on my
>> site http://aniplay.atari.org
>>
>> The best of the new features are:
>>
>> - mp4 reading (mpeg 4).
>> - codec sorenson video 3.
>> - more options for divx.
>> - search functions inside the Playlist.
>> - all SLB recompiled with Gcc 3.3 for the 68060 (faster when the FPU is
>> used).
>>
>> TO DO (next update):
>> Better synchro between mpeg audio / divx/mpeg (DSP buffer creates
>> pauses).
>>
>> For more infos:
>>
>> http://perso.wanadoo.fr/didierm/doc/eng/c_0b.htm
>>
>> Now, Aniplayer is a freeware.
>>
>> Regards,
>>
>> Didier.
>
>As always, a beacon for the community to follow. Thanks for everything
>Didier.
>
>Mark
>http://portal.atari-source.com

ditto!!!

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

3849. Re: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-06-19 11:31:33 UTC
From: "Steve Sweet"
Message-ID: <cb1867$9nu$1@titan.btinternet.com>
Source record: 18144
Cross-posted to: comp.sys.atari.st,pdx.forsale

Yo!,

Glad i caught you, what information can you give me for that Cheshunt
Computer Club that your tearline leads me to??

> > Here we go again. I wonder if in fact these are being generated by an
> > automated system?
>
> I long ago filtered all this rubbish out.
>
> --
>
> Cheers
>
> Derryck

> http://ddp.atari.org

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3850. WTB: Discovery Cartridge

Newsgroup: comp.sys.atari.st
Date: 2004-06-19 12:11:48 UTC
From: Brume <pacidemo@planet-d.net>
Message-ID: <cb1ai4$j6b$1@aphrodite.grec.isp.9tel.net>
Source record: 18145

Hi all,
I'm looking for the Discovery Cartridge by Happy Computers.
I really need this cartridge but can't find it atm.
If you want to sell yours, feel free to drop me an email.
Thanks,
Brume.

3851. Re: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-06-20 07:51:18 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BCFB0086.12C4D%derryck@nospam.cix.co.uk.invalid>
Source record: 18146
Cross-posted to: comp.sys.atari.st,pdx.forsale

In article cb1867$9nu$1@titan.btinternet.com, Steve Sweet at
steve.sweet@no-spam@btopenworld.com wrote on 19/6/04 12:31:

> Glad i caught you, what information can you give me for that Cheshunt
> Computer Club that your tearline leads me to??

Glad you asked Steve :-)

Any Atari (or clone or...) computer owners who can get to Cheshunt,
Hertfordshire, England are welcome to come along to our monthly meetings
where you'll get friendly support. Combined with a chance to meet 2/3rds of
DDP Translations and Steve himself that's a gig that can't be missed!

Next meeting is this coming Wednesday the 23rd June - we're only a couple of
miles from J25 of the M25 - map and so on on my web site:

--
Regards, Derryck

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ Monthly meetings /
/ http://ccc.atari.org /

3852. j432j

Newsgroup: comp.sys.atari.st
Date: 2004-06-20 08:34:20 UTC
From: jihadbomb@care2.com
Message-ID: <4a21e522.0406200034.504cd619@posting.google.com>
Source record: 18147
Cross-posted to: misc.education.science,comp.sys.atari.st,misc.immigration.usa,comp.unix.ultrix,comp.os.coherent

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> > hair j432j
> > heidi@nuri.net j432j
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> > forum@yahoogroups.com j432j
> > editor@siamchronicle.com j432j
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> > confisquer j432j
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> > butt j432j
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> > lifts j432j
> > gshipley@neohapsis.com j432j
> > founded j432j
> > side j432j
> > sorts j432j
> > request@contesting.com j432j
> > comsjones j432j
> > advertisement j432j
> > hltlao@usa.net j432j
> > what j432j
> > agnes@capital.net j432j
> > opposite j432j
> > spammer j432j
> > rtfm j432j
> > serps j432j
> > bizland j432j
> > richalln j432j
> > eliminate j432j
> > irhfzdgabmaf@slu.edu j432j
> > hlstraley@attbi.com j432j
> > connect j432j
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> > small j432j
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> > hotmailetc j432j
> > cristabel@lovemail.com j432j
> > lurkers j432j
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> > crickets j432j
> > themes j432j
> > name@yahoo.com j432j
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> > thirst j432j
> > rich@yahoo.com j432j
> > sermen@web.de j432j
> > secretj@aol.com j432j
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> > bmagkevin@yahoo.com j432j
> > beware j432j
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> > edelkim@chollian.net j432j
> > lazic@hotmail.com j432j
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> > kingbo j432j
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> > gerald j432j
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> > cannonexpress j432j
> > thier j432j
> > listserv@netcom.com j432j
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> > candle j432j
> > webmasterloveboat j432j
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> > oblivious j432j
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> > fees j432j
> > dbolt j432j
> > jazeera j432j
> > e lunsen@jmu.edu j432j

> > juice j432j
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> > anonymity j432j
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> > hint j432j
> > jojimmy@themail.com j432j
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> > bulletin j432j
> > siammedianews@yahoo.com j432j
> > kindof j432j
> > rocker@datasync.com j432j
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> > shuffle j432j
> > index j432j
> > part j432j
> > bluene j432j
> > directed j432j
> > desiree@udata.com j432j
> > recruited j432j
> > tatyana j432j
> > bmagsean j432j
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> > captured j432j
> > webspace j432j
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> > released j432j
> > iggy j432j
> > europe j432j
> > wclistserve@fanciful.org j432j
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> > loving j432j
> > italian j432j
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> > trouble j432j
> > spro j432j
> > evict j432j
> > djuka@poen.net j432j
> > intitle j432j
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> > identity j432j
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> > california j432j
> > hotmail j432j
> > connected j432j
> > jenarmstrong@aol.com j432j
> > nadzaitzyahoo j432j
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> > suitable j432j
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> > unemployed j432j
> > gbpjb j432j
> > traildog@yahoogroups.com j432j
> > ordered j432j
> > virtualave j432j
> > delivered j432j
> > monkey j432j
> > request@nshore.org j432j
> > desk j432j
> > kayaker j432j
> > girl j432j
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> > price j432j
> > rescyou@spro.net j432j
> > coming j432j
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> > keremulken@yahoo.com j432j
> > french j432j
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> > distracted j432j
> > referreruser j432j
> > handled j432j
> > george j432j
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> > gurubu@yahoogroups.com j432j
> > upgraded j432j
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> > iraqi j432j
> > living j432j
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> > lbosso@vipo.com j432j
> > farewell j432j
> > accounts j432j
> > owner@vim.org j432j

> > shalt j432j
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> > where j432j
> > bunmuing j432j
> > gritty j432j
> > coolu@hotmail.com j432j
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> > insert j432j
> > faqs j432j
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> > specialist j432j
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> > paulsongizaho@eyou.com j432j
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> > buck j432j
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> > someone j432j
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> > foobar@fastmail.fm j432j
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> > fishkill@ufl.edu j432j
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> > joncsj@aol.com j432j
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> > infobus j432j
> > contactor j432j
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> > smart j432j
> > asleep j432j
> > debbah@goracemail.com j432j
> > pursuing j432j
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> > ambros@hananet.net j432j
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> > hayesmstw@hotmail.com j432j
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> > qmail@web.biz j432j
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> > beer j432j
> > than j432j
> > bookclub j432j
> > policejudiciairefed j432j
> > bgardner@cox.net j432j

> > spotted j432j
> > payment j432j
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> > ulcer j432j
> > peer j432j
> > carefully j432j
> > rosina@chollian.net j432j
> > virus j432j
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> > webtekdirect@lycos.com j432j
> > foobar@sbcglobal.net j432j
> > bayreuth j432j
> > jojimmy j432j
> > adjectives j432j
> > geronimo j432j
> > profile j432j
> > nude j432j
> > jbozic@hotmail.com j432j
> > flat j432j
> > definitly j432j
> > printers j432j
> > bmagchad@yahoo.com j432j
> > seens j432j
> > watchtape j432j
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> > yuusaku j432j
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> > stats j432j
> > unkyung@yahoo.com j432j
> > enron j432j
> > sweatheart j432j
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> > feds j432j
> > abrandoned j432j
> > david j432j
> > ideas j432j
> > erik vanlint@yahoo.com j432j
> > widespread j432j
> > groups j432j
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> > saonah j432j
> > physical j432j
> > shipping j432j
> > religion j432j
> > mambo j432j
> > hardneeded j432j
> > itagereversal j432j

3853. veloce STe

Newsgroup: comp.sys.atari.st
Date: 2004-06-20 13:27:41 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <40d59018$0$289$cc9e4d1f@news-text.dial.pipex.com>
Source record: 18148

Hi all,

I've dug out my Veloce STe, though I think there was supposed to be some software to actually turn the thing on ? I have 2 swtiches on my STe, have no idea what they are its been that long, in anycase does anyone know how to get it all working ?

thanks
chris

3854. Atari Online News, Etc. #06-25

Newsgroup: comp.sys.atari.st
Date: 2004-06-20 13:38:15 UTC
From: danap8@aol.comno-spam
Message-ID: <20040620093815.19157.00000366@mb-m06.aol.com>
Source record: 18049

```
A-ONE #0625 06/18/04

~ Akami Sites Attacked! ~ People Are Talking! ~ Aniplayer Updated!
~ New Web Ad Tools Out! ~ Anti-Spyware Bill Okay ~ Comcast Slows Spam!
~ Canuck Spam King Done! ~ CGE Wows 'Em At E3! ~ Going To Game Camp!
~ ChoiceMail Spam Filter ~ eBay Scammer Sentenced ~ Anti-Phishing Team!

-* eBay's PayPal To Settle Suit *-
-* Spam Wars Hit The Next Battlefield! *-
-* Feds Decline To Create "Do Not Spam" List! *-

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/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
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```

3855. Re: 68000 message...

Newsgroup: comp.sys.atari.st
Date: 2004-06-20 22:10:38 UTC
From: cstanley@zetnet.co.uk
Message-ID: <40d60b5a$0$22312$4c56ba96@master.news.zetnet.net>
Source record: 18050

Hi Lonnie,

On 17 Jun 2004 19:21:54 , gfa wrote:
>in article 40d21745$0$22317$4c56ba96@master.news.zetnet.net, Paul Williamson
>wrote on 6/17/04 6:12 PM:
>
>> I've just re-posted this for all those Newsie users who still have the
>> nuisance "begin" bug. I really should get your upgrade to 0.96, (for
>> which many thanks BTW), but I don't think I have ever been troubled by
>> the bug until this posting !
>>
>> (I have removed the offending word from the start of the line "in article
>> ...." line)
>
>Interesting. Having done some google searches of old threads I could not
>find solid facts if newsie really had this problem. What exactly did newsie
>do? Blank page or just attempted to auto depack?
>
>Unfortunately the source code release was not v0.961 and I have somewhat
>lost interest in making further improvements. I have mailed the author
>and inquired about version .961 sources. I don't want to have to go back
>and bring .960 up to the the level of .961 if you follow me. For one I am
>not as familiar with "C" as I am with GFA and also the usenet protocol
>itself. I'd like to look into the HD issues, but I really don't want to
>spend the time on the old source listing. Unless the newsie users don't
>care about v.961?

I have and care about v.961, but my beef is with the non-dynamic expansion
of the address field, which means I cannot email my higher authorities who
use a very long address. Newsie just drops the extra letters, causing a
refusal of delivery. I would be very grateful if you solve this.

Would sending you the v.961 zip be helpful?

Thank you,
Charles.

>
>--
>FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
>Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
>L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]
>
>
>.

3856. Re-Casing a Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-06-21 00:03:07 UTC
From: sf0218@aol.com
Message-ID: <20040620200307.26618.00000325@mb-m03.aol.com>
Source record: 18051

Hi All,

Do I have to use an ATX case, or can I get away with using an AT case to
re-case my Falcon. I already have an ATX psu for the CT60.

Thanks everybody!!!!!!!!!
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3857. Re: Re-Casing a Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-06-21 05:22:02 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.06.21.05.22.02.646289@nossspamXXatari-source.com>
Source record: 18053

On Mon, 21 Jun 2004 00:03:07 +0000, SF0218 wrote:

> Hi All,
>
> Do I have to use an ATX case, or can I get away with using an AT case to
> re-case my Falcon. I already have an ATX psu for the CT60.
>

No real difference between AT and ATX cases besides PSU, port plane and
possibly the motherboard screw pattern. Since you already have an ATX
power supply which will probably screw on to the holes for the AT psu, and
the screw pattern doesn't matter for the motherboard since you'll have to
make new mounts, and since the ATX port backplane is meaningless to your
falcon motherboard, I don't think it would be a lost cause to attempt
using an AT case with your purchased ATX PSU.

Thanks,
Mark
http://portal.atari-source.com

3858. Re: Plugging Troll B3

Newsgroup: comp.sys.atari.st
Date: 2004-06-21 06:45:00 UTC
From: dhunt@zetnet.co.uk
Message-ID: <40d683e8$0$22313$4c56ba96@master.news.zetnet.net>
Source record: 18054

>On 19 Jun 2004 05:10:22 , FireflyST wrote:
>Hey there Atarians,

>I'm just plugging the latest version of Troll here, and I have to say,
>it's the most stable and easy to use news client for Atari yet!

I have also downloaded Troll,both versions,but neither seem to
have a Doc file with them on how to use Troll or set it up.

Loading the Prg from the Desktop just makes loading noises and
throws me back to the Desktop.

Any ideas??

A visit to the Home page only throws up Javascript.

Regards

Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

3859. 800XL Deejay

Newsgroup: comp.sys.atari.st
Date: 2004-06-21 07:49:46 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10dd4oqh29lsc80@corp.supernews.com>
Source record: 18055

Anyone ever use 800XL Deejay with a Falcon? I think it may require using the lan port? The serial port is not working. The DOC is in German, so I haven't been able to figure it out.

Thanks!

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

3860. Re: Plugging Troll B3

Newsgroup: comp.sys.atari.st
Date: 2004-06-21 08:31:52 UTC
From: Pierre TONTHAT <ptonthat@NO.club-internet.fr.SPAM>
Message-ID: <cb6663$292$1@news-reader2.wanadoo.fr>
Source record: 18056

Bonjour Derek

> I have also downloaded Troll,both versions,but neither seem to
> have a Doc file with them on how to use Troll or set it up.

The doc file is an hypertext *.HYP file. You can read it with STGuide or HYPview. The guide is only in French for the moment. No time to translate: prefer to go forward in the code. Dennis proposed to translate it in English, but he very busy at this time. So patience. Use your brain and your eyes.

> Loading the Prg from the Desktop just makes loading noises and
> throws me back to the Desktop.

How much RAM do you have ? What OS (TOS, MiNT, MagiC) do you use ? What machine do use ? It may help if you tell the context.

> A visit to the Home page only throws up Javascript.

Then go to the direct link i always counsel. Or disable Javascript or change your browser (HighWire is very good). As nobody send money for Troll or others of my programs, I must use a free webpage account, and therefore with ads/javascript.

Regards

Pierre
http://rajah.atari.org

3861. Re: Plugging Troll B3

Newsgroup: comp.sys.atari.st
Date: 2004-06-21 08:37:30 UTC
From: Pierre TONTHAT <ptonthat@NO.club-internet.fr.SPAM>
Message-ID: <cb66gl$3dc$1@news-reader2.wanadoo.fr>
Source record: 18057

Bonjour FireflyST :)

> I'm just plugging the latest version of Troll here, and I have to say,
> it's the most stable and easy to use news client for Atari yet!

Many thanks :)

Well, not so stable. I still have a crash sometimes when headlines are
downloaded in the new subscribed newsgroup. Then still bugbusting and
working for the B4 release in July/August ;)

Regards

Pierre
http://rajah.atari.org

3862. Re: why on earth are you still using Ataris, it's 2004?

Newsgroup: comp.sys.atari.st
Date: 2004-06-21 10:03:27 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0406211201460.394@feanor.schunter.etc.tu-bs.de>
Source record: 18058

Hi, Chris!

CW> True, but do you also have a PC or Mac or Linux system?

Yes, at university. Linux system. For simulation, synthesis and such.

Regards,

Alexander

3863. 32j

Newsgroup: comp.sys.atari.st
Date: 2004-06-21 10:55:41 UTC
From: muxr@wildmail.com
Message-ID: <62c72772.0406210255.142a32a@posting.google.com>
Source record: 18059
Cross-posted to: misc.education.science,comp.sys.atari.st,misc.immigration.usa,comp.unix.ultrix,comp.os.coherent

sci.geo.cartography,comp.edu.languages.natural,comp.dcom.sys.cisco,alt.cellular.sprintpcs,
rec.sport.softball
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3864. Archiving Atari stuff

Newsgroup: comp.sys.atari.st
Date: 2004-06-21 11:05:56 UTC
From: kryten_droid <kryten_droid@ntlworld.com>
Message-ID: <0aABc.56$Mj3.8@newsfe2-win>
Source record: 18060

Hi all.

My mate has a lot of Atari stuff that he is planning to ditch because it takes up a lot of room and he hasn't used most of it for a over a decade. I expect many in this newsgroup have similar collections.

This includes an 800XL, an ST, a 30MB SCSI hard drive, and many floppy disks.

I'd like to transfer the files to one or two CD ROMs, and perhaps replace the huge hard drive with a tiny modern IDE drive (2.5" or CF microdrive?).

I found my PC can't read most Atari disks of course.
No doubt some of them are copy-protected (laser destroyed sectors?) and will need the duff-sector information preserving.
He paid for them so I reckon he is entitled to put the data on a different storage medium.

Writing a PC program to read them looks laborious but would read disks pretty fast.
The alternative is writing utilities to transfer files over the serial port: slow but surer to read the data using the Atari disk drive.
I had a look at the ST parallel port for faster laplink style transfers, but it does not have enough handshaking signals.

Anyone got any helpful suggestions?

3865. Re: Plugging Troll B3

Newsgroup: comp.sys.atari.st
Date: 2004-06-21 11:18:03 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BCFC827B.12CDF%derryck@nospam.cix.co.uk.invalid>
Source record: 18061

In article cb6663$292$1@news-reader2.wanadoo.fr, Pierre TONTHAT at ptonthat@NO.club-internet.fr.SPAM wrote on 21/6/04 09:31:

>> I have also downloaded Troll,both versions,but neither seem to
>> have a Doc file with them on how to use Troll or set it up.
>
> The doc file is an hypertext *.HYP file. You can read it with STGuide or
> HYPview. The guide is only in French for the moment. No time to translate:

I found enough information in English in the archive to set it up - so there's no rush for any English hypertext yet IMHO.

--

Cheers

Derryck


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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

3866. Re: Archiving Atari stuff

Newsgroup: comp.sys.atari.st
Date: 2004-06-21 13:00:20 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <6XABc.55$vf5.1@bignews6.bellsouth.net>
Source record: 18063

"kryten_droid" <kryten_droid@ntlworld.com> wrote in message
news:0aABc.56$Mj3.8@newsfe2-win...
> Anyone got any helpful suggestions?

I recommend disk imaging utilities on the ST end.
Make an image for each disk with the ST then either burn the CD from the ST or move it to some other machine for the burn. Options to get it from one to the other....

If his ST has a host that hooks up to a true SCSI drive, and your PC has a SCSI host.......you could use GEM Explorer on a PC to grab the images from the ST hard drive. With HDDriver you could use a DOS or BGM/DOS partitioned hard disk to move things across. I.E. I use an old ZIP drive for this purpose, using a special format that looks like DOS to a PC and BGM to an Atari.

Ethernet is also an option.

Serial ports with a null modem cable and your favorite terminal protocal matched at each end (such as Zmodem) also work. The ST isn't likely to lock with anything over 19200 baud, but it will get the job done.

You might also consider a Catweasel floppy controller for your PC. It was really designed for those 800k Amiga disks, but the controller comes in handy for lots of formats that your typical PC floppy controller just can not handle. I'm not sure what software comes with it...never owned one....but it might be worth a web search to find out. If there is 'tracker' copying software with it, it just might be ideal.

Brian

3867. Re: Plugging Troll B3

Newsgroup: comp.sys.atari.st
Date: 2004-06-21 13:14:07 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.06.21.13.14.05.230995@noos.fr>
Source record: 18062

hi pizerre

Another link in french:)

http://www.newsreaders.com/

Why, don't you post there, the fact : troll is another altenative
news reader with commercial shareware project:-)
Another point of view:)

Bye

> therefore with ads/javascript.
>
> Regards
>
> Pierre
> http://rajah.atari.org

3868. Re: why on earth are you still using Ataris, it's 2004?

Newsgroup: comp.sys.atari.st
Date: 2004-06-21 15:22:01 UTC
From: Chris Wilkinson <misterblobby@NOSPAMsnap.net.nz>
Message-ID: <1087791677.969455@kyle.snap.net.nz>
Source record: 18052

Hi there,

Alexander Beuscher wrote:
> Hi, Chris!
>
> CW> Absolutely. Realistically the CT60 and Hades and so forth are only for
> CW> those who are dedicated or mad enough :-) to want to spend that kind of
> CW> money.
>
> It depends on what you use computers for. To me all that multimedia stuff
> is moreless uninteresting. OK, it's nice to watch a bonus video track on
> some audio CDs, but mp3 does not really matter - I prefer the good sound
> of audio CDs in my stereo.
>
> Therefore I use my Ataris in the classic home computing domains - no need
> for more speed... handling is the most important point to me.

True, but do you also have a PC or Mac or Linux system?

--
Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
Canterbury Horse Taxis. http://www.horsetaxis.co.nz/
Remove spamblocker to send replies direct to my email...

3869. Re: FA: TT030 keyboard final hours

Newsgroup: comp.sys.atari.st
Date: 2004-06-21 18:37:35 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10dgv38cjc6e0f8@corp.supernews.com>
Source record: 18075

"SF0218" <sf0218@aol.com> wrote in message
news:20040622080838.05775.00000369@mb-m05.aol.com...
> According to ebay, the final bid is in.
>
> What's up?
>

Apparently you viewed it too late! LOL

Tim

3870. Re: Shared Library Loader for MetaDOS, version 0.28

Newsgroup: comp.sys.atari.st
Date: 2004-06-21 22:30:33 UTC
From: Paolo <user@domain.invalid>
Message-ID: <PnJBc.53329$zm5.27886@nntpserver.swip.net>
Source record: 18064

I remember I did a search once with Hotbot or Google, and found them in
some classic FTP sites, like UMICH.EDU or FUNET.FI. Can't remember now.

Do a search, it will show up

Marius Diepenhorst ha scritto:
> Where can I get this?
>
> The original url works, but the file-link does not:
>
> URL:
> http://www.muenster.de/~reschke/soft_e.html
>
> File:
> ftp://ftp.uni-muenster.de/pub/atari/Utilities/slbld028.lzh
>
> I would like to have it... someone can help me?
>
> Thanks a lot,
> Marius
>
>

3871. Re: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-06-21 23:44:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406211640100.19153-100000@onyx.spiritone.com>
Source record: 18065
Cross-posted to: comp.sys.atari.st,pdx.forsale

Why not try something Original, Like E-Mail me.

==Thanx==
===Ben===

On Thu, 17 Jun 2004, Tom McEwan wrote:

> Here we go again. I wonder if in fact these are being generated by an
> automated system?

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3872. FA: TT030 keyboard final hours

Newsgroup: comp.sys.atari.st
Date: 2004-06-22 01:23:49 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10df2h4tbkl8fe8@corp.supernews.com>
Source record: 18066

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=5102439558

3873. xnzk

Newsgroup: comp.sys.atari.st
Date: 2004-06-22 09:05:08 UTC
From: all_a@inbox.ru
Message-ID: <58e71d08.0406220105.5770cdeb@posting.google.com>
Source record: 18068
Cross-posted to: comp.sys.atari.st,alt.autos.camaro,comp.unix.shell,comp.sys.ibm.as400.misc,comp.soft-sys.gis.esri

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> > > daterange kxnzk
> > > saioriger@hotmail.com kxnzk
> > > nude kxnzk
> > > absurd kxnzk
> > > jflowers kxnzk
> > > bmagmarsha kxnzk
> > > trrff kxnzk
> > > club kxnzk
> > > siamchronicle kxnzk
> > > guess kxnzk
> > > chinese kxnzk
> > > agis kxnzk
> > > ansgarbaumert kxnzk
> > > respect kxnzk
> > > adjectives kxnzk
> > > nifty kxnzk
> > > disappear kxnzk
> > > cartoon kxnzk
> > > rant kxnzk
> > > nature kxnzk
> > > dochenkova kxnzk
> > > canada kxnzk

3874. Eiffel interface

Newsgroup: comp.sys.atari.st
Date: 2004-06-22 09:42:36 UTC
From: BMaedicke@t-online.de
Message-ID: <1gfs5s0.1hykdky1uoaz4gN%BMaedicke@t-online.de>
Source record: 18069

Hi all,

I have a question to the Eiffel keyboard/mouse interface:

Can I use own keyboard layouts only under MagiC?

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

3875. Re: Eiffel interface

Newsgroup: comp.sys.atari.st
Date: 2004-06-22 10:20:49 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.06.22.10.20.48.670727@noos.fr>
Source record: 18070

Le Tue, 22 Jun 2004 11:42:36 +0200, Bernd Maedicke a ï¿œcritï¿œ:

> Hi all,
>
> I have a question to the Eiffel keyboard/mouse interface:
>
> Can I use own keyboard layouts only under MagiC?
>
> Ciao, Bernd

hi!

Of course not:)

The first point, eiffel card is really plug and play!
Just plug and normally, keyboard and mouse run:)
Virtually any ps2, serial& ps/2 adaptator and usb&ps/2 too:)

There is compatibility with magicC, MiNT and single tos:)
ONLY THE LAYOUT OF KEYBOARD CHANGE, azerty, querty....

The last patch from didier Mequignon extend the possibility
to multimedia keyboard too!

bye!

3876. Re: 68000 message...

Newsgroup: comp.sys.atari.st
Date: 2004-06-22 11:02:52 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <d249bc.s55.ln@sd-if.swampdog>
Source record: 18071

Charles Stanley wrote:

> Hi Lonnie,
>
> On 17 Jun 2004 19:21:54 , gfa wrote:
>>in article 40d21745$0$22317$4c56ba96@master.news.zetnet.net, Paul
>>Williamson wrote on 6/17/04 6:12 PM:
>>
>>> I've just re-posted this for all those Newsie users who still have the
>>> nuisance "begin" bug. I really should get your upgrade to 0.96, (for
>>> which many thanks BTW), but I don't think I have ever been troubled by
>>> the bug until this posting !
>>>
>>> (I have removed the offending word from the start of the line "in
>>> article ...." line)
>>
>>Interesting. Having done some google searches of old threads I could not
>>find solid facts if newsie really had this problem. What exactly did
>>newsie
>>do? Blank page or just attempted to auto depack?
>>
>>Unfortunately the source code release was not v0.961 and I have somewhat
>>lost interest in making further improvements. I have mailed the author
>>and inquired about version .961 sources. I don't want to have to go back
>>and bring .960 up to the the level of .961 if you follow me. For one I am
>>not as familiar with "C" as I am with GFA and also the usenet protocol
>>itself. I'd like to look into the HD issues, but I really don't want to
>>spend the time on the old source listing. Unless the newsie users don't
>>care about v.961?
>
> I have and care about v.961, but my beef is with the non-dynamic expansion
> of the address field, which means I cannot email my higher authorities who
> use a very long address. Newsie just drops the extra letters, causing a
> refusal of delivery. I would be very grateful if you solve this.

The limits look hardcoded ("struct mbox".author_email[50]) truncated further
by simplify_author() to 40. No idea if upping those limits alters the
mailbox file format 'cos I haven't looked (no realistic compiler atm) but
if it does a fix will take time. Naturally, if one increases a hard limit
it has to be worked back to ensure other things don't need increasing.

I was unable to make any progress with aranym this weekend. Dratted windows
box got itself an unlisted virus. Took time to knobble that.

--
Guy Harrison

3877. Re: Eiffel interface

Newsgroup: comp.sys.atari.st
Date: 2004-06-22 12:05:28 UTC
From: sf0218@aol.com
Message-ID: <20040622080528.05775.00000368@mb-m05.aol.com>
Source record: 18072

Hi,

How and where can I obtain an Eiffel?

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3878. Re: FA: TT030 keyboard final hours

Newsgroup: comp.sys.atari.st
Date: 2004-06-22 12:08:38 UTC
From: sf0218@aol.com
Message-ID: <20040622080838.05775.00000369@mb-m05.aol.com>
Source record: 18073

According to ebay, the final bid is in.

What's up?

Thanks,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3879. Re: Eiffel interface

Newsgroup: comp.sys.atari.st
Date: 2004-06-22 14:44:28 UTC
From: BMaedicke@t-online.de
Message-ID: <1gfshpz.1x1l6r513bvbbeN%BMaedicke@t-online.de>
Source record: 18074

beebee <beebee@noos.fr> wrote:

> Of course not:)
>
> The first point, eiffel card is really plug and play!
> Just plug and normally, keyboard and mouse run:)
> Virtually any ps2, serial& ps/2 adaptator and usb&ps/2 too:)

Hm, I have here some trouble with wrong keys.
I use an german AT keyboard.
ALT GR doesn't work like the real ALT GR key. When I press the '#' key
(left from Return key) then I become the tilde, the '^' (under ESC key)
works like the F8 key and so on.

And how can I use the 'picture up' and 'picture down' keys following

Picture up = Shift + Curser up
Picture down = Shift + Curser down

How can I change this?

A second question: How can I get the third key allocation on the PC
keyboard? With my older keyboard interface I can use the ALT GR key.

A third question: What is "Keyboard SET" in the Update/Extra Dialog?
And what is "Init Keyboard Table Set 3"?

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

3880. Re: why on earth are you still using Ataris, it's 2004?

Newsgroup: comp.sys.atari.st
Date: 2004-06-22 15:53:30 UTC
From: Chris Wilkinson <misterblobby@NOSPAMsnap.net.nz>
Message-ID: <1087879964.346391@kyle.snap.net.nz>
Source record: 18067

Hi there,

Alexander Beuscher wrote:
> Hi, Chris!
>
> CW> True, but do you also have a PC or Mac or Linux system?
>
> Yes, at university. Linux system. For simulation, synthesis and such.

Such tasks would not be easy to accomplish using a Falcon...
I happily accept that my Falcon is as much use as bottled
fart gas, but I still keep it because of its nostalgic value! :-)

I use POV-ray a lot. I started using it on the 520STe, but today
my traces run from pov scene files that comprise tens of thousands
of objects, photons, seriously major use of atmospheric media, and
radiosity. An average 1600x1200 trace might take hours on my Linux
beast, but if I relate back to the speed of my Falcon I'd be waiting
for months to finish some of those same traces at lower resolution!

Its just not practical to get anything serious done on the old 030
now...

--
Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
Canterbury Horse Taxis. http://www.horsetaxis.co.nz/
Remove spamblocker to send replies direct to my email...

3881. Re: Shared Library Loader for MetaDOS, version 0.28

Newsgroup: comp.sys.atari.st
Date: 2004-06-22 19:09:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200406222109.a48771@b.maus.de>
Source record: 18078

I have upload the file to

ftp://chapelie.rma.ac.be/atari/incoming/slbld028.lzh

Gerhard

3882. Re: Archiving Atari stuff

Newsgroup: comp.sys.atari.st
Date: 2004-06-22 19:15:45 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <l70hd0tdlhf4t7oqfk3ipihq894b3hgjm7@4ax.com>
Source record: 18076

On Mon, 21 Jun 2004 12:05:56 +0100, "kryten_droid"
<kryten_droid@ntlworld.com> wrote:

>Hi all.
>
>My mate has a lot of Atari stuff that he is planning to ditch because it
>takes up a lot of room and he hasn't used most of it for a over a decade. I
>expect many in this newsgroup have similar collections.
>
>This includes an 800XL, an ST, a 30MB SCSI hard drive, and many floppy
>disks...
>
>Anyone got any helpful suggestions?
>

For the Atari 8 bit disks, a PC running APE (http://www.atarimax.com)
and the ape and pro cables would work for most disks. Copy protected
ones may be a little more difficult, however, checking the internet
for these disks already in .ATR or .PRO disk image format is advised.
After you get them on the PC, just burn them.

For the ST side, disk utilities such as MSA archiver or ZIPping non
protected disks will get them ready for moving to a PC. I've used the
PARCP (http://joy.sophics.cz/parcp/) parallel port cable method and it
works great. I've used it from transferring from my falcon to the PC.
Then just burn them on the PC.

Both APE and PARCP are excellent shareware programs. You could also
put together an Ethernec (http://hardware.atari.org/ether/index.htm)
adapter for the ST.

Either case, you will run into disks that may not be able to copy.
Hopefully you will be able to find disk images on the internet, or
just keep the disk and reduce the amount of disks you keep. After you
burn them, donate them to a local Atari Users Group or sell them
online.

If you need help, let me know.

Rory McMahon
rorymcmahonNOSPAM@yahoo.com

3883. PING! Lyndon Amsdon - Ethernec purchase

Newsgroup: comp.sys.atari.st
Date: 2004-06-22 19:20:14 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <rd1hd0hg5tqir7brv1vpo4f5pg87ctuevl@4ax.com>
Source record: 18077

Hi,

I've been trying to get ahold of Lyndon for 2 ethernecs. I've send
numerous emails.

Lyndon, please get a hold of me. thanks

Rory
rorymcmahonNOSPAM@yahoo.com

3884. Re: Eiffel interface

Newsgroup: comp.sys.atari.st
Date: 2004-06-22 21:26:40 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.06.22.21.26.37.518103@noos.fr>
Source record: 18079

Le Tue, 22 Jun 2004 16:44:28 +0200, Bernd Maedicke a ï¿œcritï¿œ:

> beebee <beebee@noos.fr> wrote:
>
>> Of course not:)
>>
>> The first point, eiffel card is really plug and play! Just plug and
>> normally, keyboard and mouse run:) Virtually any ps2, serial& ps/2
>> adaptator and usb&ps/2 too:)
>
> Hm, I have here some trouble with wrong keys. I use an german AT keyboard.
> ALT GR doesn't work like the real ALT GR key. When I press the '#' key
> (left from Return key) then I become the tilde, the '^' (under ESC key)
> works like the F8 key and so on.
>
> And how can I use the 'picture up' and 'picture down' keys following
>
> Picture up = Shift + Curser up
> Picture down = Shift + Curser down
>
> How can I change this?
>
> A second question: How can I get the third key allocation on the PC
> keyboard? With my older keyboard interface I can use the ALT GR key.
>
> A third question: What is "Keyboard SET" in the Update/Extra Dialog? And
> what is "Init Keyboard Table Set 3"?
>
> Ciao, Bernd

hi!

before maybe read the doc:)

i just extract from original doc:)

PS/2 keys Atari scan code firmware 1.0.0 up to 1.0.2 Atari scan code firmware v1.0.3 and +
ALT GR ALT key ALT as default, can be programmed
F11 HELP key HELP as default, can be programmed
F12 UNDO key UNDO as default, can be programmed
SCROLL LOCK $4C $4C as default, can be programmed
PAGE UP $45 $45 as default, can be programmed
PAGE DOWN $46 $46 as default, can be programmed
END $55 $55 as default, can be programmed
PRINT SCREEN $49 $49 as default, can be programmed
PAUSE $4F $4F as default, can be programmed

VERR NUM $54 $54 as default, can be programmed
LEFT WIN $56 $56 as default, can be programmed
RIGHT WIN $57 $57 as default, can be programmed
WIN POPUP $58 $58 as default, can be programmed
Key <ï¿œ> beside <1> key (Russian "ï¿œ") $5B $5B as default, can be
programmed

for the realy last evolution, you need the new firmware from didier:)
1.0.6

the new scan code is now:)

Touches jeu 2 (AT) et jeu 3 (PS/2) Atari scan-code firmware 1.0.0 jusqu'ï¿œ 1.0.2 Atari
scan-code firmware v1.0.3 et +
ALT GR ALT key ALT par dï¿œfaut, programmable
F11 HELP key HELP par dï¿œfaut, programmable
F12 UNDO key UNDO par dï¿œfaut, programmable
SCROLL LOCK $4C $4C par dï¿œfaut, programmable
PAGE UP $45 $45 par dï¿œfaut, programmable
PAGE DOWN $46 $46 par dï¿œfaut, programmable
END $55 $55 par dï¿œfaut, programmable
PRINT SCREEN $49 $49 par dï¿œfaut, programmable
PAUSE $4F $4F par dï¿œfaut, programmable
VERR NUM; $54 $54 par dï¿œfaut, programmable
LEFT WIN $56 $56 par dï¿œfaut, programmable
RIGHT WIN $57 $57 par dï¿œfaut, programmable
WIN POPUP $58 $58 par dï¿œfaut, programmable
Touche <ï¿œ> ï¿œ cotï¿œ du <1> (Russe "ï¿œ") $5B $5B par dï¿œfaut, programmable
Touches jeu 2 (AT) Atari scan-code firmware 1.0.0 jusqu'ï¿œ 1.0.4 Atari scan-code firmware
1.0.5 et +
POWER - $73
SLEEP - $74
WAKE - $75
NEXT TRACK - $F6 $05 $00 $00 $00 $00 $00 $4D
PREVIOUS TRACK - $F6 $05 $00 $00 $00 $00 $00 $15
STOP - $F6 $05 $00 $00 $00 $00 $00 $3B
PLAY/PAUSE - $F6 $05 $00 $00 $00 $00 $00 $34
MUTE - $F6 $05 $00 $00 $00 $00 $00 $23
VOLUME UP - $F6 $05 $00 $00 $00 $00 $00 $32
VOLUME DOWN - $F6 $05 $00 $00 $00 $00 $00 $21
MEDIA SELECT - $F6 $05 $00 $00 $00 $00 $00 $50
E-MAIL - $F6 $05 $00 $00 $00 $00 $00 $48
CALCULATOR - $F6 $05 $00 $00 $00 $00 $00 $2B
MY COMPUTER - $F6 $05 $00 $00 $00 $00 $00 $40
WWW SEARCH - $F6 $05 $00 $00 $00 $00 $00 $10
WWW HOME - $F6 $05 $00 $00 $00 $00 $00 $3A
WWW BACK - $F6 $05 $00 $00 $00 $00 $00 $38
WWW FORWARD - $F6 $05 $00 $00 $00 $00 $00 $30
WWW STOP - $F6 $05 $00 $00 $00 $00 $00 $28
WWW REFRESH - $F6 $05 $00 $00 $00 $00 $00 $20
WWW FAVORITES - $F6 $05 $00 $00 $00 $00 $00 $18

Elï¿œments souris Atari scan-code firmware 1.0.0 jusqu'ï¿œ 1.0.2 Atari scan-code firmware v1.0.3 and +
Roulette verticale UP $59 $59 par dï¿œfaut, programmable
Roulette verticale DOWN $5A $5A par dï¿œfaut, programmable
Roulette horizontale LEFT - $5C par dï¿œfaut, programmable
Roulete horizontale RIGHT - $5D par dï¿œfaut, programmable
Bouton 3 (Milieu) Boutons gauche et droits pressï¿œs $37 par dï¿œfaut, programmable
Bouton 4 - $5E par dï¿œfaut, programmable
Bouton 5 - $5F par dï¿œfaut, programmable

Table des commandes IKBD de Eiffel:

Commande Format Action sur Eiffel Version
GETTEMP <$03> Retourne la tempï¿œrature de la sonde 1.0.4
PROGTEMP <$04><index><code> Programme la tempï¿œrature 1.0.4
PROGKB <$05><index><code> Programme un scan-code clavier 1.0.3
PROGMS <$06><index><code> Programme un scan-code souris 1.0.3

Table des commandes Atari IKBD de Eiffel:

Commande Format Action spï¿œciale sur Eiffel Version
IKBD_SET_MOUSE_BUTTON_ACTION <$07><00000mss> - 1.0.4
IKBD_REL_MOUSE_POS_REPORT <$08> - 1.0.4
IKBD_ABS_MOUSE_POSITIONING <$09>
<XMSB><XLSB>
<YMSB><YLSB> - 1.0.4
IKBD_SET_MOUSE_KEYCODE_CODE <$0A><deltax><deltay> - 1.0.4
IKBD_SET_MOUSE_THRESHOLD <$0B>><X><Y> - Pas supportï¿œe
IKBD_SET_MOUSE_SCALE <$0C>><X><Y> - 1.0.4
IKBD_INTERROGATE_MOUSE_POS <$0D> - 1.0.4
IKBD_LOAD_MOUSE_POS <$0E><$00>
<XMSB><XLSB>
<YMSB><YLSB> - 1.0.4
IKBD_SET_Y0_AT_BOTTOM <$0F> - 1.0.4
IKBD_SET_Y0_AT_TOP <$10> - 1.0.4
IKDB_RESUME <$11> - 1.0.4
IKDB_DISABLE_MOUSE <$12> - 1.0.4
IKDB_PAUSE_OUTPUT <$13> - 1.0.4
IKBD_SET_JOY_EVNT_REPORT <$14> - 1.0.4
IKBD_SET_JOY_INTERROG_MODE <$15> - 1.0.4
IKBD_JOY_INTERROG <$16> - 1.0.4
IKBD_SET_JOY_MONITOR <$17><rate> - 1.0.4
IKBD_SET_FIRE_BUTTON_MONITOR <$18> - Pas supportï¿œe
IKBD_SET_JOY_KEYCODE_MODE <$19>
<RX><RY>
<TX><TY>
<VX><VY> - 1.0.4
IKDB_DISABLE_JOYSTICKS <$1A> - 1.0.4
IKBD_TIME_OF_DAY_CLOCK_SET <$1B>
<YY><MM><DD>
<hh><mm><ss> - 1.0.4
IKBD_INTERROG_TIME_OF_DAY <$1C> - 1.0.4

```
IKBD_MEMORY_LOAD <$20>
<ADRMSB><ADRLSB>
<NUM> $0000 ï¿œ $01FF: RAM
$0000 $00: FLASH (firmware) 1.0.4
IKBD_MEMORY_READ <$21>
<ADRMSB><ADRLSB> $0000 ï¿œ $01FF: RAM
$2100 ï¿œ $20FF: EEPROM
$8000 ï¿œ $FFFF: FLASH (0-$1FFF) 1.0.4
IKBD_CONTROLLER_EXECUTE <$22>
<ADRMSB><ADRLSB> - Pas supportï¿œe
IKBD_RESET <$80><$01> - 1.0.2
IKBD_STATUS_MOUSE_BUT_ACTION <$87> - 1.0.4
IKBD_STATUS_MOUSE_MODE_R <$88> - 1.0.4
IKBD_STATUS_MOUSE_MODE_A <$89> - 1.0.4
IKBD_STATUS_MOUSE_MODE_K <$8A> - 1.0.4
IKBD_STATUS_MOUSE_THRESHOLD <$8B> - 1.0.4
IKBD_STATUS_MOUSE_SCALE <$8C> - 1.0.4
IKBD_STATUS_MOUSE_Y0_AT_B <$8F> - 1.0.4
IKBD_STATUS_MOUSE_Y0_AT_T <$90> - 1.0.4
IKDB_STATUS_DISABLE_MOUSE <$92> - 1.0.4
IKBD_STATUS_JOY_MODE_E <$94> - 1.0.4
IKBD_STATUS_JOY_MODE_I <$95> - 1.0.4
IKBD_STATUS_JOY_MODE_K <$99> - 1.0.4
IKDB_STATUS_DISABLE_JOY <$9A> - 1.0.4

Bye
```

3885. Re: Eiffel interface

Newsgroup: comp.sys.atari.st
Date: 2004-06-22 21:28:46 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.06.22.21.28.46.555632@noos.fr>
Source record: 18080

Le Tue, 22 Jun 2004 12:05:28 +0000, SF0218 a ï¿œcritï¿œ:

> Hi,
>
> How and where can I obtain an Eiffel?
>
> Thanks,
>
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,

hi!

maybe google is your friend too:)

the original link from laurent:)

http://perso.wanadoo.fr/laurent.favard/eiffel_e.html

And for ï¿œvolution update multimï¿œdia keyboard
and all dï¿œtails on didier Mequignon website:)

http://perso.wanadoo.fr/didierm/

It is open source hardware:)

Bye

3886. Atari STe with no sound

Newsgroup: comp.sys.atari.st
Date: 2004-06-22 22:05:53 UTC
From: Skyblasc <sagaroina@terra.es>
Message-ID: <anahd0h6r46vv7601ov4coo3pq37ccammi@4ax.com>
Source record: 18081

Hello everyone,

I've recently adquired an ATARI STe, bundled with a B/W Hi-Res
monitor.

The computer boots OK and diskdrive is fully functional. Monitor also
works fine.

BUT... I downloaded Cubase-Lite for testing the sound capabilities of
the STe and loaded the demo song pakced with Cubase-Lite, and the
piece was going on but with no sound.

I tried turning up the volume in the monitor, and also tried the RCA
sound outputs at the back of the STe but then again, no sound.

Is there any way to test if sound chips are OK? I'm thinking of some
kind of test-software or something, just to discard broken music chip.

Thanks a lot!

Skyblasc

3887. Re: j432j

Newsgroup: comp.sys.atari.st
Date: 2004-06-22 22:36:54 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <cbaca6pon1@thorium.cix.co.uk>
Source record: 18082
Cross-posted to: misc.education.science,comp.sys.atari.st,misc.immigration.usa,comp.unix.ultrix,comp.os.coherent

In message <4a21e522.0406200034.504cd619@posting.google.com>, jihadbomb@care2.com said:
>==========
>comp.sys.atari.st #2, 111336 chars, Jun 20 01:34 4
>From: jihadbomb@care2.com,

Now wasn't that exciting and informative? Told me lots I didn't
wish to know...

Regards, /Peter/

3888. Re: Atari STe with no sound

Newsgroup: comp.sys.atari.st
Date: 2004-06-22 22:59:23 UTC
From: Paddy Bag <fat@teeth.com>
Message-ID: <40d8d6ff@news.greennet.net>
Source record: 18083

You need to connect midi equipment as the internal sound chip is not used by
the likes of Cubase, it is very basic and unlike a PC sound card
"Skyblasc" <sagaroina@terra.es> wrote in message
news:anahd0h6r46vv7601ov4coo3pq37ccammi@4ax.com...
>
> Hello everyone,
>
> I've recently adquired an ATARI STe, bundled with a B/W Hi-Res
> monitor.
>
> The computer boots OK and diskdrive is fully functional. Monitor also
> works fine.
>
> BUT... I downloaded Cubase-Lite for testing the sound capabilities of
> the STe and loaded the demo song pakced with Cubase-Lite, and the
> piece was going on but with no sound.
>
> I tried turning up the volume in the monitor, and also tried the RCA
> sound outputs at the back of the STe but then again, no sound.
>
> Is there any way to test if sound chips are OK? I'm thinking of some
> kind of test-software or something, just to discard broken music chip.
>
> Thanks a lot!
>
> Skyblasc

3889. Re: Atari STe with no sound

Newsgroup: comp.sys.atari.st
Date: 2004-06-22 23:35:37 UTC
From: "Steve Sweet"
Message-ID: <cbafo8buo2@sparta.btinternet.com>
Source record: 18084

Hi there

"Skyblasc" <sagaroina@terra.es> wrote in message
news:anahd0h6r46vv7601ov4coo3pq37ccammi@4ax.com...

> I've recently adquired an ATARI STe, bundled with a B/W Hi-Res monitor.
>
> The computer boots OK and diskdrive is fully functional. Monitor also
works fine.
>
> BUT... I downloaded Cubase-Lite for testing the sound capabilities of
> the STe and loaded the demo song pakced with Cubase-Lite, and the
> piece was going on but with no sound.
>
> I tried turning up the volume in the monitor, and also tried the RCA
> sound outputs at the back of the STe but then again, no sound.
>
> Is there any way to test if sound chips are OK? I'm thinking of some
> kind of test-software or something, just to discard broken music chip.

You could check the general ACC /CPX to make sure that the sound is not just
muted.

Do you get a beep when you press a keyboard key?

--

Regards, Steve S.

3890. Re: Atari STe with no sound

Newsgroup: comp.sys.atari.st
Date: 2004-06-23 01:55:40 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <8m5Cc.1$Pp3.0@bignews3.bellsouth.net>
Source record: 18085

CuBase Lite is a MIDI sequencer....it does not make sounds unless you hook a MIDI tone generator to the MIDI ports.

To make music using the ST sound chip, or with 8bit samples internally (or both) you'd do better with a tracker that builds MOD files, or something similar. Right this moment, my brain can only think of a package called Quartet that does this. There was something by Activision called STudio I believe which also works nicely on an ST. Many others are out there! When my mind isn't so foggy I'll come back and offer some links for the topic. Meanwhile, you can test your ST sound with some free demos or games. I doubt the sound is broken :)

Brian

3891. FS (Melb Australia) Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 2004-06-23 03:05:00 UTC
From: "Ray W ." <audronics@alphalink.com.au>
Message-ID: <BCFF307C.1A45%audronics@alphalink.com.au>
Source record: 18086

Hi

I have a cupboard full of old atari stuff for sale

PICKUP ONLY

Yours Ray W .

Please ring for more information

Ring Ray on 9 397 7695 or 0409 805 520
in Williamstown Victoria Australia
--

3892. Re: Eiffel interface

Newsgroup: comp.sys.atari.st
Date: 2004-06-23 05:14:06 UTC
From: BMaedicke@t-online.de
Message-ID: <1gftnf8.1p34trm1yezt2oN%BMaedicke@t-online.de>
Source record: 18087

beebee <beebee@noos.fr> wrote:

> before maybe read the doc:)

Yes, I know :-)

> PS/2 keys Atari scan code firmware 1.0.0 up to 1.0.2 Atari scan code
> firmware v1.0.3 and +

> ALT GR ALT key ALT as default, can be programmed

I read this too, but I can't use the ALT GR key like a real ALT GR key
so that I can reach the third key allocation on a PC keyboard.

> F11 HELP key HELP as default, can be programmed
> F12 UNDO key UNDO as default, can be programmed

I know this too, but how can I programming this keys *free* with own key
allocation? This is my problem.

In the Eiffel configuration program I can use the key alternative only
who are in the popup field.

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

3893. Re: Eiffel interface

Newsgroup: comp.sys.atari.st
Date: 2004-06-23 07:38:04 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.06.23.07.38.04.627877@noos.fr>
Source record: 18088

hi!

> I know this too, but how can I programming this keys *free* with own key
> allocation? This is my problem.
>
> In the Eiffel configuration program I can use the key alternative only who
> are in the popup field.
>
> Ciao, Bernd

The best way if you want to develop your own custom
configuration is to mail didier!
I'm sure he have better answer than me;-)

Bye

3894. Re: Eiffel interface

Newsgroup: comp.sys.atari.st
Date: 2004-06-23 12:50:03 UTC
From: BMaedicke@t-online.de
Message-ID: <1gfu94g.59yy02mt7ngwN%BMaedicke@t-online.de>
Source record: 18089

beebee <beebee@noos.fr> wrote:

> The best way if you want to develop your own custom
> configuration is to mail didier!
> I'm sure he have better answer than me;-)

I wrote him an email of some days, but I have no answer up to now

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

3895. Re: Atari STe with no sound

Newsgroup: comp.sys.atari.st
Date: 2004-06-23 12:54:37 UTC
From: Skyblasc <sagaroina@terra.es>
Message-ID: <06vid01oegigi2ta4l2ur30jd5k8cmjbb2@4ax.com>
Source record: 18090

Thanks for your answers to all of you.

I'm more used to AY music chips from 8bits computers, so I though that if Cubase is the great software everyone says it is, it would be my first choice to test sound on my new STe. And of course I was thinking it used the internal STe sound chips :)

>ST sound with some free demos or games. I doubt the sound is broken :)

I hope so!! ^_^ I'll try with a demo

Thanks again.

Skyblasc

3896. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2004-06-23 15:51:18 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <40d9b50c13ffe30@telenet.be>
Source record: 18091
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari.st

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**audio-video**
ftp://chapelie.rma.ac.be/atari/audio-video/aniplay-222.zip
(2.861.859 bytes) A freeware media player which decode QuickTime (MOV),
Video For Windows (AVI), Autodesk Animator (FLI/FLC/FLH), Real Media (RM),
MPEG 1/2 (MPG), QuickTime VR (MOV with mouse control),
Audio Visual Research (AVR), Microsoft RIFF-WAVE (WAV),
Apple Interchange File Format (AIF), DVSM Falcon Winrec (DVS),
Real Audio (RA 14.4K and 28.8K), MPEG 1/2 Audio Layer 1,2 (MP1/2),
AC3 Dolby Digital (AC3), Ogg Vorbis (OGG), JPEG images.

**game**
ftp://chapelie.rma.ac.be/atari/game/raw.lzh
(356.209 bytes) raw is a re-implementation of the engine used in
the game Another World.

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/slbld028.lzh
(35.304 bytes) SLB loader for Metados. SLBLOAD makes it possible to
load Shared Libraries in Magic-6 format under Plain-TOS.
Needs MetaDOS 2.76 which is include in the package.

ftp://chapelie.rma.ac.be/atari/utilities/desktops/tera332b.zip
(261.768 bytes) Tera Desktop (TeraDesk) is a replacement desktop
for the ST, STE or TT.

Have fun,
Martin

--
******** Greetings from Okami Newsreader *********
```

** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3897. Re: why on earth are you still using Ataris, it's 2004?

Newsgroup: comp.sys.atari.st
Date: 2004-06-23 19:36:33 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0406232128190.740@feanor.schunter.etc.tu-bs.de>
Source record: 18092

Hi, Chris!

CW> Its just not practical to get anything serious done on the old 030
CW> now...

Sorry, but are word processing, spreadsheet, programming and such no serious tasks? To me it's not nostalgic but practical to do this on my Atari. I don't use raytracers and don't simulate/synthesise for private projects, so my Atari does not need to be that powerful. That's what I wanted to say.

Regards,

Alexander

3898. Re: Shared Library Loader for MetaDOS, version 0.28

Newsgroup: comp.sys.atari.st
Date: 2004-06-23 19:50:09 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2004.06.23.19.50.13.197033@pandora.be>
Source record: 18094

Op Tue, 22 Jun 2004 21:09:00 +0200, schreef Gerhard Stoll:

> I have upload the file to
>
> ftp://chapelie.rma.ac.be/atari/incoming/slbld028.lzh
>
> Gerhard

Thanks a lot.
The file is now located on the utilities dir.

<URL:ftp://chapelie.rma.ac.be/atari/utilities/slbld028.lzh>

CU,
Martin

--
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3899. Re: new hardware for mega ste:)

Newsgroup: comp.sys.atari.st
Date: 2004-06-23 20:04:20 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10dmctsfhpa6838@corp.supernews.com>
Source record: 17914

Cool! I would be interested to buy one for my Mega4! Will we be able to
use larger IDE drives? Like 2GB, 4GB or 10GB +? What type is SIMM? 72pin
I imagine. What max RAM limit for TT Ram?

This is really cool indeed.

Tim

"beebee" <beebee@noos.fr> wrote in message
news:pan.2004.06.24.12.20.25.394869@noos.fr...
> hi!
>
> The future, it's now:)
>
> http://stlabs.free.fr/
>
> If somebody hnow how integrate asm with lattice, he's welcome:)
>
> Bye!
>

3900. Re: why on earth are you still using Ataris, it's

Newsgroup: comp.sys.atari.st
Date: 2004-06-23 20:45:08 UTC
From: SWE <geek@atarians.com>
Message-ID: <oZICc.5574$37.723938@news.siol.net>
Source record: 18095

Alexander Beuscher wrote:

> CW> Its just not practical to get anything serious done on the old 030
> CW> now...
>
> Sorry, but are word processing, spreadsheet, programming and such no
> serious tasks? To me it's not nostalgic but practical to do this on my
> Atari. I don't use raytracers and don't simulate/synthesise for private
> projects, so my Atari does not need to be that powerful. That's what I
> wanted to say.

Definition of "serious" work is wide. In productuion of ETA sailplanes, which are one of best sailplanes (prolly most expensive as well) they use MegaST for wing stress tests. Mind u, its not 030, it is 68000 machine. And as u said, synthesis/raytrace is not only serious work. One can write doctor disertation etc on 100GB PC or plain amsradPCW, in any case it is prolly damn serious work...

Janez

In 69 they used 4 bit machines, 1mhz, no 3d gfx and yet, they send a man to the moon...

3901. Re: why on earth are you still using Ataris, it's

Newsgroup: comp.sys.atari.st
Date: 2004-06-23 21:40:26 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <84ujd0lltkjp2m0se5rs3gvcgtoisngbf0@4ax.com>
Source record: 18096

On Wed, 23 Jun 2004 20:45:08 GMT, SWE <geek@atarians.com> wrote:

>In 69 they used 4 bit machines, 1mhz, no 3d gfx and yet, they send a
>man to the moon...

LOL

and the computers they use the mars rovers and in various other NASA
products are not much more powerful than Atari ST either...

kvn

3902. Re: [WEB] Aniplayer 2.22

Newsgroup: comp.sys.atari.st
Date: 2004-06-23 21:55:05 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <40d9e019.0@entanet>
Source record: 18093

On 14 Jun 2004 14:06:39 , beebee wrote:
>Le Sun, 13 Jun 2004 17:53:30 -0500, Brian Roland a crit:
>
>>> What is the IVorbis slb for ? I am sure I saw it in the docs but later I
>>> couldn't find it.
>>
>> ogg en/decoding?
>>
>> Brian hi!
>
>isn't it orgg vorbis codec?????
>didier respect so munch international codec:-)
>

There are two files called vorbis.slb.
One is in the 68060 folder and the other in the
ivorbis folder. What is the difference ?

Is it my imagination or is video image quality better
in this version ?

Regards,

Peter

3903. Re: why on earth are you still using Ataris, it's

Newsgroup: comp.sys.atari.st
Date: 2004-06-23 21:55:17 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <R0nCc.352$fk7.48@bignews5.bellsouth.net>
Source record: 18097

I use mine because I have them, and they still work.
I enjoy that software titles are very inexpensive now days. I could never afford them back when the platform was very active.

I also have quite a number of applications I began using as early as 1988. I've grown to know them well and it is second nature. The tools get the job done. Why start over if there is no need?

I use the machines also in classrooms and music labs. They are simple and good for teaching basics. The documentation of things like Page Stream and Photoline are SUPERB for teaching students about things like Desk Top Publishing, or a MIDI Studio. Here is an example and comparison.

Page Stream comes with an excellent manual that is as well thought out as the software. It teaches you terminology of the industry in such a way that will apply any future lay-out jobs you do...be they with computer software or with scissors, paper, and glue. You get some introduction to the history of printing...explinations of primary colors and how they work with paper vs a computer monitor. It even explains some of the differing standards that range from industry to industry and nation to nation. It explains different kinds of printers and what is best for the kinds of jobs you might do. It delves into the human perception of printed text and photographs, so that you better understand resolutions and when it is more appropriate to go with high resoultions or lower ones to give the human eye the best impression. It talks about techniques one might use to draw attention to the important aspects of your document and make things STICK in the reader's memory. All this! And it's a small book written on a very good level that almost anyone can understand.

A similar product for Windows tells you nothing. It usually doesn't come with a manual at all. Instead, you use wizards and answer dumbed down questions...then end up with a product that an image setter has to redo anyway. Most people using this software end up with a disk full of crap, and documents that are little more than distracting CLUTTER to the eye and mind. They waste $50 a pop on ink carts, glossy paper, bad clip-art collections, and things like this when it's really not necissary. And the list goes on.....

In the MIDI studio...ST machines are fine teaching tools. They are very hands on, and really help a student understand how a MIDI engine works. I will very much agree that modern PC and Mac platforms can do far more these days, all in one box, for little cash in the long run....however...when it comes to teaching fundamentals....ST and Falcon class machines are very good tools. Much of the software is free these days.

Atari machines are also very good for teaching basic electronic skills. The old mother boards are of a generation that you can actually show students the traces, and talk about how address lines of a CPU or other networking circut

works. You can let them pull out parts and cut traces and repair things....upclock chips...EXPERIMENT on the true component level...simply because things are still large enough in that generation of components to do such. Why does it matter? Well, it makes it easier to understand and visualize what is going on with the near microsopic circuts of today's gadgets. That comprehension leads to better hardware and software today and tomorrow.

Sure...go ahead and throw alway all your history books....don't bother to put your hands on and learn about a simple kite before you design your first supersonic jet air craft! I wish you luck!

Brian

3904. Re: why on earth are you still using Ataris, it's

Newsgroup: comp.sys.atari.st
Date: 2004-06-24 00:23:05 UTC
From: "|<evin" <nospam@nospam.com>
Message-ID: <gm7kd09k51o5cla236tq0us3ibcft64tmr@4ax.com>
Source record: 18098

On Wed, 23 Jun 2004 16:55:17 -0500, "Brian Roland"
<BJRoland@bellsouth.net> wrote:

>I use mine because I have them, and they still work.
>I enjoy that software titles are very inexpensive now days. I could never
>afford them back when the platform was very active.

You can't beat a real ST for LLammatron either!!

kvn

3905. Re: why on earth are you still using Ataris, it's

Newsgroup: comp.sys.atari.st
Date: 2004-06-24 00:31:42 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <cbd7delje1@reader2.panix.com>
Source record: 17899

For what little it may be worth, the US M1 tank runs on a Motorola
68030, 32 Mhz, chip, and I regard that as very serious work.

Jim

SWE <swe.dummyforspam@atari.org> writes:

: Alexander Beuscher wrote:

: > CW> Its just not practical to get anything serious done on the old 030
: > CW> now...
: >
: > Sorry, but are word processing, spreadsheet, programming and such no
: > serious tasks? To me it's not nostalgic but practical to do this on my
: > Atari. I don't use raytracers and don't simulate/synthesise for private
: > projects, so my Atari does not need to be that powerful. That's what I
: > wanted to say.

: Definition of "serious" work is wide. In productuion of ETA
: sailplanes, which are one of best sailplanes (prolly most expensive as
: well) they use MegaST for wing stress tests. Mind u, its not 030, it is
: 68000 machine. And as u said, synthesis/raytrace is not only serious
: work. One can write doctor disertation etc on 100GB PC or plain
: amsradPCW, in any case it is prolly damn serious work...

: Janez

: In 69 they used 4 bit machines, 1mhz, no 3d gfx and yet, they send a
: man to the moon...

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3906. Re: [WEB] Aniplayer 2.22

Newsgroup: comp.sys.atari.st
Date: 2004-06-24 07:41:48 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.06.24.07.41.47.679443@noos.fr>
Source record: 17900

>>> Brian hi!
>>
>>isn't it orgg vorbis codec?????
>>didier respect so munch international codec:-)
>>
>>
> There are two files called vorbis.slb. One is in the 68060 folder and the
> other in the ivorbis folder. What is the difference ?

The diffï¿œrence:-0), you have 68060 processor or you aven't!
For the last version, there is optimisations for ct60:)
>
> Is it my imagination or is video image quality better in this version ?

It's your imagination, the codec ogg vorbis is for sound only!
The quality is just like MP3 codec:)
>
>
> Regards,
>
> Peter

Bye
jpierre

3907. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2004-06-24 09:07:35 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406240202230.10745-100000@onyx.spiritone.com>
Source record: 17902
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

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3908. ADV: Atari 2600/7800/8 Bit/ST/Jaguar Video Games!

Newsgroup: comp.sys.atari.st
Date: 2004-06-24 09:11:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406240207460.10745-100000@onyx.spiritone.com>
Source record: 17903
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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3909. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-06-24 09:15:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406240211461.10745-100000@onyx.spiritone.com>
Source record: 17905
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3910. ADV: Atari E-Mail / Postal Mail List!

Newsgroup: comp.sys.atari.st
Date: 2004-06-24 09:19:00 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0406240215520.10745-100000@onyx.spiritone.com>
Source record: 17904
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Portland Atari Club for those local to Portland, Oregon USA! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm Atari Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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3911. Re: why on earth are you still using Ataris, it's

Newsgroup: comp.sys.atari.st
Date: 2004-06-24 09:55:41 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <1k8ld0huum1usrrs5b5ogmoho4fkp3s0af@4ax.com>
Source record: 17901

> Janez
>
>In 69 they used 4 bit machines, 1mhz, no 3d gfx and yet, they send a
>man to the moon...

Yes, and the chance that such a mission fails is the same as if you
would use a very fast machine - maybe higher!

Cpu Power cannot control the beings in universe.

Also I want to say is that new PCï¿½s are shit. Because you cannot play
MS-DOS Games and new interesting Games are very rare today.
It seems that new PCï¿½s are just made for dumb 3d shooter where you can
trace or fight people like sadd.. or bin.
Otherwise if programmers would learn to program machines (assembler),
a 200MHz cpu with a 3d accelerator would be enough to play extensive
games. And the rest of the development ressources is turning back
where it came from - Uran, Coal, Metall Alloys and, and, and,
and......

Have a nice day!

3912. new hardware for mega ste:)

Newsgroup: comp.sys.atari.st
Date: 2004-06-24 12:20:25 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.06.24.12.20.25.394869@noos.fr>
Source record: 17906

hi!

The future, it's now:)

http://stlabs.free.fr/

If somebody hnow how integrate asm with lattice, he's welcome:)

Bye!

3913. Re: Shared Library Loader for MetaDOS, version 0.28

Newsgroup: comp.sys.atari.st
Date: 2004-06-24 13:05:49 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <cbejr3$44$1@reader11.wxs.nl>
Source record: 17907

Thank you all for the support!

I have it now!

Great
Marius

"Martin Byttebier" <donotusethisaddress@pandora.be> schreef in bericht
news:pan.2004.06.23.19.50.13.197033@pandora.be...
> Op Tue, 22 Jun 2004 21:09:00 +0200, schreef Gerhard Stoll:
>
> > I have upload the file to
> >
> > ftp://chapelie.rma.ac.be/atari/incoming/slbld028.lzh
> >
> > Gerhard
>
> Thanks a lot.
> The file is now located on the utilities dir.
>
> <URL:ftp://chapelie.rma.ac.be/atari/utilities/slbld028.lzh>
>
> CU,
> Martin
>
> --
> UTSI: http://users.telenet.be/tos4ever/utsi.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
>

3914. Re: new hardware for mega ste:)

Newsgroup: comp.sys.atari.st
Date: 2004-06-24 13:35:27 UTC
From: Chris <Chris.Murray@blueyonder.co.uk>
Message-ID: <40DAD89F.7070403@blueyonder.co.uk>
Source record: 17908

That is pretty amazing. So I can attach a regular HD to the Atari, with
no problems? Does the TOS need software to reconise the HD?

beebee wrote:

> hi!
>
> The future, it's now:)
>
> http://stlabs.free.fr/
>
> If somebody hnow how integrate asm with lattice, he's welcome:)
>
> Bye!
>

3915. Old/New to Atari

Newsgroup: comp.sys.atari.st
Date: 2004-06-24 13:41:28 UTC
From: Chris <Chris.Murray@blueyonder.co.uk>
Message-ID: <bSACc.22733$ly2.13336@doctor.cableinet.net>
Source record: 17909

Hi, I used to have an Atari, about 8-9 years ago, and it was my main computer (until the family picked up a PC, then I managed to get one too). I first bought a 520 STfm, but soon had the chance to pick up a modified STe, which was supposed to be 1040. I've just dug the Atari out of the attic, and it boots up (which is a good sign), but I'm curious to know what exactly I am using. Is there any way, barring examining the case, to tell what I have hardware wise?

Also, is there any sites regarding upgrades? I want to hopefully do up my dear ST, at least give it a facelift or such.

Also, has there been anyone who's put an ST into a case, ala mega ST? I've seen on ebay a spare keyboard part, and the mainboard + powerboard, and was wondering if I could convert it into a mini PC style.

Thanks, and sorry if the questions seem noobish

Chris

3916. Re: new hardware for mega ste:)

Newsgroup: comp.sys.atari.st
Date: 2004-06-24 14:06:24 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.06.24.14.06.23.713428@noos.fr>
Source record: 17910

Le Thu, 24 Jun 2004 14:35:27 +0100, Chris a ï¿œcritï¿œ:

> That is pretty amazing. So I can attach a regular HD to the Atari, with no
> problems? Does the TOS need software to reconise the HD?
>
> beebee wrote:
>
>> hi!
>>
>> The future, it's now:)
>>
>> http://stlabs.free.fr/
>>
>> If somebody hnow how integrate asm with lattice, he's welcome:)
>>
>> Bye!
>>
hi! again:)

Well for instance, the creator need help to integrate asm with lattice c
code:)
It's the very first birth of prototype:)

Bye!

3917. Re: Old/New to Atari

Newsgroup: comp.sys.atari.st
Date: 2004-06-24 14:50:46 UTC
From: Ian McCall <ian@eruvia.org>
Message-ID: <2k07ucF16oeq0U1@uni-berlin.de>
Source record: 17911

"Chris" <Chris.Murray@blueyonder.co.uk> wrote in message
news:bSACc.22733$ly2.13336@doctor.cableinet.net...
> Is there any way, barring examining the
> case, to tell what I have hardware wise?

I've recently done the same thing - bought an STe from ebay. There's an app called WhichST, but I can't find it online anywhere. I'll have a look and see if I can find a link for you.

Cheers,
Ian

3918. Re: new hardware for mega ste:)

Newsgroup: comp.sys.atari.st
Date: 2004-06-24 16:20:54 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cbeuuq$la0$1@news.freedom2surf.net>
Source record: 17912

```
"beebee" <beebee@noos.fr> wrote in message
news:pan.2004.06.24.12.20.25.394869@noos.fr...
> hi!
>
> The future, it's now:)
>
> http://stlabs.free.fr/
>
> If somebody hnow how integrate asm with lattice, he's welcome:)
>
> Bye!
```

Lattice C can do in-line assembly. But I guess thats not what you meant?

3919. Re: Old/New to Atari

Newsgroup: comp.sys.atari.st
Date: 2004-06-24 16:49:23 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <kuECc.2592$pE6.1052@newsfe4-gui>
Source record: 17913

Hello.

"Chris" <Chris.Murray@blueyonder.co.uk> wrote in message
news:bSACc.22733$ly2.13336@doctor.cableinet.net...
> Is there any way, barring examining the case, to tell what I have hardware
wise?

SYSINFO is useful.

> Also, is there any sites regarding upgrades? I want to hopefully do up
> my dear ST, at least give it a facelift or such.

www.keychange.co.uk

> Also, has there been anyone who's put an ST into a case, ala mega ST?

Just buy a Mega ST.....or rackmount it.

In stock.

3920. Re: new hardware for mega ste:)

Newsgroup: comp.sys.atari.st
Date: 2004-06-24 20:25:40 UTC
From: "Steve Sweet"
Message-ID: <cbfdbp$lp1$1@sparta.btinternet.com>
Source record: 17915

Hi Dude's

"beebee" <beebee@noos.fr> wrote in message
news:pan.2004.06.24.12.20.25.394869@noos.fr...
> hi!
>
> The future, it's now:)
>
> http://stlabs.free.fr/
>
> If somebody hnow how integrate asm with lattice, he's welcome:)

Blimey!, there's a lot of work going on lately in people's back room's, nice
one!

--

Regards, Steve S.

3921. Re: why on earth are you still using Ataris, it's

Newsgroup: comp.sys.atari.st
Date: 2004-06-25 13:18:11 UTC
From: SWE <geek@atarians.com>
Message-ID: <nCVCc.5638$37.741258@news.siol.net>
Source record: 17916

Daniel Mandic wrote:

> Yes, and the chance that such a mission fails is the same as if you
> would use a very fast machine - maybe higher!

Speed is essential, esp when u need fast reactions and corrections of path etc, i agree. I just wanted to say u can do VERY serious things on lower specs machines as today ppl use to just display icons, im sure some70% of cpu power todays goon BIG OS and to important display and presentation features account, like 3d virtual desktop switcher; normal switch uses 1000times les cpu/3dfx and swith instantly instead of seconds in 3dfx.. This is just an example, same as for instance 3d Mac taskbar...

Someone mention 030 is used in M1 tanks.. My guess for fire control as well, id like to see guys claiming 030 is usellese to stand in front of M1 then ;))) I came from former socialistic country and i was train to operate handy anit aircraft missile. Dated 1967, it had a capability to guide missile's IR head to lock an object, but it also analised input from IR head, calculate angular speed to avoid firing on birds, clouds, sun reflections etc.. All that russian made and was placed in gun like holder whee i had a trigger.. let me say i find that totaly WRONG way of usage, but it prolly used lowerspecs as ST ;)

> Otherwise if programmers would learn to program machines (assembler),
> a 200MHz cpu with a 3d accelerator would be enough to play extensive
> games. And the rest of the development ressources is turning back
> where it came from - Uran, Coal, Metall Alloys and, and, and,

I afree, it cme down to programing and optimisations. But it seems today optimisaton means: go and buy faster PC for optimal usage of this application....

Janez

3922. Re: why on earth are you still using Ataris, it's

Newsgroup: comp.sys.atari.st
Date: 2004-06-25 16:27:56 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <cbhjqc$ad1$1@reader2.panix.com>
Source record: 17917

I am that some guy. And, I know that the kind of space missions under discussion are done with computers with rope memory. That is mag cores with loose wires running through them, arranged in patterns that form a binary program. There is nothing to go wrong with that sort of memory, and still it is doubly redundant.

Standing in front of an M1 is a foolish thing to do. They are sort of sharp in the front, and one guy got killed that way, at the now-gone Warren, Michigan, Tank Plant.

And yes, the 68030 is used in the fire control processor of the M1.

Jim

SWE <swe.deleteme@atari.org> writes:

: Daniel Mandic wrote:

: > Yes, and the chance that such a mission fails is the same as if you
: > would use a very fast machine - maybe higher!

: Speed is essential, esp when u need fast reactions and corrections of
: path etc, i agree. I just wanted to say u can do VERY serious things on
: lower specs machines as today ppl use to just display icons, im sure
: some70% of cpu power todays goon BIG OS and to important display and
: presentation features account, like 3d virtual desktop switcher; normal
: switch uses 1000times les cpu/3dfx and swith instantly instead of
: seconds in 3dfx.. This is just an example, same as for instance 3d Mac
: taskbar...

: Someone mention 030 is used in M1 tanks.. My guess for fire control as
: well, id like to see guys claiming 030 is usellese to stand in front of
: M1 then ;))) I came from former socialistic country and i was train to
: operate handy anit aircraft missile. Dated 1967, it had a capability to
: guide missile's IR head to lock an object, but it also analised input
: from IR head, calculate angular speed to avoid firing on birds, clouds,
: sun reflections etc.. All that russian made and was placed in gun like
: holder whee i had a trigger.. let me say i find that totaly WRONG way of
: usage, but it prolly used lowerspecs as ST ;)

: > Otherwise if programmers would learn to program machines (assembler),
: > a 200MHz cpu with a 3d accelerator would be enough to play extensive
: > games. And the rest of the development ressources is turning back
: > where it came from - Uran, Coal, Metall Alloys and, and, and,

: I afree, it cme down to programing and optimisations. But it seems
: today optimisaton means: go and buy faster PC for optimal usage of this

: application....

: Janez

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3923. Re: why on earth are you still using Ataris, it's 2004?

Newsgroup: comp.sys.atari.st
Date: 2004-06-25 18:36:49 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0406251036.63027539@posting.google.com>
Source record: 17918

Chris Wilkinson <misterblobby@NOSPAMsnap.net.nz> wrote in message news:<1087879964.346391@kyle.snap.net.nz>...

> Its just not practical to get anything serious done on the old 030
> now...

I guess that depends on what you consider "serious". The only thing I ever really use my Mac for is Internet, specifically web browsing (at least until a more complete web browser is made for my Falcon), and printing my digital photos - and that's just because my Falcon lacks the USB port my camera and scanner require, and up-to-date printer drivers, both of which *could* change, assuming there's enough interest for someone to take on the projects. For everything else - all my "serious" work, I prefer to use my Falcon.

To be honest, most modern PC/Mac software (PC more than Mac) these days disgusts me. Especially the pure garbage Microsoft puts out. They many times rely heavily on "Wizards" or automated functions which make assumptions about what you want that almost always aren't true, and don't let you change it to what you do want very easily. When a problem happens, their manuals (if they exist in any practical form) give very little help, and you are refered to an FAQ or an animated idiot on the screen, both of which have no reference to your actual problem, only the basic troubleshooting issues that the most green computer-illiterate idiot would even find mildly helpful. While I've had more problems with PC's than I care to count, not once has an FAQ or animated idiot even come close to helping me solve the problem. In fact, most times, when I do finally get to talking to a real person about it, they follow a script (based on the FAQ that didn't help me), and absolute frustration ensues. Anyway, enough ranting...

Atari software on the other hand, almost always lets you get your hands directly on the controls of your project, letting you handle every function yourself rather than the program assuming you are stupid and cannot possibly do anything without its automatic help. The Atari manuals (whether paper or electronic) often tend to give almost too much of the gory details of the software's functions, and in-depth problem solving. No FAQ's, just nitty-gritty details about the actual operation of the thing, along with the basics (unix ports usually excluded). So it can be used not just by the green beginner user, but also the more advanced ones, and are actually productive in helping new users learn advanced ideas. If there are major issues, there's this newsgroup to rely on, which has been immensely helpful to me in a "crisis". And to top it all off, Atari's are actually enjoyable to use. I've never been able to say that about a PC or Mac (especially

about a PC).

So that's why I still use an Atari, and that's why I know for a fact that Atari's *can be* and *are* useful for serious work, depending on what you use them for.

Mike Freeman
mike [at] freeman-studio [dot] com

3924. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2004-06-25 18:39:43 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0406251039.f62e191@posting.google.com>
Source record: 17919
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari.st

"Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be> wrote in message news:<40d9b50c13ffe30@telenet.be>...

> ftp://chapelie.rma.ac.be/atari/audio-video/aniplay-222.zip
> (2.861.859 bytes) A freeware media player which decode QuickTime (MOV),
> Video For Windows (AVI), Autodesk Animator (FLI/FLC/FLH), Real Media (RM),
> MPEG 1/2 (MPG), QuickTime VR (MOV with mouse control),
> Audio Visual Research (AVR), Microsoft RIFF-WAVE (WAV),
> Apple Interchange File Format (AIF), DVSM Falcon Winrec (DVS),
> Real Audio (RA 14.4K and 28.8K), MPEG 1/2 Audio Layer 1,2 (MP1/2),
> AC3 Dolby Digital (AC3), Ogg Vorbis (OGG), JPEG images.

Don't forget MP3 and MP4! :)

Mike Freeman
mike [at] freeman-studio [dot] com

3925. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2004-06-25 21:04:12 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.06.25.21.04.11.74780@nosspamatari-source.com>
Source record: 17920
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari.st

On Fri, 25 Jun 2004 11:39:43 -0700, Mike Freeman wrote:

> "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be> wrote in message
news:<40d9b50c13ffe30@telenet.be>...
>
>> ftp://chapelie.rma.ac.be/atari/audio-video/aniplay-222.zip
>> (2.861.859 bytes) A freeware media player which decode QuickTime (MOV),
>> Video For Windows (AVI), Autodesk Animator (FLI/FLC/FLH), Real Media (RM),
>> MPEG 1/2 (MPG), QuickTime VR (MOV with mouse control),
>> Audio Visual Research (AVR), Microsoft RIFF-WAVE (WAV),
>> Apple Interchange File Format (AIF), DVSM Falcon Winrec (DVS),
>> Real Audio (RA 14.4K and 28.8K), MPEG 1/2 Audio Layer 1,2 (MP1/2),
>> AC3 Dolby Digital (AC3), Ogg Vorbis (OGG), JPEG images.
>
> Don't forget MP3 and MP4! :)
>

As it is a freeware player now, I suppose Didier is free to reimplement
and market mp3 support again. The fees only apply to non-freeware stuff.

Mark
http://portal.atari-source.com

3926. Atari Online news, Etc. #06-26

Newsgroup: comp.sys.atari.st
Date: 2004-06-25 23:54:24 UTC
From: danap8@aol.comno-spam
Message-ID: <20040625195424.29761.00000657@mb-m18.aol.com>
Source record: 17921

```
A-ONE #0626 06/25/04

~ ISPs Attack Zombies! ~ People Are Talking! ~ AOL Spam Scheme!
~ Induce Act Criticized! ~ Anti-Spyware Bill OK! ~ CCAG 2004 Classics!
~ Utah Spyware Law Block ~ Russian Whizkid Busted ~ ASCII Pioneer Dies
~ Maine Embraces Laptops ~ Comdex 2004 Cancelled! ~ eBay Apologizes!

-* RIAA Sue More Music Swappers *-
-* Classic Video Games Make A Comeback *-
-* Hotmail and Yahoo Step Up Mailbox Rivalry! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj(at)atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

3927. Re: why on earth are you still using Ataris, it's 2004?

Newsgroup: comp.sys.atari.st
Date: 2004-06-26 11:15:15 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <PScDc.198$5N4.197@bignews4.bellsouth.net>
Source record: 17923

> Yes, but even if your Falcon had USB, what would you do with the
> huge files that scanning can generate? Printing is vital to many
> people today too...the basic inkjet printer drivers that can be
> had with NVDI are not much use with todays 2880dpi printers...

ON Scanning....
I've personally never had any problems with it. It's not something I do often. I have Nova drivers and a Paragon flatbed. It scans straight to the hard-disk. The trick is this. If my scan is never going to paper, and is intended to be viewed on your typical VGA monitor, then why scan any higher than 72dpi? You're just throwing away memory if you do, because the screen will never show anything tighter. If you're going to paper with it....people still very often go way overboard with scanning resolutions! For those who really do need to work with massive images in super resolutions with billions of colors, then use a sofrtware suite with virtual memory (just like 'modern' PCs do). Many of the pro line softwares can indeed work d2d with images and sound files. There are also utlities like outside.

Funny...My Windows XP PC has 256mb memory or something like that. I rarely do anything with huge data files, or run more than 3 or 4 apps at once...yet, it hits this 'virtual' memory constantly.

True enough about GEMDOS printer drivers...but BETTER and older printers can still be found.
Keep in mind, your best quality glossy Magazines on the market are still done as low as 180dpi.
Your news paper, 32 to 72 dpi or so.

Today's 1200dpi printers are pretty much a rip off. You can get them for 30 dollars, while replacement carts cost as much as 60 dollars! They eat up these cartidges, and computer memory, and expensive papers like a kid with candy. In most cases however....your average home PC user can print out a photo with a good 600dpi printer from the 90s on a medium quality paper...print the same photo with a 1200dpi printer of today on the same quality paper...and often, that of the older printer will be BETTER to the eye. The quality of the paper alone has a LOT to do with it!

When you get into things needing super resolutions....well...for the cost and troubles involved, I myself would rather work with FILM! Better resolutions and colors. I would not use my Atari for this...altho it might be possible, as you say, memory would run out fast for printing slides and such. How many people really want or need to make film slides on a computer? A few in hollywood maybe...but they aren't running generic PC equipment at all! They have specalized tools from graphics labs with their own lables on it (I.E. Grass Valley, Pennacle, etc). Sometimes you'll see an old Falcon, Mac, PC, or Amiga dedicated to one or two simple tasks in such a lab...with a different brand

lable on the cover ;) When such labs choose a piece of kit...it's usually more about saving time than anything else. "Hey...this machine can do this easy, the software exists already, etc....let's just buy it and the rights to put our lable on it, patch it into our system....blah blah."

Brian

3928. Re: why on earth are you still using Ataris, it's 2004?

Newsgroup: comp.sys.atari.st
Date: 2004-06-26 11:45:46 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <RadDc.593$AN5.14@bignews2.bellsouth.net>
Source record: 17924

> Yes, but even if your Falcon had USB, what would you do with the
> huge files that scanning can generate? Printing is vital to many
> people today too...the basic inkjet printer drivers that can be
> had with NVDI are not much use with todays 2880dpi printers...

Oh, I forgot to add....
Older graphics software...on ALL platforms are a lot smarter when it comes to memory management.
Where the typical PC will automatically load the entire image in its full resolution into memory all in one go...
You'll find that older applications will nibble out just the bits it needs to display to your screen or window. So, if you're working with a Falcon in 640X480TC, in full screen mode....then that is the highest resolution that the software will take up memory for. As you ZOOM IN...it picks up more pixils from the disk, and throws away whatever you're not trying to 'see' at the moment...and so on. In then end, you get the same result. Actual edits are usually done to a temporary copy of your image, in memory if there is room, on disk if not. When you actually do a digital filter of some kind, or manipulate the image, it gets the bits of the image it needs in a hurry before 'saving' your new information, does the calucations and such, and well, you the user never really know the difference. When you go to 'print', it loads up a 'band' as large as the memory you have avilable for printing...dumps it to the printer, then has another go at it till it's all done. It's no big deal really...modern PC machines still do this...in fact, Intel architecture is the worlds worst in that to this day it doesn't like (or can't without some pretty special additional hardware and software) to touch anything in memory or disk without loading it into 256k chunks of memory and moving it around....hence the BIG deal made about 256k L2 caches built into the chips...that do greatly speed things up.

Really well done Pro suites, even today, still do things this way. The cheap crap, for ANY PLATFORM, will of course gobble up all your memory quickly and cry for more.

Brian

3929. Re: why on earth are you still using Ataris, it's

Newsgroup: comp.sys.atari.st
Date: 2004-06-26 12:03:58 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <FudDc.200$pr2.140@bignews1.bellsouth.net>
Source record: 17925

> Someone mention 030 is used in M1 tanks.. My guess for fire control as
> well, id like to see guys claiming 030 is usellese to stand in front of
> M1 then ;))) I came from former socialistic country and i was train to
> operate handy anit aircraft missile. Dated 1967, it had a capability to

I've heard rumors that Russian AirCraft makers ruled out using solid state components in at least half of the fleet. Why? Because the older tube technology, while larger, heavier, and more energy-hungry, would NOT be upset by radiation in the event of nuclear attacks. Hence, while the rest of the world's 'superior' solid state technology is grounded and useless in the aftermath of nuclear combat...Russia's surviors could wait out the worst of the fall out, and be hopping about the globe establishing order and dominion again in short order.

Truth be told...other nations likely thought of this as well...and feel it a good idea not to simply throw everything away or put ALL faith in technoloical trends. There are pros and cons in any decision.

Brian

3930. Re: why on earth are you still using Ataris, it's 2004?

Newsgroup: comp.sys.atari.st
Date: 2004-06-26 15:54:47 UTC
From: LS <me@email.net>
Message-ID: <b%gDc.113040$eu.84366@attbi_s02>
Source record: 17926

>
> Funny...My Windows XP PC has 256mb memory or something like that. I rarely do
> anything with huge data files, or run more than 3 or 4 apps at once...yet, it
> hits this 'virtual' memory constantly.

I'm not buying that one! I have XP Pro with 256Mb ram. I have it tweaked where all the unnecessary services are shut down or removed. All the pretty graphics animation crap is shut off and eye candy turned down. Still looks like it did before but very fast.

I can fire up Vega Video or TMPGEnc and encode a 21Gb uncompressed AVI I captured of a home movie and encode it to a 4Gb DVD MPG file. I can browse the web, check my mail and do other things easily.

I only have 256Mb of ram and I know XP likes 512 for best performance, but after tweaking XP just right, I no longer need more then 256.

LS

PS Don;t get me wrong, I'd die for a modern Atari machine...so I stick with Aranym for now.

3931. Re: why on earth are you still using Ataris, it's 2004?

Newsgroup: comp.sys.atari.st
Date: 2004-06-26 16:11:29 UTC
From: Chris Wilkinson <misterblobby@NOSPAMsnap.net.nz>
Message-ID: <1088226627.195075@kyle.snap.net.nz>
Source record: 17922

Hi there,

Mike Freeman wrote:
> Chris Wilkinson <misterblobby@NOSPAMsnap.net.nz> wrote in message
news:<1087879964.346391@kyle.snap.net.nz>...
>
>
>>Its just not practical to get anything serious done on the old 030
>>now...
>
>
> I guess that depends on what you consider "serious". The only thing I
> ever really use my Mac for is Internet, specifically web browsing (at
> least until a more complete web browser is made for my Falcon), and
> printing my digital photos - and that's just because my Falcon lacks
> the USB port my camera and scanner require, and up-to-date printer

Yes, but even if your Falcon had USB, what would you do with the
huge files that scanning can generate? Printing is vital to many
people today too...the basic inkjet printer drivers that can be
had with NVDI are not much use with todays 2880dpi printers...

> drivers, both of which *could* change, assuming there's enough
> interest for someone to take on the projects. For everything else -
> all my "serious" work, I prefer to use my Falcon.

Linux is my choice for getting stuff done...all the software ever
needed comes on the distro disks, and anything more can be quite
easily downloaded...serious is in the eye of the beholder, but my
Falcon doesn't have enough RAM or grunt or storage to do the things
I now like to do...except audio especially MIDI...

--
Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
Canterbury Horse Taxis. http://www.horsetaxis.co.nz/
Remove spamblocker to send replies direct to my email...

3932. Re: why on earth are you still using Ataris, it's

Newsgroup: comp.sys.atari.st
Date: 2004-06-26 18:07:58 UTC
From: "Steve Sweet"
Message-ID: <cbke1t$r95$1@hercules.btinternet.com>
Source record: 17927

Hi Brian

> I've heard rumors that Russian AirCraft makers ruled out using solid state
> components in at least half of the fleet. Why? Because the older tube
> technology, while larger, heavier, and more energy-hungry, would NOT be
upset by
> radiation in the event of nuclear attacks.

That is just a rumour, a very innacurate one, stop for a minute and thk how
a Geiger Muller tube works then compare that to a thermionic valve, add a
few giga watts of EMP and its just as useless as silicon based systems.

--

Regards, Steve S.

3933. PLEASE HELP re: converting WORD PLUS to WORD in WINDOWS XP?

Newsgroup: comp.sys.atari.st
Date: 2004-06-26 19:15:59 UTC
From: Rich <r.j.watts@btinternet.com>
Message-ID: <cbki1f$7bm$1@hercules.btinternet.com>
Source record: 17928

This must have been done by someone - but there are no available posts here
to read.
Has someone got a program or a Link to a program that will allow my PC to
read and convert WORD PLUS FILES created on my ST, please?
I have managed to copy my discs into my PC but cannot get it to read then
convert them to a Word document, for example.Help, please!!

3934. Re: PLEASE HELP re: converting WORD PLUS to WORD in WINDOWS XP?

Newsgroup: comp.sys.atari.st
Date: 2004-06-26 20:12:06 UTC
From: John <fredclark@consltec.demon.co.uk>
Message-ID: <xnHYyKAWid3AFwWe@consltec.demon.co.uk>
Source record: 17929

```
In article <cbki1f$7bm$1@hercules.btinternet.com>, Rich
<r.j.watts@btinternet.com> writes
>This must have been done by someone - but there are no available posts here
>to read.
>Has someone got a program or a Link to a program that will allow my PC to
>read and convert WORD PLUS FILES created on my ST, please?
>I have managed to copy my discs into my PC but cannot get it to read then
>convert them to a Word document, for example.Help, please!!
>
>

Use Word+ to save them as .RTF files. The PC can then read them.

--
John Clark

In the "reply to", replace either "fredclark" or "Workgroup" with
"jonclark" for direct e-mail.
```

3935. Re: 800XL Deejay

Newsgroup: comp.sys.atari.st
Date: 2004-06-26 20:21:50 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40dd866252ea40@comcast.net>
Source record: 17930

>Anyone ever use 800XL Deejay with a Falcon? I think it may require
>using the lan port? The serial port is not working. The DOC is in
>German, so I haven't been able to figure it out.
>
>Thanks!
>__
>Joseph D. Place
>ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

Hello again Joe,

I use 800XLDJ with my Hades and it works great. I use the Modem 1
port on my Hades. You should be able to do the same for the Falcon
and the STe. If you need any DI image files, email me. I have a
lot that I will soon be putting on CD. I am still in the process
of making more files for the program.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3936. Re: Atari STe with no sound

Newsgroup: comp.sys.atari.st
Date: 2004-06-26 20:21:51 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40dd866252ea41@comcast.net>
Source record: 17931

Cubase is a MIDI program. You need to use the MIDI ports for sound.

>Hello everyone,
>
>I've recently adquired an ATARI STe, bundled with a B/W Hi-Res
>monitor.
>
>The computer boots OK and diskdrive is fully functional. Monitor also
>works fine.
>
>BUT... I downloaded Cubase-Lite for testing the sound capabilities of
>the STe and loaded the demo song pakced with Cubase-Lite, and the
>piece was going on but with no sound.
>
>I tried turning up the volume in the monitor, and also tried the RCA
>sound outputs at the back of the STe but then again, no sound.
>
>Is there any way to test if sound chips are OK? I'm thinking of some
>kind of test-software or something, just to discard broken music chip.
>
>Thanks a lot!
>
>Skyblasc

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3937. Re: Old/New to Atari

Newsgroup: comp.sys.atari.st
Date: 2004-06-26 20:21:52 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40dd866252ea42@comcast.net>
Source record: 17932

>Hi, I used to have an Atari, about 8-9 years ago, and it was my main
>computer (until the family picked up a PC, then I managed to get one
>too). I first bought a 520 STfm, but soon had the chance to pick up a
>modified STe, which was supposed to be 1040. I've just dug the Atari out
>of the attic, and it boots up (which is a good sign), but I'm curious to
>know what exactly I am using. Is there any way, barring examining the
>case, to tell what I have hardware wise?
>
>Also, is there any sites regarding upgrades? I want to hopefully do up
>my dear ST, at least give it a facelift or such.
>
>Also, has there been anyone who's put an ST into a case, ala mega ST?
>I've seen on ebay a spare keyboard part, and the mainboard + powerboard,
>and was wondering if I could convert it into a mini PC style.
>
>Thanks, and sorry if the questions seem noobish
>

I would try Best Electronics or B&C Computers. They have almost
anything you would need.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3938. Re: PLEASE HELP re: converting WORD PLUS to WORD in WINDOWS XP?

Newsgroup: comp.sys.atari.st
Date: 2004-06-26 20:21:52 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40dd866252ea43@comcast.net>
Source record: 17933

>This must have been done by someone - but there are no available posts here
>to read.
>Has someone got a program or a Link to a program that will allow my PC to
>read and convert WORD PLUS FILES created on my ST, please?
>I have managed to copy my discs into my PC but cannot get it to read then
>convert them to a Word document, for example.Help, please!!
>

If you are talking about First Word Plus, there was a PC version
made. I would try some PC sites to see if you can get ahold of a
copy. Or you could try running a ST emulator on your PC and maybe
save the data as ASCII.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3939. Re: why on earth are you still using Ataris, it's 2004?

Newsgroup: comp.sys.atari.st
Date: 2004-06-26 22:07:36 UTC
From: JEDIDIAH <jedi@nomad.mishnet>
Message-ID: <slrncdrtfi.q5t.jedi@nomad.mishnet>
Source record: 17934

On 2004-06-26, Chris Wilkinson <misterblobby@NOSPAMsnap.net.nz> wrote:
> Hi there,
>
> Mike Freeman wrote:
>> Chris Wilkinson <misterblobby@NOSPAMsnap.net.nz> wrote in message
news:<1087879964.346391@kyle.snap.net.nz>...
>>
>>
>>>Its just not practical to get anything serious done on the old 030
>>>now...
>>
>>
>> I guess that depends on what you consider "serious". The only thing I
>> ever really use my Mac for is Internet, specifically web browsing (at
>> least until a more complete web browser is made for my Falcon), and
>> printing my digital photos - and that's just because my Falcon lacks
>> the USB port my camera and scanner require, and up-to-date printer
>
> Yes, but even if your Falcon had USB, what would you do with the
> huge files that scanning can generate? Printing is vital to many
> people today too...the basic inkjet printer drivers that can be
> had with NVDI are not much use with todays 2880dpi printers...

They use Postscript, PCL and proprietary hacks as they always have.
That aspect of computing hasn't changed much really. For the "rest
of us", ghostscript has always been a suitable workaround.

>
>> drivers, both of which *could* change, assuming there's enough
>> interest for someone to take on the projects. For everything else -
>> all my "serious" work, I prefer to use my Falcon.
>
> Linux is my choice for getting stuff done...all the software ever
> needed comes on the distro disks, and anything more can be quite
> easily downloaded...serious is in the eye of the beholder, but my
> Falcon doesn't have enough RAM or grunt or storage to do the things
> I now like to do...except audio especially MIDI...
>

--
The public has a right to free music. It's part of the bargain that
was originally made with musicians and publishers. It's time that the |||
debate was shifted to reflect that. Robber Barons and their Toadies / | \
are distracting us from the original facts of the situation.

3940. Re: 800XL Deejay

Newsgroup: comp.sys.atari.st
Date: 2004-06-27 00:24:10 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10ds4ta3ap3bf0a@corp.supernews.com>
Source record: 17935

On 26 Jun 2004 20:21:50 , "Edward S. Baiz Jr." wrote:
>>Anyone ever use 800XL Deejay with a Falcon? I think it may require
>>using the lan port? The serial port is not working. The DOC is in
>>German, so I haven't been able to figure it out.
>>
>>Thanks!
>>__
>>Joseph D. Place
>>ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
>
>Hello again Joe,
>
>I use 800XLDJ with my Hades and it works great. I use the Modem 1
>port on my Hades. You should be able to do the same for the Falcon
>and the STe. If you need any DI image files, email me. I have a
>lot that I will soon be putting on CD. I am still in the process
>of making more files for the program.
>
>--
>Edward S. Baiz Jr.
> (Gamer)
>
>HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
>PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
>.
It works fine on my STe, but I can't get it to work on my Falcon.
The program runs, but I can't get any transfers going. As far as I
can tell from translating the DOCs it looks like some hardware mods
are required to use the Falcon. I gave up and went back to the STe.

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

3941. Re: why on earth are you still using Ataris, it's 2004?

Newsgroup: comp.sys.atari.st
Date: 2004-06-27 07:53:18 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040627095318.a27158@du3.maus.de>
Source record: 17937

>> You should immediately try to play MP3 files on your falcon with
>Aniplayer!
>> :-)
>I have...thats why I doubt your statement! MP3 quality on my Falcon
>is not nice, despite the presence of a PowerUp2 accelerator...

Well, it seems to me that your Falcon suffers from the SDMA bug. There are two ways to cure this: The first and more often installed patch (but also more difficult to get it running correctly) is the so-called "clock patch". Could you check out if there is a 74F04 or 74F08 on top of chip U63?

The second is to install a simple 68 Ohm resistor to the SDMA chip.

If you have neither patches installed then you are right: MP3 replay quality is poor on these Falcons.

I recommend every Falcon owner to immediately install the patch.

>of systems that cost significantly less money...I can get an Athlon64
>system here in New Zealand for significantly less than a CT60 will cost
>me.

It's not always the price that counts. My ATARIs are more user friendly and I am faster in using it. So for the average every day tasks my Falcon is still faster than those cheap PC systems of today.

I often just check emails. It takes less time to start my main Falcon (which has only an Afterburner board installed, the CT60 Falcon is my second Falcon), to get my Emails and then shut it down again than to even start the PC that stands just next to my Falcons.

I even use my Falcons for image manipulation. Although the PC is faster in spinning images, using filters etc. the user interface on most of my ATARI applications is more friendly and together with the DSP I am nearly as fast as with my PC so I still use the ATARI for that.

>Which is faster? If you try to talk CT60 you need to smoke less of
>that stuff! :-)

So, you cannot give an answer that this or that system is faster it depends on the task you perform.

Regards,

Frank

3942. Re: 800XL Deejay

Newsgroup: comp.sys.atari.st
Date: 2004-06-27 11:52:17 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <cbmc7pgla1@reader13.wxs.nl>
Source record: 17936

I would like to know too, how it could work on my falcon!

I'm using APE now (PC) but I would really like to use my falcon.

Marius

"Joseph D. Place" <jdplace@REMOVESPAMcableone.net> schreef in bericht
news:10ds4ta3ap3bf0a@corp.supernews.com...
> On 26 Jun 2004 20:21:50 , "Edward S. Baiz Jr." wrote:
> >>Anyone ever use 800XL Deejay with a Falcon? I think it may require
> >>using the lan port? The serial port is not working. The DOC is in
> >>German, so I haven't been able to figure it out.
> >>
> >>Thanks!
> >>__
> >>Joseph D. Place
> >>ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
> >
> >Hello again Joe,
> >
> >I use 800XLDJ with my Hades and it works great. I use the Modem 1
> >port on my Hades. You should be able to do the same for the Falcon
> >and the STe. If you need any DI image files, email me. I have a
> >lot that I will soon be putting on CD. I am still in the process
> >of making more files for the program.
> >
> >--
> >Edward S. Baiz Jr.
> > (Gamer)
> >
> >HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> > Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> > Photo 700 printer, PCI Networking Card, ICQ#91257633
> >PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> > Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> > Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
> >.
> It works fine on my STe, but I can't get it to work on my Falcon.
> The program runs, but I can't get any transfers going. As far as I
> can tell from translating the DOCs it looks like some hardware mods
> are required to use the Falcon. I gave up and went back to the STe.
> __
> Joseph D. Place
> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
> __

> Joseph D. Place
> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

3943. Re: PLEASE HELP re: converting WORD PLUS to WORD in WINDOWS XP?

Newsgroup: comp.sys.atari.st
Date: 2004-06-27 15:15:25 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <cbmoadauk1@thorium.cix.co.uk>
Source record: 17938

In message <xnHYyKAWid3AFwWe@consltec.demon.co.uk>, fredclark@consltec.demon.co.uk said:

>In article <cbki1f$7bm$1@hercules.btinternet.com>, Rich
>>Has someone got a program or a Link to a program that will allow my PC to
>>read and convert WORD PLUS FILES created on my ST, please?
>>I have managed to copy my discs into my PC but cannot get it to read then
>>convert them to a Word document, for example.Help, please!!
>>
>>
>
>Use Word+ to save them as .RTF files. The PC can then read them.

First Word+ can't save as RTF - at least the Atari version can't -
only WordPlus DOC and ASCII. I presume Rich no longer has an Atari
or 1Word+ - if he has, then saving as ASCII will allow Word to
read them; or run an Atari emulator - provided he still has the WP
program disk.

If not, use an ASCII editor (?Notepad?), remove the header down to
and including the ruler, then multiple search and replace: Replace
ASCII 028, 029 and 030 with a space, and all Esc ? combinations
(where '?' is a wildcard) with nothing (these are style and
end-of-page commands etc). You will be left with pure text. You
could with a little more work retain any styles by converting the
Esc combinations to e-mail style attributes: Esc+129 (umlaut-u) =
Bold on (mark *), Esc+130 (e-accent acute) = Light on (mark ~),
Esc+132 (umlaut-a) = Italic (mark /), Esc+136 (e-circumflex) =
Underlined on (mark _), Esc+176 (a-tilde) = Superscript (mark say
+), Esc+160 (a-acute) = Subscript (mark say -). Esc+128 (C-tilde)
switches each style off again (place same marker as for switching
attribute on); it also marks formfeeds. Combinations are also
possible - there is a good discussion about this in the IdeaList
documentation.

Then in Word you can convert the e-mail style attributes back to
what they should be. Longwinded, but doable.

Regards, /Peter/

3944. Re: Wanted: Ghosts 'N Goblins

Newsgroup: comp.sys.atari.st
Date: 2004-06-27 16:19:24 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10e0h815nopuc75@corp.supernews.com>
Source record: 17950

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:cbp53mkae1@reader13.wxs.nl...
> Can you explain why you are so happy with this game? I'm always looking
for
> new NICE games to play. Perhaps this game (when I could get it) is a nice
> one for me too, to play.
>
> Thanks
> Marius
>
Well I just love this game, it was a Arcade game that came out in the mid
80's. The ST version is pretty good too! Check it out.

Tim

3945. Re: PLEASE HELP re: converting WORD PLUS to WORD in WINDOWS XP?

Newsgroup: comp.sys.atari.st
Date: 2004-06-27 16:40:59 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <cbmtar$132$1@reader2.panix.com>
Source record: 17939

If you are using a mumble mumble PC, get the program Ultra Edit, which is shareware, and pay Ian Mead (?) his $30 USD for it. It is a programmers and general purpose editor, and you can use it to take the ruler line off of Word Plus files so another program can read it, and also excise any other characters a PC program cannot handle. Yes, Notepad will do it, but Ultra Edit will do it better.

If using an Atari emulator, Edith is freeware, I think. I have a registered copy. And Edith will do search and replace, fast and well.

Or, get something much better than Word, IMHO, which is Tempus-Word.

I do agree with the details below.

Jim

xlator@cix.compulink.co.uk writes:

: In message <xnHYyKAWid3AFwWe@consltec.demon.co.uk>, fredclark@consltec.demon.co.uk said:

: If not, use an ASCII editor (?Notepad?), remove the header down to
: and including the ruler, then multiple search and replace: Replace
: ASCII 028, 029 and 030 with a space, and all Esc ? combinations
: (where '?' is a wildcard) with nothing (these are style and
: end-of-page commands etc). You will be left with pure text. You
: could with a little more work retain any styles by converting the
: Esc combinations to e-mail style attributes: Esc+129 (umlaut-u) =
: Bold on (mark *), Esc+130 (e-accent acute) = Light on (mark ~),
: Esc+132 (umlaut-a) = Italic (mark /), Esc+136 (e-circumflex) =
: Underlined on (mark _), Esc+176 (a-tilde) = Superscript (mark say
: +), Esc+160 (a-acute) = Subscript (mark say -). Esc+128 (C-tilde)
: switches each style off again (place same marker as for switching
: attribute on); it also marks formfeeds. Combinations are also
: possible - there is a good discussion about this in the IdeaList
: documentation.

: Then in Word you can convert the e-mail style attributes back to
: what they should be. Longwinded, but doable.

: Regards, /Peter/

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|

/ \ and postings | to help me spread! |
.

3946. Re: why on earth are you still using At

Newsgroup: comp.sys.atari.st
Date: 2004-06-27 17:56:34 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <40df0a51$0$22314$4c56ba96@master.news.zetnet.net>
Source record: 17940

Hi all,

I'm re-posting this just to help Newsie users. It suffered from
the "begin" bug again. (I've removed the offending word.)

Paul

On 27 Jun 2004 11:45:26 , gfa wrote:
>Mime-version: 1.0
>X-No-Archive: yes
>Content-type: text/plain; charset="US-ASCII"
>Content-transfer-encoding: 7bit
>Lines: 15
>NNTP-Posting-Host: 209.143.14.222
>X-Trace: sv3-0t60s8HDp1f2+imDTRTpRBesJ2qUxFNGrZBokkpEuFMhh8841UY8BXAeP6/2x8V4HC7Ty0Dvqnk/
P98!WJHNCK>0ArOPlayK/jH96c8cMUJ7nmd/wJaz4cbqbu3WmnGjl8uosIRm6S0/A44Y=
>X-Complaints-To: abuse@bright.net
>X-DMCA-Complaints-To: abuse@bright.net
>X-Abuse-and-DMCA-Info: Please be sure to forward a copy of ALL headers
>X-Abuse-and-DMCA-Info: Otherwise we will be unable to process your complaint properly
>X-Postfilter: 1.1
>Xref: master.news.zetnet.net comp.sys.atari.st:222673
>
>in article 20040627095318.a27158@du3.maus.de, Frank Szymanski wrote
>on 6/27/04 3:53 AM:
>
>> So, you cannot give an answer that this or that system is faster it depends
>> on the task you perform.
>
>Also some people just have no tolerance for waiting, so there is a huge
>variable right there.
>
>--
>FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is now!]
>Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
>L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]
>
>
>.

3947. Re: PLEASE HELP re: converting WORD PLUS to WORD in WINDOWS XP?

Newsgroup: comp.sys.atari.st
Date: 2004-06-27 18:12:42 UTC
From: John <fredclark@consltec.demon.co.uk>
Message-ID: <rKkOJKAa4w3AFwGM@consltec.demon.co.uk>
Source record: 17941

In article <cbmoadauk1@thorium.cix.co.uk>, xlator@cix.compulink.co.uk
writes
>
>First Word+ can't save as RTF - at least the Atari version can't -
>only WordPlus DOC and ASCII. I presume Rich no longer has an Atari
>or 1Word+ - if he has, then saving as ASCII will allow Word to
>read them; or run an Atari emulator - provided he still has the WP
>program disk.
>
>If not, use an ASCII editor (?Notepad?),

Sorry it was so long ago that I used First Word+. I moved on to
Calligrapher, which exported as .RTF. That was the way I got my ST to
talk to the PC, via Word, at work.

--
John Clark

In the "reply to", replace either "fredclark" or "Workgroup" with
"jonclark" for direct e-mail.

3948. Wanted: Ghosts 'N Goblins

Newsgroup: comp.sys.atari.st
Date: 2004-06-27 23:19:30 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10dulg1f7dn3s0c@corp.supernews.com>
Source record: 17942

Looking for a working copy of this game. I own the original boxed game but sadly my disk does not work anymore. Looking for a good working copy. This is my favorite game!

Tim

3949. Re: 800XL Deejay

Newsgroup: comp.sys.atari.st
Date: 2004-06-27 23:43:20 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <sYIDc.67995$sj4.56578@news-server.bigpond.net.au>
Source record: 17943

Joseph D. Place wrote:
> On 26 Jun 2004 20:21:50 , "Edward S. Baiz Jr." wrote:
>
>>>Anyone ever use 800XL Deejay with a Falcon? I think it may require
>>>using the lan port? The serial port is not working. The DOC is in
>>>German, so I haven't been able to figure it out.
>>>
>>>Thanks!
>>>__
>>>Joseph D. Place
>>>ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
>>
>>Hello again Joe,
>>
>>I use 800XLDJ with my Hades and it works great. I use the Modem 1
>>port on my Hades. You should be able to do the same for the Falcon
>>and the STe. If you need any DI image files, email me. I have a
>>lot that I will soon be putting on CD. I am still in the process
>>of making more files for the program.
>>
>>--
>>Edward S. Baiz Jr.
>> (Gamer)
>>
>>HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
>>Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
>>Photo 700 printer, PCI Networking Card, ICQ#91257633
>>PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
>>Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
>>Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
>>.
>
> It works fine on my STe, but I can't get it to work on my Falcon.
> The program runs, but I can't get any transfers going. As far as I
> can tell from translating the DOCs it looks like some hardware mods
> are required to use the Falcon. I gave up and went back to the STe.

Hey Jo, have you tried using HSmodem? The patches you are refering to,
are probably the above patch. It fixes some compatibility issues. I am
pretty sure it is possible to make the Falcon's modem port apear the
same as the ST's, but I have forgoten what the patch for that is.
I would doubt you would need a hardware mod of any kind.

Mark

3950. Re: PLEASE HELP re: converting WORD PLUS to WORD in WINDOWS XP?

Newsgroup: comp.sys.atari.st
Date: 2004-06-28 02:57:35 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <P5nc56Ffk43AFwBP@my-ste.davjam.org>
Source record: 17945

On Sat, 26 Jun 2004, Rich <r.j.watts@btinternet.com> wrote:-

>This must have been done by someone - but there are no available posts here
>to read.
>Has someone got a program or a Link to a program that will allow my PC to
>read and convert WORD PLUS FILES created on my ST, please?
>I have managed to copy my discs into my PC but cannot get it to read then
>convert them to a Word document, for example.Help, please!!

Others have suggested converting the files into RTF format and importing
those. After a very quick hunt, I've found a Word+ to RTF convertor that
should run under Windows, using a DOS prompt, at:

<URL:http://www.funet.fi/pub/atari/util/wpls2rtf.zip>

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 63 Mnodes/s: http://www.distributed.net/
AMD 1800 1Gb WinXP | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 9.0
AMD 1300 512Mb SuSE 9.0 | A3010 4Mb RiscOS 3.11 | A4000 4Mb RiscOS 3.11
Falcon 14Mb TOS 4.02 | STE 4Mb TOS 1.62

3951. Re: 800XL Deejay

Newsgroup: comp.sys.atari.st
Date: 2004-06-28 02:59:51 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10dv2d7dd8c4330@corp.supernews.com>
Source record: 17944

On 27 Jun 2004 23:43:20 , Mark Bedingfield wrote:
>Joseph D. Place wrote:
>> On 26 Jun 2004 20:21:50 , "Edward S. Baiz Jr." wrote:
>>
>>>>Anyone ever use 800XL Deejay with a Falcon? I think it may require
>>>>using the lan port? The serial port is not working. The DOC is in
>>>>German, so I haven't been able to figure it out.
>>>>
>>>>Thanks!
>>>>__
>>>>Joseph D. Place
>>>>ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
>>>
>>>Hello again Joe,
>>>
>>>I use 800XLDJ with my Hades and it works great. I use the Modem 1
>>>port on my Hades. You should be able to do the same for the Falcon
>>>and the STe. If you need any DI image files, email me. I have a
>>>lot that I will soon be putting on CD. I am still in the process
>>>of making more files for the program.
>>>
>>>--
>>>Edward S. Baiz Jr.
>>> (Gamer)
>>>
>>>HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
>>>Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
>>>Photo 700 printer, PCI Networking Card, ICQ#91257633
>>>PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
>>>Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
>>>Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
>>>.
>>
>> It works fine on my STe, but I can't get it to work on my Falcon.
>> The program runs, but I can't get any transfers going. As far as I
>> can tell from translating the DOCs it looks like some hardware mods
>> are required to use the Falcon. I gave up and went back to the STe.
>
>Hey Jo, have you tried using HSmodem? The patches you are refering to,
>are probably the above patch. It fixes some compatibility issues. I am
>pretty sure it is possible to make the Falcon's modem port apear the
>same as the ST's, but I have forgoten what the patch for that is.
> I would doubt you would need a hardware mod of any kind.
>

>Mark
>.
Yes, I'm using HSmodem7. I also tried the serial.cpx to try to
direct to the serial port, but tranfers still do not work.

Thanks for your input.

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

3952. Re: Wanted: Ghosts 'N Goblins

Newsgroup: comp.sys.atari.st
Date: 2004-06-28 13:09:02 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <cbp53mkae1@reader13.wxs.nl>
Source record: 17947

Can you explain why you are so happy with this game? I'm always looking for new NICE games to play. Perhaps this game (when I could get it) is a nice one for me too, to play.

Thanks
Marius

"Tim" <tjlazer@CRAPmail.com> schreef in bericht news:10dulg1f7dn3s0c@corp.supernews.com...
> Looking for a working copy of this game. I own the original boxed game but
> sadly my disk does not work anymore. Looking for a good working copy. This
> is my favorite game!
>
> Tim
>
>

3953. Re-Casing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-06-28 14:05:10 UTC
From: sf0218@aol.com
Message-ID: <20040628100510.22984.00000785@mb-m07.aol.com>
Source record: 17948

Hello All,

Well, I have done it.....didn't think I would, but I did. I have ordered a CT60!!!!!!!

I have also bought a huge AT full tower case....lot's of room, and with an AT 300w psu with lot's of power leads. But no 3.5" drive bays. :|

2 questions:

1) I supposed I will have to replace this psu with an ATX psu for the CT60 correct?

2) I'm dumb as a rock, so I just don't understand how to extend the Falcon's ports to the back of the tower case. What I mean is, what cables do I use and how do the plug in to the Falcon's ports? And yes, I have seen all the web sites dealing with this.

Thanks to all,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

3954. Re: Re-Casing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-06-28 14:24:02 UTC
From: Don Schmidt <"Retired Engineer"@PNB.usa>
Message-ID: <10e0ag25duid01f@corp.supernews.com>
Source record: 17949

You can put a 3&#65533;" floppy drive in any of the available bays. Just get the adapter and bezel.

```
--
Don
--------
Vancouver, USA - One of the great cities in one of the 45+ countries in the
Americas!

"SF0218" <sf0218@aol.com> wrote in message
news:20040628100510.22984.00000785@mb-m07.aol.com...
> Hello All,
>
> Well, I have done it.....didn't think I would, but I did. I have ordered a
> CT60!!!!!!!
>
> I have also bought a huge AT full tower case....lot's of room, and with an
AT
> 300w psu with lot's of power leads. But no 3.5" drive bays. :|
>
> 2 questions:
>
> 1) I supposed I will have to replace this psu with an ATX psu for the CT60
> correct?
>
> 2) I'm dumb as a rock, so I just don't understand how to extend the
Falcon's
> ports to the back of the tower case. What I mean is, what cables do I use
and
> how do the plug in to the Falcon's ports? And yes, I have seen all the
web
> sites dealing with this.
>
> Thanks to all,
>
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,
>
>
```

3955. Re: why on earth are you still using Ataris, it's 2004?

Newsgroup: comp.sys.atari.st
Date: 2004-06-28 15:32:00 UTC
From: Chris Wilkinson <misterblobby@NOSPAMsnap.net.nz>
Message-ID: <1088397049.286702@kyle.snap.net.nz>
Source record: 17946

Hi there,

Frank Szymanski wrote:
>>>You should immediately try to play MP3 files on your falcon with
>>
>>Aniplayer!
>>
>>>:-)
>>
>>I have...thats why I doubt your statement! MP3 quality on my Falcon
>>is not nice, despite the presence of a PowerUp2 accelerator...
>
> Well, it seems to me that your Falcon suffers from the SDMA bug. There are
> two ways to cure this: The first and more often installed patch (but also
> more difficult to get it running correctly) is the so-called "clock patch".
> Could you check out if there is a 74F04 or 74F08 on top of chip U63?
>
> The second is to install a simple 68 Ohm resistor to the SDMA chip.
>
> If you have neither patches installed then you are right: MP3 replay quality
> is poor on these Falcons.

Nope, mine was modded my System Solutions prior to purchase...

>>Which is faster? If you try to talk CT60 you need to smoke less of
>>that stuff! :-)
>
> So, you cannot give an answer that this or that system is faster it depends
> on the task you perform.

Performance is multi-faceted, but if the best apps for linux performed
at the same level as the best apps for Atari, on similar spec hardware,
then it is reasonable to expect that if either platform can run on
faster hardware, that hardware will give the platform a speed advantage
in computational stuff...

The GUI will spend less time waiting on the CPU, if the CPU gets the
math done faster...

--
Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
Canterbury Horse Taxis. http://www.horsetaxis.co.nz/
Remove spamblocker to send replies direct to my email...

3956. Re: why on earth are you still using Ataris, it's 2004?

Newsgroup: comp.sys.atari.st
Date: 2004-06-28 18:10:10 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0406281010.4a73695@posting.google.com>
Source record: 17951

"Brian Roland" <BJRoland@bellsouth.net> wrote in message
news:<PScDc.198$5N4.197@bignews4.bellsouth.net>...
> > Yes, but even if your Falcon had USB, what would you do with the
> > huge files that scanning can generate? Printing is vital to many
> > people today too...the basic inkjet printer drivers that can be
> > had with NVDI are not much use with todays 2880dpi printers...

1. Generally, with the Atari software I've used, files too large to be
stored in memory are generally handled by disk caching, as also posted
below by Brian.
2. Anyone with a more powerful system (Hades, CT60, Aranym, etc.)
don't have those memory worries.

> ON Scanning....
> I've personally never had any problems with it. It's not something I do often.
> I have Nova drivers and a Paragon flatbed. It scans straight to the hard-disk.
> The trick is this. If my scan is never going to paper, and is intended to be
> viewed on your typical VGA monitor, then why scan any higher than 72dpi? You're
> just throwing away memory if you do, because the screen will never show anything
> tighter. If you're going to paper with it....people still very often go way
> overboard with scanning resolutions! For those who really do need to work with
> massive images in super resolutions with billions of colors, then use a
> sofrtware suite with virtual memory (just like 'modern' PCs do). Many of the
> pro line softwares can indeed work d2d with images and sound files. There are
> also utlities like outside.

Right. I don't consider memory *that* much of an issue, although I
have at times found it a minor limitation, which is one of the many
reasons I'd die for a CT60.

> Funny...My Windows XP PC has 256mb memory or something like that. I rarely do
> anything with huge data files, or run more than 3 or 4 apps at once...yet, it
> hits this 'virtual' memory constantly.

Yeah. Windows is the biggest memory pig I've ever had the displeasure
of using.

> True enough about GEMDOS printer drivers...but BETTER and older printers can
> still be found.
> Keep in mind, your best quality glossy Magazines on the market are still done as
> low as 180dpi.
> Your news paper, 32 to 72 dpi or so.

I've done lots of experimenting with image printing. I often print
photos from my digital camera. On standard papers (ink jet, copier,
typewriter, etc. papers), you just can't get any kind of photo quality

printing anyway, no matter what resolution you print at. If you can live with that poor quality, the ink gets spread out some by the texture of the paper, so higher resolutions don't matter anyway. That's why newspapers print at such low res. Newsprint paper is such grainy stuff. Also, most of what you get a newspaper for is the text, not the images, which doesn't have to be very high resolution to be readable. The images I've seen in newspapers are of only mildly passable quality, just to get the point across. And I don't know about the papers where you are, but the ones here have recently begun using obviously higher resolution imaging than in years past - and they've advertised that fact.

However, if you want to print photo-quality digital images, higher resolutions are a must. I've printed photos at every resolution my printer and drivers support, both on my Mac and on the Atari. Nothing can even come close to comparing to 1440dpi or better resolution. On photo paper, which reduces texture to a minimum, keeping the ink from spreading, you *must* use that high of resolution, otherwise you begin to see the individual image pixels. Even at 1440, you can see them if you look close enough. At these higher resolutions, I've printed out pictures from my digital camera that are so sharp and detailed that traditional film photography can't even come close! So you can't convince me that high resolution isn't necessary. My Atari can't print images at the quality my Mac can, which is why I still use the Mac for that purpose. When/if we get USB capability, and a replacement for NVDI, or even if someone could simply write some drivers for higher resolutions that work with NVDI, I'll happily print digital images on my Atari.

> Today's 1200dpi printers are pretty much a rip off. You can get them for 30
> dollars, while replacement carts cost as much as 60 dollars! They eat up these
> cartidges, and computer memory, and expensive papers like a kid with candy. In
> most cases however....your average home PC user can print out a photo with a
> good 600dpi printer from the 90s on a medium quality paper...print the same
> photo with a 1200dpi printer of today on the same quality paper...and often,
> that of the older printer will be BETTER to the eye. The quality of the paper
> alone has a LOT to do with it!

Not true at all. I have an old 720dpi Canon printer I used to use with my Atari. It never printed as nicely as my 2880dpi Epson on my Mac, no matter what paper I used, and I've tried all kinds. Print photos on real photo paper, and the comparison becomes even more clear that higher resolution is a must.

> When you get into things needing super resolutions....well...for the cost and
> troubles involved, I myself would rather work with FILM! Better resolutions and
> colors.

No. Resolution of film is horrible compared with a good quality digital camera photo at 1440 or 2880dpi on the highest quality photo paper. No comparison at all. Film photography is slightly blurry, no matter how good your camera and film is. Digital photos product a much

crisper image. And really, I haven't found the cost and trouble of high res printing to be all that much more than low resolution printing when it comes to photos.

Mike Freeman
mike [at] freeman-studio [dot] com

3957. Seeking: Marpet Xtra RAM Driver By Jim Allen

Newsgroup: comp.sys.atari.st
Date: 2004-06-28 19:20:45 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <64_Dc.2016$4A5.1552@bignews1.bellsouth.net>
Source record: 17952

I've been lucky enough to come across a Marpet Xtra RAM 8 memory board for the Mega ST, and someone was kind enough to send me Marpet's origonal version 1 drivers for the board. I've run into some problems however, and someone informed me they believe other drivers have been done for this board that might fix my problem. Jim Allen, from FAST Technologies was a name mentioned as someone that may have done a driver for this board.

If anyone has a copy of this driver, any drivers other than the version 1 that I have, or knows how to get in touch with Jim Allen, please let me know.

Thanks!
Brian

3958. Re: Re-Casing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-06-28 20:43:47 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cbpvrd$k32$1@news.freedom2surf.net>
Source record: 17953

"SF0218" <sf0218@aol.com> wrote in message
news:20040628100510.22984.00000785@mb-m07.aol.com...
> Hello All,
>
> Well, I have done it.....didn't think I would, but I did. I have ordered a
> CT60!!!!!!!

WOW great!. (Support teams on standby!!!!) ;-)

> I have also bought a huge AT full tower case....lot's of room, and with an
AT
> 300w psu with lot's of power leads. But no 3.5" drive bays. :|
>
> 2 questions:
>
> 1) I supposed I will have to replace this psu with an ATX psu for the CT60
> correct?

Yes. Definately. Your AT case will probably have a main power switch on the front too, unlike ATX cases that have a low voltage push button to turn on the power. You will need to either replace this on/off switch with a momentary one, or use the reset button if there is one. If your case has a turbo switch you could use this to switch between 060 and 030.

> 2) I'm dumb as a rock, so I just don't understand how to extend the
Falcon's
> ports to the back of the tower case. What I mean is, what cables do I use
and
> how do the plug in to the Falcon's ports? And yes, I have seen all the
web
> sites dealing with this.

Which ports do you need?

At a minimum youll need the VGA port, get a 15pin HD male to 15pin HD female cable, and mount the female side on a bracket (take one off an old PC video card). If you use the serial/parallel port its the same deal except its a 9pin port. The SCSI depends on whether you want to mount the drives inside or not. The keyboard is a different kettle of fish. I just got a TT keyboard and made an adapter, you could do this, or buy/make an eiffel card.

Coda.

3959. Re: Wanted: Ghosts 'N Goblins

Newsgroup: comp.sys.atari.st
Date: 2004-06-28 20:46:36 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cbq00m$k39$1@news.freedom2surf.net>
Source record: 17954

"Tim" <tjlazer@CRAPmail.com> wrote in message
news:10dulg1f7dn3s0c@corp.supernews.com...
> Looking for a working copy of this game. I own the original boxed game
but
> sadly my disk does not work anymore. Looking for a good working copy.
This
> is my favorite game!
>
> Tim

Ghouls and Ghosts is on Pompey Pirates menu 21, which is the sequel to
Ghosts and Goblins, but I've never seen Ghosts and Goblins on the ST.

Coda.

3960. Re: Milan hardware problem...

Newsgroup: comp.sys.atari.st
Date: 2004-06-28 21:25:09 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <cbq2bl$l53$1@orkan.itea.ntnu.no>
Source record: 17957

Peter Slegg <peterslegg@===anti-spam===scubadivers.co.uk> wrote:

> >As I said, I couldn't wait, so I dug out the schematics for the Super I/O
> >and did some measuring with my multimeter. Turns out there's no power on
> >either the keyboard- or mouse-connectors Vcc-pins. So I just soldered a
> >2cm wire from the Vcc pin of the resistor array between the connectors to
> >the Vcc pin of the keyboard connector. And now no more "keyboard not

> I was thinking of getting a wireless keyboard and mouse for my Milan
> but I don't want to have the same problem that you had.

> Could you give me some more details of where to attach the wire. Can this
> be done without removing the entire motherboard ?

I'm afraid I don't remember the details, but the modification is very
simple. You just need a better +5V feed to the keyboard port, so look up
the AT keyboard connector on the net, find the corresponding solder pad on
the underside of the motherboard and solder a wire from that pad to a +5V
source on the motherboard. E.g. directly from one of the +5V solder pads
on the power connector which is just a few cm away from the keyboard
connector.

Btw. I've been using a Labtec wireless keyboard/mouse with my Milan for
about a year now, no problems whatsoever :-)

Btw2.: No, you have to remove the motherboard unless you have access to
the underside of it when it's installed in the case.

--

```
/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

3961. Re: [WEB] Aniplayer 2.22

Newsgroup: comp.sys.atari.st
Date: 2004-06-28 22:56:44 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <40e0860c.0@entanet>
Source record: 17955

On 24 Jun 2004 09:41:48 , beebee wrote:
>
>> There are two files called vorbis.slb. One is in the 68060 folder and the
>> other in the ivorbis folder. What is the difference ?
>
>The diff�rence:-0), you have 68060 processor or you aven't!
>For the last version, there is optimisations for ct60:)
>>
>> Is it my imagination or is video image quality better in this version ?
>
>It's your imagination, the codec ogg vorbis is for sound only!
>The quality is just like MP3 codec:)

Sorry I meant to say, is the image quality in Aniplayer just better
all round ?

The images just seem sharper and cleaner.

Peter

3962. Re: Milan hardware problem...

Newsgroup: comp.sys.atari.st
Date: 2004-06-28 22:56:49 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <40e08611.0@entanet>
Source record: 17956

On 29 Jul 2003 17:05:39 , Jo Even Skarstein wrote:
>Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>
>>> This sounds like a mouse/kbd power problem. Check the +5V on the KBD/mouse
>>> connector when both are plugged in - if it is less than ~4.8V, the trace on
>
>> 2.45V!! Sounds like you're right. I really hope so, it would be too sad if
>> my Milan died just now that I got the Atari spirit back...
>
>Well, it wasn't dead :-) Michael Schwingen, if you ever come to Norway
>I'll buy you a beer. No, make that a six-pack! Or even a keg! Two
>kegs!! Whatever you want :-)
>
>>> If this is the problem, then it can be fixed with a short piece of wire that
>>> needs to be soldered to the bottom side of the PCB - inquire for details.
>
>> Please enlighten me, although I'm gonna go right ahead and figure it out
>> myself right now ;-)
>
>As I said, I couldn't wait, so I dug out the schematics for the Super I/O
>and did some measuring with my multimeter. Turns out there's no power on
>either the keyboard- or mouse-connectors Vcc-pins. So I just soldered a
>2cm wire from the Vcc pin of the resistor array between the connectors to
>the Vcc pin of the keyboard connector. And now no more "keyboard not
>found" at boot up, which I've aways believed was a bug since it's been
>like this ever since I got the Milan! The mouse also works perfectly.
>

Hi Jo Even,

I was thinking of getting a wireless keyboard and mouse for my Milan
but I don't want to have the same problem that you had.

Could you give me some more details of where to attach the wire. Can this
be done without removing the entire motherboard ?

regards,

Peter

3963. Re: Wanted: Ghosts 'N Goblins

Newsgroup: comp.sys.atari.st
Date: 2004-06-29 00:36:59 UTC
From: Chris <Chris.Murray@blueyonder.co.uk>
Message-ID: <KQ2Ec.1630$gn6.213@fe2.news.blueyonder.co.uk>
Source record: 17958

I thought the GG games were on the 8bit machines, with no real portage
to the ST. I do know it's in the list of the hardest games to complete,
and it's good for a challenge. I've just found it for the Amstrad 464,
but the fact I have to tape-load in each level (5+ mins), to die and
then have to rewind and re-load etc, means I won't be playing it =\

Coda wrote:
> "Tim" <tjlazer@CRAPmail.com> wrote in message
> news:10dulg1f7dn3s0c@corp.supernews.com...
>
>>Looking for a working copy of this game. I own the original boxed game
>
> but
>
>>sadly my disk does not work anymore. Looking for a good working copy.
>
> This
>
>>is my favorite game!
>>
>>Tim
>
>
> Ghouls and Ghosts is on Pompey Pirates menu 21, which is the sequel to
> Ghosts and Goblins, but I've never seen Ghosts and Goblins on the ST.
>
> Coda.
>
>

3964. Re: why on earth are you still using Ataris, it's 2004?

Newsgroup: comp.sys.atari.st
Date: 2004-06-29 01:48:43 UTC
From: JEDIDIAH <jedi@nomad.mishnet>
Message-ID: <slrnce1j5v.3jt.jedi@nomad.mishnet>
Source record: 17959

On 2004-06-26, Brian Roland <BJRoland@bellsouth.net> wrote:
>> Yes, but even if your Falcon had USB, what would you do with the
>> huge files that scanning can generate? Printing is vital to many
>> people today too...the basic inkjet printer drivers that can be
>> had with NVDI are not much use with todays 2880dpi printers...
>
> ON Scanning....
> I've personally never had any problems with it. It's not something I do often.
> I have Nova drivers and a Paragon flatbed. It scans straight to the hard-disk.
> The trick is this. If my scan is never going to paper, and is intended to be
> viewed on your typical VGA monitor, then why scan any higher than 72dpi? You're

Sure it will. It's simply a matter of how good your display hardware is and how
high your resolution is set. This is a matter of transient technical specifications.
It's simply shortsighted.

> just throwing away memory if you do, because the screen will never show anything
> tighter. If you're going to paper with it....people still very often go way
> overboard with scanning resolutions! For those who really do need to work with

Humans are very visual creatures and flaws in still images are much easier to
notice (than video). Although, a 450dpi 4x6 in ~450dpi is only going to be
around 1 or 2 Megs anyways.

> massive images in super resolutions with billions of colors, then use a
> sofrtware suite with virtual memory (just like 'modern' PCs do). Many of the
> pro line softwares can indeed work d2d with images and sound files. There are
> also utlities like outside.
[deletia]

--
It is not true that Microsoft doesn't innovate.

They brought us the email virus.

In my Atari days, such a notion would have |||
been considered a complete absurdity. / | \

3965. Re: why on earth are you still using Ataris, it's 2004?

Newsgroup: comp.sys.atari.st
Date: 2004-06-29 02:20:09 UTC
From: JEDIDIAH <jedi@nomad.mishnet>
Message-ID: <slrnce1l0u.egd.jedi@nomad.mishnet>
Source record: 17960

On 2004-06-29, JEDIDIAH <jedi@nomad.mishnet> wrote:
On 2004-06-26, Brian Roland <BJRoland@bellsouth.net> wrote:
>>> Yes, but even if your Falcon had USB, what would you do with the
>>> huge files that scanning can generate? Printing is vital to many
>>> people today too...the basic inkjet printer drivers that can be
>>> had with NVDI are not much use with todays 2880dpi printers...
>>
>> ON Scanning....
>> I've personally never had any problems with it. It's not something I do often.
>> I have Nova drivers and a Paragon flatbed. It scans straight to the hard-disk.
>> The trick is this. If my scan is never going to paper, and is intended to be
>> viewed on your typical VGA monitor, then why scan any higher than 72dpi? You're

Sure it will. It's simply a matter of how good your display hardware is and how
high your resolution is set. This is a matter of transient technical specifications.
It's simply shortsighted.

> just throwing away memory if you do, because the screen will never show anything
>> tighter. If you're going to paper with it....people still very often go way
>> overboard with scanning resolutions! For those who really do need to work with

Humans are very visual creatures and flaws in still images are much easier to
notice (than video). Although, a 4x6 JPEG in ~450dpi is only going to be
around 1 or 2 Megs anyways.

>> massive images in super resolutions with billions of colors, then use a
>> sofrtware suite with virtual memory (just like 'modern' PCs do). Many of the
>> pro line softwares can indeed work d2d with images and sound files. There are
>> also utlities like outside.
[deletia]

--
It is not true that Microsoft doesn't innovate.

They brought us the email virus.

In my Atari days, such a notion would have |||
been considered a complete absurdity. / | \

3966. Re: Wanted: Ghosts 'N Goblins

Newsgroup: comp.sys.atari.st
Date: 2004-06-29 02:32:46 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10e1l6e6j4pm8ad@corp.supernews.com>
Source record: 17961

"Chris" <Chris.Murray@blueyonder.co.uk> wrote in message
news:KQ2Ec.1630$gn6.213@fe2.news.blueyonder.co.uk...
> I thought the GG games were on the 8bit machines, with no real portage
> to the ST. I do know it's in the list of the hardest games to complete,
> and it's good for a challenge. I've just found it for the Amstrad 464,
> but the fact I have to tape-load in each level (5+ mins), to die and
> then have to rewind and re-load etc, means I won't be playing it =\
>
Both were ported to the Commodore Amiga and Atari ST series. :)

Tim

3967. Papyrus X English Demo

Newsgroup: comp.sys.atari.st
Date: 2004-06-29 06:48:01 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10e245190pjsj5a@corp.supernews.com>
Source record: 17962

Is there any way to get a Papyrus X English demo? I've been watching their website for some time waiting for the promised demo, but the site never changes. It seems that I remember others talking about seeing a demo.

Thanks!

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

3968. Changing TOS ROMS in a Falcon 030.

Newsgroup: comp.sys.atari.st
Date: 2004-06-29 08:56:21 UTC
From: Jason Davey <mc205@hotmail.com>
Message-ID: <cbrarn$1uc7$1@arachne.labyrinth.net.au>
Source record: 17963

I am looking at purchasing a Falcon which currently has German TOS ROMs installed. I want UK English ROMs, where could I get them?

Thanks.

3969. Re: Changing TOS ROMS in a Falcon 030.

Newsgroup: comp.sys.atari.st
Date: 2004-06-29 09:13:04 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BD06EF04.130EC%derryck@nospam.cix.co.uk.invalid>
Source record: 17965

In article cbrarn$1uc7$1@arachne.labyrinth.net.au, Jason Davey at
mc205@hotmail.com wrote on 29/6/04 09:56:

> I am looking at purchasing a Falcon which currently has German TOS ROMs
> installed. I want UK English ROMs, where could I get them?

I suppose you might get the ROM from Atari Workshop, but alternatively you
could consider installing Magic which would give you effectively an English
machine?

Hmm, what about physical keyboard keys, are they the same for UK and German
machines?

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

3970. Re: Papyrus X English Demo

Newsgroup: comp.sys.atari.st
Date: 2004-06-29 09:13:04 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BD06EFEA.130ED%derryck@nospam.cix.co.uk.invalid>
Source record: 17966

In article 10e245190pjsj5a@corp.supernews.com, Joseph D. Place at
jdplace@REMOVESPAMcableone.net wrote on 29/6/04 07:48:

> Is there any way to get a Papyrus X English demo? I've been watching

Have you considered trying Tempus-Word?

> their website for some time waiting for the promised demo, but the
> site never changes. It seems that I remember others talking about
> seeing a demo.

The Tempus crew are still adding goodies to theirs, maybe you should
consider moving to a program that's still being supported?

Anyway, perhaps this rumoured demo is only in German?

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

3971. Re: Changing TOS ROMS in a Falcon 030.

Newsgroup: comp.sys.atari.st
Date: 2004-06-29 09:22:22 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.06.29.09.22.21.609370@noos.fr>
Source record: 17964

Le Tue, 29 Jun 2004 18:56:21 +1000, Jason Davey a ï¿œcritï¿œ:

> I am looking at purchasing a Falcon which currently has German TOS ROMs
> installed. I want UK English ROMs, where could I get them?
>
> Thanks.

Hi!

you haven't to purchase anything:)
The tos 4, is multilingual:)
There is utility for keep option
langage, keybord, boot in nvram:).....

Another alternative is to take tos 4.92
on charlelie web site!
It's the very last expï¿œrimental tos from DR:
software only:)
Everything is in the package:)

Another possibility, burn your rom
to put the 4.92
or it still exist
too, burn with magicC rom!
Of course you need to have original
magicC opï¿œrating system:)
(I see that on D.I.Y electronic
hack for atari:)

Bye

3972. Re: Changing TOS ROMS in a Falcon 030.

Newsgroup: comp.sys.atari.st
Date: 2004-06-29 09:31:12 UTC
From: Jason Davey <mc205@hotmail.com>
Message-ID: <cbrct3$20vb$1@arachne.labyrinth.net.au>
Source record: 17967

"beebee" <beebee@noos.fr> wrote in message
news:pan.2004.06.29.09.22.21.609370@noos.fr...
> Le Tue, 29 Jun 2004 18:56:21 +1000, Jason Davey a crit :
>
> > I am looking at purchasing a Falcon which currently has German TOS ROMs
> > installed. I want UK English ROMs, where could I get them?
> >
> > Thanks.
>
> Hi!
>
> you haven't to purchase anything:)
> The tos 4, is multilingual:)
> There is utility for keep option
> langage, keybord, boot in nvram:).....
>
> Another alternative is to take tos 4.92
> on charlelie web site!
> It's the very last exprimental tos from DR:
> software only:)
> Everything is in the package:)
>
> Another possibility, burn your rom
> to put the 4.92
> or it still exist
> too, burn with magicC rom!
> Of course you need to have original
> magicC oprating system:)
> (I see that on D.I.Y electronic
> hack for atari:)
>
> Bye

Thanks for the info guys! :) What is the address for the web site that has TOS 4.92?

Cheers

3973. Re: Changing TOS ROMS in a Falcon 030.

Newsgroup: comp.sys.atari.st
Date: 2004-06-29 11:13:26 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <cbrishsji1@ariadne.rz.tu-clausthal.de>
Source record: 17968

Derryck Croker wrote:
> Hmm, what about physical keyboard keys, are they the same for UK and German
> machines?

Yes - electronically completely the same except for the sticker with the
symbol on. You could simply take an old english keyboard from a 1040 or
the like - should work in Falcon as well if you need english stickers on
top of the keys.
The meaning of each key is software configurable.

Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

3974. Re: Changing TOS ROMS in a Falcon 030.

Newsgroup: comp.sys.atari.st
Date: 2004-06-29 12:37:42 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.06.29.12.37.42.116369@noos.fr>
Source record: 17969

Le Tue, 29 Jun 2004 13:13:26 +0200, Matthias Arndt a ï¿œcritï¿œ:

> Derryck Croker wrote:
>> Hmm, what about physical keyboard keys, are they the same for UK and
>> German machines?
>
> Yes - electronically completely the same except for the sticker with the
> symbol on. You could simply take an old english keyboard from a 1040 or
> the like - should work in Falcon as well if you need english stickers on
> top of the keys.
> The meaning of each key is software configurable.
>
> Matthias

hi!

The meaning of each key is software configurable.

True:-)

Another very complï¿œte solution, eiffel adapter:)
it's open source hard&soft:)

Bye

3975. Re: Changing TOS ROMS in a Falcon 030.

Newsgroup: comp.sys.atari.st
Date: 2004-06-29 12:51:07 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.06.29.12.51.06.806230@noos.fr>
Source record: 17970

hi!
>
> Thanks for the info guys! :) What is the address for the web site that has
> TOS 4.92?

Maybe, there:-)
http://homepage.mac.com/carlhafner/AtariTOS.html
Here sure;)

http://atariforce.free.fr/falcapuk.htm
And the utility for nvram too:-)
nvram ï¿œditing program:-)

More, informations:-)
maybe there!
http://hysteria.sk/~mikro/GEM/TOS.HTM

And another one.....
http://home.hccnet.nl/v.d.burg/atari/framesets/frameset_tos.html
>
> Cheers

Bye:-)

3976. Re: Changing TOS ROMS in a Falcon 030.

Newsgroup: comp.sys.atari.st
Date: 2004-06-29 14:49:11 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <X8fEc.14$UK2.9@bignews2.bellsouth.net>
Source record: 17971

I'd think that all you need is a NVRAM utility and possibly change/replace some key-caps around if the german keyboard isn't qwerty. You could most likely find replacement key-caps from most dealers or from Best Electronics (or paint/use stickers of your own for keys that have different symbols).

If it turns out you need to remap any keys software wise....clocky is quite good at this....you can keep up to 3 keyboard configs a hotkey away.

Brian

3977. Re: Changing TOS ROMS in a Falcon 030.

Newsgroup: comp.sys.atari.st
Date: 2004-06-29 15:09:12 UTC
From: Konrad Kokoszkiewicz <draco@obta.uw.edu.pl>
Message-ID: <cbs283$n37$1@atlantis.news.tpi.pl>
Source record: 17972

> Thanks for the info guys! :) What is the address for the web site
> that has TOS 4.92?

Stop before you burn the TOS 4.92 into ROMs! As it can be seen from the version number, this is rather EARLY beta version of TOS 5.0. It for example contains AES older than the last beta of the MultiTOS (1.08), though these were developed in parallel (MultiTOS AES and TOS 5.0 AES is the same AES).

TOS 4.92 works fairly stable, but there are some compatibility problems with some programs.

Also, stop before you burn MagiC into ROMs! MagiC has softloaded VDI drivers, and doesn't boot without them. And that means, that once you accidentally delete your c:\magic folder (with VDI drivers inside), your machine will never boot again :-)

Better stick to TOS 4.04 and switch the keyboard/desktop nationality using the software found on system diskettes.

--
CVV
Konrad M.Kokoszkiewicz, http://draco.atari.org

** Ea natura multitudinis est,
** aut seruit humiliter, aut superbe dominatur.
** Taka to ju&#65533; natura posp&#65533;lstwa, albo s&#65533;u&#65533;alczo si&#65533; p&#65533;aszczy,
** albo bezczelnie si&#65533; panoszy. (Liwiusz XXIV, 25).

3978. Re: Changing TOS ROMS in a Falcon 030.

Newsgroup: comp.sys.atari.st
Date: 2004-06-29 17:51:54 UTC
From: "Steve Sweet"
Message-ID: <cbsa7m$1d4$1@titan.btinternet.com>
Source record: 17973

Yo!, Del-dude

> > I am looking at purchasing a Falcon which currently has German TOS ROMs
> > installed. I want UK English ROMs, where could I get them?
>
> I suppose you might get the ROM from Atari Workshop, but alternatively you
> could consider installing Magic which would give you effectively an
English
> machine?
>
> Hmm, what about physical keyboard keys, are they the same for UK and
German
> machines?

I thought falcon TOS was Multi Lingual, isn't it adjustable via a CPX?.

--

Regards, Steve S.

3979. Stormtracker by astrasoft

Newsgroup: comp.sys.atari.st
Date: 2004-06-29 18:42:59 UTC
From: fried.man@sympatico.ca
Message-ID: <2b61dc2b.0406291042.702b434b@posting.google.com>
Source record: 17974

Does anyone have a copy of Stormtracker by Astrasoft? If so, could they email me, I'd like to purchase a registered copy if possible. Thanks, Mark

3980. Re: Changing TOS ROMS in a Falcon 030.

Newsgroup: comp.sys.atari.st
Date: 2004-06-29 23:57:01 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <hlnEc.70797$sj4.57956@news-server.bigpond.net.au>
Source record: 17975

Steve Sweet wrote:
> Yo!, Del-dude
>
>
>>>I am looking at purchasing a Falcon which currently has German TOS ROMs
>>>installed. I want UK English ROMs, where could I get them?
>>
>>I suppose you might get the ROM from Atari Workshop, but alternatively you
>>could consider installing Magic which would give you effectively an
>
> English
>
>>machine?
>>
>>Hmm, what about physical keyboard keys, are they the same for UK and
>
> German
>
>>machines?
>
>
> I thought falcon TOS was Multi Lingual, isn't it adjustable via a CPX?.

Yes it is, all the settings are held in NVRAM. All you need is the
NVRAM.CPX, and bingo, instant French, Italian, English or whatever. The
only reason to change roms is if you have anything other than 4.04.

Mark

3981. Re: Papyrus X English Demo

Newsgroup: comp.sys.atari.st
Date: 2004-06-30 06:19:06 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10e4mqqaivpin5a@corp.supernews.com>
Source record: 17976

On 29 Jun 2004 10:13:04 , Derryck Croker wrote:
>In article 10e245190pjsj5a@corp.supernews.com, Joseph D. Place at
>jdplace@REMOVESPAMcableone.net wrote on 29/6/04 07:48:
>
>> Is there any way to get a Papyrus X English demo? I've been watching
>
>Have you considered trying Tempus-Word?
>
>> their website for some time waiting for the promised demo, but the
>> site never changes. It seems that I remember others talking about
>> seeing a demo.
>
>The Tempus crew are still adding goodies to theirs, maybe you should
>consider moving to a program that's still being supported?
>
>Anyway, perhaps this rumoured demo is only in German?
>
I'm trying Tempus Word and would like to compare Papyrus :-)

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

3982. Re: Papyrus X English Demo

Newsgroup: comp.sys.atari.st
Date: 2004-06-30 15:31:22 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0406300731.15983e45@posting.google.com>
Source record: 17977

jdplace@REMOVESPAMcableone.net (Joseph D. Place) wrote in message

> >The Tempus crew are still adding goodies to theirs, maybe you should
> >consider moving to a program that's still being supported?
> >
> I'm trying Tempus Word and would like to compare Papyrus :-)

Indeed, I really hope we haven't seen the last of the Atari version of Papyrus!
Having a choice is IMO always better than not having one ;)

Regards,

Joakim

www.ataricq.org
topp.atari-users.net
xaaes.atariforge.net

3983. Atari stuff being cleared out - anyone want any of it?

Newsgroup: comp.sys.atari.st
Date: 2004-06-30 22:47:51 UTC
From: kryten_droid <kryten_droid@ntlworld.com>
Message-ID: <%hIEc.3911$NX4.312@newsfe1-win>
Source record: 17978
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.acorn.hardware

Hi all.

My landlord has finally severed the 20-year emotional bond with his old computer stuff.

The ST 1040 went into the bin and was collected :-O
I'm sorry, I was too late to grab it!
Yes I know, outrageous wasn't it.
I'll can tell you where he works so we can all point at him and sternly frown as he enters and leaves the building! :-)

Awaiting the bin men next Tuesday is a 30 Mbyte hard disk for the ST.
Disk itself has sector errors and the RTC Lithium cell will need replacing, but the rest of it is probably okay.
If you can get hold of a spare SCSI disk and cell, then you're in business.

I was just in time to grab a bin liner full of ST games.
Mint condition boxes and manuals.

Next in line for the crusher is an Atari 800 XL and 1050 disk drive, an Acorn Atom with 64K RAM board, boxes of XL disks, tapes, books etc.

Buy/collect these items now or they die...

Anybody want any of these?

Cambridge UK area - surely there must be plenty of my fellow nostalgic nerds of a certain age round here?

Cheers, K.

PS. I'm still outraged about that ST! I wanted to do some hardware hacks on it, and he new it!
Maybe he wanted it to have a decent burial rather than have it hang around here in pieces?
After all, most guys would want a dead ex-partner buried rather than resurrected Frankenstein style or butchered and hanging around in vats of formaldehyde. If you disagree, please get some therapy...

3984. Re: Atari stuff being cleared out - anyone want any of it?

Newsgroup: comp.sys.atari.st
Date: 2004-07-01 05:37:21 UTC
From: Chris <Chris.Murray@blueyonder.co.uk>
Message-ID: <40E3A311.8040605@blueyonder.co.uk>
Source record: 17979
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.acorn.hardware

I better get therapy then. ;P

I am interested, but I cant' collect. I live in Wolverhampton. However,
I would pay postage. ST games interest me, and so does the hard-drive if
sector errors can be repaired?

Chris

kryten_droid wrote:
> Hi all.
>
> My landlord has finally severed the 20-year emotional bond with his old
> computer stuff.
>
> The ST 1040 went into the bin and was collected :-O
> I'm sorry, I was too late to grab it!
> Yes I know, outrageous wasn't it.
> I'll can tell you where he works so we can all point at him and sternly
> frown as he enters and leaves the building! :-)
>
> Awaiting the bin men next Tuesday is a 30 Mbyte hard disk for the ST.
> Disk itself has sector errors and the RTC Lithium cell will need replacing,
> but the rest of it is probably okay.
> If you can get hold of a spare SCSI disk and cell, then you're in business.
>
> I was just in time to grab a bin liner full of ST games.
> Mint condition boxes and manuals.
>
> Next in line for the crusher is an Atari 800 XL and 1050 disk drive, an
> Acorn Atom with 64K RAM board, boxes of XL disks, tapes, books etc.
>
> Buy/collect these items now or they die...
>
> Anybody want any of these?
>
> Cambridge UK area - surely there must be plenty of my fellow nostalgic nerds
> of a certain age round here?
>
> Cheers, K.
>
> PS. I'm still outraged about that ST! I wanted to do some hardware hacks on
> it, and he new it!
> Maybe he wanted it to have a decent burial rather than have it hang around
> here in pieces?

> After all, most guys would want a dead ex-partner buried rather than
> resurrected Frankenstein style or butchered and hanging around in vats of
> formaldehyde. If you disagree, please get some therapy...
>
>

3985. Re: 800XL Deejay

Newsgroup: comp.sys.atari.st
Date: 2004-07-01 06:51:44 UTC
From: mikrox@atlas.sk
Message-ID: <3971bb2f.0406302251.14367a40@posting.google.com>
Source record: 17980

> >Hey Jo, have you tried using HSmodem? The patches you are refering to,
> >are probably the above patch. It fixes some compatibility issues. I am
> >pretty sure it is possible to make the Falcon's modem port apear the
> >same as the ST's, but I have forgoten what the patch for that is.
> > I would doubt you would need a hardware mod of any kind.
> >
that assumption is wrong:) The problem is in the other io falcon use
for serial communication. (mfp vs scc) In the documentation is
attached a picture with hardware modification to modify scc, but i
really don't recommend you to do it if you don't know what are you
doing. I'm working on new communication software, which will work on
st and on falcon as well. Btw 800xl DJ has a bug - it counts sectors
from 0 to SECT-1 instead of 1 to SECT, so the games like MULE (disk
boot version) will not work. (i don't know if it's true in all version
of MULE)

MiKRO / Mystic Bytes
http://mikro.atari.org

3986. Re: Atari stuff being cleared out - anyone want any of it?

Newsgroup: comp.sys.atari.st
Date: 2004-07-01 07:27:52 UTC
From: Daniel Weston <daniel@weston5618.freeserve.co.uk>
Message-ID: <cc0ear$6rb$1@newsg4.svr.pol.co.uk>
Source record: 17981
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.acorn.hardware

Any chance of The XL/Atom stuff/ Cannot collect, but would pay pastage and
then money for your time and trouble.

Regards

Daniel
"kryten_droid" <kryten_droid@ntlworld.com> wrote in message
news:%hIEc.3911$NX4.312@newsfe1-win...
> Hi all.
>
> My landlord has finally severed the 20-year emotional bond with his old
> computer stuff.
>
> The ST 1040 went into the bin and was collected :-O
> I'm sorry, I was too late to grab it!
> Yes I know, outrageous wasn't it.
> I'll can tell you where he works so we can all point at him and sternly
> frown as he enters and leaves the building! :-)
>
> Awaiting the bin men next Tuesday is a 30 Mbyte hard disk for the ST.
> Disk itself has sector errors and the RTC Lithium cell will need
replacing,
> but the rest of it is probably okay.
> If you can get hold of a spare SCSI disk and cell, then you're in
business.
>
> I was just in time to grab a bin liner full of ST games.
> Mint condition boxes and manuals.
>
> Next in line for the crusher is an Atari 800 XL and 1050 disk drive, an
> Acorn Atom with 64K RAM board, boxes of XL disks, tapes, books etc.
>
> Buy/collect these items now or they die...
>
> Anybody want any of these?
>
> Cambridge UK area - surely there must be plenty of my fellow nostalgic
nerds
> of a certain age round here?
>
> Cheers, K.
>
> PS. I'm still outraged about that ST! I wanted to do some hardware hacks
on

> it, and he new it!
> Maybe he wanted it to have a decent burial rather than have it hang around
> here in pieces?
> After all, most guys would want a dead ex-partner buried rather than
> resurrected Frankenstein style or butchered and hanging around in vats of
> formaldehyde. If you disagree, please get some therapy...
>
>

3987. Re: Changing TOS ROMS in a Falcon 030.

Newsgroup: comp.sys.atari.st
Date: 2004-07-01 08:39:21 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BD098C48.13156%derryck@nospam.cix.co.uk.invalid>
Source record: 17982

In article cbrishsji1@ariadne.rz.tu-clausthal.de, Matthias Arndt at matthias.arndt@tu-clausthal.de wrote on 29/6/04 12:13:

>> Hmm, what about physical keyboard keys, are they the same for UK and German
>> machines?
>
> Yes - electronically completely the same except for the sticker with the
> symbol on. You could simply take an old english keyboard from a 1040 or

I also forgot that the OS is multi-lingual too!

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

3988. Re: Papyrus X English Demo

Newsgroup: comp.sys.atari.st
Date: 2004-07-01 08:41:40 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BD098CD4.13157%derryck@nospam.cix.co.uk.invalid>
Source record: 17983

In article 10e4mqqaivpin5a@corp.supernews.com, Joseph D. Place at jdplace@REMOVESPAMcableone.net wrote on 30/6/04 07:19:

> I'm trying Tempus Word and would like to compare Papyrus :-)

TW is much, much faster than Papyrus for one thing.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

3989. Re: Changing TOS ROMS in a Falcon 030.

Newsgroup: comp.sys.atari.st
Date: 2004-07-01 09:49:33 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.07.01.09.49.32.617261@noos.fr>
Source record: 17984

>
> I also forgot that the OS is multi-lingual too!

hi!

That 's true!

But, something is wrong!
You aren't oblige to have cpx
to change nvram!
Software,on floppy can do the job:)

And another point wrong too!
If, you burn your rom!
It's because you have the kit electronic
to do the job!
So if something don't run!
just erase and burn again!

Not all the tos 4.** have this possibility!
You need to see a little window under the paper:)
To erase you need uv lamp....
You need to unplug the chip.....

It's completly different with eeprom!
You don't need special electronic installation!
For ct60 centronic adaptator and special soft
is require, that all!

It's all the difference for this point
between the ct2 and ct60!

It's true today for agp&pci graphic cards!
Sometime the same card is sold with
rom or eeprom!
It's one point to do choice today!

And the last point, if a hack exist
to put macicC on rom, it's for fun!
I suppose, the conceptor do the right job!
I never test myself!
Of, course, it's a little part of magicC!
it's the thin boot:-) for direcly boot magicC!

Bye:)

3990. Re: Changing TOS ROMS in a Falcon 030.

Newsgroup: comp.sys.atari.st
Date: 2004-07-01 12:36:05 UTC
From: Konrad Kokoszkiewicz <draco@obta.uw.edu.pl>
Message-ID: <cc11daome1@atlantis.news.tpi.pl>
Source record: 17985

```
> And the last point, if a hack exist
> to put macicC on rom, it's for fun!
> I suppose, the conceptor do the right job!

Well, you have been warned ...

--
CVV
Konrad M.Kokoszkiewicz, http://draco.atari.org
```

** Ea natura multitudinis est,
** aut seruit humiliter, aut superbe dominatur.
** Taka to ju&#65533; natura posp&#65533;lstwa, albo s&#65533;u&#65533;alczo si&#65533; p&#65533;aszczy,
** albo bezczelnie si&#65533; panoszy. (Liwiusz XXIV, 25).

3991. Re: Changing TOS ROMS in a Falcon 030.

Newsgroup: comp.sys.atari.st
Date: 2004-07-01 14:42:17 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.07.01.14.42.17.479688@noos.fr>
Source record: 17986

Le Thu, 01 Jul 2004 14:36:05 +0200, Konrad Kokoszkiewicz a ï¿œcritï¿œ:

>> And the last point, if a hack exist
>> to put macicC on rom, it's for fun!
>> I suppose, the conceptor do the right job!
>
> Well, you have been warned ...

Thanks for the reply:)

I like very much MinT!
Could you tell us your opinion of the last evolution
of MiNT kernel!
The conceptor of myaes say it's a bad, no future evolution!

The very last point, it's maybe possible to burn rom
of falcon with emutos, why not, if you want do experiences:)

Bye!

>
> --
> CVV
> Konrad M.Kokoszkiewicz, http://draco.atari.org
>
> ** Ea natura multitudinis est,
> ** aut seruit humiliter, aut superbe dominatur. ** Taka to juï¿œ natura
> pospï¿œlstwa, albo sï¿œuï¿œalczo siï¿œ pï¿œaszczy, ** albo bezczelnie siï¿œ
> panoszy. (Liwiusz XXIV, 25).

3992. Re: why on earth are you still using At

Newsgroup: comp.sys.atari.st
Date: 2004-07-01 18:13:57 UTC
From: vdjole@EUnet.yu
Message-ID: <cc1k90$41m$1@news.eunet.yu>
Source record: 17987

On 28 Jun 2004 11:10:10 , Mike Freeman wrote:

>> When you get into things needing super resolutions....well...for the cost and
>> troubles involved, I myself would rather work with FILM! Better resolutions and
>> colors.
>
>No. Resolution of film is horrible compared with a good quality
>digital camera photo at 1440 or 2880dpi on the highest quality photo
>paper. No comparison at all. Film photography is slightly blurry, no
>matter how good your camera and film is. Digital photos product a much
>crisper image.

I disagree. Some time ago I got interested in this and made some inquiries
into the resolution of standard colour films. It seems that it is in the
one-micrometer range or slightly worse, say twice that much or half as much,
depending on the particular film. Now, for a digital camera to match a 35mm
film, images taken should have the resolution of approximately 2400x3400 REAL
(not interpolated!) pixels, i.e. the camera would have to be in the 8 Mpixel
range (I suppose that 5 Mpixel ones would be passable). Not unachievable
but still pretty expensive. Then there is also the question of the lens
diameter. I did not check, but suspect that with the small-diameter lens
many cheaper digital cameras have, the light diffraction effects in
the small aperture may come into play as well, limiting resolution.

If digital image is to be compared to larger-format films (like e.g. 6x6)
it gets even worse for the digitals.

>at 1440 or 2880dpi

I am inclined to value more the total number of pixels than the "dpi"
value. A larger image at lower dpi, watched from a greater distance
(within reason) would look similar as a smaller image from close-up.
Total number of pixels would determine the amount of detail in the image.
Besides, I suspect that values like "2880dpi" probably do not show real
printer resolution- I doubt very much that an ink-jet printer can produce
dots accurately positioned to, and having a size of 8 micrometers
(only about ten times the wavelength of red light).

I.e. while (affordable) digital cameras are getting better they are still
not the match for (affordable) film cameras of good quality.
Maybe in a year or two...

cu;

3993. Re: Changing TOS ROMS in a Falcon 030.

Newsgroup: comp.sys.atari.st
Date: 2004-07-01 19:25:11 UTC
From: vdjole@EUnet.yu
Message-ID: <cc1oek$5i5$1@news.eunet.yu>
Source record: 17988

On 29 Jun 2004 17:09:12 , "Konrad Kokoszkiewicz" wrote:

>Also, stop before you burn MagiC into ROMs! MagiC has softloaded VDI
>drivers, and doesn't boot without them. And that means, that once you
>accidentally delete your c:\magic folder (with VDI drivers inside), your
>machine will never boot again :-)

I agree. I put Magic into EPROMs on a home-made ROM+RAM board- but I made
provisions for TWO operating systems (selectable by a switch; used
2 x 512KB EPROMS). And- as far as Magic was concernedf, providing two
OSses was a waste of time- Magic needs so to load so many files anyway,
that having the main part in EPROMs dosn't make any difference- in fact
I got an impression that, with Magic in ROM, it was harder to recover from
a serious crash.

cu;

3994. Re: Papyrus X English Demo

Newsgroup: comp.sys.atari.st
Date: 2004-07-01 20:54:05 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0407011254.7705f1c6@posting.google.com>
Source record: 17989

jdplace@REMOVESPAMcableone.net (Joseph D. Place) wrote in message
news:<10e4mqqaivpin5a@corp.supernews.com>...
> On 29 Jun 2004 10:13:04 , Derryck Croker wrote:
> >In article 10e245190pjsj5a@corp.supernews.com, Joseph D. Place at
> >jdplace@REMOVESPAMcableone.net wrote on 29/6/04 07:48:
> >
> >> Is there any way to get a Papyrus X English demo? I've been watching
> >
> >Have you considered trying Tempus-Word?
> >
> >> their website for some time waiting for the promised demo, but the
> >> site never changes. It seems that I remember others talking about
> >> seeing a demo.
> >
> >The Tempus crew are still adding goodies to theirs, maybe you should
> >consider moving to a program that's still being supported?
> >
> >Anyway, perhaps this rumoured demo is only in German?
> >
> I'm trying Tempus Word and would like to compare Papyrus :-)

If you absolutely must process very large documents at fast speed, and
don't care about how the interface looks and don't want MS Word
compatibility, go with Tempus Word. If you usually only work with
small/medium sized documents, like a nice, clean aesthetic look, and
need MS Word compatibility, then Papyrus is for you. I personally go
with Papyrus, as I really didn't like how Tempus worked, looked, and
felt. When Tempus comes up with a product that looks, feels, and
operates the way I like to work, then I'll change my mind on that. It
looked and felt like an older Atari word processor might, not a modern
program. That's of course my opinion. If you like that in a program,
it's all yours!

Mike Freeman
mike [at] freeman-studio [dot] com

3995. Re: Atari stuff being cleared out - anyone want any of it?

Newsgroup: comp.sys.atari.st
Date: 2004-07-01 21:22:03 UTC
From: Philip Ludlam <nospam@philipnet.com>
Message-ID: <1e9adbc74c.philip@philipnet.com>
Source record: 17990
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.acorn.hardware

On 30 Jun, in message <%hIEc.3911$NX4.312@newsfe1-win>
"kryten_droid" <kryten_droid@ntlworld.com> wrote:

[snip: ST being binned]

>Maybe he wanted it to have a decent burial rather than have it hang around
>here in pieces?
>After all, most guys would want a dead ex-partner buried rather than
>resurrected Frankenstein style or butchered and hanging around in vats of
>formaldehyde.

Now there's a thought :-) ...

Yours,

Phil L.
--
Illyira: Your kind has pulled this domain apart. Each of you has snatched
a tiny piece of it. Even those with the mightiest hordes are paupers.
Spike: The one who dies with the most toys wins.
Angel - Time Bomb (Season 5, Episode 19).
http://www.philipnet.com | http://director.sourceforge.net
The From address is valid, but anything >32k is deleted by the server

3996. Re: why on earth are you still using Ataris, it's 2004?

Newsgroup: comp.sys.atari.st
Date: 2004-07-01 22:27:14 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040702002714.a28650@du3.maus.de>
Source record: 17991

>Also some people just have no tolerance for waiting, so there is a huge
>variable right there.

;-)

So tell me. Do you often waiting on your ATARI?

I do not and I even let my ATARI play MP3 files most of the times when I let
it perform other tasks like showing usenet news with CAT. :-)

Regards,

Frank

3997. Re: why on earth are you still using Ataris, it's 2004?

Newsgroup: comp.sys.atari.st
Date: 2004-07-01 22:27:24 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040702002724.a28649@du3.maus.de>
Source record: 17992

>> If you have neither patches installed then you are right: MP3 replay
>> quality is poor on these Falcons.
>Nope, mine was modded my System Solutions prior to purchase...

Could you take a closer look at the chip that was installed by System Solutions. If it is a 74F08 the chance is high that this didn't cure the symptoms. There are a lot of clock patches around that are wrongly fitted (even it they have benn installed by ATARI themselves) :-(

Anyway, the best solution is to remove the clock patch (install the smd resistors back) and install a simple 68 ohm resistor instead at your SDMA chip. Rodolphe Czuba did a lot of research and he finally find out what the reason for bad sound quality was. Take a closer look at his website. :-)

>The GUI will spend less time waiting on the CPU, if the CPU gets the
>math done faster...

If the GUI wastes cpu power like e.g. Windows does it even doesn't help to have a cpu that is several hundreds times faster than a 66Mhz CT60 cpu.

I already told the example of checking emails but there are a lot of other examples where I do not recognize the speed difference, for example scanning fotos or surfing the web (I only have a dialup connection).

Regards,

Frank

3998. ADV: Atari 2600/7800/8 Bit/ST/Jaguar Video Games!

Newsgroup: comp.sys.atari.st
Date: 2004-07-02 00:08:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0407011704360.31552-100000@onyx.spiritone.com>
Source record: 17993
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Are you overworked? Does trying to relax only stress you out? Do Video Games only complicate your Life? Come on, nobody wants to study manuals just to play a game! The Name everyone knows for Gaming Fun? Have you Played your Atari Today? For Atari 2600/7800, Classic Atari 8 Bit, ST and Jaguar Games & Consoles! Daily Gaming avoids Hardening of the Ataris! Goto http://BensCatalogs.Atari.org or Call Ben anytime (503)256-9974!!!

http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3999. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-07-02 00:10:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0407011708170.31552-100000@onyx.spiritone.com>
Source record: 17995
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4000. ADV: Atari E-Mail / Postal Mail List!

Newsgroup: comp.sys.atari.st
Date: 2004-07-02 00:13:28 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0407011711000.31552-100000@onyx.spiritone.com>
Source record: 17994
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Portland Atari Club for those local to Portland, Oregon USA! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm Atari Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4001. Re: Changing TOS ROMS in a Falcon 030.

Newsgroup: comp.sys.atari.st
Date: 2004-07-02 06:55:44 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.07.02.06.55.44.561398@noos.fr>
Source record: 17996

hi!

>> I like very much MinT!
>> Could you tell us your opinion of the last evolution of MiNT kernel!
>> The conceptor of myaes say it's a bad, no future evolution!
>
> Define evolution?

It's only question:-)
It is more a question between compatibility
of the kernel with new aes!myaes:)

Change log for mint kernel changes quite often.

If mint
> has no future,
Without good osmose with aes developpement:)

then magic is for sure even worse off.
Of course!

Bye

4002. Re: Changing TOS ROMS in a Falcon 030.

Newsgroup: comp.sys.atari.st
Date: 2004-07-02 06:58:40 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.07.02.06.58.40.303498@noos.fr>
Source record: 17997

Le Thu, 01 Jul 2004 19:25:11 +0000, Djordje Vukovic a ï¿œcritï¿œ:

> On 29 Jun 2004 17:09:12 , "Konrad Kokoszkiewicz" wrote:
>
>>Also, stop before you burn MagiC into ROMs! MagiC has softloaded VDI
>>drivers, and doesn't boot without them. And that means, that once you
>>accidentally delete your c:\magic folder (with VDI drivers inside), your
>>machine will never boot again :-)
>
> I agree. I put Magic into EPROMs on a home-made ROM+RAM board- but I made
> provisions for TWO operating systems (selectable by a switch; used 2 x
> 512KB EPROMS). And- as far as Magic was concernedf, providing two OSses
> was a waste of time- Magic needs so to load so many files anyway, that
> having the main part in EPROMs dosn't make any difference- in fact I got
> an impression that, with Magic in ROM, it was harder to recover from a
> serious crash.
>
> cu;

Well, i'm agree with you!
The rom is slower than ram!
It's the reason why i always use "tos to ram"
a software from M SEIMET;-)

Bye!

4003. Re: Papyrus X English Demo

Newsgroup: comp.sys.atari.st
Date: 2004-07-02 10:03:22 UTC
From: kees laan <verte@xs4all.nl>
Message-ID: <BD0AFF8A.45E8%verte@xs4all.nl>
Source record: 17998

When Tempus comes up with a product that looks, feels, and
> operates the way I like to work, then I'll change my mind on that. It
> looked and felt like an older Atari word processor might, not a modern
> program. That's of course my opinion. If you like that in a program,
> it's all yours!
>
> Mike Freeman
> mike [at] freeman-studio [dot] com

Dennis will agree :-)

4004. NAS 2004

Newsgroup: comp.sys.atari.st
Date: 2004-07-02 10:05:19 UTC
From: Mille Babic <atari@sverige.REMOVE.nu>
Message-ID: <1088766838-69243AEicMi@sverige.REMOVE.nu>
Source record: 17999

The Swedish Atari Users' Association (SAK) proudly present
and invites you to:

THE NORDIC ATARI COMPUTER SHOW 2004 (NAS 2004)

Where: Gothenburg, Sweden.
Samskolan, Bï¿½ltgatan 8
400m north of the New Ullevi Football stadion
When: 10th of July
Opens 10 pm and closes 20 pm CEST
What: Mostly ATARI users from Sweden bring their computers
LAN with Internet
Cost: 20 SEK, 2.15 EUR
Info: More updated info at http://www.sak.nu/nas
maps etc
E-mail: mrfuture@home.se (Andreas Sjï¿½ï¿½)
atari@sverige.nu (Mille Babic)

Dear Atari friends, now it is only two weeks to NAS2k4.

It's once again time for the Nordic Atari Show, the annual get together
which has rapidly become a fixture for all Atari users.

We arrange the show for the tenth straight year we hope to fulfill
everyone's expectations and that this will result in the best possible
atmosphere.

In den letzten 10 Jahren ist die Nordic Atari Show zu einem festen Event
in der TOS-Szene herangereift, der mit jedem Mal besser besucht wird.
Austragungsort sind die Samskolan Gï¿½teborg in Schweden. Veranstalter ist
die Swedish Atari User Association.
Gesucht werden weiterhin Atari-User, die Vortrï¿½ge zu bestimmten Themen
halten mï¿½chten.

This year the show will be held in just one day 10th of July, but will be
open from 1000-2000, maybe longer. For the second year we arrange NAS in
the big summer vacation period. Now you can combine a visit to us with
a nice stay in the summertown of Gothenburg. It's easy to get to Gï¿½teborg
by car, rail, bus, ferry or air.

Mille Babic
The Swedish ATARI Users Association

4005. Re: Papyrus X English Demo

Newsgroup: comp.sys.atari.st
Date: 2004-07-02 11:37:49 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BD0B079D.1322D%derryck@nospam.cix.co.uk.invalid>
Source record: 18000

In article BD0AFF8A.45E8%verte@xs4all.nl, kees laan at verte@xs4all.nl wrote
on 2/7/04 11:03:

> Dennis will agree :-)

Dennis is a huge fan of Tempus-Word, if it wasn't for his efforts there
would be no English version now!

--

Cheers

Derryck

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

4006. Old Atari ST magazines for sale

Newsgroup: comp.sys.atari.st
Date: 2004-07-02 15:23:50 UTC
From: Richard <rmcgorman_usenet@spamex.com>
Message-ID: <a6fFc.931376$Pk3.577107@pd7tw1no>
Source record: 18001

I have some old Atari magazines for sale. Email if you want to know the specific issues of each magazine. Make me an offer. You pay shipping.

20 issues of Antic
11 issues of Analog
10 issues of ST Log
4 issues of Atari Advantage
16 issues of ST Informer

4007. Re: Changing TOS ROMS in a Falcon 030.

Newsgroup: comp.sys.atari.st
Date: 2004-07-02 15:44:10 UTC
From: Konrad Kokoszkiewicz <draco@obta.uw.edu.pl>
Message-ID: <cc40uf$h5j$2@nemesis.news.tpi.pl>
Source record: 18002

> Could you tell us your opinion of the last evolution
> of MiNT kernel!
> The conceptor of myaes say it's a bad, no future evolution!

Well, I consider the integration of an AES with the kernel as a bad idea. Obviously, the current design of the multitasking AES is even worse, and there was a must to do something ith it. There was possible movement in two different directions:

1) integrate the AES completely (with all the routines) into the kernel and let it go with usual kernel privileges (supermode etc.).

2) integrate some absolute minimum part of the AES into the kernel, and put the AES libraries together as user shared object.

I'd like the last way, while the things go the first way now. However, no doubt that this improves the current situation (provided that Ozk will completely debug the XaAES, which is, and always has been so far, rather unreliable).

And well, so far nobody is obliged to use XaAES, integrated or not, fortunately. I am afraid that this will change, though, because current AESes use some hack (well, "documented kernel feature", which was introduced solely to make possible the misconcepted AES 4.0 work), that very badly endagers the system stability and safety. Ever seen "Operating system killed"? That's it.

The separate question is famous WDIALOG, system font selector, nonblocking fileselector etc. MagiC integrates all this into the OS kernel, and that was one of the most idiotic concepts ever, because this stuff should rather go as shared libraries comprising more complex functions. But well, that's MagiC.

However, mimicing this in XaAES is even worse. The effects will be:

1) the AES implementation will (forever) become very difficult and complex, because programs will rely on presence of these complex functions at trap #2;
2) the OS kernel (or the AES kernel module) will become very large;
3) we will never get to develop proper AES libraries, if everything will be thron into the OS;
4) the user will have no choice.

By that last, I mean that you'd have to change the whole AES (for "change" I mean, that you, as an user, will have to switch to another AES implementation), when you want to change just the fileselector. With properly designed AES (a combination of kernel interface and a set of shared

libraries), you'd have to change just one library.

Summing up, I don't like the direction things go now, but at the other hand
I realize that this most probably will improve the current situation (which
is very bad).

--
CVV
Konrad M.Kokoszkiewicz, http://draco.atari.org

** Ea natura multitudinis est,
** aut seruit humiliter, aut superbe dominatur.
** Taka to ju&#65533; natura posp&#65533;lstwa, albo s&#65533;u&#65533;alczo si&#65533; p&#65533;aszczy,
** albo bezczelnie si&#65533; panoszy. (Liwiusz XXIV, 25).

4008. Re: Graphic system upgrade for STe

Newsgroup: comp.sys.atari.st
Date: 2004-07-02 16:29:52 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0407020829.46bebb9e@posting.google.com>
Source record: 18004

"Brian Roland" <BJRoland@bellsouth.net> wrote in message news:<wPMvc.412
>
> Understandable :)
> Giving up on the STe was not at all what I had in mind. There's far too many
> jewels that run best on that machine just like it is. I really meant, 'if you
> can find a high end machine for less than the ET4000 upgrade would cost, ADD it
> to the collection.'

> Good luck finding one. Homa (In Canada?) or one of the German shops are most
> likely to still have some.

Well I managed to get all the bits required, managed to get the ET400
card itself for 5 euros, not a bad deal:)

> It shouldn't be that difficult or risky.
> In my opinion...for a non portable recasing, the bigger the case, the better.

Haivng got the Panther and ET4000 setup, and looking at getting an
Ethernet board as well, I've decided it's gonna HAVE to be recased to
be usable on an everyday basis, have got a full tower ATX on order,
but this is where questions come in...

I have a Megafile 30 hard drive, completley unaltered. I want to put
that along with the rest of the system in the tower. There seems to be
something stciking the case though, so I can't open it up fully
(wihtout breaking the case) to get a look inside to see how feasilbe
it would be to remount everything. I know the drive itself is a
santdard 5"25 so I'm guessing there should be no problems???

> One of the neatest things of all about the STe, is that it runs very cool.
> Cooling is not an issue unless you've upclocked it, or put it in a case with
> several HOT running disk drives or something (not so common with modern drives).
> In fact, alot of music studios don't get rid of their ST machines for this very
> reason. It runs great without a fan...NO FAN NOISE...so alot of things in the
> actual sound room gizmos get run by ST machines to this day ;)

I like that about it, but hte bloody megafile's PSU is a pig!!! Be
glad to see the back of that.

> 2. Port access....
> One solution is to mount the MB as close to case edges as possible, and simply
> drill/punch the holes you need. Another is to make pig tails and or harnesses
> to extend the ports to anywhere you'd like them.
>
> Another option is to just leave a nice big hole somewhere to let all your
> origional cables run inside the case and plug in where they go.

I'm hoping to simply bve able to mount the board at the edge and drill holes for the ports. However if that's a no no, just how much soldering is involved to pig-tail them? My last experience with soldering was grim, so trying to avoid it where possible.

4009. Re: new hardware for mega ste:)

Newsgroup: comp.sys.atari.st
Date: 2004-07-02 16:38:10 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0407020838.68e0337@posting.google.com>
Source record: 18005

Any chance of a version of this that could work on an STe??? Really
looking for somsnething that can get my baby over 4mb... and IDE,
that's a bonus, though SCSI has it's advantages.

Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
news:<cbfdbp$lp1$1@sparta.btinternet.com>...
> Hi Dude's
>
> "beebee" <beebee@noos.fr> wrote in message
> news:pan.2004.06.24.12.20.25.394869@noos.fr...
> > hi!
> >
> > The future, it's now:)
> >
> > http://stlabs.free.fr/
> >
> > If somebody hnow how integrate asm with lattice, he's welcome:)
>
> Blimey!, there's a lot of work going on lately in people's back room's, nice
> one!

4010. Re: Changing TOS ROMS in a Falcon 030.

Newsgroup: comp.sys.atari.st
Date: 2004-07-02 16:44:44 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <40e59f823e06111@europe-shareware.org>
Source record: 18006

Hello,

in article <cc40uf$h5j$2@nemesis.news.tpi.pl>,
Konrad Kokoszkiewicz wrote on Fri 02-07-2004 17:44 (+0200):

> The separate question is famous WDIALOG, system font selector, nonblocking
> fileselector etc. MagiC integrates all this into the OS kernel, and that was
> one of the most idiotic concepts ever, because this stuff should rather go
> as shared libraries comprising more complex functions. But well, that's
> MagiC.

pdlg.slb is the WDialog part in MagiC 6.10, afaik. Isn't it a so called
shared library?

Bye,
/Pascal/

4011. Re: Atari stuff being cleared out - anyone want any of it?

Newsgroup: comp.sys.atari.st
Date: 2004-07-02 17:21:44 UTC
From: kryten_droid <kryten_droid@ntlworld.com>
Message-ID: <IQgFc.92$AM.66@newsfe1-win>
Source record: 18003
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.acorn.hardware

```
Philip Ludlam wrote:
> [snip: ST being binned]
>
>> Maybe he wanted it to have a decent burial rather than have it hang
>> around here in pieces?
>> After all, most guys would want a dead ex-partner buried rather than
>> resurrected Frankenstein style or butchered and hanging around in
>> vats of formaldehyde.
>
> Now there's a thought :-) ...
>
> Yours,
>
> Phil L.

Are you planing on selling a Damien Hurst style exhibit to The Tate Gallery
eh?
```

4012. Re: new hardware for mega ste:)

Newsgroup: comp.sys.atari.st
Date: 2004-07-02 17:38:27 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cc46fk$9gt$1@news.freedom2surf.net>
Source record: 18007

I believe he is intending it to come to the STe eventually.

What advantages are there with SCSI? I forget.

Coda.

"Dark Willow" <dark_willow1981@lycos.com> wrote in message
news:168c84f1.0407020838.68e0337@posting.google.com...
> Any chance of a version of this that could work on an STe??? Really
> looking for somsnething that can get my baby over 4mb... and IDE,
> that's a bonus, though SCSI has it's advantages.
>
> Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
news:<cbfdbp$lp1$1@sparta.btinternet.com>...
> > Hi Dude's
> >
> > "beebee" <beebee@noos.fr> wrote in message
> > news:pan.2004.06.24.12.20.25.394869@noos.fr...
> > > hi!
> > >
> > > The future, it's now:)
> > >
> > > http://stlabs.free.fr/
> > >
> > > If somebody hnow how integrate asm with lattice, he's welcome:)
> >
> > Blimey!, there's a lot of work going on lately in people's back room's,
nice
> > one!

4013. Re: Milan hardware problem...

Newsgroup: comp.sys.atari.st
Date: 2004-07-02 18:14:51 UTC
From: Michael Schwingen <news-1082710295@discworld.dascon.de>
Message-ID: <2kln0rF3riomU1@uni-berlin.de>
Source record: 18008

In article <cbq2bl$l53$1@orkan.itea.ntnu.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>
>I'm afraid I don't remember the details, but the modification is very
>simple. You just need a better +5V feed to the keyboard port, so look up
>the AT keyboard connector on the net, find the corresponding solder pad on
>the underside of the motherboard and solder a wire from that pad to a +5V
>source on the motherboard. E.g. directly from one of the +5V solder pads
>on the power connector which is just a few cm away from the keyboard
>connector.

Just a note: the PCB track is intentionally kept this thin to act as a fuse
in case of a short circuit - there was no space for a real fuse. I have
rarely seen Milan boards with the track open, so you should be able to keep
everything as it is as long as it works - you only need a wire in case you
blew the "fuse".

cu
Michael

4014. Re: Changing TOS ROMS in a Falcon 030.

Newsgroup: comp.sys.atari.st
Date: 2004-07-02 19:51:34 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.07.02.19.51.33.923114@noos.fr>
Source record: 18009

Le Fri, 02 Jul 2004 18:44:44 +0200, Pascal Ricard a ï¿œcritï¿œ:

> Hello,
>
> in article <cc40uf$h5j$2@nemesis.news.tpi.pl>, Konrad Kokoszkiewicz
> wrote on Fri 02-07-2004 17:44 (+0200):
>
>> The separate question is famous WDIALOG, system font selector,
>> nonblocking fileselector etc. MagiC integrates all this into the OS
>> kernel, and that was one of the most idiotic concepts ever, because this
>> stuff should rather go as shared libraries comprising more complex
>> functions. But well, that's MagiC.
>
> pdlg.slb is the WDialog part in MagiC 6.10, afaik. Isn't it a so called
> shared library?

Hi, hello pascal:)

Yes, but no!

I always use wdialog with my method!
First install magicC!
Then install nvdi
Then erase wdialog
And put the very last version of wdialog!

I always do that and everything run:)

For MiNT it is diffï¿œrent, i always use mï¿œthod of M seimet!
(it's order to respect for installation!
So the wdialog is only associate with nvdi:)

Bye!

>
> Bye,
> /Pascal/

Bye,
/jpierre/;-)

4015. Re: new hardware for mega ste:)

Newsgroup: comp.sys.atari.st
Date: 2004-07-02 20:00:24 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.07.02.20.00.22.78864@noos.fr>
Source record: 18010

Le Fri, 02 Jul 2004 09:38:10 -0700, Dark Willow a ï¿œcritï¿œ:

> Any chance of a version of this that could work on an STe??? Really
> looking for somsnething that can get my baby over 4mb... and IDE, that's a
> bonus, though SCSI has it's advantages.
>
Hi all!

I have answer from the developer for this point:)
No trouble electronic or compatibility!:)

It's just how to find area for the card in ste!?????

So all suggestions for the implementation
of the card are welcome!

The card need direct acces of the processor
and power too:)

Just see the news snapshot on the website:)

Bye

4016. Re: Graphic system upgrade for STe

Newsgroup: comp.sys.atari.st
Date: 2004-07-02 20:16:05 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <ZhjFc.856$bj2.387@bignews5.bellsouth.net>
Source record: 18011

"Dark Willow" <dark_willow1981@lycos.com> wrote in message
news:168c84f1.0407020829.46bebb9e@posting.google.com...
> Well I managed to get all the bits required, managed to get the ET400
> card itself for 5 euros, not a bad deal:)

Great news!

> I have a Megafile 30 hard drive, completley unaltered. I want to put
> that along with the rest of the system in the tower. There seems to be
> something stciking the case though, so I can't open it up fully
> (wihtout breaking the case) to get a look inside to see how feasilbe
> it would be to remount everything. I know the drive itself is a
> santdard 5"25 so I'm guessing there should be no problems???

I can't imagine what would be sticking the case....
Double check you've removed all the screws from the bottom....sometimes a screw
is hidden under a sticker.
If you've got all the screws, the plastic lid should pop right off.
Next, will be a RF-Shield. It uses little bend tabs around the edges, and
possibly some screws.
As for mounting this baby inside your tower.....
It all depends really....
If you have a true Atari Megafile rather than a dealer built job then you'll
find a really large ASCI to RLL host.
This will connect by two ribbon cables to a 5.25" RLL drive mech.
The Power supply will partially cover your host.
This is a BIG host....you can remount it it the tower provided you can find
space for it. If you use a differnt power supply, take care to match up
voltages properly!

If you do have a true mega-file, and trying to remount it drives ya
batty....remeber you can always just bolt the whole thing...case and all...to
the side of your Tower and be done with it.

If you're lucky....you might have a dealer built hard drive in a Mega File case.
In this case, you'll have a much smaller ASCI to SCSI host. This will connect
to a SCSI hard drive by a single 50 pin ribbon cable. The drive might be 5.25",
or even 3.5". This would be a much simpler kit to remount, and would also
support up to 7 easy to find SCSI devices. Such a host usually only calls for a
5v power supply from a floppy disk type power connector.

> I'm hoping to simply bve able to mount the board at the edge and drill
> holes for the ports. However if that's a no no, just how much
> soldering is involved to pig-tail them? My last experience with
> soldering was grim, so trying to avoid it where possible.

It all depends on how much of a perfectionist you are....
If it turns out you can't position the mb in a way the ports can just be cut or drilled out....then it's really up to you how fancy you'd like to get. A lazy, but very reliable and easy approach is to simply purchase ready made extension cables and let them hang out of the case somehow (through a card slot hole, or one you drill/cut). If you want things to be proper and neat....you could cut out and mount your extension cables to the chasis.

If it were me, I'd be inclined to make one big hole/slot somewhere, line it with a rubber gromlet, and let all the cables just enter the case and plug in where they go.

Brian

4017. [ANN] small update of Manga Puzzle GEM

Newsgroup: comp.sys.atari.st
Date: 2004-07-02 20:53:37 UTC
From: Pierre TONTHAT <geek@atarians.com>
Message-ID: <40e5cb51$0$317$7a628cd7@news.club-internet.fr>
Source record: 18012

Bonsoir :)

Download on my homepage or directly in the folder
http://rajah.atari.org/files/ -> manga_uk.ip (910 Kb)

Changes:
+ new set of images (256 colors, NVDI5)
- palette bug fixes in TC modes

For gayz like me and girlies, there's a set image -> manga_yaoi.zip
(700 Kb)

Have fun :)

-- Pierre TONTHAT - Rajah Lone / Renaissance
http://rajah.atari.org

4018. Re: Concise Atari ST 68000 Programmer's Reference Guide

Newsgroup: comp.sys.atari.st
Date: 2004-07-02 20:57:58 UTC
From: dubsyndicate <dubsyndicate_nospam@blabla.com>
Message-ID: <40e5cc5b$0$24431$636a15ce@news.free.fr>
Source record: 18013

Thanks you K, you're website is very nice :))))))))))

dub

"kryten_droid" <kryten_droid@ntlworld.com> a crit dans le message de
news:GSYyc.223$Mp2.212@newsfe3-gui...
> Just in case anyone here might be interested, now online at:
> http://homepage.ntlworld.com/kryten_droid/Atari/ST/spg/st_prog_guide.htm
> K.
>
>

4019. Re: Atari stuff being cleared out - anyone want any of it?

Newsgroup: comp.sys.atari.st
Date: 2004-07-02 22:04:42 UTC
From: Stuart Winsor <stuartwinsor@argonet.co.uk>
Message-ID: <4cc8635275stuartwinsor@argonet.co.uk>
Source record: 18014
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.acorn.hardware

In article <IQgFc.92$AM.66@newsfe1-win>,
kryten_droid <kryten_droid@ntlworld.com> wrote:
> Philip Ludlam wrote:
> > [snip: ST being binned]
> >
> >> Maybe he wanted it to have a decent burial rather than have it hang
> >> around here in pieces?
> >> After all, most guys would want a dead ex-partner buried rather than
> >> resurrected Frankenstein style or butchered and hanging around in
> >> vats of formaldehyde.
> >
> > Now there's a thought :-) ...
> >
> > Yours,
> >
> > Phil L.

> Are you planing on selling a Damien Hurst style exhibit to The Tate
> Gallery eh?

How much do you think they'd give for an Atari with some sort of
"artistic" treatment?

:-)

--

```
__ __ __ __ __ ___ ___________________________________________
|__||__)/ __/ \|\ ||_ | /
| || \\__/\__/| \||__ | /...Internet access for all Acorn RISC machines
____________________________/ stuartwinsor@argonet.co.uk
```

101 uses for a Pentium: No2 - A greenhouse heater.

4020. Re: Atari stuff being cleared out - anyone want any of it?

Newsgroup: comp.sys.atari.st
Date: 2004-07-03 04:35:02 UTC
From: kryten_droid <kryten_droid@ntlworld.com>
Message-ID: <WHqFc.1$_X2.0@newsfe3-win.ntli.net>
Source record: 18015
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.acorn.hardware

```
>> Are you planing on selling a Damien Hurst style exhibit to The Tate
>> Gallery eh?
>
> How much do you think they'd give for an Atari with some sort of
> "artistic" treatment?

Depends on the beholder's eye.
Judging from recent exhibits, one could put Damien Hurst on an unmade bed,
ram an old computer up his output port, chainsaw the lot into slices, and
give it a title like "Artist auto-sodomised by his own art".

If you're Tracy Emin, you might get 50 grand.

Most other people would get life without parole in a psychiatric hospital...
```

4021. Soundlifter Mod for Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-03 08:29:19 UTC
From: Jason Davey <mc205@hotmail.com>
Message-ID: <cc5qov$fu4$1@arachne.labyrinth.net.au>
Source record: 18016

Hi all

I have purchased a C-Lab Falcon MKII and it has Soundlifter Mod included with it but not fitted. Sadly the info is in German (does any one have info in English?) and I would like to know what enhancements it will offer me in the way of audio connectivity / quality etc.

Cheers.

4022. Re: Changing TOS ROMS in a Falcon 030.

Newsgroup: comp.sys.atari.st
Date: 2004-07-03 09:16:43 UTC
From: vdjole@EUnet.yu
Message-ID: <cc5tho$mu0$1@news.eunet.yu>
Source record: 18017

On 2 Jul 2004 08:58:40 +, beebee wrote:

>>>Also, stop before you burn MagiC into ROMs!
>>
>> I agree. I put Magic into EPROms on a home-made ROM+RAM board-
>> was a waste of time- Magic needs so to load so many files anyway,

>Well, i'm agree with you!
>The rom is slower than ram!
>It's the reason why i always use "tos to ram"
>a software from M SEIMET;-)

Hmmm, it depends- which machine, ROM and which RAM. On MC68000 Ataris (ST, STe, Mega, MegaSTe) operating an OS from ROM can be just a little bit faster than operating it from ST-RAM, because there are no intermittent waits for RAM refresh, and also, data-acknowledge can be produced immediately. At least I found out that it was so with my home-made TOS 2.06 + 8MB AltRAM board. I am not sure, but it may be that when original (built-in) ROMs are used, data-acknowledge (created by GLUE, iirc) is delayed for several cycles (longer than necessary) so that the (older/slower) ROMs can produce valid output. If so, THAT can be slower than RAM access.

Of course, anything ran from FastRAM, on machines which can support it, will be vastly faster than ran from ROMs.

During the testing of my board, I first installed TOS 2.06 into ST-RAM (before running it from EPROMs). All benchmark tests which I ran very consistently gave about 2-3% better results for anything ran from (new) EPROMs or AltRAM than from ST-RAM.

Btw. a correction: my board used 2x256KB EPROMs, not 2x512KB as I wrote earlier.

cu;

4023. Re: 800XL Deejay

Newsgroup: comp.sys.atari.st
Date: 2004-07-03 12:32:18 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40e652b29698f2@comcast.net>
Source record: 18018

>I would like to know too, how it could work on my falcon!
>
>I'm using APE now (PC) but I would really like to use my falcon.
>
>Marius

I do not see why the program as it is would not work on the falcon. The falcon version must require the falcon hardware because that version crashes my Hades. I am wondering if Joe is trying a later version of the program. I have an older version that I use on my Hades and it works fine. There is a later version that I tried and it did not work at all. Goto the site below and download the package. This is the older version and it may work. If it does, email me for some nice DI images.

http://www.highlander-soft.de/

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4024. Re: Changing TOS ROMS in a Falcon 030.

Newsgroup: comp.sys.atari.st
Date: 2004-07-03 12:32:18 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40e652b29698f3@comcast.net>
Source record: 18019

>I am looking at purchasing a Falcon which currently has German TOS ROMs
>installed. I want UK English ROMs, where could I get them?
>
>Thanks.
>

I would try Best Electronics or B&C Computers...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4025. Re: Papyrus X English Demo

Newsgroup: comp.sys.atari.st
Date: 2004-07-03 12:32:19 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <40e652b29698f4@comcast.net>
Source record: 18020

>Is there any way to get a Papyrus X English demo? I've been watching
>their website for some time waiting for the promised demo, but the
>site never changes. It seems that I remember others talking about
>seeing a demo.
>
>Thanks!
>__
>Joseph D. Place
>ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

Yes I downloaded it from their German site I believe. It was still
fund to use eventhough I could not read anything. There may be an
English version on the English side. I have my upgrade. Works
great for me....

4026. Re: Soundlifter Mod for Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-03 13:15:35 UTC
From: Michael Schwingen <news-1082710295@discworld.dascon.de>
Message-ID: <2knprnF4daajU1@uni-berlin.de>
Source record: 18021

In article <cc5qov$fu4$1@arachne.labyrinth.net.au>,
Jason Davey <mc205@hotmail.com> wrote:
>
>I have purchased a C-Lab Falcon MKII and it has Soundlifter Mod included
>with it but not fitted. Sadly the info is in German (does any one have info
>in English?) and I would like to know what enhancements it will offer me in
>the way of audio connectivity / quality etc.

Is that the PCB with a PLCC44 socket for the Codec and connections for 6
Cinch audio connectors?

If yes, then the mod replaces the whole analog audio path in the falcon with
something more suitable for real audio use. You still have the limitations
of the Crystal/ITT codec (about 90dB SNR IIRC), but it works a lot better
than the original circuit.

Basically, you have to remvoe the codec from the falcon PCB, connect the
Soundlifter to some pins on the falcon PCB where the codec sat, plug the
codec into the soundlifter PCB, and drill holes in the back of the falcon
case for the 6 connectors.

cu
Michael
--
When life hands you lemons, ask for a bottle of tequila and salt.

4027. CT60 : shipping in progress

Newsgroup: comp.sys.atari.st
Date: 2004-07-03 15:18:50 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <40e6ce5a$0$31982$636a15ce@news.free.fr>
Source record: 18022

After a long period of inactivity, I ship again the CT60.

3 CT60 are left...
After, it will be a collector object..

4028. Re: why on earth are you still using At

Newsgroup: comp.sys.atari.st
Date: 2004-07-03 15:32:19 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <cc6ji3$b1o$1@thorium.cix.co.uk>
Source record: 18023

In message <cc1k90$41m$1@news.eunet.yu>, vdjole@EUnet.yu said:

>On 28 Jun 2004 11:10:10 , Mike Freeman wrote:
>
>>> When you get into things needing super resolutions....well...for the cost and
>>> troubles involved, I myself would rather work with FILM! Better resolutions and
>>> colors.
>>
>>No. Resolution of film is horrible compared with a good quality
>>digital camera photo at 1440 or 2880dpi on the highest quality photo
>>paper. No comparison at all. Film photography is slightly blurry, no
>>matter how good your camera and film is. Digital photos product a much
>>crisper image.
>
>I disagree. Some time ago I got interested in this and made some inquiries
>into the resolution of standard colour films. It seems that it is in the
>one-micrometer range or slightly worse, say twice that much or half as much,
>depending on the particular film. Now, for a digital camera to match a 35mm
>film, images taken should have the resolution of approximately 2400x3400 REAL
>(not interpolated!) pixels, i.e. the camera would have to be in the 8 Mpixel
>range (I suppose that 5 Mpixel ones would be passable).

I disagree with the original statement too. In fact, according to
Kodak a few years ago, a 35mm medium-speed 36*24mm negative has an
equivalent resolution of around 20 Megapixels. Since then, many film
materials have improved their sharpness. They also have a much
longer tone-range. Also, single-chip cameras have a restricted
colour sensitivity - 3-chip cameras are much better, but only found
on top-end models.

However, many video and digital still cameras apply image
processing that artificially sharpens the contours, which makes the
image look sharper even though the actual resolution (i.e. the
fineness of detail that has been recorded) is fairly low. (It's
done by boosting the high frequencies of the signal in a video
camera, and something equivalent in a digital camera.)

Regards, /Peter/

4029. Re: why on earth are you still using At

Newsgroup: comp.sys.atari.st
Date: 2004-07-03 17:03:24 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <UCBFc.1007$285.684@bignews6.bellsouth.net>
Source record: 18024

> >> When you get into things needing super resolutions....well...for the cost
and
> >> troubles involved, I myself would rather work with FILM! Better
resolutions and
> >> colors.
> >
> >No. Resolution of film is horrible compared with a good quality
> >digital camera photo at 1440 or 2880dpi on the highest quality photo
> >paper. No comparison at all. Film photography is slightly blurry, no
> >matter how good your camera and film is. Digital photos product a much
> >crisper image.

1. Take your little joycam back and get a good quality 35mm, or bigger, camera.
2. Take your film back and get the appropriate speed and quality.
3. Read the instructions carefully on your camera if it's an auto job...some
are MUCH better than others.
4. If it's a manual job....learn what the settings do.
3. Use a decent lab when developing.

If your film is 'blurry' then you have bad film, lenses, or have not focused
properly.
The film itself records what is projected on it....at dern near microscopic
levels.
If you wish to 'sharpen' it up with a scan and digital rendering, then you are
actually 'redrawing' the photo, and REDUCEING the resolution to something the
eye percieves as 'better'. My point all along about people often overdoing
resolutions with typical document printing.

There's no way a typical digital camera comes even close in terms of resolution
and color range as film.
It may be that with some electronic based filters and enhancements, that your
eye prefers the digitial rendition at much lower resolutions....which prooves my
point about people often going overboard with scanning and printing resolutions.

There is a point where too much resolution is a waste. Unless you are ARCHIVING
things that you think you'll do many projects with in the far future....in which
you'd want as true to life quality as possible.

I still maintain that a 720dpi printer that microweaves and such, on a Falcon,
set up properly, can produce nice quality photos on the right paper. Certianly
as good or better to the eye than most of the garbage my friends print out on
their PC machines. By the time the thing goes in a picture frame and is put on
the wall....well....lets just say you'd have to get VERY CLOSE to tell a
difference.

There also comes a point where staying with film gives much more for the money....even with the labor and lab considerations. Alot of work and equipment goes into digital imagry as well....so the 'labor' issue leaves alot of room for debate over which is more cost effective. ESPECIALLY in motion picture work. It really depends on what you're doing!

For typical journalists...it makes sense to use digital, as one can zap the photos back to the publisher over wire or air instantly. Things designed to go directly to the TV medium...it also makes sense to use video or digital. For art, motion picture, and portriate type work, a good mixture of the mediums is likely most practical.

For special effects and animation, it makes good sense to use digital....or a mixture of digital and film. Time and money are all factors......

If I did much of this type of work with images, no, I would not choose my Falcon over currently avilable options.
Instead, I work mostly with MIDI...and the Atari machines work at 3 to 5 times the resolution as the typical PC package where MIDI is concerned. To get into software and hardware on a PC that matches up, well....one could buy an awful lot of used Ataris on Ebay! Since I don't do much on the audio end....it just doesn't make sense to upgrade to a Pro Mac or PC setup. It would not save me any time or money at all. If I do need some fairly high end audio...I just borrow or rent a stand alone recorder and sync it to what I've got. Better yet, I go to a pro studio, make music, and let the engineers worry about the technical headaches ;)

Brian

4030. Re: Atari stuff being cleared out - anyone want any of it?

Newsgroup: comp.sys.atari.st
Date: 2004-07-03 18:33:43 UTC
From: Stuart Winsor <stuartwinsor@argonet.co.uk>
Message-ID: <4cc8d3db62stuartwinsor@argonet.co.uk>
Source record: 18025
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.acorn.hardware

In article <WHqFc.1$_X2.0@newsfe3-win.ntli.net>,
kryten_droid <kryten_droid@ntlworld.com> wrote:
> >> Are you planing on selling a Damien Hurst style exhibit to The Tate
> >> Gallery eh?
> >
> > How much do you think they'd give for an Atari with some sort of
> > "artistic" treatment?

> Depends on the beholder's eye. Judging from recent exhibits, one could
> put Damien Hurst on an unmade bed, ram an old computer up his output
> port, chainsaw the lot into slices, and give it a title like "Artist
> auto-sodomised by his own art".

> If you're Tracy Emin, you might get 50 grand.

> Most other people would get life without parole in a psychiatric
> hospital...

ROTFL

But don't forget to put it in a tent :-)

Stuart

--

```
__ __ __ __ __ ___ _____________________________________________
|__||__)/ __/ \|\ ||_ | /
| || \\__/\__/| \||__ | /...Internet access for all Acorn RISC machines
____________________________/ stuartwinsor@argonet.co.uk
```

101 uses for a Pentium: No2 - A greenhouse heater.

4031. Re: PLEASE HELP re: converting WORD PLU

Newsgroup: comp.sys.atari.st
Date: 2004-07-03 22:41:48 UTC
From: dziewo@xs4all.nl
Message-ID: <40e7361e$0$37789$e4fe514c@news.xs4all.nl>
Source record: 18026

some years ago [1996] Robert Best had a conversion prg called WP2:

WPxx.TOS contains

WP2.APP converts 1st WordPlus 1/2/3 text to WordPerfect 5,
and WordPerfect 5/6 text to WordPlus format
WP2_D.DOC Deutsche Anleitung, WPlus Datei
WP2_E.DOC English manual, WPlus file
WP2_N.DOC Nederlandse handleiding, WPlus bestand
WP2_READ.ME this file
TEST.DOC WPlus test file

Figures extracted by WP2.APP from WPerfect files can be viewed and
converted by aid of WPG.PRG - see WPGxx.TOS

xx indicates the version

Should this be of any help, then I can send it over...

gtx, Rein

On 28 Jun 2004 03:57:35 , David Bolt wrote:
>On Sat, 26 Jun 2004, Rich <r.j.watts@btinternet.com> wrote:-
>
>>This must have been done by someone - but there are no available posts here
>>to read.
>>Has someone got a program or a Link to a program that will allow my PC to
>>read and convert WORD PLUS FILES created on my ST, please?
>>I have managed to copy my discs into my PC but cannot get it to read then
>>convert them to a Word document, for example.Help, please!!
>
>Others have suggested converting the files into RTF format and importing
>those. After a very quick hunt, I've found a Word+ to RTF convertor that
>should run under Windows, using a DOS prompt, at:
>
><URL:http://www.funet.fi/pub/atari/util/wpls2rtf.zip>
>
>
>Regards,
> David Bolt
>

4032. Re: PLEASE HELP re: converting WORD PLU

Newsgroup: comp.sys.atari.st
Date: 2004-07-03 22:45:46 UTC
From: dziewo@xs4all.nl
Message-ID: <40e73719$0$37789$e4fe514c@news.xs4all.nl>
Source record: 18027

I just found a somewhat more recent [1999] version of WP2.

gtx, Rein

4033. Re: Atari stuff being cleared out - anyone want any of it?

Newsgroup: comp.sys.atari.st
Date: 2004-07-04 02:26:29 UTC
From: kryten_droid <kryten_droid@ntlworld.com>
Message-ID: <pVJFc.234$3b.128@newsfe4-gui.ntli.net>
Source record: 18028
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.acorn.hardware

"Stuart Winsor" <stuartwinsor@argonet.co.uk> wrote in message
news:4cc8d3db62stuartwinsor@argonet.co.uk...
> > If you're Tracy Emin, you might get 50 grand.
>
> > Most other people would get life without parole in a psychiatric
> > hospital...
>
> ROTFL
>
> But don't forget to put it in a tent :-)
>
> Stuart

Well, there was that American criminal who agreed that his executed body could be frozen, sliced into 1mm thick sections and scanned for the 'visible human' project.

Would a Damien Hurst salami pickle be a case of art imitating life (or more correctly, death)?

Apparently the yanks had to wait a long time for the right subject.
They should have just advertised on a German cannibalism fetish site,
under the frozen food section.

4034. Re: Milan hardware problem...

Newsgroup: comp.sys.atari.st
Date: 2004-07-04 03:33:50 UTC
From: oli@audiotools.com
Message-ID: <bcbd686c.0407031933.7736be15@posting.google.com>
Source record: 18029

Michael Schwingen <news-1082710295@discworld.dascon.de> wrote in message news:<2kln0rF3riomU1@uni-berlin.de>...

>
> > Just a note: the PCB track is intentionally kept this thin to act as a fuse
> > in case of a short circuit - there was no space for a real fuse. I have
> > rarely seen Milan boards with the track open, so you should be able to keep
> > everything as it is as long as it works - you only need a wire in case you
> > blew the "fuse".

Or buy a resistor/fuse like the IBM compatiable computers use, found
for sale in every electronic component store and no more difficult to
solder than a plain wire

4035. Atari Falcon motherboard revisions and their difference

Newsgroup: comp.sys.atari.st
Date: 2004-07-04 09:48:26 UTC
From: gaiyan@luukku.com
Message-ID: <961be845.0407040148.417514fc@posting.google.com>
Source record: 18030

What revisions of Falcon motherboards were produced?

I've come across A, B, D/C but I've heard of pre-production
motherboards and revisions 1-4. What are their differences?

Is a revision A motherboard with TOS 4.01 worth acquiring or is it too
crappy?

The best Falcon I've ever owned was an MKII Falcon with what I assume
would be one of the latest batches of motherboards.

The most incompatible and problematic motherboard for me has been a
revision B with TOS 4.02. I have not owned a Rev. A so I'm assuming
it's even worse... right?

Joshua.

PS. For those who want to check their revision number, look on the
bottom left corner of the motherboard. There's a sticker there with
the number/letter.

4036. Re: why on earth are you still using At

Newsgroup: comp.sys.atari.st
Date: 2004-07-04 10:58:51 UTC
From: vdjole@EUnet.yu
Message-ID: <cc8nt4$ol0$1@news.eunet.yu>
Source record: 18031

On 3 Jul 2004 15:32:19 +, xlator@cix.compulink.co.uk wrote:

>>>No. Resolution of film is horrible compared with a good quality
>>>digital camera photo at 1440 or 2880dpi on the highest quality photo
>>>paper. No comparison at all. Film photography is slightly blurry, no
>>>matter how good your camera and film is. Digital photos product a much
>>>crisper image.
>>
>>I disagree. Some time ago I got interested in this and made some inquiries
>>into the resolution of standard colour films. It seems that it is in the
>>one-micrometer range or slightly worse, say twice that much or half as much,
>>depending on the particular film. Now, for a digital camera to match a 35mm
>>film, images taken should have the resolution of approximately 2400x3400 REAL
>>(not interpolated!) pixels, i.e. the camera would have to be in the 8 Mpixel
>>range (I suppose that 5 Mpixel ones would be passable).
>
>I disagree with the original statement too. In fact, according to
>Kodak a few years ago, a 35mm medium-speed 36*24mm negative has an
>equivalent resolution of around 20 Megapixels.

Hmmm, that means the grain size of about 0.6 to 0.7 micrometers, i.e. I was
even a bit pessimistic on the quality of a standard 35-mm negative.
On the high end would probably be the holographic film emulsions, with
grain size several times smaller than the wavelength of visible light
(which is in the 0.4 to 0.8 micrometers range).

>Also, single-chip cameras have a restricted
>colour sensitivity - 3-chip cameras are much better, but only found
>on top-end models.

That more-less agrees with what I have heard- that GOOD digital cameras
exist but are (still) fairly large boxes with a price tag in the range
of 10000-100000 USD.

>However, many video and digital still cameras apply image
>processing that artificially sharpens the contours, which makes the
>image look sharper even though the actual resolution (i.e. the
>fineness of detail that has been recorded) is fairly low.

And that would store some nasty surprises for the user, if he tries to
extract some fine detail from a picture using extreme magnification ;)

The advertisements for common digital cameras usually state so-many-
EQUIVALENT pixels (meaning the result of internal signal processing and
over-sampling), with real number of pixels usually given in fine print
on the last page, or not at all.

A visit to a good photo exhibition might be educational- there one may see poster-sized photographs, on which sometimes detals can be explored using a magnifying glass- especially if they are black/white photos.

Btw. there some other aspects interesting for comparison of digital and film cameras. For example temperature-dependent sensitivity- it exists in both, but, AFAIK is much worse in digital ones: sensitivity generally reduces, and noise increases, with the increase of temperature, and v.v. For example, the people using the digital still cameras for the amateur astrophotograpy sometimes go out in the extreme winter colds and leave their equipment to cool for several hours before commencing shooting, in order to get the highest sensitivity and least noise.

On the matter of noise: unevenness of quality (sensitivity, zero-offset or even complete failure) of individual pixel sensors in digial cameras makes it sometimes necessary to take "dark frames" and "white frames" (i.e. calibration datums) which should be digitally subtracted from the pictures to be processed, if sensible photometric data have to be extracted from the images.

cu;

4037. Atari Online News, Etc. #06-27

Newsgroup: comp.sys.atari.st
Date: 2004-07-04 13:22:10 UTC
From: danap8@aol.comno-spam
Message-ID: <20040704092210.04915.00000793@mb-m24.aol.com>
Source record: 18032

```
A-ONE #0627 07/02/04

~ Outfoxing The Phishers ~ People Are Talking! ~ Make-A-Wish Game!
~ New OS X Is Previewed! ~ ISPs Win Downloads Case ~ Massachusetts Wins
~ E-Mail Privacy Limited ~ Scob After Financials! ~ COPS Sources Out!
~ MS Settles With Mass.! ~ iMac Delayed Until Fall ~ Slocum's Music CD!

-* EU Gives Microsoft Reprieve! *-
-* Microsoft Settles Arizona Lawsuit! *-
-* Supreme Court Bars Web Porn Law Enforcement *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj(at)atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
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4038. Re: Atari Falcon motherboard revisions and their difference

Newsgroup: comp.sys.atari.st
Date: 2004-07-04 21:15:16 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <40e87363$0$19089$636a15ce@news.free.fr>
Source record: 18033

Rev A, B, C, D/C, E, F, G, H, I, J, K, L,
Rev A, B & C (second layout)

ARE ALL GOOD !!

All the mb are identical layout (there are 2 different layouts) with all
identical CHIPS!
The revisions re really minor like the sound level of the intrnal speaker by
example...

Joshua Kaijankoski wrote:
> What revisions of Falcon motherboards were produced?
>
> I've come across A, B, D/C but I've heard of pre-production
> motherboards and revisions 1-4. What are their differences?
>
> Is a revision A motherboard with TOS 4.01 worth acquiring or is it too
> crappy?
>
> The best Falcon I've ever owned was an MKII Falcon with what I assume
> would be one of the latest batches of motherboards.
>
> The most incompatible and problematic motherboard for me has been a
> revision B with TOS 4.02. I have not owned a Rev. A so I'm assuming
> it's even worse... right?
>
> Joshua.
>
> PS. For those who want to check their revision number, look on the
> bottom left corner of the motherboard. There's a sticker there with
> the number/letter.

4039. Re: Milan hardware problem...

Newsgroup: comp.sys.atari.st
Date: 2004-07-05 09:19:28 UTC
From: Michael Schwingen <news-1082710295@discworld.dascon.de>
Message-ID: <2kskp0F5oba1U1@uni-berlin.de>
Source record: 18034

In article <bcbd686c.0407031933.7736be15@posting.google.com>,
Olafur Gunnlaugsson <oli@audiotools.com> wrote:
>
>Or buy a resistor/fuse like the IBM compatiable computers use, found
>for sale in every electronic component store and no more difficult to
>solder than a plain wire

In that case, I would suggest to use a Polyswitch/polyfuse self-resetting
fuse, something arounf 500mA - 1A should be OK.

cu
Michael
--
When life hands you lemons, ask for a bottle of tequila and salt.

4040. Re: Papyrus X English Demo

Newsgroup: comp.sys.atari.st
Date: 2004-07-05 14:49:21 UTC
From: NoSi <news@nsim.de>
Message-ID: <opsan54jfhcns0t2@nsi>
Source record: 18035

Am 1 Jul 2004 13:54:05 -0700 Mike Freeman <mail@freeman-studio.com> wrote :

> If you absolutely must process very large documents at fast speed, and
> don't care about how the interface looks and don't want MS Word
> compatibility, go with Tempus Word.

We do agree, that Tempus-Word will not win a design price, because of it´s old fashioned look. This will be part of our "harvest update", to get our highly sophisticated functions into a smart suit. Up to now we saw TW as a tool like a hammer: it will never win a price for looking good, but it´s very suitable to drive nails into the wall. That´s what we designed it for. Not for looking nice.

> If you usually only work with small/medium sized documents, like a nice,
> clean aesthetic look, and need MS Word compatibility, then Papyrus is
> for you.

TW supports RTF format. This is the required compatibility. If I need MSW compatibility in behaviour or look, then I should directly use OEM MSW from harddisk instead of buying another word processor. One of the main reasons for TW is, to be _different_ to MSW.

> I personally go with Papyrus, as I really didn't like how Tempus worked,
> looked, and felt. When Tempus comes up with a product that looks, feels,
> and operates the way I like to work, then I'll change my mind on that.

Tell us, how you´d like it, or more concrete, what you do not like. As we are going to change the look of the interface we are very interested in the needs of dedicated people, working with our application, trying to get a tool for their personal needs instead of another clone of MSW.

> It looked and felt like an older Atari word processor might, not a modern
> program. That's of course my opinion. If you like that in a program,
> it's all yours!

We appologize for hiding our powerful functions behind an outdated interface. We will change this within this year. Everybody is invited to tell us his personal interests to a word processor, he/she´d like most! We try to gather this input into our next updates.

For taking part in our permanent survery you will get a voucher to the value of 15 € for the purchase or an update of Tempus-Word NG:
http://www.tempus-word.de/en/prg/umfrage.htm

Norbert Simon
Tempus-Word Project
www*tempus-word*de/en/index.htm

4041. Re: Graphic system upgrade for STe

Newsgroup: comp.sys.atari.st
Date: 2004-07-05 18:12:47 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0407051012.2d6b952a@posting.google.com>
Source record: 18036

> I can't imagine what would be sticking the case....
> Double check you've removed all the screws from the bottom....sometimes a screw
> is hidden under a sticker.

Turns out it was a hidden screw under a sticker, must have been the
"break this seal and you must be crazy if you think we'll keep your
warrenty running" thingy, but since it was in German tis a bit late
for that now.

> As for mounting this baby inside your tower.....
> It all depends really....
> If you have a true Atari Megafile rather than a dealer built job then you'll
> find a really large ASCI to RLL host.
> This will connect by two ribbon cables to a 5.25" RLL drive mech.
> The Power supply will partially cover your host.
> This is a BIG host....you can remount it it the tower provided you can find
> space for it. If you use a differnt power supply, take care to match up
> voltages properly!

It's defintely an Atari system. Atari branded hoast board (gigantic
and with a frighteningly complex power supply arrangement) running to
a Seagate branded 5'25 drive. Should be able to mounted though, theres
plenty of space inside, just crossing my fingers I can get the power
supply hooked up right.
> If you're lucky....you might have a dealer built hard drive in a Mega File case.
.....This would be a much simpler kit to remount, and would also
> support up to 7 easy to find SCSI devices. Such a host usually only calls for a
> 5v power supply from a floppy disk type power connector.

ha! If only life were so simple! Trust me to get the dodgey drive:)
Will let everyone knows how it goes, wish me luck!

4042. Re: NEWSie update released

Newsgroup: comp.sys.atari.st
Date: 2004-07-05 21:47:33 UTC
From: vdjole@EUnet.yu
Message-ID: <ccci9i$9tv$1@news.eunet.yu>
Source record: 18037
Body handling: HTML body converted to readable text

On 1 Jul 2004 16:28:13 -, gfa wrote:

>Just a note that I did release an updated newsie based on the .961 source
>code.

Hi;

Sorry, not everything is well in this new version. If an e-mail contains
text "", Newsie now opens the message in two windows- one is plain
text, and another is obviously supposed to be a display of the html content,
but this doesn't work well at all, and results in garbage on screen (writing
out of window borders, etc), display (instead of interpretation) of
"unprintable" characters such as CR or LF, etc.

As (unfortunately) a large percentage of e-mails today come with this
idiotic html section, display of that should better be disabled until it
works correctly (maybe there is something undocumented in the
configuration file for that?)

Btw. Lonny, there is (in V0.961, at least) a quite unpleasant bug in
receiving e-mails, which probably would be easy to fix: it seems that if
an incoming e-mail does not contain any text after "Subject:", then it does
not get included in the Inbox! The message is received, it the file
is in the directory, but it does not get listed.

Regards;

4043. C-Lab Falcon MKII vs Standard Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-06 00:38:37 UTC
From: Jason Davey <mc205@hotmail.com>
Message-ID: <cccsa8$62f$1@arachne.labyrinth.net.au>
Source record: 18038

Does any one know the modifications C-Lab carried out on the MK11 falcon?

4044. So you wanna write a program eh?

Newsgroup: comp.sys.atari.st
Date: 2004-07-06 01:16:27 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <W_mGc.11717$9t6.5543@bignews3.bellsouth.net>
Source record: 18039

Yes, I'm interested in learning enough bits to do the following....

1. A tos only telnet client for STiK/STing that can be run under the console/emulation of choice. I.E. run inside the CoNnect termianl via CoSHY, TOSWIN, GENEVAWIN, or directly from a console or vconsole.

2. At some point, I'd like to do a really nice TosWin type application that can run without MiNT, and has speedy vt102 emulation or better with full extended ansi color. Included in this terminal emulation package might be drop down menus and or hotkeys where one could call tos apps with optional preset command lines. I.E. You're working over a telnet connection, and wish to set a block of text and run a spell check....you might have a tos based dictionary, that you can call quickly and easily with your drop-down menu...that's smart enough to launch the dictionary, and cat all this selected text into it.

3. To possibly port some unix/MiNT-Net clients and servers to run with STiK/STing.

4. To make a MiNT-Net driver for the Dynaport SCSI/Link ethernet device.

5. Possibly a protocol/driver to send and recieveTCP/IP over SCSI in a way that can be integrated into the networking route.tab of MiNT, MagiC-Net, STing, and STiK. Kinda like PLIP, only MUCH faster! If SMIDI is possible, and apps that support it such as ZeroX do nicely in most if not all of the TOS environments, then why not a SCSI based TCP/IP stack?

If these things already exist somewhere....please let me know! Been searching for over a decade now ;)

If not.......
I'm not sure where to even begin! I.E. what language would be best? What do I need to find and study first in order to accomplish these goals?

I have here a Falcon CT2b with EasyMiNT installed. A Mega ST4, STacy 4, and a Windows XP box.
The only programming tools I have are whatever is with MiNT, and a really ancient version of Mark Williams C...who's shell won't even run on the Falcon! MWC does still have the huge lexecon with it, but the functions listed in it all look greek to me. I can understand there might be alot of hours of making simple, "Input: "What is your name?" type test apps to learn about and accumilate a workable library......but I'm not even sure where to start. Tips, experiences, and encouragement are all welcome.

Thanks,
Brian

4045. WEB site update

Newsgroup: comp.sys.atari.st
Date: 2004-07-06 10:48:51 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <40ea838e$0$24424$636a15ce@news.free.fr>
Source record: 18040

Hello,

2 updates :

- 2 pictures of the layout of Phenix 060 ALPINE boards :

http://www.czuba-tech.com/phenix/english/overview.htm

- CTR14 is now FREE :
Pictures of the layout and GERBER files online !
If you want a POSCRIPT version, let me know...
PS : the SIMM socket is a 25 deg model.

http://www.czuba-tech.com/old/museum.htm

4046. [WTB] graphic card for MegaST

Newsgroup: comp.sys.atari.st
Date: 2004-07-07 11:03:43 UTC
From: Pierre TONTHAT <ptonthat@NO.club-internet.fr.SPAM>
Message-ID: <ccgl70$g4l$1@news-reader3.wanadoo.fr>
Source record: 18041

Bonjour :)

I would like to put a graphic card on my MegaST, which is used for coding. I have a viking card (http://www.maedicke.de/atari/hardware/sm194.htm) but it is no use coz i do not have to suitable monitor. Maybe i can give or sell this viking card.

Anyone has de Crazy Dots, Matrix M128 or C32, etc for MegaST 68000 port (= MegaBus connector) ?
Would like to have TT rezolutions for GFA coding (1280*960*2 or 640*480*16).

Thanks

Rajah Lone
http://rajah.atari.org

4047. Re: NEWSie update released

Newsgroup: comp.sys.atari.st
Date: 2004-07-07 18:14:18 UTC
From: vdjole@EUnet.yu
Message-ID: <ccheho$54k$1@news.eunet.yu>
Source record: 18042
Body handling: HTML body converted to readable text

On 5 Jul 2004 19:52:30 -, gfa wrote:

>> Sorry, not everything is well in this new version. If an e-mail contains
>> text "", Newsie now opens the message in two windows- one is plain
>
>I take that to mean it didn't do this before I modified it?
>Do these pages with contain "begin " ?
>I only added 2 lines of code to improve the "begin " test and so it should
>not of caused the behavior to change.

That is right. This problem appears only in V0.962. Maybe you in fact
obtained some post-0.961 code with containing experimental new stuff?
Or some #define is differently set in your compilation?

I have just tested it. There is no need for the message to contain
"begin" etc. Having is enough.

>> Btw. Lonny, there is (in V0.961, at least) a quite unpleasant bug in
>> receiving e-mails, which probably would be easy to fix: it seems that if

>Noted. I have a list-o-problems to look into. Thanks.

Hmmm, I have some more like that, when you are in a mood :)

regards;

4048. Re: Help for using HP printers

Newsgroup: comp.sys.atari.st
Date: 2004-07-07 23:14:07 UTC
From: Non à la pub ç <@yahoo.com>
Message-ID: <oB5Hc.2668$Z57.1520@nntpserver.swip.net>
Source record: 18044

Date corrected

Hello everybody,

I wanted to connect some HP printers to my TT but got problems and need help.

Does anyone of you own a HP dj400 or a HP dj690c and check the exact tension the transformer output ? Is it alternative or linear ?
Is the plus inside or outside of theplug ?

Thanks for your help.

Mï¿œgamodeste

Warning : antispam adress, do not use.

4049. Re: Papyrus X English Demo

Newsgroup: comp.sys.atari.st
Date: 2004-07-08 05:28:15 UTC
From: nick@1632systems.co.uk
Message-ID: <ccim1b$o6r$1@thorium.cix.co.uk>
Source record: 18043

RE further updates.... you never know

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

4050. Where is Lyndon Amsdon?

Newsgroup: comp.sys.atari.st
Date: 2004-07-08 18:15:54 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0407081015.527033dd@posting.google.com>
Source record: 18045

I've been trying to reach Lyndon Amsdon to get hold of an Eiffel PS/2 adaptor, but havn't had any reply... does anyone know any other way to make contact... or if your reading this, Lyndon, can you get in touch please??? (dark_willow1981@lycos.com)

4051. Re: Where is Lyndon Amsdon?

Newsgroup: comp.sys.atari.st
Date: 2004-07-08 19:19:23 UTC
From: sf0218@aol.com
Message-ID: <20040708151923.13659.00001155@mb-m12.aol.com>
Source record: 18046

Satantronic also has an Eiffle. Check it out at

http://atari.sk/satantronic/

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

4052. Favorite upgrades/additions to Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-08 20:39:26 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10erc7uksen4v7d@corp.supernews.com>
Source record: 18047

To stimulate some disscussion:
What are your favorite and most innovative upgrades/additions to Falcon (or ST/TT for that matter). For me some simple things like a new quiet ide drive, parking my noisy SCSI drive when not in use, and adding a silent power supply really helped my Falcon. It's mounted in a Wizztronics Falcon Rack and it used to sound like an airplane taking off before I made these changes. I also added some foam to the inside of the case. How many have built their own ethenec? I would love to try one, but haven't got any response in buying one. I'm using the Daynaport SCSI link T, which works great but only has STing drivers. I can't install MINT until I have some other solution for ethernet (or MINTNET drivers for the SCSI Link).

Lyndon Amsdon, if you are listening, I would be willing to take responsibility for producing the ethernec if you would help me get started.

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

4053. Re: Favorite upgrades/additions to Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-08 21:50:06 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cckff2$if6$1@news.freedom2surf.net>
Source record: 18048

>Lyndon Amsdon, if you are listening, I would be willing to take
> responsibility for producing the ethernec if you would help me get
> started.

No point, theres 2 brand new Ethernet interfaces coming to the Falcon very
soon, and they dont rely on a dodgy ISA based chipset...

Coda.

4054. ADV: Atari 2600/7800/8 Bit/ST/Jaguar Video Games!

Newsgroup: comp.sys.atari.st
Date: 2004-07-09 02:21:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0407081918210.32054-100000@onyx.spiritone.com>
Source record: 17849
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Are you overworked? Does trying to relax only stress you out? Do Video Games only complicate your Life? Come on, nobody wants to study manuals just to play a game! The Name everyone knows for Gaming Fun? Have you Played your Atari Today? For Atari 2600/7800, Classic Atari 8 Bit, ST and Jaguar Games & Consoles! Daily Gaming avoids Hardening of the Ataris! Goto http://BensCatalogs.Atari.org or Call Ben anytime (503)256-9974!!!

http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4055. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-07-09 02:25:28 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0407081921390.32054-100000@onyx.spiritone.com>
Source record: 17851
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4056. ADV: Atari E-Mail / Postal Mail List!

Newsgroup: comp.sys.atari.st
Date: 2004-07-09 02:28:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0407081925420.32054-100000@onyx.spiritone.com>
Source record: 17850
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Portland Atari Club for those local to Portland, Oregon USA! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm Atari Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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4057. ADV: More New Atari stuff! XMAS in July Sale!

Newsgroup: comp.sys.atari.st
Date: 2004-07-09 02:36:44 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0407081930170.32054-100000@onyx.spiritone.com>
Source record: 17852
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://www.aracnet.com/~atari/newstuff.htm I've just added lots of New Atari Inventory to 8 of my 9 Catalogs. I did this July 1st, and again July 8th! The only one I didnt add to was VIDGAMES.TXT (2600/7800) and that one is still pretty NEW! Use my HotLink above and goto newstuff.htm

And With each purchase over $100.00 receive a FREE Gift!

Take advantage of this months XMAS in July Sale! All Month Long! I'm offering a 20% off the Top Discount on Games / Software, Hardware & Books for Classic Atari 8 Bit and Atari ST Computers plus 2600 / 7800 Games and Jaguar Games! And if your a Regular Customer, Reward yourself with another 10% off the Top. A Whopping 30% off the top Discount! Friends, take advantage of this, because it's as Good as it Gets! Lots of items I have only One, Two or Too Few of! So act While I still got it! Got Questions? E-Mail Atari@aracnet.com Today! 1st Come, 1st Serve! Call (503)256-9974!

http://BensCatalogs.Atari.org Bens Atari Catalogs!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!
http://www.aracnet.com/~atari/specials.htm Atari Sale News!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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4058. Re: Favorite upgrades/additions to Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-09 05:27:01 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <O0qHc.22182$285.13080@bignews6.bellsouth.net>
Source record: 17853

"Coda" <info@janthomas.f2s.nospam.com> wrote in message
news:cckff2$if6$1@news.freedom2surf.net...
> >Lyndon Amsdon, if you are listening, I would be willing to take
> > responsibility for producing the ethernec if you would help me get
> > started.
>
> No point, theres 2 brand new Ethernet interfaces coming to the Falcon very
> soon, and they dont rely on a dodgy ISA based chipset...
>
> Coda.

Do tell more about it?
Something that doesn't choke up the cartridge port I hope.....

Brian

4059. Re: Favorite upgrades/additions to Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-09 05:49:45 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <6mqHc.15387$jJ3.8963@bignews5.bellsouth.net>
Source record: 17854

"Joseph D. Place" <jdplace@REMOVESPAMcableone.net> wrote in message
news:10erc7uksen4v7d@corp.supernews.com...
> To stimulate some disscussion:
> What are your favorite and most innovative upgrades/additions to
> Falcon (or ST/TT for that matter).

CT2b....
While mine has not performed 'perfectly' as of yet, it's amazingly FAST!
Extended video resolutions!
Improves speed of CPU, FPU, DSP, and System Bus!
Provisions for up to 128mb of Fast RAM.

I highly recommend one of these, or better yet a CT60! I would get a CT60, but ya know....I'm still paying for the 2b ;) And such is life.....

FPU...
A big help for applications that use this.....

FDI...
For the Digital ports.....
I use an Art D/IO box for typical A/D-D/A conversion. This D/IO box also provides a plethora of sample clocks which can really come in handy. Can also hook this to S/PDIF equipment.
Better than what's built into the Falcon! There are plenty of things on the market that do the same thing as the Art D/IO device. I chose this one because it has an adjustable tube preamp built in (can also be bypassed).

If you don't need S/PDIF....I still highly recommend an external sample clock of some kind for any Falcon user who's at all interested in recording/playing audio files with the Falcon. I.E. With a 44.1khz sample clock on the DSP port, applications like Aniplay do not have to resample while playing.

FA8: Nice if you need extra audio outputs.

I have the Dynaport as well....
I do wish a MiNT-Net driver existed!

I have an eNEC setup as well.....and it's a real blah since half the things I wish to run in a Falcon session require dongles of some sort.

Brian

4060. Test HDD

Newsgroup: comp.sys.atari.st
Date: 2004-07-09 13:26:15 UTC
From: Piotr Mietniowski <mietniow@uci.agh.edu.pl>
Message-ID: <ccm6oa$1pk$1@srv.cyf-kr.edu.pl>
Source record: 17855

I have just bought HDD SCSI-2. This is Seagete baracuda 4.3 GB. I woudl like to test and check that everything is OK (bad sectors). What programm is the best ?

best regards,

Piotr Mietniowski

4061. Can you read me ?

Newsgroup: comp.sys.atari.st
Date: 2004-07-09 13:58:56 UTC
From: Non à la pub ç <@yahoo.com>
Message-ID: <dFDHc.3033$Z57.1640@nntpserver.swip.net>
Source record: 17863

Hello everybody,

Can anyone read me ?

Regards,

Yves

4062. Re: Favorite upgrades/additions to Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-09 17:13:58 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <ccmjl8$3ae$1@news.freedom2surf.net>
Source record: 17856

"Brian Roland" <BJRoland@bellsouth.net> wrote in message
news:O0qHc.22182$285.13080@bignews6.bellsouth.net...
>
> "Coda" <info@janthomas.f2s.nospam.com> wrote in message
> news:cckff2$if6$1@news.freedom2surf.net...
> > >Lyndon Amsdon, if you are listening, I would be willing to take
> > > responsibility for producing the ethernec if you would help me get
> > > started.
> >
> > No point, theres 2 brand new Ethernet interfaces coming to the Falcon
very
> > soon, and they dont rely on a dodgy ISA based chipset...
> >
> > Coda.
>
> Do tell more about it?
> Something that doesn't choke up the cartridge port I hope.........
>

No, no cartridge port involved, but I can't say any more than that right
now. Expect an official announcement within the week.

Coda.

4063. Re: Favorite upgrades/additions to Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-09 17:35:23 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <4JAHc.6448$37.873126@news.siol.net>
Source record: 17857

Coda wrote:

>> Do tell more about it?
>> Something that doesn't choke up the cartridge port I hope.....
>>
>
> No, no cartridge port involved, but I can't say any more than that right
> now. Expect an official announcement within the week.

Well Nature brothers developed NatNET, 100mbit ethernet card for CT60. So
if u don't think on that oe as well, thats a 3rd project.

Janez

4064. Re: Test HDD

Newsgroup: comp.sys.atari.st
Date: 2004-07-09 18:41:34 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <ccmosukrm1@reader2.panix.com>
Source record: 17858

The things that go wrong with that model are not detected by a bad sector
test. You might try typing the part number in a search engine window, and
see what some people think of it.

You may have a good one. I had eight of the things, and learned a lot
about what goes wrong from them. I do wish you luck.

So plug it in and try it. With a proper active termination adaptor, it
will work if it can. But, I would advise current backups.

Jim

Piotr Mietniowski <mietniow@uci.agh.edu.pl> writes:

: I have just bought HDD SCSI-2. This is Seagete baracuda 4.3 GB. I woudl like
: to test and check that everything is OK (bad sectors). What programm is the
: best ?

: best regards,

: Piotr Mietniowski

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

4065. Re: Favorite upgrades/additions to Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-09 18:57:51 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <oWBHc.6450$37.874123@news.siol.net>
Source record: 17859

Janez Valant wrote:

> Well Nature brothers developed NatNET, 100mbit ethernet card for CT60.
> So if u don't think on that oe as well, thats a 3rd project.

Forgot to mention it contain 2xUSB ports as well.

4066. Re: Favorite upgrades/additions to Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-09 19:11:07 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.07.09.19.11.07.448040@noos.fr>
Source record: 17860

Le Fri, 09 Jul 2004 20:57:51 +0200, Janez Valant a ï¿œcritï¿œ:

> Janez Valant wrote:
>
>
>> Well Nature brothers developed NatNET, 100mbit ethernet card for CT60.
>> So if u don't think on that oe as well, thats a 3rd project.
>
> Forgot to mention it contain 2xUSB ports as well.

hi!

well, 2 usb 1.1 12 mb/s if i read the doc:)

Well, it's developpement or it's another
possibility?????
What's about drivers, do you have details?????
What's about price, disponibility and so on.....

All details are wellcome......

Bye

4067. Re: why on earth are you still using At

Newsgroup: comp.sys.atari.st
Date: 2004-07-09 19:22:31 UTC
From: JEDIDIAH <jedi@nomad.mishnet>
Message-ID: <slrncets5g.nmo.jedi@nomad.mishnet>
Source record: 17861

On 2004-07-03, Brian Roland <BJRoland@bellsouth.net> wrote:
>
>> >> When you get into things needing super resolutions....well...for the cost
> and
>> >> troubles involved, I myself would rather work with FILM! Better
> resolutions and
>> >> colors.
>> >
>> >No. Resolution of film is horrible compared with a good quality
>> >digital camera photo at 1440 or 2880dpi on the highest quality photo
>> >paper. No comparison at all. Film photography is slightly blurry, no
>> >matter how good your camera and film is. Digital photos product a much
>> >crisper image.
>
> 1. Take your little joycam back and get a good quality 35mm, or bigger, camera.

Or just get a decent digital camera. The 5 megapixel Kodaks are quite
nice for the casual family photographer.

> 2. Take your film back and get the appropriate speed and quality.
> 3. Read the instructions carefully on your camera if it's an auto job...some
> are MUCH better than others.
> 4. If it's a manual job....learn what the settings do.
> 3. Use a decent lab when developing.

The overhead of all of this will likely not make it worthwhile. You're
escalating the material and labor costs for the entire enterprise.
Expecting the common "snapshoter" to be a wannabe photojournalist is
just going to introduce more opportunity for errors.

[deletia]
> There's no way a typical digital camera comes even close in terms of resolution
> and color range as film.
> It may be that with some electronic based filters and enhancements, that your
> eye prefers the digitial rendition at much lower resolutions....which prooves my
> point about people often going overboard with scanning and printing resolutions.

The differences between 1, 3 & 5 megapixel images are more than noticeable
enough for typical consumers to notice. Even at 5 megapixels, image clarity
is going to be such that obvious distortions can be seen.

This is very much like 128K MP3s.

>
> There is a point where too much resolution is a waste. Unless you are ARCHIVING
> things that you think you'll do many projects with in the far future....in which

> you'd want as true to life quality as possible.

If this is the metric then the novice will probably get better results with a decent digital camera. There are simply fewer variables to consider. Quality of film and processing are taken out of the equation.

[deletia]

One thing the conventional cameras still have on ditigal is speed. You can consume an entire roll of film remarkably quickly with an analog camera (compared to digital). However, this exercise consumes money as well.

My Kodak gives me 180 free chances to get it right before I have to start thinking about deleting pictures.

--
It is not true that Microsoft doesn't innovate.

They brought us the email virus.

In my Atari days, such a notion would have |||
been considered a complete absurdity. / | \

4068. Re: Favorite upgrades/additions to Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-09 20:50:08 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <ccn0aj$707$1@news.freedom2surf.net>
Source record: 17862

"beebee" <beebee@noos.fr> wrote in message
news:pan.2004.07.09.19.11.07.448040@noos.fr...
> Le Fri, 09 Jul 2004 20:57:51 +0200, Janez Valant a crit :
>
> > Janez Valant wrote:
> >
> >
> >> Well Nature brothers developed NatNET, 100mbit ethernet card for
CT60.
> >> So if u don't think on that oe as well, thats a 3rd project.
> >
> > Forgot to mention it contain 2xUSB ports as well.
>
> hi!
>
> well, 2 usb 1.1 12 mb/s if i read the doc:)

USB 2.0 low (1.5) & and full speed (12mbits)

> Well, it's developpement or it's another
> possibility?????

One more....

> What's about drivers, do you have details?????

Nature will be doing the Ethernet drivers, I will be coding the USB stack.

> What's about price, disponibility and so on.....

See Rodolphe Czubas announcement on Nature's behalf. If youre on the mailing
list you should have it by the time you read this.

> All details are wellcome......

And theres still more to come ;-) Its gonna be a good year for Atari.

Coda.

4069. Nordic ATARI Show On-Line

Newsgroup: comp.sys.atari.st
Date: 2004-07-09 21:20:59 UTC
From: Mille Babic <atari@sverige.REMOVE.nu>
Message-ID: <%_DHc.4673$dx3.37344@newsb.telia.net>
Source record: 17864

Hi there!

There's a webcam sending from The Nordic ATARI Computer Show tomorrow, 10th of july to my own homepage.
1000-2100 CEST

http://mille.atari.org

Best Regards

Mille Babic
Chairman, The Swedish ATARI Users Association (SAK)

4070. Re: Can you read me ?

Newsgroup: comp.sys.atari.st
Date: 2004-07-10 09:20:15 UTC
From: "Steve Sweet"
Message-ID: <ccocce$1n5$1@titan.btinternet.com>
Source record: 17865

Yo!

"Non la pub " <@yahoo.com> wrote in message
news:dFDHc.3033$Z57.1640@nntpserver.swip.net...
> Hello everybody,
>
> Can anyone read me ?
>
> Regards,
>
> Yves

Nope!

4071. Re: Favorite upgrades/additions to Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-10 13:17:58 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.07.10.13.17.57.482530@noos.fr>
Source record: 17866

Le
>> hi!
>>
>> well, 2 usb 1.1 = 12 mb/s if i read the doc:)
>
> USB 2.0 low (1.5) & and full speed (12mbits)
Usb 1.1 full speed 12 mb/sec not 2!
2 is faster:)
But no trouble with that!
usb 2 is full compatible with 1.1 so.....
>

> Nature will be doing the Ethernet drivers,

yes but for sting, stick, MiNTnet, magicCnet?????

I will be coding the USB stack.

Well for the root usb stack of the card!

What kind of drivers, keyboard, mouse
printers, scanner?????
Do you want to develop with a staff
of developper around you!
one detail please:)

>
> And theres still more to come ;-) Its gonna be a good year for Atari.

Yes i hope too:)

Don't forget supervidel, please:)
>
> Coda.

bye
jpierre

4072. Re: Favorite upgrades/additions to Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-10 14:22:42 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <ccou04lqp1@news.freedom2surf.net>
Source record: 17867

"beebee" <beebee@noos.fr> wrote in message
news:pan.2004.07.10.13.17.57.482530@noos.fr...
> Le
> >> hi!
> >>
> >> well, 2 usb 1.1 = 12 mb/s if i read the doc:)
> >
> > USB 2.0 low (1.5) & and full speed (12mbits)
> Usb 1.1 full speed 12 mb/sec not 2!
> 2 is faster:)
> But no trouble with that!
> usb 2 is full compatible with 1.1 so.....

NO. USB 2.0 does not mean High Speed (480 mbs). Thats the type of
misunderstanding that gets perpetuated in the ignorant PC world. USB 2.0 is
a the later that 1.1 set of specifications that INCLUDES High Speed. For a
Device or Host to be USB 2.0 does NOT mean High Speed. see
HTTP://www.usb.org/

> > Nature will be doing the Ethernet drivers,
>
> yes but for sting, stick, MiNTnet, magicCnet?????

Talk to them, or wait for more information.

> I will be coding the USB stack.
>
> Well for the root usb stack of the card!

No. The complete stack, plus the HCD and the various class drivers.

> What kind of drivers, keyboard, mouse
> printers, scanner?????

Yes eventually.

> Do you want to develop with a staff
> of developper around you!
> one detail please:)

I will produce the first set of drivers then release the code as GPL. We
will see who does what then.

> >
> > And theres still more to come ;-) Its gonna be a good year for Atari.
>
> Yes i hope too:)

>
> Don't forget supervidel, please:)

I am eagerly awaiting this too.

Coda.

4073. Re: Favorite upgrades/additions to Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-10 16:39:12 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.07.10.16.39.09.996064@noos.fr>
Source record: 17868

thanks for the reply:)
>> >
>> > USB 2.0 low (1.5) & and full speed (12mbits)
>> Usb 1.1 full speed 12 mb/sec not 2!
>> 2 is faster:)
>> But no trouble with that!
>> usb 2 is full compatible with 1.1 so.....
>
> NO. USB 2.0 does not mean High Speed (480 mbs). Thats the type of
> misunderstanding that gets perpetuated in the ignorant PC world. USB 2.0
> is a the later that 1.1 set of specifications that INCLUDES High Speed.
> For a Device or Host to be USB 2.0 does NOT mean High Speed. see
> HTTP://www.usb.org/

Ok, i have this explication with rodolphe:)
>
>
>> > Nature will be doing the Ethernet drivers,
>>
>> yes but for sting, stick, MiNTnet, magicCnet?????
>
> Talk to them, or wait for more information.

Yes, it's the best answer:)
>
>> I will be coding the USB stack.
>>
>> Well for the root usb stack of the card!
>
> No. The complete stack, plus the HCD and the various class drivers.
>
>> What kind of drivers, keyboard, mouse printers, scanner?????
>
> Yes eventually.
>
>> Do you want to develop with a staff
>> of developper around you!
>> one detail please:)
>
> I will produce the first set of drivers then release the code as GPL. We
> will see who does what then.

Ok, good spirit:)
>
>

>> > And theres still more to come ;-) Its gonna be a good year for Atari.
>>
>> Yes i hope too:)
>>
>> Don't forget supervidel, please:)
>
> I am eagerly awaiting this too.

Me too:)
>
> Coda.

beebee:)

4074. Re: Re-Casing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-10 19:07:47 UTC
From: sf0218@aol.com
Message-ID: <20040710150747.11381.00000851@mb-m23.aol.com>
Source record: 17869

I really need help on how to extend the ports in the back of the falcon, plus the enhanced joystick ports.

That's the main thing that is holding me back. I've already removed the falcon from it's original case.

Aaarrrgggghhhhh, I need help.

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

4075. Re: Re-Casing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-10 19:22:10 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <hnXHc.6479$37.883349@news.siol.net>
Source record: 17870

SF0218 wrote:

> I really need help on how to extend the ports in the back of the falcon,
> plus the enhanced joystick ports.
>
> That's the main thing that is holding me back. I've already removed the
> falcon from it's original case.
>
> Aaarrrgggghhhhh, I need help.

I hope this wont sound rude: what the hell is hard there, get male connectors, female connectors and solder wires beetwen, its not quantum physics.... or mount motherboard that will touch rear side of tower and cut a hole in back side....

4076. Re: Test HDD

Newsgroup: comp.sys.atari.st
Date: 2004-07-10 19:23:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200407102123.a50047@b.maus.de>
Source record: 17880

Hi Piotr,

PM>What programm is the best ?
I suggest HDDRUTIL coming with Dr Uwe Seimet's HDDRIVER package.

Und TTschï¿½
ps

4077. Re: new hardware for mega ste:)

Newsgroup: comp.sys.atari.st
Date: 2004-07-10 20:27:34 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0407101227.21dacfe1@posting.google.com>
Source record: 17871

Excellent! For me it's fine as m STe is recased with an ATX PSU, but if you had orginal case I think (assuming the production version of the board will be relativly small) you could get round it if you got rid of all the shielding around the M'board, on the orginal case styles it was a bit, you know, excessive to say the least.

But just got to get my hands on one of those boards! 14mb RAM and 32Mhz CPU with TOS upgrade, too much fun:)

Power access would be the problem on standard STe, though I guess if somsone wanted to there is no reason they couldnt rig up an external modern PSU and just run wires in, or recase.

Only thing is, if you already have an upgrade that needs to plug into the CPU. I've just got my Panther upgrade which does just that, and most likely those looking to extend RAM beyond 4mb, IDE and overclocking, are also likely to have something like that plugged into their CPU. If there was support for ISA expansion on the card that would be ideal, as you could have network, graphics, memory expansion, TOS upgrade and IDE support all on one board. Because of the location of the board, having the actual slots elsewhere linked though IDC cable would be ideal, as having the VGA out port and ethernet card in the middle of the motherboard not much fun at all when trying to plug in monitor...

> Hi all!
>
> I have answer from the developer for this point:)
> No trouble electronic or compatibility!:)
>
> It's just how to find area for the card in ste!?????
>
> So all suggestions for the implementation
> of the card are welcome!
>
> The card need direct acces of the processor
> and power too:)
>
> Just see the news snapshot on the website:)
>
> Bye

4078. Atari Online News, Etc. #06-28

Newsgroup: comp.sys.atari.st
Date: 2004-07-10 22:32:06 UTC
From: danap8@aol.comno-spam
Message-ID: <20040710183206.06719.00001281@mb-m13.aol.com>
Source record: 17872

A-ONE #0628 07/09/04

~ Online Porn Protected! ~ People Are Talking! ~ GamebaseST Database
~ Googles After Google! ~ Vacation vs Vacation! ~ LovGate Worm Is Back
~ Bagle Code Released! ~ UN Sets Sights On Spam ~ STIDEM Prototype!
~ Keyboard Patent Tossed ~ EA's Oddworld Stranger ~ MS Employee Busted!

-* Bloggers To Attend DNC & RNC *-
-* Do Violent Video Games Have Effect? *-
-* Lawmakers Going After Violent Video Games! *-

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___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj(at)atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

4079. [PUB]: New on the Belgium ftp-server

Newsgroup: comp.sys.atari.st
Date: 2004-07-11 08:05:14 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <40f102ce88c7b0@telenet.be>
Source record: 17873
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**internet**

ftp://chapelie.rma.ac.be/atari/internet/atarirc-161.zip
(196.283 bytes) Nice and powerfull GEM-based IRC client
for STik, STing, Gluestik, MagicNet

ftp://chapelie.rma.ac.be/atari/internet/mymail-170.zip
(1.276.719 bytes) Nice mail client for STik, STing, Gluestik

Have fun,
Martin

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

4080. Re: Re-Casing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-11 17:29:35 UTC
From: sf0218@aol.com
Message-ID: <20040711132935.05622.00000997@mb-m27.aol.com>
Source record: 17874

>get male
>connectors, female connectors and solder wires beetwen, its not quantum
>physics

It is if your not electronically minded, or have a lot of time to fool with it.

>or mount motherboard that will touch rear side of tower and cut
>a hole in back side

I'd much rather extend to ports to the card slots at the back of the case.

Anywho, thanks for the help and have a great weekend!!!! :)

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

4081. Wand.....Falcon.....PC

Newsgroup: comp.sys.atari.st
Date: 2004-07-11 18:36:29 UTC
From: T Shadow <knone@zilch.com.invalid>
Message-ID: <NMfIc.201369$DG4.160873@fe2.columbus.rr.com>
Source record: 17875

I have a Migraph Wand with the sheet feeder. It's connected to my MegaST4 (Adspeed, TOS2.06, Warp9). I quit using it after attaining a color scanner for a PC. The Mega is just to slow for this application. I fall asleep and forget wether I just scanned or saved the file to HD. For a lot of the things I scan the Wand would be better than the flatbed.

Was anything ever developed to attach this to a Falcon? This was the biggest disapointment of buying my Falcon. If so is their enough speed increase to warrant the change?

I seem to recall Migraph was selling an adapter to use this with a PC. Is it still possible/practical to do this? What hardware and probably more importantly software could I use to do it?

Thanx

4082. cancel <dFDHc.3033$Z57.1640@nntpserver.swip.net>

Newsgroup: comp.sys.atari.st
Date: 2004-07-11 22:27:43 UTC
From: ����������@yahoo.com
Message-ID: <z9jIc.3426$Z57.2047@nntpserver.swip.net>
Source record: 17876

```
This message was cancelled from within Mozilla.
```

4083. Re: Re-Casing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-12 04:09:50 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <4colc.6540$37.896339@news.siol.net>
Source record: 17877

SF0218 wrote:

> It is if your not electronically minded, or have a lot of time to fool
> with it.

I am not, and i had no real troubles doing it. Repetively asking here wont magically produce u extension leads. We answered your HOW many times, so u now better do that, or go to electronic workshop so they will solder it, or buy rs232, parallel, din5 extension leads, since they exist and only make non existant leads by yourself... just think a little....

4084. Re: Re-Casing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-12 04:37:27 UTC
From: Rob Schmersel <rob.schmersel@mbox301.swipnet.se>
Message-ID: <2lej7gFbmod0U1@uni-berlin.de>
Source record: 17878

Janez Valant wrote:
> SF0218 wrote:
>
>
>
>>It is if your not electronically minded, or have a lot of time to fool
>>with it.
>
>
> I am not, and i had no real troubles doing it. Repetively asking here wont
> magically produce u extension leads. We answered your HOW many times, so u
> now better do that, or go to electronic workshop so they will solder it,
> or buy rs232, parallel, din5 extension leads, since they exist and only
> make non existant leads by yourself... just think a little....
And there is no need to solder at all, you can get all (or nearly all)
connectors as a variant to press onto a flatband cable. Perfect for
those not used to soldering. Just have a look at Digikey

/Rob

4085. DVD reading on atari !

Newsgroup: comp.sys.atari.st
Date: 2004-07-12 16:25:26 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1ggtp7p.ms9ro21dnjs00N%NOSPAMS@wanadoo.fr>
Source record: 17879

Hi,

I have compiled Mplayer-1.0pre4 with SDL (thanks to Patrice Mandin for his work), you can read or convert DVD, today uncrypted (we need the css support inside Extendos, but I wait good news from Roger Burrows). This archive works on MiNT or MagiC in GEM window or with xbios fullscreen. Configuration mini CT60-100 or Aranym (?) but we can always convert the movie into another format (68020-60/FPU). Aniplayer can read DivX ;-)

http://perso.wanadoo.fr/didierm/files/MPlayer-1.0pre4-atari.lzh (3.47 MB)

Good tests !

Regards,

Didier.

--
☐Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
☐☐☐Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT☐60 10☐5☐☐☐☐☐MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

4086. Re: Re-Casing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-12 21:09:33 UTC
From: sf0218@aol.com
Message-ID: <20040712170933.23098.00001737@mb-m07.aol.com>
Source record: 17881

Thanks a bunch Rob. Now, I am not trying to be a jerk or anything but, what exactly am I looking for on that website?

Thanks,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

4087. Re: Can anyone identify this Falcon modification?

Newsgroup: comp.sys.atari.st
Date: 2004-07-13 07:46:38 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cd03tdfuq1@news.freedom2surf.net>
Source record: 17882

"Jason Davey" <mc205@hotmail.com> wrote in message
news:ccvc1h$2es9$1@arachne.labyrinth.net.au...
> Check these pics out and let me know what your thoughts.
>
> Thanks
>

The item in picture 2 looks like a replacement 500Khz clock, which means that the item in picture 1 is almost definately a bus/CPU speeder. Do you have Gembench?

Coda.

4088. Re: Re-Casing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-13 08:18:17 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BD195959.136A4%derryck@nospam.cix.co.uk.invalid>
Source record: 17883

In article 20040712170933.23098.00001737@mb-m07.aol.com, SF0218 at sf0218@aol.com wrote on 12/7/04 22:09:

> Thanks a bunch Rob. Now, I am not trying to be a jerk or anything but, what
> exactly am I looking for on that website?

You will want IDC (Insulation Displacement Cable) and the appropriate number and size of IDC D-way connectors to suit your project. I'd probably get a length of cable with enough wires for the widest connector and split it to fit the smaller ones.

Insert the cable into the back of the socket, you can see how the bifurcated teeth will bite into the cable - then stick it into a vice and squeeze it up. Job done.

Use a SHARP knife and a straight-edge to cut cable to length and use the red stripe to identify pin 1 connections.

--

Cheers

Derryck


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

4089. Re: Re-Casing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-13 08:35:28 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cd06p0$g5c$1@news.freedom2surf.net>
Source record: 17884

"Derryck Croker" <derryck@nospam.cix.co.uk.invalid> wrote in message
news:BD195959.136A4%derryck@nospam.cix.co.uk.invalid...
> In article 20040712170933.23098.00001737@mb-m07.aol.com, SF0218 at
> sf0218@aol.com wrote on 12/7/04 22:09:
>
> > Thanks a bunch Rob. Now, I am not trying to be a jerk or anything but,
what
> > exactly am I looking for on that website?
>
> You will want IDC (Insulation Displacement Cable) and the appropriate
number
> and size of IDC D-way connectors to suit your project. I'd probably get a
> length of cable with enough wires for the widest connector and split it to
> fit the smaller ones.
>
> Insert the cable into the back of the socket, you can see how the
bifurcated
> teeth will bite into the cable - then stick it into a vice and squeeze it
> up. Job done.
>
> Use a SHARP knife and a straight-edge to cut cable to length and use the
red
> stripe to identify pin 1 connections.

I tend to cut the cable after both connectors are clamped onto it, you can
run a sharp knife down the rear of the connector to cut the cable off clean
(try not to cut into the connector).

Coda.

4090. Re: Re-Casing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-13 17:10:13 UTC
From: sf0218@aol.com
Message-ID: <20040713131013.10918.00001163@mb-m25.aol.com>
Source record: 17885

Okay,

Let's see if I understand this:

Let's use the printer port as an example.

Let's say I pull a printer port from an AT case. Now, I cut the end of the cable that attached to the pc mb, and replace that end with a 25 pin male connecor. Then, I just plug that end to the Falcon's printer port and the female end goes to the back of the pc case.

Have I got it right or am I way off?

Thanks,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

4091. Re: Can anyone identify this Falcon modification?

Newsgroup: comp.sys.atari.st
Date: 2004-07-13 19:02:21 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cd1bhc$j8s$1@news.freedom2surf.net>
Source record: 17886

"Jason Davey" <mc205@hotmail.com> wrote in message
news:cd0lgq$13aj$1@arachne.labyrinth.net.au...
> >
> Thanks Coda for your input!
>
> More pics for consideration!
>
> The 1st pic (Falcon-3.jpg) here is of the ic inside the plastic case shown
> in the 1st pic (Falcon-2.jpg) of the original post. The brown wire
connects
> to the 32Mhz DSP clock. The second pic (Falcon-4.jpg) is of U65 at the
front
> of the main board which in my case looks like a component has been
removed?
> Is there normally a component at this site? I do have Gembench and Sys
info
> so when I get the machine running again I will test it. I am planning on
> installing a CT60 on this machine so I really need to identify this mod to
> determine if it is compatible with the CT60.
>

If anyone can tell me what this damn thing is called i'll be happy, but here
are my insane ramblings....

Firstly:
The small white box has a GAL inside, I think it takes the 32mhz clock from
the DSP and divides it down to 500khz. The only reason that you need a new
500mhz clock is because if you change the main Falcon clock (32mhz) the
clock to the ACIA's is not 500khz anymore, so your keyboard/mouse and midi
wont work.

Secondly: (I must have been really tired when I posted last...)
The second white box is sitting on the memory port. There must be some
memory in there, so I surmise that its either a combined memory
card/accelerator, or its just a memory card and the accelerator has been
removed. I reckon its the second possibility as:

1. If you built a combined accelerator/memory card it would most likely be
bigger that this.
2. You wouldnt need to have a seperate 500khz clock, you would build it into
the accelerator.
3. In order to sell the falcon to you, the owner would have most likely left
the 500khz clock circuit in because its too much hassle for most people to
remove. (But that doesnt explain the missing accellerator, as it would need
more soldering to remove).

Thirdly.
U65 is "one" place for the main 32mhz system clock crystal. It is missing on all the falcon motherboards I have seen. There is another smaller footprint 32mhz crystal elsewhere on the motherboard so it isnt needed (maybe Atari originally were going to run the CPU and bus at different speeds and decided against it later on).

I would suggest getting Gembench and Nembench and seeing how your falcon compares to a stock falcon.

A far as the CT60 is concerned - You can just add the CT60 without doing any soldering, and it WILL work fine. Most people will do this first just to get it working, then some of us (inc me) soldered it in later. The point of the with solders install is that the CT60 also has the functionality of a Bus, DSP, and FPU accelerator and also has a new 500khz output for the ACIA's (which is the same as what your little white box does).
If you do the with solders install then leave the 500khz clock box as it is, but do install the rest of the CT60 as per the manual on http://www.czuba-tech.com/

Coda.

4092. Re: Re-Casing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-13 19:11:27 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cd1c1c$j9m$1@news.freedom2surf.net>
Source record: 17887

"SF0218" <sf0218@aol.com> wrote in message
news:20040713131013.10918.00001163@mb-m25.aol.com...
> Okay,
>
> Let's see if I understand this:
>
> Let's use the printer port as an example.
>
> Let's say I pull a printer port from an AT case. Now, I cut the end of
the
> cable that attached to the pc mb, and replace that end with a 25 pin male
> connecor. Then, I just plug that end to the Falcon's printer port and the
> female end goes to the back of the pc case.
>
> Have I got it right or am I way off?
>

Yes thats more or less it. If you already have PC brackets then use them,
though I would suggest pulling the hood off it and checking that the pins
are wired up how you expect:

PC end (female) of printer cable looking from the hood side (where the cable
goes in)

1 2 3 4 5 6 7 8 9
10 11 12 13
14 15 16 17 18 19 20 21 22
23 24 25

Now if you look at the cable, the red stripe will be connected to pin 1
right?
Well the next strand of cable wont go to pin2 but to pin 14. Check this
inside the hood.
I have seen strange wirings where the first half of the cable from the red
stripe inwards is attached to 1-13 and the second half is split and goes to
14-25. If it looks like that then BIN IT.
If you get the IDC 25way male plug you can just feed the whole 25 width
cable into the plug and clamp it. Make sure that Pin 1 is on the red stripe
and you CANT GO WRONG.

Coda.

4093. Re: Re-Casing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-13 19:15:09 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cd1c8c$ja7$1@news.freedom2surf.net>
Source record: 17888

Sorry Sam,

That ASCII representation of the printer port didnt format right. Look at this instead:
http://www.aggsoft.com/rs232-pinout-cable/serial-printer-connector.htm

Coda.

4094. Re: Re-Casing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-13 20:22:34 UTC
From: sf0218@aol.com
Message-ID: <20040713162234.19192.00001660@mb-m06.aol.com>
Source record: 17889

Hey Coda,

And that's all I need to do for the primary ports....modem, printer, scsi, video, and enhanced joystick ports?

Also, is there any reason to extend the dsp port? I am not a musician.

Furthermore, I don't plan on the cartridge and/or the midi ports.

Thanks a bunch!!!!!

This is the kind of info I was looking for....info and some instruction/guidance.

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

4095. Re: Re-Casing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-13 21:42:59 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cd1kth$k2i$1@news.freedom2surf.net>
Source record: 17890

"SF0218" <sf0218@aol.com> wrote in message
news:20040713162234.19192.00001660@mb-m06.aol.com...
> Hey Coda,
>
> And that's all I need to do for the primary ports....modem, printer, scsi,
> video, and enhanced joystick ports?

Well the enhanced joystick ports are the same type as the video so just do 3 of these (2 a bit longer obviously).

The scsi could be a bit of a problem if you want that connector taken to the backplane. I guess most people would just get a male 50pin scsi D plug and put it on one end of a 50way ribbon (IDC) cable and then put a 50way header on the end and at various points on the cable to attach devices like internal hard drives and CD drives. If you are installing the falcon in a full tower, this is probably the best way to do it as youre less likely to want to plug any external scsi devices into it. If you do want external scsi, then you must get a 50pin scsi female plug on a backplane and the external device MUST be terminated, and any internal devices must have termination off or disabled.

> Also, is there any reason to extend the dsp port? I am not a musician.

No and most musicians dont use this port either, just the few that run cubase audio and also things like aniplayer, or anything that uses the 44.1khz audio clock. If you do need an audio clock, open the case, plug it in, close the case and forget about it.

> Furthermore, I don't plan on the cartridge and/or the midi ports.

Same for the cartridge port, open case, plug it in, close case. If you dont use the midi then forget about them.

> Thanks a bunch!!!!!

You caught me at a time where I was at a loose end so no problem.

> This is the kind of info I was looking for....info and some
> instruction/guidance.

Hope you do something with it, and take some pics ;-)

4096. Re: Re-Casing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-13 22:18:46 UTC
From: sf0218@aol.com
Message-ID: <20040713181846.04158.00001343@mb-m15.aol.com>
Source record: 17891

You got it Coda!!! When I get this sucker done I"ll post some pics on one of the forums.

Thanks again!!! :)

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

4097. CT60 Newbie Help

Newsgroup: comp.sys.atari.st
Date: 2004-07-14 05:51:36 UTC
From: puffpuffin@aol.comNOSPAM
Message-ID: <20040714015136.05710.00001545@mb-m14.aol.com>
Source record: 17894

Hi everyone,

I've finally gotten around to installing my CT60 in my Falcon. (I got it last October - yes, I've been that busy :-|) I plugged it in (no solders) and installed HD Driver 8.13. All seemed fine until I tried Aniplayer and I got no sound. Then it would crash playing certain files. Next, I noticed a blinking cursor in the upper left hand corner of the screen. Wierd!

I checked the CT60 web site, and it looks like my ABE/SDR chips are out of date. My ABE/SDR chips are marked 5K and 5D. Now, I'd like to update them and see if it fixes the problems I'm having. However, I don't quite understand how to do this. What are flying lead connectors? Where do you connect them on the JTAG cable? The pictures on the Xilinx site aren't very clear for a newbie.

Actually, the easiest way that I found was in the latest MyAtari magazine article "CT60 Essentials" that mentions a cable built/sold by Andreas Pettersson. Does anyone if he still sells these and how to contact him?

My CT60 also came with 3 things that I don't know what they are for:
1. a resistor (I guess for flashing the ABE/SDR without unplugging the CT60)
2. what looks like 3 surface mount resistors marked "3360"
3. a ribbon cable with a 10-pin female head (which looks like it plugs into the 10-pin male port on the CT60) on one end and nothing on the other end (where does it go?)

I also have a 14MB 72-pin Actionsoft ST-RAM card and a Crucial PC133 128MB CL2 SDRAM/DIMM for the CT60, so I think I got the memory covered. My Falcon motherboard revision is G/E and has the Steinberg SCSI clock patch and audio mods installed by ATY Computer. My Falcon works fine otherwise without the CT60 plugged in.

I know many are enjoying their CT60ed Falcons now, but can anyone help a late comer? :)
Thanks!

4098. Re: DVD reading on atari !

Newsgroup: comp.sys.atari.st
Date: 2004-07-14 06:15:06 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0407132215.50417625@posting.google.com>
Source record: 17892

That's awesome news! Way to go, guys! You rule!

Mike Freeman
mike [at] freeman-studio [dot] com

NOSPAMS@wanadoo.fr (Didier Mï¿½quignon) wrote in message
news:<1ggtp7p.ms9ro21dnjs00N%NOSPAMS@wanadoo.fr>...
> Hi,
>
> I have compiled Mplayer-1.0pre4 with SDL (thanks to Patrice Mandin for
> his work), you can read or convert DVD, today uncrypted (we need the css
> support inside Extendos, but I wait good news from Roger Burrows). This
> archive works on MiNT or MagiC in GEM window or with xbios fullscreen.
> Configuration mini CT60-100 or Aranym (?) but we can always convert the
> movie into another format (68020-60/FPU). Aniplayer can read DivX ;-)
>
> http://perso.wanadoo.fr/didierm/files/MPlayer-1.0pre4-atari.lzh (3.47
> MB)
>
> Good tests !
>
> Regards,
>
> Didier.

4099. CT60 and NOVA

Newsgroup: comp.sys.atari.st
Date: 2004-07-14 10:40:27 UTC
From: falcon@roecks.com
Message-ID: <fdc8625.0407140240.41b24c51@posting.google.com>
Source record: 17893

Hi,

does anybody know about the status of CT60 and NOVA card?
I read that people were working with the source code to get it working
back in 2003.
Before I got my CT60, I used an AB040 with Nova card.
Now with my CT60 I REALLY miss the Nova card. I am even thinking about
putting the AB040 back into my falcon. :-(

What is the best way to get the nova adapter 'under' the CT60?
It seems that I would need a 3 cm connector. Where can I find
soemthing like this?

Thanks,
Wolfgang

4100. Re: CT60 Newbie Help

Newsgroup: comp.sys.atari.st
Date: 2004-07-14 16:53:18 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.07.14.16.53.17.197377@nosspamatari-source.com>
Source record: 17895

On Wed, 14 Jul 2004 05:51:36 +0000, PuffPuffin wrote:

> Hi everyone,
>
> I've finally gotten around to installing my CT60 in my Falcon. (I got it last
> October - yes, I've been that busy :-|) I plugged it in (no solders) and
> installed HD Driver 8.13. All seemed fine until I tried Aniplayer and I got no
> sound. Then it would crash playing certain files. Next, I noticed a blinking
> cursor in the upper left hand corner of the screen. Wierd!
>

Well that's not good. Stuff like this shouldn't happen with the "without
solders" installation. With solders and an overclocked bus things can be
different.

> I checked the CT60 web site, and it looks like my ABE/SDR chips are out of
> date. My ABE/SDR chips are marked 5K and 5D. Now, I'd like to update them and
> see if it fixes the problems I'm having. However, I don't quite understand how
> to do this. What are flying lead connectors? Where do you connect them on the
> JTAG cable? The pictures on the Xilinx site aren't very clear for a newbie.
>

Well, I have a JTAG cable that I could update your CT60 with. I'm in the
USA, Philadelphia. But I have to say, check to see what was fixed between
SDR5D and SDR5E because I had a perfectly working system with SDR5D. I
would definitely look somewhere else. Try tweaking settings inside
aniplayer config, also try falcamp. Try with and without dsp. This will
help Rodolphe or Didier narrow the problem.

> Actually, the easiest way that I found was in the latest MyAtari magazine
> article "CT60 Essentials" that mentions a cable built/sold by Andreas
> Pettersson. Does anyone if he still sells these and how to contact him?
>

I have one of these but I don't know if any more are for sale. Not really
worth buying for one or maybe two more updates ever. So far my JTAG has
updated 3 falcons (2 not mine) so I think it's more worthwhile to get one
and pass it around a particular country. Seems like you're in the US so
you can borrow mine. Just have to pay shipping.

> My CT60 also came with 3 things that I don't know what they are for:
> 1. a resistor (I guess for flashing the ABE/SDR without unplugging the CT60)

Nope, at least I don't think so. I think the resistor for updating that
hardware without unplugging is something you have to purchase on your
own.

> 2. what looks like 3 surface mount resistors marked "3360"

These are because a proper installation of the "with solders" involves completely removing your steinberg sdma patch. Once you remove this patch, you solder this resistors to the 3 spots near that clock patch.

3. a
ribbon
> cable with a 10-pin female head (which looks like it plugs into the
> 10-pin male port on the CT60) on one end and nothing on the other end
> (where does it go?)
>

Soldered to random points on your falcon's motherboard. Again, this is all for the bus overclock installation. This makes your stram transfer a little faster, dsp a little faster, video a little faster, etc. Worth it if you're crazy like me, otherwise leave well enough alone ;-)

> I also have a 14MB 72-pin Actionsoft ST-RAM card and a Crucial PC133
> 128MB CL2 SDRAM/DIMM for the CT60, so I think I got the memory covered.
> My Falcon motherboard revision is G/E and has the Steinberg SCSI clock
> patch and audio mods installed by ATY Computer. My Falcon works fine
> otherwise without the CT60 plugged in.
>

What type of files is aniplayer crashing on. Just certain mp3's? Playing from a scsi or ide drive?

> I know many are enjoying their CT60ed Falcons now, but can anyone help a
> late comer? :)
> Thanks!

No problem,
Mark

4101. Q: opening STacy case

Newsgroup: comp.sys.atari.st
Date: 2004-07-14 17:55:43 UTC
From: yf110@vtn1.victoria.tc.ca
Message-ID: <40f5658f@news.victoria.tc.ca>
Source record: 17896

I wish to remove the case of a STacy I have been given.

I can get the case part way off, but it appears the cables from the
monitor hgold the two parts together.

I am guessing I need to remove the screen first, but how?

Does anyone have instructions on removing the case of a STacy?

4102. Re: Q: opening STacy case

Newsgroup: comp.sys.atari.st
Date: 2004-07-14 18:05:34 UTC
From: bobthenob <bobthenob@blueyonder.co.uk>
Message-ID: <5jsaf0t07b5tj1bhhp828aaf46hbei1n8v@4ax.com>
Source record: 17897

On 14 Jul 2004 09:55:43 -0800, yf110@vtn1.victoria.tc.ca (Malcolm Dew-Jones) wrote:

>
>I wish to remove the case of a STacy I have been given.
>
>I can get the case part way off, but it appears the cables from the
>monitor hgold the two parts together.
>
>I am guessing I need to remove the screen first, but how?
>
>Does anyone have instructions on removing the case of a STacy?
You are correct about the screen it comes off easily enough when all connections are pulled. You have to pass all the cables thro the hollow centre of the spring loaded hinge assembly to get the top half of the stacy off. They just about go thro one at a time. I have done this loads of times, It just needs a methodical approach and care.
I have heard of people that have managed to change the HD without removing the top but that is like keyhole surgery and is very hard on the knuckles!
bob

4103. Re: Re-Casing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-14 18:27:58 UTC
From: "Steve Sweet"
Message-ID: <cd3tv8nr1@hercules.btinternet.com>
Source record: 17898

Hi there

> Let's say I pull a printer port from an AT case. Now, I cut the end of
the
> cable that attached to the pc mb, and replace that end with a 25 pin male
> connecor. Then, I just plug that end to the Falcon's printer port and the
> female end goes to the back of the pc case.
>
> Have I got it right or am I way off?

I believe its false economy to reuse crimped connectors, they aren't
expensive, best to buy new.

But apart from that point you are spot on.

--

Regards, Steve S.

4104. Re: Q: opening STacy case

Newsgroup: comp.sys.atari.st
Date: 2004-07-15 07:18:06 UTC
From: yf110@vtn1.victoria.tc.ca
Message-ID: <40f6219e@news.victoria.tc.ca>
Source record: 17799

bobthenob (bobthenob@blueyonder.co.uk) wrote:
: On 14 Jul 2004 09:55:43 -0800, yf110@vtn1.victoria.tc.ca (Malcolm
: Dew-Jones) wrote:

: >
: >I wish to remove the case of a STacy I have been given.
: >
: >I can get the case part way off, but it appears the cables from the
: >monitor hgold the two parts together.
: >
: >I am guessing I need to remove the screen first, but how?
: >
: >Does anyone have instructions on removing the case of a STacy?
: You are correct about the screen it comes off easily enough when all
: connections are pulled. You have to pass all the cables thro the
: hollow centre of the spring loaded hinge assembly to get the top half
: of the stacy off. They just about go thro one at a time. I have done
: this loads of times, It just needs a methodical approach and care.
: I have heard of people that have managed to change the HD without
: removing the top but that is like keyhole surgery and is very hard on
: the knuckles!
: bob

OK I appear to be on track (finally).

The screws for the cover are hidden under the label

(/|\ Atari STacy)

(the label just below the monitor screen). I peeled off the label and
stuck it on the body where it won't be in the way next time.

Several of the plastic catches broke, so the lid won't ever again sit
together perfectly, but what the heck.

I haven't got further yet, but it all looks doable now, thanks.

4105. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-07-15 15:14:01 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0407150810350.13155-100000@onyx.spiritone.com>
Source record: 17801
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4106. ADV: Atari E-Mail / Postal Mail List!

Newsgroup: comp.sys.atari.st
Date: 2004-07-15 15:17:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0407150814280.13155-100000@onyx.spiritone.com>
Source record: 17800
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Portland Atari Club for those local to Portland, Oregon USA! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm Atari Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4107. ADV: Atari Sale! More New Atari stuff!

Newsgroup: comp.sys.atari.st
Date: 2004-07-15 15:30:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0407150823590.13155-100000@onyx.spiritone.com>
Source record: 17802
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://www.aracnet.com/~atari/newstuff.htm I've just added lots of New Atari Inventory to 8 of my 9 Catalogs. I did this July 1st, and again July 8th! The only one I didnt add to was VIDGAMES.TXT (2600/7800) and that one is still pretty NEW! Use my HotLink above and goto newstuff.htm

And With each purchase over $100.00 receive a FREE Gift!

Take advantage of this months XMAS in July Sale! All Month Long! I'm offering a 20% off the Top Discount on Games / Software, Hardware & Books for Classic Atari 8 Bit and Atari ST Computers plus 2600 / 7800 Games and Jaguar Games! And if your a Regular Customer, Reward yourself with another 10% off the Top. A Whopping 30% off the top Discount! Friends, take advantage of this, because it's as Good as it Gets! Lots of items I have only One, Two or Too Few of! So act While I still got it! Got Questions? E-Mail Atari@aracnet.com Today! 1st Come, 1st Serve! Call (503)256-9974!

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I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4108. Re: Re-Casing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-15 20:40:20 UTC
From: sf0218@aol.com
Message-ID: <20040715164020.19313.00001879@mb-m04.aol.com>
Source record: 17803

If I "unrivet" the backplane, would it not be more practical to screw the thing back together as opposed to re-riveting it?

Just a thought.

Thanks,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

4109. Download Atari music software here...

Newsgroup: comp.sys.atari.st
Date: 2004-07-15 23:23:33 UTC
From: jason@#nospam#hitsquadmail.com
Message-ID: <40f71105.149883000@news.tpg.com.au>
Source record: 17804

Just a short note to let you know you can find heaps of music software
for Atari (mainly STs and Falcon) at http://www.hitsquad.com/smm/atari/?ng

Software is broken up into 22 categories including Midi Sequencers,
Midi Utilities, Multitrack Recording, Audio Editors, Format Converters
and much more.

Jason.
http://www.hitsquad.com/smm/atari/?ng

4110. Re: Re-Casing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-16 01:59:05 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <zEGJc.9544$jU1.7846@bignews3.bellsouth.net>
Source record: 17805

"SF0218" <sf0218@aol.com> wrote in message
news:20040715164020.19313.00001879@mb-m04.aol.com...
> If I "unrivet" the backplane, would it not be more practical to screw the
thing
> back together as opposed to re-riveting it?
>
> Just a thought.

I see no reason why not...
Just get appropriate bolts (lockwashers recommended to minimze potential for vibrations/buzzes) and yer in buissness. It's possible to introduce new rattles and noises...if you pick up a buzz, add rubber, teflon, or platic washers.

Brian

4111. Need help finding missing disk...

Newsgroup: comp.sys.atari.st
Date: 2004-07-16 10:30:28 UTC
From: mikhol@tiscali.se
Message-ID: <5d166f51.0407160230.26d17cee@posting.google.com>
Source record: 17806

Hi,

I just got hold of a book called "Introducing Atari ST Machine Code"
by R. Pearson and S Hodgson, published by zzSoft (ISBN 1 873423 01 2)

It is supposed to be accompanied by a disk containing an assembler,
editor, some sample programs etc...

Does anybody out there have this disk? If so can I have it? Or a copy
or image file of it?

// Mikael

4112. Atari and classic show July 17 free admission

Newsgroup: comp.sys.atari.st
Date: 2004-07-16 15:25:32 UTC
From: tommage@aol.comNOSPAM
Message-ID: <20040716112532.13519.00001422@mb-m12.aol.com>
Source record: 17807

In Lombard Illinois.

Visit the VGS website: http://avc.atari-users.net/Events/FestVGS.html
For more information about Video Game Summit contact Daniel Iacovelli at
AtariVideoClub@yahoo.com

The 2004 Video Game Summit is being held on July 17th, 2004 from 9am to 6pm at
the Lombard Inn and Suites hotel (Heron Point Building) formerly the Quality
Inn and suites hotel 645 West North Avenue, Lombard, IL.

I'll have a table there with some interesting items, boxed virtual boy, some
other boxed systems. Might bring a Best Electronics Waterworld "proto" Will be
selling AND trading, so check my "wish list". Feel free to post if you are
coming, I'd be interested to know.

Thanks,
Tom

http://TomMage.com/ Visit my Ultima Infocom and RPG page for a history of
Ultima (including pics of Ultima Escape from Mt. Drash), some nice music and
games for sale/trade.

4113. Re: Need help finding missing disk...

Newsgroup: comp.sys.atari.st
Date: 2004-07-16 17:31:04 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cd938u$6nk$1@news.freedom2surf.net>
Source record: 17808

"Mikael Holm" <mikhol@tiscali.se> wrote in message
news:5d166f51.0407160230.26d17cee@posting.google.com...
> Hi,
>
> I just got hold of a book called "Introducing Atari ST Machine Code"
> by R. Pearson and S Hodgson, published by zzSoft (ISBN 1 873423 01 2)
>
> It is supposed to be accompanied by a disk containing an assembler,
> editor, some sample programs etc...
>
> Does anybody out there have this disk? If so can I have it? Or a copy
> or image file of it?
>
> // Mikael

I also have this book, and wouldnt mind the disk if anyone has it....

Coda.

4114. Re: Need help finding missing disk...

Newsgroup: comp.sys.atari.st
Date: 2004-07-16 19:59:52 UTC
From: John Oakes <doyene@zetnet.co.uk>
Message-ID: <40f8339f$0$22313$4c56ba96@master.news.zetnet.net>
Source record: 17809

```
Hello Mikael.
I have the original disk if you want a copy. It small
enough too download if you wish.

Mikael Holm wrote:
> Hi,
>
> I just got hold of a book called "Introducing Atari ST Machine Code"
> by R. Pearson and S Hodgson, published by zzSoft (ISBN 1 873423 01 2)
>
> It is supposed to be accompanied by a disk containing an assembler,
> editor, some sample programs etc...
>
> Does anybody out there have this disk? If so can I have it? Or a copy
> or image file of it?
>
> // Mikael

--
-
Thank You

John N Oakes
Manchester, England.

============================
! doyeneatzetnetdotcodotuk !
! Landrover 90 2286cc 1984 !
! Atari/Win/Mac User !
============================
```

4115. FA- Moog MG-1, KORG POLY 6, KORG POLY 61, KORG Electribe ER-1 and EA-1

Newsgroup: comp.sys.atari.st
Date: 2004-07-17 03:29:10 UTC
From: David <sinive1@telus.net>
Message-ID: <a21Kc.48989$Rf.40837@edtnps84>
Source record: 17810
Cross-posted to: alt.music.makers.marketplace,comp.sys.atari.st,edm.forsale,rec.music.makers.synth

Korg poly 6
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=64385&item=3735342683&rd=1&ssPageName=WDVW

korg poly 61
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=64385&item=3735378596&rd=1&ssPageName=WDVW

Moog Realistic MG-1
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=38071&item=3735369164&rd=1&ssPageName=WDVW

Korg Electribe ER-1 and EA-1
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=64385&item=3735389531&rd=1&ssPageName=WDVW

I also have a roland mpu-101 midi - cv convertor, a Kawai XD-5 and a Roland R8m - open to offers.

I also have a Emulator II+ for pickup in edmonton - best offer.

Thanks
David

sinive1@telus.net

4116. Re: CT60 Newbie Help

Newsgroup: comp.sys.atari.st
Date: 2004-07-17 05:33:28 UTC
From: puffpuffin@aol.comNOSPAM
Message-ID: <20040717013328.12089.00001885@mb-m01.aol.com>
Source record: 17811

Hi Mark,

I tried all kinds of different settings (with/without DSP, DMA transfer on/off,

auto/force detect external clock, etc.) in Aniplayer, but still no sound. I also got FalcAmp and still no sound. Without the CT60 installed, everything works fine.

Crashes are pretty random about which files I play (MP3, MOV, MPG movies), and I play them from the 2.5 inch IDE drive (an 800MB Maxtor). It doesn't happen much I have to admit, but it's annoying. I miss my sound though! :-(

From your explanation, it looks like the extra doodads will go back into the parts drawer as I'm not a "solders" person (yet). :)

Thanks for the JTAG cable offer. If no one else has any suggestions for me, I'll send you email and then try flashing my ABE/SDR chips with it.

-Phil

>> Hi everyone,
>>
>> I've finally gotten around to installing my CT60 in my Falcon. (I got it
last
>> October - yes, I've been that busy :-|) I plugged it in (no solders) and
>> installed HD Driver 8.13. All seemed fine until I tried Aniplayer and I got
no
>> sound. Then it would crash playing certain files. Next, I noticed a
blinking
>> cursor in the upper left hand corner of the screen. Wierd!
>>
>
>Well that's not good. Stuff like this shouldn't happen with the "without
>solders" installation. With solders and an overclocked bus things can be
>different.
>
>> I checked the CT60 web site, and it looks like my ABE/SDR chips are out of
>> date. My ABE/SDR chips are marked 5K and 5D. Now, I'd like to update them
and
>> see if it fixes the problems I'm having. However, I don't quite understand
how
>> to do this. What are flying lead connectors? Where do you connect them on
the
>> JTAG cable? The pictures on the Xilinx site aren't very clear for a newbie.
>>
>

>Well, I have a JTAG cable that I could update your CT60 with. I'm in the
>USA, Philadelphia. But I have to say, check to see what was fixed between
>SDR5D and SDR5E because I had a perfectly working system with SDR5D. I
>would definitely look somewhere else. Try tweaking settings inside
>aniplayer config, also try falcamp. Try with and without dsp. This will
>help Rodolphe or Didier narrow the problem.
>
>> Actually, the easiest way that I found was in the latest MyAtari magazine
>> article "CT60 Essentials" that mentions a cable built/sold by Andreas
>> Pettersson. Does anyone if he still sells these and how to contact him?
>>
>
>I have one of these but I don't know if any more are for sale. Not really
>worth buying for one or maybe two more updates ever. So far my JTAG has
>updated 3 falcons (2 not mine) so I think it's more worthwhile to get one
>and pass it around a particular country. Seems like you're in the US so
>you can borrow mine. Just have to pay shipping.
>
>> My CT60 also came with 3 things that I don't know what they are for:
>> 1. a resistor (I guess for flashing the ABE/SDR without unplugging the CT60)
>
>Nope, at least I don't think so. I think the resistor for updating that
>hardware without unplugging is something you have to purchase on your
>own.
>
>> 2. what looks like 3 surface mount resistors marked "3360"
>
>These are because a proper installation of the "with solders" involves
>completely removing your steinberg sdma patch. Once you remove this
>patch, you solder this resistors to the 3 spots near that clock patch.
>
>>3. a ribbon
>> cable with a 10-pin female head (which looks like it plugs into the
>> 10-pin male port on the CT60) on one end and nothing on the other end
>> (where does it go?)
>>
>
>Soldered to random points on your falcon's motherboard. Again, this is
>all for the bus overclock installation. This makes your stram transfer a
>little faster, dsp a little faster, video a little faster, etc. Worth it
>if you're crazy like me, otherwise leave well enough alone ;-)
>
>> I also have a 14MB 72-pin Actionsoft ST-RAM card and a Crucial PC133
>> 128MB CL2 SDRAM/DIMM for the CT60, so I think I got the memory covered.
>> My Falcon motherboard revision is G/E and has the Steinberg SCSI clock
>> patch and audio mods installed by ATY Computer. My Falcon works fine
>> otherwise without the CT60 plugged in.
>>
>
>What type of files is aniplayer crashing on. Just certain mp3's? Playing

>from a scsi or ide drive?
>
>> I know many are enjoying their CT60ed Falcons now, but can anyone help a
>> late comer? :)
>> Thanks!
>
>No problem,
>Mark

4117. Re: Need help finding missing disk...

Newsgroup: comp.sys.atari.st
Date: 2004-07-17 07:44:43 UTC
From: mikhol@tiscali.se
Message-ID: <5d166f51.0407162344.6932e9eb@posting.google.com>
Source record: 17812

I've send you an e-mail.

// Mikael
John Oakes <doyene@zetnet.co.uk> wrote in message
news:<40f8339f$0$22313$4c56ba96@master.news.zetnet.net>...
> Hello Mikael.
> I have the original disk if you want a copy. It small
> enough too download if you wish.
>
> Mikael Holm wrote:
> > Hi,
> >
> > I just got hold of a book called "Introducing Atari ST Machine Code"
> > by R. Pearson and S Hodgson, published by zzSoft (ISBN 1 873423 01 2)
> >
> > It is supposed to be accompanied by a disk containing an assembler,
> > editor, some sample programs etc...
> >
> > Does anybody out there have this disk? If so can I have it? Or a copy
> > or image file of it?
> >
> > // Mikael
>
> --
> -
> Thank You
>
> John N Oakes
> Manchester, England.
>
> ============================
> ! doyeneatzetnetdotcodotuk !
> ! Landrover 90 2286cc 1984 !
> ! Atari/Win/Mac User !
> ============================

4118. Re: CT60 Newbie Help

Newsgroup: comp.sys.atari.st
Date: 2004-07-17 12:14:28 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1gh27j9.64nlfb1ttrgtqN%NOSPAMS@wanadoo.fr>
Source record: 17813

PuffPuffin <puffpuffin@aol.comNOSPAM> wrote:

> Hi Mark,
>
> I tried all kinds of different settings (with/without DSP, DMA transfer
> on/off,
>
> auto/force detect external clock, etc.) in Aniplayer, but still no sound.
> I also got FalcAmp and still no sound. Without the CT60 installed,
> everything works fine.
>
> Crashes are pretty random about which files I play (MP3, MOV, MPG movies),
> and I play them from the 2.5 inch IDE drive (an 800MB Maxtor). It doesn't
> happen much I have to admit, but it's annoying. I miss my sound though!
> :-(
>
> From your explanation, it looks like the extra doodads will go back into
> the parts drawer as I'm not a "solders" person (yet). :)
>
> Thanks for the JTAG cable offer. If no one else has any suggestions for
> me, I'll send you email and then try flashing my ABE/SDR chips with it.

Try to remove your Steinberg SCSI clock patch, and/or contact Rodolphe.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
□□□Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT□60 10□5□□□□MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

4119. Atari Online News, Etc. #06-29

Newsgroup: comp.sys.atari.st
Date: 2004-07-17 13:20:56 UTC
From: danap8@aol.comno-spam
Message-ID: <20040717092056.04194.00001466@mb-m15.aol.com>
Source record: 17814

```
A-ONE #0629 07/16/04

~ Senate After Phishers! ~ People Are Talking! ~ New Bagle Spreads!
~ Chatting Up The Atari! ~ Homeless Hacker Home! ~ VGS Show Saturday!
~ eBay Flirts With Music ~ Firefox Set For Fall! ~ Napster Suits Stay!
~ MS Shuts Down Spammer! ~ Identity Theft Bill OK ~ Fair Use Bill Gain

-* Windows XP Update In Fall?! *-
-* Online Hacker Shop Gets Shut Down! *-
-* Internet Explorer Slips, Loses Market Share *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj(at)atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

4120. IDE to ROM connector

Newsgroup: comp.sys.atari.st
Date: 2004-07-17 23:22:04 UTC
From: Atari-Korps <news@atari-korps.com>
Message-ID: <cdccas$pp3$1@sparta.btinternet.com>
Source record: 17819

Hi, can anyone tell me where I can find a '40P(PC IDE style) ribbon' to 'Atari ROM' connector?
I have one (made by Hybrid Arts), but I need another!!! is this a fairly common adoption? I tried to make one myself with an old 'forget me clock' cartridge and an old IDE ribbon, but failed!!

cheers

4121. Re: C-Lab Falcon MKII vs Standard Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-17 23:38:40 UTC
From: Atari-Korps <news@atari-korps.com>
Message-ID: <cdcda0$r1c$1@sparta.btinternet.com>
Source record: 17820

As far as I know:

it had a internal SCSI hard drive fitted instead of the IDE type commonly
installed on the regular Falcon.
It also had a different sound configuration...(not sure if it had a custom
chip fitted)..with extra audio sockets on the back..
sorry to be vague... i have only ever seen one and a long time ago....

"Jason Davey" <mc205@hotmail.com> wrote in message
news:cccsa8$62f$1@arachne.labyrinth.net.au...
> Does any one know the modifications C-Lab carried out on the MK11 falcon?
>
>

4122. cancel <j7kKc.2161$4L7.1951@newssvr33.news.prodigy.com>

Newsgroup: comp.sys.atari.st
Date: 2004-07-18 01:12:31 UTC
From: classics@atarimax.com
Message-ID: <38kKc.2162$4L7.1634@newssvr33.news.prodigy.com>
Source record: 17815
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

This message was cancelled from within Mozilla.

4123. cancel <j7kKc.2161$4L7.1951@newssvr33.news.prodigy.com>

Newsgroup: comp.sys.atari.st
Date: 2004-07-18 01:12:37 UTC
From: classics@atarimax.com
Message-ID: <98kKc.2163$4L7.725@newssvr33.news.prodigy.com>
Source record: 17816
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

This message was cancelled from within Mozilla.

4124. cancel <j7kKc.2161$4L7.1951@newssvr33.news.prodigy.com>

Newsgroup: comp.sys.atari.st
Date: 2004-07-18 01:12:42 UTC
From: classics@atarimax.com
Message-ID: <e8kKc.2164$4L7.564@newssvr33.news.prodigy.com>
Source record: 17818
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

This message was cancelled from within Mozilla.

4125. cancel <j7kKc.2161$4L7.1951@newssvr33.news.prodigy.com>

Newsgroup: comp.sys.atari.st
Date: 2004-07-18 01:12:47 UTC
From: classics@atarimax.com
Message-ID: <j8kKc.2165$4L7.823@newssvr33.news.prodigy.com>
Source record: 17817
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

This message was cancelled from within Mozilla.

4126. TT030/Mega/MegaSTE Keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-07-20 18:03:56 UTC
From: sf0218@aol.com
Message-ID: <20040720140356.16456.00000124@mb-m14.aol.com>
Source record: 17821

Anybody got one a working one laying around which they don't need and are willing to let go of it for a reasonable price?

Thanks all,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

4127. Re: TT030/Mega/MegaSTE Keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-07-20 19:07:55 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.07.20.19.07.54.727133@noos.fr>
Source record: 17822

Le Tue, 20 Jul 2004 18:03:56 +0000, SF0218 a ï¿œcritï¿œ:

> Anybody got one a working one laying around which they don't need and are
> willing to let go of it for a reasonable price?
>
> Thanks all,
>
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,

hi!

I really don't understand your trouble??????

just go to:
http://www.atari.org

You wll see new eiffel producer:)
3 options possible:)

Very low price:)

Then just choice your keyboard and mouse anywhere:)
The compatibility with ps/2 and whell mouse is just perfect:)

And the cherry on the cake, the last option for compatibility
with multimï¿œdia keyboard too:)on didier mequignon website!

Bye:)

4128. Re: Re-Casing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-20 19:17:09 UTC
From: sf0218@aol.com
Message-ID: <20040720151709.23811.00002061@mb-m28.aol.com>
Source record: 17823

After fooling around a bit, I can maneuver the falcon mb onto the backplane without having to remove the backplane.

My question now is, I drilled a practice hole on the mainboard and tried to screw in a standoff but...I nearly had to force it in and the threads on the standoff got a bit mashed.

Is there a special way the holes for the standoffs need to be drilled?

Thanks

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

4129. Re: TT030/Mega/MegaSTE Keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-07-20 23:15:45 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0407210114010.1352@feanor.schunter.etc.tu-bs.de>
Source record: 17824

Hi, beebee!

b> I really don't understand your trouble??????

Some people (like me) prefer the keyboard layout of Atari keyboards. But
if you don't care about that you're absolutely right.

Regards,

Alexander

4130. Discovery Cartridge

Newsgroup: comp.sys.atari.st
Date: 2004-07-21 03:41:50 UTC
From: Greg Roche <rainbows3@shaw.ca>
Message-ID: <2ClLc.69957$Mr4.20103@pd7tw1no>
Source record: 17825

Can anyone give me the going price on a good used Discovery Cartridge with cable and disk?

4131. Floppyshop CDs

Newsgroup: comp.sys.atari.st
Date: 2004-07-21 10:20:43 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BD240209.13979%derryck@nospam.cix.co.uk.invalid>
Source record: 17826

Hi all,

Anyone got the Floppyshop PD collection on CDs?

I've had a question from someone who has the set but has found that CDs 4
and 5 are both blanks.

--
Regards, Derryck

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ Monthly meetings /
/ http://ccc.atari.org /

4132. Re: TT030/Mega/MegaSTE Keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-07-21 15:49:25 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.07.21.15.49.25.148873@nosspamatari-source.com>
Source record: 17827

On Tue, 20 Jul 2004 18:03:56 +0000, SF0218 wrote:

> Anybody got one a working one laying around which they don't need and are
> willing to let go of it for a reasonable price?
>

Despite the info available,

I should have at least one good MSTe/TT keyboard that works. I have Mega
ST keyboards but they're all flaky.. Mystery mouse movements and that
sort of thing.

Thanks,
Mark

4133. Re: Re-Casing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-21 15:50:43 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.07.21.15.50.43.302605@nosspamatari-source.com>
Source record: 17828

On Tue, 20 Jul 2004 19:17:09 +0000, SF0218 wrote:

> After fooling around a bit, I can maneuver the falcon mb onto the backplane
> without having to remove the backplane.
>
> My question now is, I drilled a practice hole on the mainboard and tried to
> screw in a standoff but...I nearly had to force it in and the threads on the
> standoff got a bit mashed.
>
> Is there a special way the holes for the standoffs need to be drilled?
>

I drilled larger than the standoffs and then found the proper nuts for the
back of the standoff at home depot and bolted them in so that there was no
chance of them coming back out. If your standoffs have good depth you can
even throw a washer in there for good measure.

Thanks,
Mark

4134. Re: Re-Casing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-21 17:50:00 UTC
From: "Steve Sweet"
Message-ID: <cdmac2$qv4$1@titan.btinternet.com>
Source record: 17829

Hi There

> After fooling around a bit, I can maneuver the falcon mb onto the
backplane
> without having to remove the backplane.

Useful

> My question now is, I drilled a practice hole on the mainboard and tried
to
> screw in a standoff but...I nearly had to force it in and the threads on
the
> standoff got a bit mashed.

No!!! Stop, DO NOT DRILL THE MOTHERBOARD (Shouting intentional)

> Is there a special way the holes for the standoffs need to be drilled?

I'm not so sure you should be doing this job.

--

Regards, Steve S.

4135. Re: Re-Casing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-21 20:00:59 UTC
From: sf0218@aol.com
Message-ID: <20040721160059.26045.00000214@mb-m28.aol.com>
Source record: 17830

Sorry for the confusion....what I meant to say was that I drilled a practice hole in the backplane....ha ha ha ha!! :)

Sheesh, I'm not that stupid, though some would argue otherwise!! :|

Thanks
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

4136. Re: Re-Casing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-21 20:08:38 UTC
From: sf0218@aol.com
Message-ID: <20040721160838.26045.00000215@mb-m28.aol.com>
Source record: 17831

That sounds like a great idea. Now, where can I purchaces standoffs and the screws that go with them? I've got 7 standoffs but not the screws. I guess Home Depot would be a good start eh?

Thanks a bunch Mark!!!!

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

4137. Re: TT030/Mega/MegaSTE Keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-07-21 20:33:58 UTC
From: sf0218@aol.com
Message-ID: <20040721163358.26045.00000216@mb-m28.aol.com>
Source record: 17832

Hey Mark,

How are you doing?

So, if that keyboard is for sale, how much do you want for it? And would it be practical on a re-cased Falcon mb in a tower case?

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

4138. Re: TT030/Mega/MegaSTE Keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-07-21 23:12:27 UTC
From: sf0218@aol.com
Message-ID: <20040721191227.19087.00002060@mb-m06.aol.com>
Source record: 17833

You've pretty much hit the nail on the head Alexander.....I do prefer the Atari kb layout.

No offense intended BeeBee

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

4139. Re: Re-Casing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-21 23:37:21 UTC
From: Jdav <mc205@hotmail.com>
Message-ID: <cdmunh$1usp$1@arachne.labyrinth.net.au>
Source record: 17834

"SF0218" <sf0218@aol.com> wrote in message
news:20040721160059.26045.00000214@mb-m28.aol.com...
> Sorry for the confusion....what I meant to say was that I drilled a
practice
> hole in the backplane....ha ha ha ha!! :)
>
> Sheesh, I'm not that stupid, though some would argue otherwise!! :|
>
> Thanks
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,
>
>

I agree with Steve after reading your posts over the last few months! You have said yourself that you are as "dumb as rock" so it seems you should get some one else to recase your Falcon or buy a Wizztronics Falcon Rack which are being cleared out at a $99 check there web site. None of us want to see this end up as the Falcon Tower Tragedy!

4140. Re: Re-Casing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-21 23:46:41 UTC
From: sf0218@aol.com
Message-ID: <20040721194641.04869.00000189@mb-m05.aol.com>
Source record: 17835

Be that as it may, I did have some people who were kind enough to explain a couple of details which I was not sure about. Since then, I pretty much know what I need to do, and also which specific questions to ask.

I am now ready to mount the mb into the case....I just need to get some standoffs, nuts and screws.....and I'll be set as far as the mb is concerned. Then I'll concentrate on the port extension, keyboard, etc.

So, because of the help of a few, and in spite of those who were, shall we say, non helpful, I am moving along in the right direction at a slow but steady pace.

Thanks,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

4141. Re: Help for using HP printers

Newsgroup: comp.sys.atari.st
Date: 2004-07-22 04:11:59 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <j8HLc.847$yo4.474868@monger.newsread.com>
Source record: 17836

On 8 Jul 2004 08:44:07 +, =?ISO-8859-15?Q?Non_=E0_la_pub_=E7?= wrote:
>Date corrected
>
>Hello everybody,
>
>I wanted to connect some HP printers to my TT but got problems and need
>help.
>
>Does anyone of you own a HP dj400 or a HP dj690c and check the exact
>tension the transformer output ? Is it alternative or linear ?
>Is the plus inside or outside of theplug ?
>
>Thanks for your help.
>
>M&#65533;gamodeste
>
>Warning : antispam adress, do not use.

For my HP692C (USA), transformer by Lucent:
Input is 120v AC shown by a sine wave instead of the letters AC
Output is 30v DC (linear) shown by a solid line over a dotted line
Plus is the outside of the plug
Don't know if there is a 240v version

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

4142. Re: TT030/Mega/MegaSTE Keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-07-22 14:55:11 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.07.22.14.55.09.773116@nosspamatari-source.com>
Source record: 17837

On Wed, 21 Jul 2004 20:33:58 +0000, SF0218 wrote:

> Hey Mark,
>
> How are you doing?
>
> So, if that keyboard is for sale, how much do you want for it? And would it be
> practical on a re-cased Falcon mb in a tower case?
>

Indeed it's practical. My setup is a falcon style to mega ste style keyboard adapter (home made, but they are selling them on ebay for $1.00 or so). Then I bought a very long 6 wire RJ-11 telephone cable from radio shack. Cut the wire right down the center, flip it on one side and resolder (not sure why the keyboard cable is like this, but if you DON'T do this you will fry the keyboard controller and kill the keyboard). And resolder everything then and tape it up. Then you can put your computer wherever you want and have a long cable. As far as the one I have, I have to first have the motivation to find it and test it. Then I can decide on a price based on condition. Some of them are discolored and have cigarette burns from their prior owner. What condition are you interested in?

Thanks,
Mark

4143. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-07-22 16:49:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0407220946230.6495-100000@onyx.spiritone.com>
Source record: 17840
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4144. ADV: Atari E-Mail / Postal Mail List!

Newsgroup: comp.sys.atari.st
Date: 2004-07-22 16:52:54 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0407220949590.6495-100000@onyx.spiritone.com>
Source record: 17838
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Portland Atari Club for those local to Portland, Oregon USA! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm Atari Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4145. ADV: July Sale! More New Atari stuff!

Newsgroup: comp.sys.atari.st
Date: 2004-07-22 16:56:47 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0407220953050.6495-100000@onyx.spiritone.com>
Source record: 17839
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://www.aracnet.com/~atari/newstuff.htm I've just added lots of New Atari Inventory to 8 of my 9 Catalogs. I did this July 1st, and again July 8th! The only one I didnt add to was VIDGAMES.TXT (2600/7800) and that one is still pretty NEW! Use my HotLink above and goto newstuff.htm

And With each purchase over $100.00 receive a FREE Gift!

Take advantage of this months XMAS in July Sale! All Month Long! I'm offering a 20% off the Top Discount on Games / Software, Hardware & Books for Classic Atari 8 Bit and Atari ST Computers plus 2600 / 7800 Games and Jaguar Games! And if your a Regular Customer, Reward yourself with another 10% off the Top. A Whopping 30% off the top Discount! Friends, take advantage of this, because it's as Good as it Gets! Lots of items I have only One, Two or Too Few of! So act While I still got it! Got Questions? E-Mail Atari@aracnet.com Today! 1st Come, 1st Serve! Call (503)256-9974!

http://BensCatalogs.Atari.org Bens Atari Catalogs!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!
http://www.aracnet.com/~atari/specials.htm Atari Sale News!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4146. Re: TT030/Mega/MegaSTE Keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-07-22 22:28:11 UTC
From: sf0218@aol.com
Message-ID: <20040722182811.05845.00001362@mb-m27.aol.com>
Source record: 17841

>Some of them are discolored and have
>cigarette burns from their prior owner. What condition are you interested
>in?

I'd like one that's in fairly good condition and works. A little
discolorations is fine, but don't really want any cig burns, but hey, if the
price is right... :)

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

4147. Re: TT030/Mega/MegaSTE Keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-07-22 22:36:27 UTC
From: sf0218@aol.com
Message-ID: <20040722183627.05845.00001363@mb-m27.aol.com>
Source record: 17842

>falcon style to mega ste style
>keyboard adapter (home made, but they are selling them on ebay for $1.00
>or so).

BTW, what search string specifically do I use on ebay to pull that up? I can't seem to find it.

Thanks,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

4148. CAF Jam PRO OUT

Newsgroup: comp.sys.atari.st
Date: 2004-07-23 06:04:55 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10g1ak7hgkb4g2f@corp.supernews.com>
Source record: 17843

Can someone please discuss in simple terms how to go about using a Jam PRO OUT or FA8 with CAF? I've used mine previously, but it's been awhile. I moved and can't locate the info on how I set it up in CAF. I have the Jam PRO OUT. When I change the bus and pan in the mixer nothing happens.

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

4149. CAF Jam PRO OUT

Newsgroup: comp.sys.atari.st
Date: 2004-07-23 06:05:06 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10g1aki6afrgr3f@corp.supernews.com>
Source record: 17844

Can someone please discuss in simple terms how to go about using a Jam PRO OUT or FA8 with CAF? I've used mine previously, but it's been awhile. I moved and can't locate the info on how I set it up in CAF. I have the Jam PRO OUT. When I change the bus and pan in the mixer nothing happens.

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

4150. Connect It Ethernet link for sale (UK)

Newsgroup: comp.sys.atari.st
Date: 2004-07-23 11:03:25 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BD26AF0D.13A71%derryck@nospam.cix.co.uk.invalid>
Source record: 17845

Hi all,

I have a ROM-port ethernet kit for sale - everything you need to attach your Atari to an ethernet network - the disk has drivers for STinG and MiNT and it works very nicely with Magxnet.

The kit includes a Genius LAN parallel port to ethernet adaptor which can be powered from the ROM-port adaptor or from the included PSU.

It was working 100% when it was removed from my Falcon.

Any interest at 20UKP plus post - email replies only please, after taking anti-spam measures.

--
Cheers,

Derryck

4151. Re: CAF Jam PRO OUT

Newsgroup: comp.sys.atari.st
Date: 2004-07-23 13:49:21 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0407230549.f5908fe@posting.google.com>
Source record: 17846

jdplace@REMOVESPAMcableone.net (Joseph D. Place) wrote in message news:<10g1aki6afrgr3f@corp.supernews.com>...
> Can someone please discuss in simple terms how to go about using a
> Jam PRO OUT or FA8 with CAF? I've used mine previously, but it's
> been awhile. I moved and can't locate the info on how I set it up in
> CAF. I have the Jam PRO OUT. When I change the bus and pan in the
> mixer nothing happens.

It sounds like you need to check the assignment of the objects on the mixer map. They need to be assigned to DSP. My falcon isn't set up right now, so if memory serves, double click on the object (pan, fader, whatever) and it opens up a page allowing the object to be assigned. You can do them all at once by selecting them all and making the change while holding shift (I think!) A little dialogue will pop up asking if you want to make that change to everything. Confirm and close, and you should be good to go!

Wayne

4152. Re: TT030/Mega/MegaSTE Keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-07-23 14:15:25 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.07.23.14.15.24.90903@nosspamatari-source.com>
Source record: 17847

On Thu, 22 Jul 2004 22:36:27 +0000, SF0218 wrote:

>>falcon style to mega ste style
>>keyboard adapter (home made, but they are selling them on ebay for $1.00
>>or so).
>
> BTW, what search string specifically do I use on ebay to pull that up? I can't
> seem to find it.
>

I'm not sure, I believe Keith Scroggins might have been selling them. I
think his ebay username is mouse_master but it might have some numbers
attached. Search for atari stuff and you'll surely find his eBay username
somewhere, then browse his auctions. He's got good stuff. There's a good
chance the auction is over and they haven't been relisted. If you find
his eBay user name, send him a message and ask him if has any.

Thanks,
Mark

4153. Re: TT030/Mega/MegaSTE Keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-07-23 14:16:33 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.07.23.14.16.32.998241@nosspamatari-source.com>
Source record: 17848

On Thu, 22 Jul 2004 22:28:11 +0000, SF0218 wrote:

>>Some of them are discolored and have
>>cigarette burns from their prior owner. What condition are you interested
>>in?
>
> I'd like one that's in fairly good condition and works. A little
> discolorations is fine, but don't really want any cig burns, but hey, if the
> price is right... :)
>

It's the works part that's the problem. I have like 6 TT keyboards, all
with bad mylars. I need 2 of them or so for my 2 TT's as is. So I might
be able to find something, maybe not. Last night though I had to restore
my falcon from backup due to a little oops on my part. On the bright side
it proved that my backups are good!

Mark
http://portal.atari-source.com

4154. Re: TT030/Mega/MegaSTE Keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-07-23 15:53:47 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <WwaMc.9936$QO.5416@bignews5.bellsouth.net>
Source record: 17699

> I have like 6 TT keyboards, all
> with bad mylars.
> Mark
> http://portal.atari-source.com

Best Electronics should still have plenty of mylars...likely in the $50ish dollar range.

Brian

4155. Re: TT030/Mega/MegaSTE Keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-07-23 23:59:46 UTC
From: GokMasE <fake@email.se>
Message-ID: <Usenet.dcfttaqg@localhost>
Source record: 17700

Mark D wrote:
> Indeed it's practical. My setup is a falcon style to mega ste style
> keyboard adapter (home made, but they are selling them on ebay for $1.
> 00 or so). Then I bought a very long 6 wire RJ-11 telephone cable
> from radio shack. Cut the wire right down the center, flip it on one
> side and resolder (not sure why the keyboard cable is like this, but
> if you DON'T do this you will fry the keyboard controller and kill
> the keyboard).

If the cable is in need of being "flipped", this must be specific to
the adapter you use. The original keyboard cable is for sure *not*
flipped, so better be careful here!

IMO it would be a better idea to make the adapter work together with
the orignal cable instead of relying on a custom keyboard cable.

Regards,

Joakim

4156. Atari Online News, Etc. #06-30

Newsgroup: comp.sys.atari.st
Date: 2004-07-24 00:23:15 UTC
From: danap8@aol.comno-spam
Message-ID: <20040723202315.12238.00002400@mb-m01.aol.com>
Source record: 17701

A-ONE #0630 07/23/04

~ MS, Lindows Settle! ~ People Are Talking! ~ MiNT On Coldfire!
~ Dell Launches Help Site ~ UK Bans PS 'Chipping'! ~ New MyAES Release!
~ Unlimited Web Sites? ~ Data Theft Hacker Bust ~ More Worms Surface!
~ SCO Suffers Setback! ~ MS Takes On Phishers! ~ ASMA 2.8 Released!

-* Open Source Gaming Galore! *-
-* NY Settles E-Mail Marketer Lawsuit! *-
-* Technology To Widen Reach of Amber Alerts! *-

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___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj(at)atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

4157. Re: Connect It Ethernet link for sale (UK)

Newsgroup: comp.sys.atari.st
Date: 2004-07-24 04:55:37 UTC
From: Ian McCall <ian@eruvia.org>
Message-ID: <2me8ebFmamuiU1@uni-berlin.de>
Source record: 17702

"Derryck Croker" <derryck@nospam.cix.co.uk.invalid> wrote in message
news:BD26AF0D.13A71%derryck@nospam.cix.co.uk.invalid...
> Any interest at 20UKP plus post - email replies only please, after taking
> anti-spam measures.

Hi. - I sent a couple of mails but no response as yet. Could you please let
me know if you received them?

Thanks,
Ian

4158. Re: Re-Casing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-24 09:50:40 UTC
From: "Steve Sweet"
Message-ID: <cdtbde$n9a$1@sparta.btinternet.com>
Source record: 17703

Hi there

"SF0218" <sf0218@aol.com> wrote in message
news:20040721160059.26045.00000214@mb-m28.aol.com...
> Sorry for the confusion....what I meant to say was that I drilled a
practice
> hole in the backplane....ha ha ha ha!! :)

Phew!! <\panic mode>

> Sheesh, I'm not that stupid, though some would argue otherwise!! :|

Good luck anyway!

--

Regards, Steve S.

4159. Re: Connect It Ethernet link for sale (UK)

Newsgroup: comp.sys.atari.st
Date: 2004-07-24 10:13:05 UTC
From: "Steve Sweet"
Message-ID: <cdtcnf$1fi$1@hercules.btinternet.com>
Source record: 17704

Hi Ian

"Ian McCall" <ian@eruvia.org> wrote in message
news:2me8ebFmamuiU1@uni-berlin.de...
>
> "Derryck Croker" <derryck@nospam.cix.co.uk.invalid> wrote in message
> news:BD26AF0D.13A71%derryck@nospam.cix.co.uk.invalid...
> > Any interest at 20UKP plus post - email replies only please, after
taking
> > anti-spam measures.
>
> Hi. - I sent a couple of mails but no response as yet. Could you please
let
> me know if you received them?

Derryck works odd hours, he'll get to you if he received it!

--

Regards, Steve S.

4160. Re: why on earth are you still using Ataris, it's 2004?

Newsgroup: comp.sys.atari.st
Date: 2004-07-24 21:58:36 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040724235836.a37087@du3.maus.de>
Source record: 17706

>No. Rare one has to wait on a hades060.

:-)

>I was referring to the people toting the PC as their solution.
>And it might very well be in their case, but that is the key here
>"their" situation. :)

I agree. If they feel a need to switch who can stop them? For my Falcons I can repeat and repeat again that they are fast enough for me and thanks to Lyndon Amsdon who recently sent me an EtherNEC my two main Falcons now even exchange files on the fly.

Regards,

Frank

4161. Atari 2800

Newsgroup: comp.sys.atari.st
Date: 2004-07-24 22:18:14 UTC
From: "J.Kock" <kock@kockens.pp.se>
Message-ID: <atn5g09fk6hjflails2p6lg2av7evnqsri@4ax.com>
Source record: 17705

Hello

Is there anyone owning an Atari 2800 (Japanese version of the 2600), that wants to get rid of it? I need one to complete my collection, but i cant find one anywhere, not even on Ebay :-(

Please get in touch.

\ J.Kock - SysOp on Kockens BBS +4640500160 - Atari ONLY!
\ kock@kockens.pp.se - info@kockenswebdesign.com
\ www.kockenswebdesign.com - come.to/kockensbbs
\ Member 224 Svenska Atariklubben SAK
\ Proud member of APS and JCU!! ICQ:1295365

4162. FS: Macintosh emulators for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2004-07-25 04:14:22 UTC
From: David Zinkin <dzinkin1@rochester.rr.com>
Message-ID: <dzinkin1-60142D.00143025072004@syrcnyrdrs-02-ge0.nyroc.rr.com>
Source record: 17707

All items below available for listed price plus USPS Priority shipping.
All items worked when last used, though none has been used recently; as
such, I make no guarantees as to functionality, and all sales are final.

Magic Sac Mac emulation package - $30
(includes cartridge w/ROMs, 5.91 software, Translator One,
cables, manuals, Epstart)

Magic Sac Mac emulation package - $30
(same as above but with 6.1 software, no Epstart)

Magic Sac Mac emulator cartridge - $20
(cartridge w/ROMs and manual ONLY)

Spectre GCR Mac emulation package - $30 (have two available)
(both include cartridge w/ROMs, cable, manuals, 3.0 software)

Payment accepted by money order or PayPal. Thanks!

- David

4163. Re: Connect It Ethernet link for sale (UK)

Newsgroup: comp.sys.atari.st
Date: 2004-07-25 07:45:06 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BD27E5C5.13AE3%derryck@nospam.cix.co.uk.invalid>
Source record: 17708

In article 2me8ebFmamuiU1@uni-berlin.de, Ian McCall at ian@eruvia.org wrote
on 24/7/04 5:55:

>> Any interest at 20UKP plus post - email replies only please, after taking
>> anti-spam measures.
>
> Hi. - I sent a couple of mails but no response as yet. Could you please let
> me know if you received them?

Email received and responded to positively - you're the proud owner :-)

--
Cheers,

Derryck

4164. QWERTY PC keyboard interface F/S (UK)

Newsgroup: comp.sys.atari.st
Date: 2004-07-25 07:57:39 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BD292682.13B34%derryck@nospam.cix.co.uk.invalid>
Source record: 17709

Hi all,

Another piece of desirable hardware up for sale at 15UKP plus post?

This time it's a Mario Becroft QWERTYX interface, use an ATA PC keyboard and serial mouse with your Atari. PS/2 supported via an adaptor, not included.

See <http://gem.win.co.nz/mb/atarihw/qwertyx.html>

--
Cheers,

Derryck

4165. Re: Connect It Ethernet link for sale (UK)

Newsgroup: comp.sys.atari.st
Date: 2004-07-25 08:22:52 UTC
From: Ian McCall <ian@eruvia.org>
Message-ID: <2mh8v0Fmk8dhU1@uni-berlin.de>
Source record: 17710

"Derryck Croker" <derryck@nospam.cix.co.uk.invalid> wrote in message
news:BD27E5C5.13AE3%derryck@nospam.cix.co.uk.invalid...
> Email received and responded to positively - you're the proud owner :-)

Thanks. Got a bit jumpy because of problems on my side - I'd been playing
with ClamAV/Postfix configuration and had made a mistake - wasn't sure if
the mail had really gone out or not.

Cheers,
Ian

4166. Re: Atari 2800

Newsgroup: comp.sys.atari.st
Date: 2004-07-25 10:15:30 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <ce01bb$qt0$1@newsg4.svr.pol.co.uk>
Source record: 17711

"J.Kock" <kock@kockens.pp.se> wrote in message
news:atn5g09fk6hjflails2p6lg2av7evnqsri@4ax.com...
> Hello
>
> Is there anyone owning an Atari 2800 (Japanese version of the 2600), that
wants
> to get rid of it? I need one to complete my collection, but i cant find
one
> anywhere, not even on Ebay :-(
>
> Please get in touch.
>

Dude, this is an ST group, not an 8-bit group - I suggest you try one of
them. Still, you might have some luck here.

Sorry I can't help, but my only 8-bit machine is a BBC model B.

Tom

4167. DOSFSCK Shell

Newsgroup: comp.sys.atari.st
Date: 2004-07-25 13:05:20 UTC
From: Bernd Maedicke <BMaedicke@t-online.de>
Message-ID: <ce0bd6uv05$1@news.t-online.com>
Source record: 17712

Hi,

Where can I reach the author of the DOSFSCK shell (ASH Scripter version=
)?
The Url <http://gregory.atari.pl/dosfsck-shell.htm> is down :-(

Ciao, Bernd

4168. Falcon down :(

Newsgroup: comp.sys.atari.st
Date: 2004-07-26 10:07:03 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrncg9kg6.f8i.atari@komp7.euh-e.edu.pl>
Source record: 17713

Due to misplaced ST_RAM module I had puff of smoke from my Falcon.

Now, it bots, but:

When running NVdi - resets :(,
When starting AES - freezes :(

I saw that part marked as J22 on my falcons motherboard is completly melted.
Motherboard is Rev. D/C. J22 is placed near ST-RAM module and TOS ROM.

If anybody can check what exactly is J22, I could repair it.

Please, answer on the group, my mailbox unfortunetly seems down also :(

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

4169. Re: Falcon down :(

Newsgroup: comp.sys.atari.st
Date: 2004-07-26 12:10:15 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrncg9rn5.fdg.atari@komp7.euh-e.edu.pl>
Source record: 17714

On Mon, 26 Jul 2004 10:07:03 +0000 (UTC), Adam Klobukowski <atari@gabo.pl> had a noticeable pleasure while writting:
> Due to misplaced ST_RAM module I had puff of smoke from my Falcon.
>
> Now, it bots, but:
>
> When running NVdi - resets :(,
> When starting AES - freezes :(
>
> I saw that part marked as J22 on my falcons motherboard is completly melted.
> Motherboard is Rev. D/C. J22 is placed near ST-RAM module and TOS ROM.
>
> If anybody can check what exactly is J22, I could repair it.
>
> Please, answer on the group, my mailbox unfortunetly seems down also :(

Damn, I realized it is now J22, (J22 is a power for fan, which I removed)

:(

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

4170. Re: Falcon down :(

Newsgroup: comp.sys.atari.st
Date: 2004-07-26 12:35:35 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <ce2tqmapg1@reader2.panix.com>
Source record: 17715

J22 is the fan connector. It, from the circuit diagram, at least once had
12 volts available. That does not explain other problems. Part number
C302883.

Look carefully for a blob of melted something behind the pins of nearby
chips. That might find your problem.

Have paperwork, do not have a Falcon.

Jim

Adam Klobukowski <atari@gabo.pl> writes:

: Due to misplaced ST_RAM module I had puff of smoke from my Falcon.

: Now, it bots, but:

: When running NVdi - resets :(,
: When starting AES - freezes :(

: I saw that part marked as J22 on my falcons motherboard is completly melted.
: Motherboard is Rev. D/C. J22 is placed near ST-RAM module and TOS ROM.

: If anybody can check what exactly is J22, I could repair it.

: Please, answer on the group, my mailbox unfortunetly seems down also :(

: --
: Semper Fidelis

: Adam Klobukowski
: atari@gabo.pl

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

4171. Re: Falcon down :(

Newsgroup: comp.sys.atari.st
Date: 2004-07-26 16:12:30 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <41052d27$0$15271$636a15ce@news.free.fr>
Source record: 17716

Adam Klobukowski wrote:
> Due to misplaced ST_RAM module I had puff of smoke from my Falcon.
>
> Now, it bots, but:
>
> When running NVdi - resets :(,
> When starting AES - freezes :(

ST-RAM is dammaged !
Did you try with an other ST-RAM card ???

The smoke your saw was from the ST-RAM !!
I'm 99% sure of that !

> I saw that part marked as J22 on my falcons motherboard is completly
> melted. Motherboard is Rev. D/C. J22 is placed near ST-RAM module and
> TOS ROM.

Power for FAN ! Has nothing to do with your problem/ST-RAM misplacement !

Regards

4172. Re: C-Lab Falcon MKII vs Standard Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-07-26 17:47:08 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0407260947.6fc8208@posting.google.com>
Source record: 17717

"Atari-Korps" <news@atari-korps.com> wrote in message
news:<cdcda0$r1c$1@sparta.btinternet.com>...
> As far as I know:
>
> it had a internal SCSI hard drive fitted instead of the IDE type commonly
> installed on the regular Falcon.
> It also had a different sound configuration...(not sure if it had a custom
> chip fitted)..with extra audio sockets on the back..
> sorry to be vague... i have only ever seen one and a long time ago....
>
> "Jason Davey" <mc205@hotmail.com> wrote in message
> news:cccsa8$62f$1@arachne.labyrinth.net.au...
> > Does any one know the modifications C-Lab carried out on the MK11 falcon?

I had a MK-X version for a while. The changes were an *optional*
internal SCSI port (mine still had the standard internal 2.5" IDE and
external SCSI-2), and modified audio. The modified audio was basically
the DIY modifications described in the Cubase Audio manual to make the
audio ports line-level instead of mic-level. I don't remember if the
MK-II also had this, but my MK-X had separated 1/4" left and right
ports (better for connecting to line-level instruments and mixers)
instead of the stereo 1/8" jacks the normal Falcon had. The MK-X also
had its desktop-style case with the optional M-STe/TT keyboard, or
PC-compatible keyboard, and lots more room than the standard Falcon
case (although I never figured out how to get a CD-ROM drive to fit,
even though they claimed it could - drive bay space not quite tall
enough).

Mike Freeman
mike [at] freeman-studio [dot] com

4173. Re: Discovery Cartridge

Newsgroup: comp.sys.atari.st
Date: 2004-07-26 19:44:20 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <MbqBVUCU8VBBFwnj@atari.org.uk>
Source record: 17718

On Wed, 21 Jul 2004 at 03:41:50 a message from Greg Roche was created on
the subject of Discovery Cartridge.
>Can anyone give me the going price on a good used Discovery Cartridge with
>cable and disk?
>
>

Hi

I suppose it depends which version of the cartridge it is. And if it's
the full version what options has it got.

I paid $100 plus shipping for an option 0 (full version not the mini)
not so long ago as a back up.

I use an option 2 which came with apple rom's onboard, hi and lo memory
switch, clock (although the Mega STE doesnt need it), pass through for
cartridges, options for an extra 2 floppy drives - as i've got a dual
3.5 and 5.25 drive unit connected along with a SF314 (for it's pass thru
port) and it also has the ability to switch the drives around via a
switch.

These carts are very useful hardware and not just for creating
guarenteed identical disk backups. Use can also back up the disk as a
file, even heavily protected ones, send it via email or stick on cd-rom
for recreation at it's destination via another happy cartridge.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: +44 01834 812319 * fax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4174. Re: Discovery Cartridge

Newsgroup: comp.sys.atari.st
Date: 2004-07-27 00:23:30 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <ce475f$8nm$1@news.freedom2surf.net>
Source record: 17719

"Steve Stupple" <Steve@steverosie.demon.co.uk> wrote in message
news:MbqBVUCU8VBBFwnj@atari.org.uk...
> On Wed, 21 Jul 2004 at 03:41:50 a message from Greg Roche was created on
> the subject of Discovery Cartridge.
> >Can anyone give me the going price on a good used Discovery Cartridge
with
> >cable and disk?
> >
> >
>
> Hi
>
> I suppose it depends which version of the cartridge it is. And if it's
> the full version what options has it got.
>
> I paid $100 plus shipping for an option 0 (full version not the mini)
> not so long ago as a back up.
>
> I use an option 2 which came with apple rom's onboard, hi and lo memory
> switch, clock (although the Mega STE doesnt need it), pass through for
> cartridges, options for an extra 2 floppy drives - as i've got a dual
> 3.5 and 5.25 drive unit connected along with a SF314 (for it's pass thru
> port) and it also has the ability to switch the drives around via a
> switch.
>
> These carts are very useful hardware and not just for creating
> guarenteed identical disk backups. Use can also back up the disk as a
> file, even heavily protected ones, send it via email or stick on cd-rom
> for recreation at it's destination via another happy cartridge.

Any chance of dumping the roms?

regards,
Coda.

4175. Re: Floppyshop CDs

Newsgroup: comp.sys.atari.st
Date: 2004-07-27 13:31:56 UTC
From: Mark Earwood <mark.earwood@STUFFbtinternet.com>
Message-ID: <ce5lgc$3su$1@hercules.btinternet.com>
Source record: 17720

Hi Derryck Sorry for the slow reply. I have the CD's you are asking
about.
However, when I tried reading No 1 recently, I had no luck
(even on this PC) until I tried an external Plextor drive on the Atari
(MSTE) I'll be backing them all up very soon!!!
I think the problem with my set is that they are on CDR's
which are not readable by all drives. That might be your friends problem.
Let me know if I can be of any further help.

Regards Mark.

4176. [ANN]zView "light edition"

Newsgroup: comp.sys.atari.st
Date: 2004-07-27 21:58:50 UTC
From: Zorro <zorro271-1@yahoo.fr>
Message-ID: <4106d04f$0$1262$ba620e4c@news.skynet.be>
Source record: 17721

Hi,

I have wrote a little plugin based image viewer because no one works for
me on Aranym.

Of course, it's work on other system but you need a 68020 (or better),
a FPU and a VDI with EDDI (like NVDI 2.5+, NovaVDI, fVDI, etc).

I hope that it will be usefull:

http://the.zorro.free.fr/zviewlight.html

regards,
Zorro

4177. Re: Help ! Problem with a 260 ST !!!

Newsgroup: comp.sys.atari.st
Date: 2004-07-28 00:46:13 UTC
From: Dan Ritter <danritter@telus.net>
Message-ID: <pHCNc.72156$iw3.38343@clgrps13>
Source record: 17722
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Michel Jubault wrote:
> Hi and thank for the tip !
> As I'm not skill in electronics I will try to change this component !
> Michel
>
> "Stephen Moss" <sgm23@eng.cam.ac.uk> a ï¿½crit dans le message de
> news:c8s9q4$1qa$1@pegasus.csx.cam.ac.uk...
>
>>"Michel Jubault" <michel.jubault@free.fr> wrote in message
>>news:40b0af50$0$7711$636a15ce@news.free.fr...
>>
>>>Hi all !!!
>>>
>>
>>< cut >
>>
>>>With each time I starts again it I have same Pb exactly! I
>>
>>dismounted the
>>
>>>monster : a rapid overflight shows me that a condenser isn't well at
>>
>>one end
>>
>>>the face is completely black with a hole! (470 mF, 16v)
>>>
>>>I put links to you towards the photographs of what I have (it is
>>
>>easier to
>>
>>>have an idea)!
>>
>>Most Electrolytic capacitors (condensers) have one metal (negative)
>>end which is part of the can and a black plactic (positive) end cap
>>that is held in place due to the the top end of the can being folded
>>over it. Ususally when a capacitor like this blows the end cap blows
>>off and a cotton wool type substance is ejected usually accompanied by
>>some silver foil.
>>Unfortunately I am unable to view the image of it at this time but it
>>does not sound like this has happened, however they can become short
>>circuit as well which could cause problems. The way to check this is
>>to remove one end of the capacitor from the circuit and measure its
>>resistance, if it is not short circuit the reading will increase (if
```

>>you have your meter probes connected the right way round) and should
>>decrease when you reverse the probe connections.
>>
>>I'm not expert but it sounds like it could be a problem with the video
>>shifter, make sure it is in its socket correctly and check any
>>electrolytic capacitors that my be close to it.
>>
>>General Note:
>>The electrolite in electrolytic capacitors will dry out resulting in
>>the capacitors going short circuit if the equipment is not used for a
>>long time. If you have equipment that has not been used for a long
>>time (5 years +) the best thing to do is to connect it via a variac
>>set to provide 50V AC output and leave it on for a day so that the
>>electrolytics get trickle charged which can reform the electrolite as
>>opposed to turning them at full load.
>>I appreciate that not everyone has this facility therefore you should
>>disconnect the output from the main power supply (which has the most
>>susseptable capacitors) from the circuit board and leave it on for a
>>day. I recommend keeping an eye on it in case something start to burn
>>so you could do just an hour or two over several days.
>>
>>Stephen Moss
>>
>>
>
>
>
If you or anyone else reading this wants to get some knowledge on
electronics I recommend the web site www.epanorama.net. Best source of
electronics info I've found.

4178. Re: [ANN]zView "light edition"

Newsgroup: comp.sys.atari.st
Date: 2004-07-28 05:59:42 UTC
From: BMaedicke@t-online.de
Message-ID: <1ghmjds.rrn1cyav7q8gN%BMaedicke@t-online.de>
Source record: 17723

Zorro <zorro271-1@yahoo.fr> wrote:

> I have wrote a little plugin based image viewer

Nice piece of software!
I have two little suggestion for zView:

1. use DSP chip on falcon for decompress jpeg files
2. Displays EXIF picture infos in "Information" dialog.

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

4179. Re: Falcon down :(

Newsgroup: comp.sys.atari.st
Date: 2004-07-28 08:09:49 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrncgemh2.gb0.atari@komp7.euh-e.edu.pl>
Source record: 17724

On Mon, 26 Jul 2004 18:12:30 +0200, Rodolphe Czuba
<rod-yenamarreduspam-olphe.czuba@free.fr> had a noticeable pleasure while writting:
> Adam Klobukowski wrote:
>> Due to misplaced ST_RAM module I had puff of smoke from my Falcon.
>>
>> Now, it bots, but:
>>
>> When running NVdi - resets :(,
>> When starting AES - freezes :(
>
>
> ST-RAM is dammaged !
> Did you try with an other ST-RAM card ???
>
> The smoke your saw was from the ST-RAM !!
> I'm 99% sure of that !

You were right!

After carefull check, I found that only ST-RAM card is burned (but SIMM
module seems ok). So I puted in my old 4MB card, and everything rocks
again. :)

Thanks for everyone and especially for Mark Friedman. :)

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

4180. Re: [ANN]zView "light edition"

Newsgroup: comp.sys.atari.st
Date: 2004-07-28 08:13:40 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrncgemo8.gb0.atari@komp7.euh-e.edu.pl>
Source record: 17725

Hey, nice icons on the screenshot. Could you publish RSC file?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

4181. Re: Floppyshop CDs

Newsgroup: comp.sys.atari.st
Date: 2004-07-28 16:38:00 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BD2D94F8.13C70%derryck@nospam.cix.co.uk.invalid>
Source record: 17726

In article ce5lgc$3su$1@hercules.btinternet.com, Mark Earwood at
mark.earwood@STUFFbtinternet.com wrote on 27/7/04 14:31:

> Hi Derryck Sorry for the slow reply. I have the CD's you are asking
> about.
> However, when I tried reading No 1 recently, I had no luck

Will you email me privately?

As a club project we're assembling a complete set from the bits and pieces
of working disks.

> (even on this PC) until I tried an external Plextor drive on the Atari

I wouldn't have thought that the problem would be with the actual disks (ie
CDR) as the person with the original problem could read some but not all.
We'll see.

Thanks for the reply.

--
Regards, Derryck

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ Monthly meetings /
/ http://ccc.atari.org /

4182. Re: [ANN]zView "light edition"

Newsgroup: comp.sys.atari.st
Date: 2004-07-28 17:50:33 UTC
From: Zorro <zorro271-1@yahoo.fr>
Message-ID: <4107e76f$0$3987$ba620e4c@news.skynet.be>
Source record: 17727

Adam Klobukowski a ï¿½crit :

> Hey, nice icons on the screenshot. Could you publish RSC file?

Of course.

But it's 48x48 icon and fVDI has some problems with icons greater that
32x32... So I hope for you that you own NVDI.

It's here:

http://zorro.arcadia-crew.com/downloads/icon.zip

Regards,
Zorro

4183. Re: [ANN]zView "light edition"

Newsgroup: comp.sys.atari.st
Date: 2004-07-28 17:50:46 UTC
From: Zorro <zorro271-1@yahoo.fr>
Message-ID: <4107e77b$0$3987$ba620e4c@news.skynet.be>
Source record: 17728

Bernd Maedicke a ï¿½crit :

Hi,

>>I have wrote a little plugin based image viewer

> Nice piece of software!

Thx :)

> I have two little suggestion for zView:

> 1. use DSP chip on falcon for decompress jpeg files

I don't know if today, decompressing a JPG with the DSP is a good thing.

All the Falcon's users that I know owns a accelerator like the CT60 or a Afterburner and reading a JPG is, in any case, faster with a 060 that with the old Falcon's DSP.

Of course, it remains some stock falcon around (10? 15?) so, I will make this DSP plugin but it's not a priority for me.

> 2. Displays EXIF picture infos in "Information" dialog.

The JPG plugins can read already the EXIF data but, "zview light" doesn't care about it.

Don't forget, the application's name is "zview light edition" and not 'zview' :)

A+
Zorro

4184. Re: [ANN]zView "light edition"

Newsgroup: comp.sys.atari.st
Date: 2004-07-28 23:50:17 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.07.28.23.50.17.897857@nossspamXXatari-source.com>
Source record: 17729

On Wed, 28 Jul 2004 08:13:40 +0000, Adam Klobukowski wrote:

> Hey, nice icons on the screenshot. Could you publish RSC file?

In case anyone is wondering those are (mostly it looks like) gnome icons, as they are gnu gpl or some similar license (maybe creative commons), they can be published anywhere.. Might I suggest an addition to Teradesk/Freemint. Of course if Zorro has additions, we'd need his permission.

Mark
http://portal.atari-source.com

4185. folders

Newsgroup: comp.sys.atari.st
Date: 2004-07-29 07:15:01 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10gh8vlgeorqc53@corp.supernews.com>
Source record: 17730

Can anyone explain how to assign the default folder icon in MAGXDESK?
Somehow all of mine have changed to a lame looking folder.

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

4186. Re: Atari 2800

Newsgroup: comp.sys.atari.st
Date: 2004-07-30 07:01:04 UTC
From: Crackers <bcracknell@sympatico.ca>
Message-ID: <V9mOc.23190$BU4.1222891@news20.bellglobal.com>
Source record: 17731

"J.Kock" <kock@kockens.pp.se> wrote in message
news:atn5g09fk6hjflails2p6lg2av7evnqsri@4ax.com...
> Hello
>
> Is there anyone owning an Atari 2800 (Japanese version of the 2600), that
wants
> to get rid of it? I need one to complete my collection, but i cant find
one
> anywhere, not even on Ebay :-(

Try asking on rec.games.video.classic

Good luck, those owning one arn't likely to part with it. They're very rare.

Crackers

Ghastly's Ghastly Comic
http://ghastlycomic.com

4187. ADV: FREE Atari Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2004-07-30 09:05:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0407300158370.31573-100000@onyx.spiritone.com>
Source record: 17732
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
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Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
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Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4188. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-07-30 09:09:33 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0407300205210.31573-100000@onyx.spiritone.com>
Source record: 17734
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4189. ADV: Atari E-Mail / Postal Mail List!

Newsgroup: comp.sys.atari.st
Date: 2004-07-30 09:14:33 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0407300209430.31573-100000@onyx.spiritone.com>
Source record: 17733
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Portland Atari Club for those local to Portland, Oregon USA! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm Atari Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4190. Re: [ANN]zView "light edition"

Newsgroup: comp.sys.atari.st
Date: 2004-07-30 12:32:46 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrncgkegv.hms.atari@komp7.euh-e.edu.pl>
Source record: 17735

On Wed, 28 Jul 2004 19:50:33 +0200, Zorro <zorro271-1@yahoo.fr> had a noticeable pleasure while writting:
> Adam Klobukowski a ďž˝crit :
>
>> Hey, nice icons on the screenshot. Could you publish RSC file?
>
> Of course.
>
> But it's 48x48 icon and fVDI has some problems with icons greater that
> 32x32... So I hope for you that you own NVDI.
>
> It's here:
>
> http://zorro.arcadia-crew.com/downloads/icon.zip

I got 404 for these :(

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

4191. Re: SSH client?

Newsgroup: comp.sys.atari.st
Date: 2004-07-30 14:30:41 UTC
From: Matthias Alles <alles@rhrk.uni-kl.de>
Message-ID: <cedm2h$a3p$1@news.uni-kl.de>
Source record: 17736

Hello,

> Can anyone help me? Is there an SSH client already? If not, is someone
> out there willing/able to help out? I have not programmed anything
> serious since 1993, so i definitely could use any help.

You should give MiNT a try.

http://sparemint.atariforge.net/sparemint/

Sparemint is a MiNT-distribution, based on RPMs. This is the package-list:
http://sparemint.atariforge.net/sparemint/html/packages.html
A ssh-client is also available, but I doubt it will work with a 2MB
machine(maybe with 4MB?). Beside that ssh is terribly slow on original
Atari-machine. You can take a nap, when you are logging in with ssh...

I don´t know of any other ssh-client, but this one(openSSH).

Regards,
Matthias

4192. [UTD] August Release of Eureka

Newsgroup: comp.sys.atari.st
Date: 2004-07-30 15:23:30 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <cedouk$o5h$2@news-reader5.wanadoo.fr>
Source record: 17737

Hi,

The software "Eureka" is updated and released on its WEB page.
It is a "2D Graph Describer and 3D Modeller". It is updated
nearly every month, if I found significant improvements for it.
You will have to fetch it at :

http://eureka.atari.org/eurka408.zip
That is the Complete Common Edition

http://eureka.atari.org/eurka020.zip
Is the Complete 68020 Edition

http://eureka.atari.org/eurkafpu.zip
Is the Limited FPU Edition

http://eureka.atari.org/eurklite.zip
Is the Lite Edition, working on early ST with 720kb floppy

http://eureka.atari.org/lib_dgem.zip
Are Dynamic Libraries Extensions for Eureka

http://eureka.atari.org/tiny045.zip
Is the OpenGL Extension (requires previous package)

There have been improvements done in the generation of
metafiles (*.GEM) with SpeedoGDOS or NVDI. Bug tracking
and optimizations. Those modifications are mostly
inspired by the apparition of MyAeS (http://myaes.free.fr).

I wish you big fun with all this new STuff !

Best regards,

-- Franï¿½ois LE COAT
Author of Eureka 2.12
http://eureka.atari.org

4193. Re: [ANN]zView "light edition"

Newsgroup: comp.sys.atari.st
Date: 2004-07-30 15:58:53 UTC
From: Zorro <zorro271-1@yahoo.fr>
Message-ID: <410a709a$0$1240$ba620e4c@news.skynet.be>
Source record: 17738

Adam Klobukowski a dż˝crit :

>>http://zorro.arcadia-crew.com/downloads/icon.zip

> I got 404 for these :(

???

It works here.. someone has the same problem?

Z+

4194. Re: [ANN]zView "light edition"

Newsgroup: comp.sys.atari.st
Date: 2004-07-30 16:21:03 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrncgkrsv.hnr.atari@komp7.euh-e.edu.pl>
Source record: 17739

On Fri, 30 Jul 2004 17:58:53 +0200, Zorro <zorro271-1@yahoo.fr> had a noticeable pleasure while writting:
> Adam Klobukowski a ďž˝crit :
>
>>>http://zorro.arcadia-crew.com/downloads/icon.zip
>
>> I got 404 for these :(
>
> ???
>
> It works here.. someone has the same problem?

Ok, It was my foult.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

4195. CTEX

Newsgroup: comp.sys.atari.st
Date: 2004-07-30 16:27:52 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <410a76b7$0$22927$626a14ce@news.free.fr>
Source record: 17740

Please have a look on my web site in the CT60 menu.
www.czuba-tech.com
The CTEX is intended for CT60 users.
It will not be produced, but files are free !
If one of you is ready to produce several examplaries for others, he has to
let me know and I will emailing to all CT60 users...

4196. Re: SSH client?

Newsgroup: comp.sys.atari.st
Date: 2004-07-30 16:37:25 UTC
From: Rene Kint <none@none.given>
Message-ID: <410a7944$0$29727$e4fe514c@dreader14.news.xs4all.nl>
Source record: 17741

On 2004-07-30 16:30:41 +0200, Matthias Alles <alles@rhrk.uni-kl.de> said:

> Hello,
>
>> Can anyone help me? Is there an SSH client already? If not, is someone =
>
>> out there willing/able to help out? I have not programmed anything=20
>> serious since 1993, so i definitely could use any help.
>
> You should give MiNT a try.
>
> http://sparemint.atariforge.net/sparemint/
>
> Sparemint is a MiNT-distribution, based on RPMs. This is the package-list=
> :
> http://sparemint.atariforge.net/sparemint/html/packages.html
> A ssh-client is also available, but I doubt it will work with a 2MB=20
> machine(maybe with 4MB?). Beside that ssh is terribly slow on original=20
> Atari-machine. You can take a nap, when you are logging in with ssh...
>
> I don=B4t know of any other ssh-client, but this one(openSSH).
>
> Regards,
> Matthias

Hello, Matthias.

I remember running a very early version of MiNT on my STFm (which had
3MB of memory ;-)), so I know a version of MiNT existed that ran on an
original ST.

Maybe I will be able to run a crippled SpareMiNT installation, enabling
me to use some nice features (like filesharing through samba), but I
think the 2 MB boundary will restrict me a *lot*. However, I can not do
much about that, can I? Is there a *simple* way to expand my MegaSTe to
4 MB or even higher? Then I would try that as well.

I know OpenSSH from my Linux machines as well as my MacOSX machine. The
version you linked to is compiled with the 68020 as a target CPU, so at
least I will have to recompile it after installing SpareMiNT.

Well, at least this will not be a very easy exercise, that's for
sure....my God, a lot has changed since I pulled the plug on my ST's....

Sure, the handshake procedure of SSH takes some CPU time, but once
logged in I have good hopes the Atari can keep up with

encrypting/decryping the traffic....?

Regards,

Rene.

4197. Atari Online News, Etc. #06-31

Newsgroup: comp.sys.atari.st
Date: 2004-07-31 00:19:04 UTC
From: danap8@aol.comno-spam
Message-ID: <20040730201904.24956.00000504@mb-m20.aol.com>
Source record: 17742

A-ONE #0631 06/30/04

~ DNC Web Access Crash! ~ People Are Talking! ~ Turn Off PC!
~ EU-Microsoft Ruling! ~ D Squared Ends Pop-Ups ~ Longhorn Delayed!
~ Suicide Hoax Is Back! ~ Worm Slows Search Site ~ Spider-Man 2 Swings!
~ McAfee Names The Worst ~ Zindows Follows MyDoom ~ Catwoman Ships!

-* Tech For Kids Too Early Bad? *-
-* Google Sets IPO Price, Ticker Name! *-
-* CG Expo 2004 To Benefit Special Olympics! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj(at)atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

4198. Re: SSH client?

Newsgroup: comp.sys.atari.st
Date: 2004-07-31 06:02:22 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.07.31.06.02.22.5860@nossspamXXatari-source.com>
Source record: 17743

On Fri, 30 Jul 2004 18:37:25 +0200, Rene Kint wrote:

> On 2004-07-30 16:30:41 +0200, Matthias Alles <alles@rhrk.uni-kl.de> said:
>
>> Hello,
>>
>>> Can anyone help me? Is there an SSH client already? If not, is someone =
>>
>>> out there willing/able to help out? I have not programmed anything=20
>>> serious since 1993, so i definitely could use any help.
>>
>> You should give MiNT a try.
>>
>> http://sparemint.atariforge.net/sparemint/
>>
>> Sparemint is a MiNT-distribution, based on RPMs. This is the package-list=
>> :
>> http://sparemint.atariforge.net/sparemint/html/packages.html
>> A ssh-client is also available, but I doubt it will work with a 2MB=20
>> machine(maybe with 4MB?). Beside that ssh is terribly slow on original=20
>> Atari-machine. You can take a nap, when you are logging in with ssh...
>>
>> I don=B4t know of any other ssh-client, but this one(openSSH).
>>
>> Regards,
>> Matthias
>
> Hello, Matthias.
>
> I remember running a very early version of MiNT on my STFm (which had
> 3MB of memory ;-)), so I know a version of MiNT existed that ran on an
> original ST.
>

Yeah. Once upon a time. The current desires of a unix system require a
little bit more ram though. In your case you're looking at Freemint,
straight to an AES with networking. That's it. And even then you'll have
(slightly) less free ram available than after booting up a well configured
MagiC installation. MagiC is cream of the crop on ST/STe machines, that's
for sure.

> Maybe I will be able to run a crippled SpareMiNT installation, enabling
> me to use some nice features (like filesharing through samba), but I
> think the 2 MB boundary will restrict me a *lot*. However, I can not do
> much about that, can I? Is there a *simple* way to expand my MegaSTe to

> 4 MB or even higher? Then I would try that as well.
>

It's absurdly simple. Unlike some of the older Atari's, the Mega STe has 4 SIMM slots. Just go out to your computer store (preferably one that deals in old used parts) and find 4 30 pin simms. eBay is a great place to find these 2. You're looking at about $1 for 4 megs... Seriously. They click into the slots on the board - very intuitive.

> I know OpenSSH from my Linux machines as well as my MacOSX machine. The
> version you linked to is compiled with the 68020 as a target CPU, so at
> least I will have to recompile it after installing SpareMiNT.
>

And it's done that way because it needs an fpu. This is not to say that with some effort and some wizardry you couldn't get it compiled with libm and fpu emulation.

> Well, at least this will not be a very easy exercise, that's for
> sure....my God, a lot has changed since I pulled the plug on my ST's....

Oh yeah. Unfortunately an ST is a play machine anymore, unless you have MagiC on it. Even then it's only moderately functional on today's internet - A falcon with a CT60 however is a pretty strong animal. I have ftp, sftp, ssh (client and server), irc, a great web browser (http://highwire.atari-users.net), and due to our fantastic kernel maintainers, freemint is solid and has very predictable behavior.

>
> Sure, the handshake procedure of SSH takes some CPU time, but once
> logged in I have good hopes the Atari can keep up with
> encrypting/decryping the traffic....?

Well, my falcon, even with just the 68030 @ 16 mhz could do ssh no prob. The problem is the timeout during hte initial handshake. An Ste would have a bigger time dealing with this. A TT can also do ssh well. Once they are connected, via toswin2 it's just like using an xterm under a brand new linux box, but getting that ssh connection is slow. With a CT60 even there's still a lot of noticeable lag in getting the connection compared to my 1.2ghz athlon.... encryption must be tough on a cpu ;-)

Also keep in mind, each openssh process requires something like 1.5 megs or more of ram. An ST, even with 4mb this could be impossible. best to telnet to another machine on the network and ssh from there - it's tough to accept a machine's limitations.

There exists boards to upgrade a mega ste to 8 megs or more, but I have been unable to procure one of these and I'm really good at finding that type of thing :-(I wish there was more out there, like the Marpet boards for normal St's.

Thanks,
Mark

http://portal.atari-source.com

4199. Re: Discovery Cartridge

Newsgroup: comp.sys.atari.st
Date: 2004-07-31 06:34:17 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0407302242330.29180-100000@onyx.spiritone.com>
Source record: 17744

The Discovery Cartridge plus side: It gives you a lot of control and features.

Minus side: You have to know what your doing. It's complicated.

I prefer a Synchro Express or a Turbo Blitz Cable. Someone could build their own Blitz Cable. Synchro Express was commercial. I love my Synchro Express. Bad side: Copying software needs 2 Drives and should have matching drive Mechs. Not as hard as it sounds. Just match the Drives eject buttons. I don't know if the Turbo Blitz needs matching drive mechs. It would be nice if someone still built the Turbo Blitz Cables. I think the Copying Software is free.

These Cables (Both Blitz & Synchro) Dumb Down your floppies so they can copy and still not know errors. Also, the Discovery Cart needs you to tell it if the Floppy your copying is single or double sided. This is important to sucessful copying. On the other hand, both Synchro & Blitz can determine that themselves. Thanx! ===Ben===

On Tue, 27 Jul 2004, Coda wrote:

> "Steve Stupple" <Steve@steverosie.demon.co.uk> wrote in message
> news:MbqBVUCU8VBBFwnj@atari.org.uk...
> > On Wed, 21 Jul 2004 at 03:41:50 a message from Greg Roche was created on
> > the subject of Discovery Cartridge.
> > >Can anyone give me the going price on a good used Discovery Cartridge
> with
> > >cable and disk?
> > >
> > >
> >
> > Hi
> >
> > I suppose it depends which version of the cartridge it is. And if it's
> > the full version what options has it got.
> >
> > I paid $100 plus shipping for an option 0 (full version not the mini)
> > not so long ago as a back up.
> >
> > I use an option 2 which came with apple rom's onboard, hi and lo memory
> > switch, clock (although the Mega STE doesnt need it), pass through for
> > cartridges, options for an extra 2 floppy drives - as i've got a dual
> > 3.5 and 5.25 drive unit connected along with a SF314 (for it's pass thru
> > port) and it also has the ability to switch the drives around via a
> > switch.
> >

> > These carts are very useful hardware and not just for creating
> > guarenteed identical disk backups. Use can also back up the disk as a
> > file, even heavily protected ones, send it via email or stick on cd-rom
> > for recreation at it's destination via another happy cartridge.
>
> Any chance of dumping the roms?
>
> regards,
> Coda.

4200. Re: SSH client?

Newsgroup: comp.sys.atari.st
Date: 2004-07-31 11:00:18 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.60.0407311257050.4429@wh58-508.st.uni-magdeburg.de>
Source record: 17745

Hello!

> I know OpenSSH from my Linux machines as well as my MacOSX machine. The
> version you linked to is compiled with the 68020 as a target CPU, so at least
> I will have to recompile it after installing SpareMiNT.

I'm sure you won't like to run ssh without FPU support. It require 3-4
minutes to establish a ssh connection on an ATARI TT. It will take ages
without FPU on an 8 MHz ATARI ST.

Regards,
Frank

--
ATARI FALCON 060 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4201. Re: [ANN]zView "light edition"

Newsgroup: comp.sys.atari.st
Date: 2004-07-31 12:00:50 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <410b358a8b4fd3@comcast.net>
Source record: 17746

>Hi,
>
>I have wrote a little plugin based image viewer because no one works for
>me on Aranym.
>
>Of course, it's work on other system but you need a 68020 (or better),
>a FPU and a VDI with EDDI (like NVDI 2.5+, NovaVDI, fVDI, etc).
>
>I hope that it will be usefull:
>
>http://the.zorro.free.fr/zviewlight.html
>
>
>regards,
>Zorro

Nice job, thanks...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4202. FS: Mac emulators for Atari ST (updated)

Newsgroup: comp.sys.atari.st
Date: 2004-07-31 22:01:22 UTC
From: David Zinkin <dzinkin1@rochester.rr.com>
Message-ID: <dzinkin1-DB257D.18012731072004@syrcnyrdrs-02-ge0.nyroc.rr.com>
Source record: 17747

All items below available for listed price (US dollars) plus USPS
Priority shipping. All items worked when last used, though none has
been used recently; as such, I make no guarantees as to functionality,
and all sales are final.

Magic Sac Mac emulation package - $20
(includes cartridge w/ROMs, 5.91 software, Translator One,
cables, manuals, Epstart)

Magic Sac Mac emulation package - $20
(same as above but with 6.1 software, no Epstart)

Magic Sac Mac emulator cartridge - $10
(cartridge w/ROMs and manual ONLY)

Spectre GCR Mac emulation package - $20 (have two available)
(both include cartridge w/ROMs, cable, manuals, 3.0 software)

Payment accepted by money order or PayPal. Thanks!

- David

4203. Re: [ANN]zView "light edition"

Newsgroup: comp.sys.atari.st
Date: 2004-08-01 08:48:54 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <410cbc98f85040@telenet.be>
Source record: 17748

on Tue 27-07-2004 23:58 Zorro wrote:

>Hi,
>
>I have wrote a little plugin based image viewer because no one works for
>me on Aranym.
>
>Of course, it's work on other system but you need a 68020 (or better),
>a FPU and a VDI with EDDI (like NVDI 2.5+, NovaVDI, fVDI, etc).
>
>I hope that it will be usefull:

It's useful indeed. At least a picture viewer which doesn't crash on
long file names.

One problem: Interlaced GIF's are't displayed correct.

That's on a Hades 060 running freeMiNT 1.15.12/N_AES 2, novaVDI/NVDI
5.03

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4204. Re: SSH client?

Newsgroup: comp.sys.atari.st
Date: 2004-08-02 13:41:18 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <celg9u$c3q$1@lnx107.hrz.tu-darmstadt.de>
Source record: 17749

Hi!

Frank Naumann <fnaumann@cs.uni-magdeburg.de> wrote:
> I'm sure you won't like to run ssh without FPU support. It
> require 3-4 minutes to establish a ssh connection on an ATARI
> TT. It will take ages without FPU on an 8 MHz ATARI ST.

That only applies to SSHv2 - v1-connections (ssh -1) are quite a
lot faster, but unfortunately also not fully secure due to some
flaws in the protocol. Of course, it's still better than using
telnet / rsh ...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet)
gryf@hrzpub.tu-darmstadt.de
PGP-key available on request!

4205. Mega STE after all these years (Was Re: SSH client?)

Newsgroup: comp.sys.atari.st
Date: 2004-08-02 19:08:18 UTC
From: Rene Kint <none@none.given>
Message-ID: <410e9122$0$158$e4fe514c@dreader11.news.xs4all.nl>
Source record: 17750

On 2004-07-30 16:03:16 +0200, Rene Kint <> said:

> Hello, all.
>
> I am in the process of re-installing my Atari stuff. I found my good
> old 1040STfm dead, but the MegaSTe2 is still there, and running
> (although it has a keyboard with some problems.

Hello, all (again) :-)

First, thanks for all the positive responses to my original SSH question. The original questions has led to some spin-off now.

I opened the case and (hey, I was used to an 1040 STf!!) I was surprised by the components and modularity of this Mega STE compared to what I was used to on the 1040 back in 1986. And it is 'old-pink' inside :-)

First: it seems to have a quite standard FDD, although this one has a DD drive (720K). Is it possible to replace it with an ordinary 1.44 floppy drive from an ordinary PC? I have one here for spare parts....does anyone know if this can be done easily?

Second: the same for the HD. It is a 48MB HDD and it looks like we have an adapter built-in? Is this an ordinary SCSI drive Atari built in? If this is the case, my hands are itching to replace it with some multi-100MB SCSI drive of more recent build.....can this be done?

Third: The memory (as already told) is in 2 SIMMs. However, the SIMMs yield no specs to me. Can someone tell me what SIMMs I exactly need to make this a 4MB machine from the 2MB already there?

Fourth: There is a slot for a 68881 or 68882 FPU. Which should I use? Would it make any difference (for example in our SSH case...)?

Fifth: The OS: Is a MegaSTE with 4MB OK for the hailed MagiC? Or FreeMiNT? I have read about these on the net, but can someone please tell me about which one to use in what case?

Sixth: heeee, maybe (after 18 years!!) I am still a geek for wanting to get this machine on its feet again :-)

It's summer now, guys. But this looks like a nice project for any season :-)))

Your help and contributions are very much appreciated. I used to be a very experienced user of my STF back in 86 (until about '92), but it seems I have to catch up after all these years. Mac OSX and Linux give me a lot of computing fun, but the roots are still back there....

Regards

Reni¿½ Kint

4206. Re: Mega STE after all these years (Was Re: SSH client?)

Newsgroup: comp.sys.atari.st
Date: 2004-08-02 19:37:57 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cem4vq$i12$1@news.freedom2surf.net>
Source record: 17751

"Rene Kint" <none@none.given> wrote in message
news:410e9122$0$158$e4fe514c@dreader11.news.xs4all.nl...
> Hello, all (again) :-)
>
> First, thanks for all the positive responses to my original SSH
> question. The original questions has led to some spin-off now.
>
> I opened the case and (hey, I was used to an 1040 STf!!) I was
> surprised by the components and modularity of this Mega STE compared to
> what I was used to on the 1040 back in 1986. And it is 'old-pink'
> inside :-)

Thats the anti-radiation coating ;-)

> First: it seems to have a quite standard FDD, although this one has a
> DD drive (720K). Is it possible to replace it with an ordinary 1.44
> floppy drive from an ordinary PC? I have one here for spare
> parts....does anyone know if this can be done easily?

Yes and no. Theres two versions of MegaSTe around. The early one has an
older style AJAX floppy controller and it is not compatible with 1.44mb,
plus there is a GAL chip that needs replacing on the board. Later versions
have the right AJAX chip AND GAL, and just need the 1.44mb mechanism.
Getting hold of a new AJAX and GAL isnt that hard, its just EXPENSIVE! You
can always do an 'STfm' style mod, which invloves overclocking the AJAX to
get the higher track density. Have a snoop around on Best Electronics at the
part numbers for the AJAX and GAL and compare to what you have inside your
case.

> Second: the same for the HD. It is a 48MB HDD and it looks like we have
> an adapter built-in? Is this an ordinary SCSI drive Atari built in? If
> this is the case, my hands are itching to replace it with some
> multi-100MB SCSI drive of more recent build.....can this be done?

The MegaSTe SCSI card is rather weak. You can put a _single_ SCSI drive on
there upto _1GB_ physical size, and nothing bigger. The card does not
support Parity either, but this can be added by yourself with a little
know-how and a few parts. I have heard that some people managed to put 2
drives on that card. I wouldnt try it unless you have a spare SCSI card and
don't mind blowing one of them. Also, you must keep the SCSI cable as short
as possible.

> Third: The memory (as already told) is in 2 SIMMs. However, the SIMMs
> yield no specs to me. Can someone tell me what SIMMs I exactly need to
> make this a 4MB machine from the 2MB already there?

Standard 1MB-80ns and better. 8/9 or 2/3 chip, makes no difference. Better off buying a matching pair of 4 off evilbay or something.

> Fourth: There is a slot for a 68881 or 68882 FPU. Which should I use?
> Would it make any difference (for example in our SSH case...)?

Not sure. I know the '82 is much faster for a given clock speed and is a drop in replacement electronically for the '81 but the instruction set is not _exactly_ the same on each chip. It could be that you will have one piece of ST software that runs great on the 16mhz STE, but produces floating math errors or crashes because it expects an '81 and uses that instruction set. No harm in trying the '82 though, but bear in mind that those PLCC sockets are fragile, and careless plugging or unplugging will break it.

> Fifth: The OS: Is a MegaSTE with 4MB OK for the hailed MagiC? Or
> FreeMiNT? I have read about these on the net, but can someone please
> tell me about which one to use in what case?

Don't know. On my 16mhz Falcon I wouldnt really want to use either as a TOS replacement, too darn slow. Now I have a CT60 I don't care ;-) (except I don't run that MagiC crap). I have not tried running either on my MegaSTe, I am happy with TOS 2.06 as I mostly use it for Music and playing ST games.

> Sixth: heeee, maybe (after 18 years!!) I am still a geek for wanting to
> get this machine on its feet again :-)

Can't blame you. Most of us that are here at one time left the Atari scene for one reason or another and came back from useless empty computer experiences longing for the love that we had for ATARI. :P

> It's summer now, guys. But this looks like a nice project for any season
:-)))
>
> Your help and contributions are very much appreciated. I used to be a
> very experienced user of my STF back in 86 (until about '92), but it
> seems I have to catch up after all these years. Mac OSX and Linux give
> me a lot of computing fun, but the roots are still back there....

I think thats where I went wrong, I didn't go with mac, but with PC. But hey, maybe thats what brought me back here sooner than you! :)

regs
Coda.

4207. VME graphics card wanted.

Newsgroup: comp.sys.atari.st
Date: 2004-08-02 19:40:25 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cem540$i1a$1@news.freedom2surf.net>
Source record: 17752

Hi all.

Just got myself a TT. Anyone have a VME gfx card they are willing to part with? I don't really care which one as long as drivers are available, its fairly stable and its not toooo expensive. If it would work in a MegaSTe too, that would be a bonus.

regards,
Coda.

4208. Re: Mega STE after all these years (Was Re: SSH client?)

Newsgroup: comp.sys.atari.st
Date: 2004-08-02 20:04:14 UTC
From: sf0218@aol.com
Message-ID: <20040802160414.19087.00002713@mb-m06.aol.com>
Source record: 17753

>Most of us that are here at one time left the Atari scene
>for one reason or another and came back from useless empty computer

You can say that agiain Coda!!!!!! I started with Atari, went solely Windows machine, and now am back to Atari (though I still have a Windows machine), and am in the process of re-casing my Falcon, that that it will have room for the CT60 that I ordered!!! :)

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

4209. Re: Mega STE after all these years (Was Re: SSH client?)

Newsgroup: comp.sys.atari.st
Date: 2004-08-02 21:14:00 UTC
From: Rene Kint <none@none.given>
Message-ID: <410eae98$0$30781$e4fe514c@dreader16.news.xs4all.nl>
Source record: 17754

On 2004-08-02 21:37:57 +0200, "Coda" <info@janthomas.f2s.nospam.com> said:

> Yes and no. Theres two versions of MegaSTe around. The early one has an
> older style AJAX floppy controller and it is not compatible with 1.44mb,
> plus there is a GAL chip that needs replacing on the board. Later versions
> have the right AJAX chip AND GAL, and just need the 1.44mb mechanism.
> Getting hold of a new AJAX and GAL isnt that hard, its just EXPENSIVE! You
> can always do an 'STfm' style mod, which invloves overclocking the AJAX to
> get the higher track density. Have a snoop around on Best Electronics at the
> part numbers for the AJAX and GAL and compare to what you have inside your
> case.

Well, I have run around internet a LOT tonight, but I can not find any
info on WHERE TO LOOK for this AJAX and GAL in my MegaSTE. Do you have
a pointer to this kind of info? I found a parts list but it doesn't
tell me where on the system board the parts are located ;-)

> The MegaSTe SCSI card is rather weak. You can put a _single_ SCSI drive on
> there upto _1GB_ physical size, and nothing bigger. The card does not
> support Parity either, but this can be added by yourself with a little
> know-how and a few parts. I have heard that some people managed to put 2
> drives on that card. I wouldnt try it unless you have a spare SCSI card and
> don't mind blowing one of them. Also, you must keep the SCSI cable as short
> as possible.

Well, Coda, I would say that 1GB is quite a lot of room for my STE.
Remembering what I could do with my SH205 back then...and that was 20MB!

I think I will stick to one drive, and maybe try to find some external
SCSI-ACSI host adapter on the net later. Must a drive be SCSI-1 or can
it also be SCSI-2?

>> Third: The memory (as already told) is in 2 SIMMs. However, the SIMMs
>> yield no specs to me. Can someone tell me what SIMMs I exactly need to
>> make this a 4MB machine from the 2MB already there?
>
> Standard 1MB-80ns and better. 8/9 or 2/3 chip, makes no difference. Better
> off buying a matching pair of 4 off evilbay or something.

Finding this is harder than I thought. Not found yet.

> set. No harm in trying the '82 though, but bear in mind that those PLCC
> sockets are fragile, and careless plugging or unplugging will break it.

I will try to find a 68882 and drop it in.

> Don't know. On my 16mhz Falcon I wouldnt really want to use either as a TOS
> replacement, too darn slow. Now I have a CT60 I don't care ;-) (except I
> don't run that MagiC crap). I have not tried running either on my MegaSTe, I
> am happy with TOS 2.06 as I mostly use it for Music and playing ST games.

Hmm, this is not an OS war, is it ;-) I am too old for those ;-)!!!!

I am quite Linux-minded, so I might try something like FreeMiNT, don't
know about Magic. TOS 2.06 is on board, so there is always SOMETHING to
run.

>
>> Sixth: heeee, maybe (after 18 years!!) I am still a geek for wanting to
>> get this machine on its feet again :-)
>
> Can't blame you. Most of us that are here at one time left the Atari scene
> for one reason or another and came back from useless empty computer
> experiences longing for the love that we had for ATARI. :P

That was the exact phrase I was trying to find! "Empty computer
experiences". On the PC, I felt degraded to being a user, not really
using the machine as a hobby project on itself anymore. Atari was a
computing experience, I was a user, but also did a lot of
experimenting, both in software as in hardware. Once the PC came
rolling in that was all gone....Linux revived this (and so did OS/2 for
me, but maybe later on that :-), and the Apple machines still have this
user/experiment mix to me, especially the older models. I type this on
an iMac which is a very nice office machine and it is Unix! So still
room to experiment, although not on a hardware level (my girlfriend
will kill me ;-))

>> seems I have to catch up after all these years. Mac OSX and Linux give
>> me a lot of computing fun, but the roots are still back there....
>
> I think thats where I went wrong, I didn't go with mac, but with PC. But
> hey, maybe thats what brought me back here sooner than you! :)

Hey, you're forgiven :-)

I went PC (but OS/2, not Windows), then Linux, recently added Mac; and
now I have the Atari and my old C-64 and VIC-20 machines in sight
again......I must be getting old and nostalgic. But you got it right,
it is about filling the gap of empty PC experiences...!

Regards,

Renï¿½

4210. Re: Mega STE after all these years (Was Re: SSH client?)

Newsgroup: comp.sys.atari.st
Date: 2004-08-02 21:14:28 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.08.02.21.14.28.152400@nosspamatari-source.com>
Source record: 17755

On Mon, 02 Aug 2004 20:04:14 +0000, SF0218 wrote:

>>Most of us that are here at one time left the Atari scene
>>for one reason or another and came back from useless empty computer
>
> You can say that agiain Coda!!!!!! I started with Atari, went solely Windows
> machine, and now am back to Atari (though I still have a Windows machine), and
> am in the process of re-casing my Falcon, that that it will have room for the
> CT60 that I ordered!!! :)
>

You guys forget quickly about linux. An OS filled with heart can quickly
make up for heartless hardware ;-) Apparently not perfectly because here
I am!

Mark
http://portal.atari-source.com

4211. Re: Mega STE after all these years (Was Re: SSH client?)

Newsgroup: comp.sys.atari.st
Date: 2004-08-02 21:15:31 UTC
From: Rene Kint <none@none.given>
Message-ID: <410eaef4$0$30781$e4fe514c@dreader16.news.xs4all.nl>
Source record: 17756

On 2004-08-02 22:04:14 +0200, sf0218@aol.com (SF0218) said:

>> Most of us that are here at one time left the Atari scene
>> for one reason or another and came back from useless empty computer
>
> You can say that agiain Coda!!!!!! I started with Atari, went solely Windows
> machine, and now am back to Atari (though I still have a Windows machine), and
> am in the process of re-casing my Falcon, that that it will have room for the
> CT60 that I ordered!!! :)

Just curious: is there still a machine actually being produced? I see
Milan c.s. on the Net but their sites are outdated....got the feeling I
am surfing around a ghost town....?

Regards,

Renï¿½

4212. Re: Mega STE after all these years (Was Re: SSH client?)

Newsgroup: comp.sys.atari.st
Date: 2004-08-02 21:17:00 UTC
From: Rene Kint <none@none.given>
Message-ID: <410eaf4c$0$30781$e4fe514c@dreader16.news.xs4all.nl>
Source record: 17757

On 2004-08-02 23:14:28 +0200, Mark D <mducksub@nosspamatari-source.com> said:

> On Mon, 02 Aug 2004 20:04:14 +0000, SF0218 wrote:
>
>>> Most of us that are here at one time left the Atari scene
>>> for one reason or another and came back from useless empty computer
>>
>> You can say that agiain Coda!!!!!! I started with Atari, went solely Windows
>> machine, and now am back to Atari (though I still have a Windows machine), and
>> am in the process of re-casing my Falcon, that that it will have room for the
>> CT60 that I ordered!!! :)
>>
>
> You guys forget quickly about linux. An OS filled with heart can quickly
> make up for heartless hardware ;-) Apparently not perfectly because here
> I am!

Exactly my thoughts (and experiences), Mark!

That's why I started this SSH thread al along: to have an SSH terminal
for my Linux server!!

Regards,

Renï¿½

4213. Re: VME graphics card wanted.

Newsgroup: comp.sys.atari.st
Date: 2004-08-02 22:06:05 UTC
From: "Steve Sweet"
Message-ID: <cemdsc$qq9$1@sparta.btinternet.com>
Source record: 17758

Yo!

What part of the world are you in?.

> Just got myself a TT. Anyone have a VME gfx card they are willing to part
> with? I don't really care which one as long as drivers are available, its
> fairly stable and its not toooo expensive. If it would work in a MegaSTe
> too, that would be a bonus.

--

Regards, Steve S.

4214. Re: Mega STE after all these years (Was Re: SSH client?)

Newsgroup: comp.sys.atari.st
Date: 2004-08-02 22:47:58 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cemg19$ld6$1@news.freedom2surf.net>
Source record: 17759

"Rene Kint" <none@none.given> wrote in message news:410eae98$0$30781

> Well, I have run around internet a LOT tonight, but I can not find any
> info on WHERE TO LOOK for this AJAX and GAL in my MegaSTE. Do you have
> a pointer to this kind of info? I found a parts list but it doesn't
> tell me where on the system board the parts are located ;-)

Get the MegaSTe squeematics from vezz's site:
http://atari4ever.free.fr/hardware/docs.html
(I just checked the site, the diagrams are 404 at the moment, I will try and dig them out).
On best electronics, the HD Ajax is listed as: C302096 or C302434 check these against the Ajax in your box. It may say WD1772 on it somewhere, and I think its a 28pin chip. The PAL/GAL for the HD drive part number is C301901-002. Its probably a 20pin IC though I can't remember.

> Well, Coda, I would say that 1GB is quite a lot of room for my STE.
> Remembering what I could do with my SH205 back then...and that was 20MB!

Indeed.

> I think I will stick to one drive, and maybe try to find some external
> SCSI-ACSI host adapter on the net later. Must a drive be SCSI-1 or can
> it also be SCSI-2?

SCSI-2. I don't ever remember seeing SCSI-1 drives.

> > Standard 1MB-80ns and better. 8/9 or 2/3 chip, makes no difference.
Better
> > off buying a matching pair of 4 off evilbay or something.
>
> Finding this is harder than I thought. Not found yet.

Some will turn up soon. Maybe someone here has a set they can donate ;-)

> I will try to find a 68882 and drop it in.

PLCC version only. Don't buy the PGA version. Dont waste money getting a quick one (say 33mhz) the 16/25 fpu will easily overclock to 33/50mhz. How you do this in a MegaSTe I havent explored yet (My falcon's 25mhz 68882 runs at 66mhz very nicely).

>
> Hmm, this is not an OS war, is it ;-) I am too old for those ;-)!!!!

No, I just never stated my opinion before on the matter so I thought I would this time seeing as I had the chance. Mint is still being worked on. Magic is not. Therefore Magic is dead.

> I am quite Linux-minded, so I might try something like FreeMiNT, don't
> know about Magic. TOS 2.06 is on board, so there is always SOMETHING to
> run.

I am a Unix man myself. It's the only thing that has kept me sane the last
10 years. Lovely powerful shell, hmm shellscript.... :P I have had a linux
OS running on one of my PC's since kernel 0.99 but I still get fed up with
Linux occasionally. Thats why I put FreeMint on my Falcon, seeing as I am a
unix guru anyway :P but to be honest, I don't really have much of a use for
it on the Falc (at the moment), I just want a fast stable GUI, so I can get
on with my programming.

> That was the exact phrase I was trying to find! "Empty computer
> experiences". On the PC, I felt degraded to being a user, not really
> using the machine as a hobby project on itself anymore. Atari was a
> computing experience, I was a user, but also did a lot of
> experimenting, both in software as in hardware. Once the PC came
> rolling in that was all gone....Linux revived this (and so did OS/2 for
> me, but maybe later on that :-), and the Apple machines still have this
> user/experiment mix to me, especially the older models. I type this on
> an iMac which is a very nice office machine and it is Unix! So still
> room to experiment, although not on a hardware level (my girlfriend
> will kill me ;-))

Yes a lot of us were suckered into the PC thing when 386's came out and
EGA/VGA graphics cards were available. After having only so many clock
cycles on our 8mhz 68K machines, then suddenly the world of bouncing
polyhedrons with funky music and flying thru tunnels, well when I first saw
that I was hooked on the PC format. Spent my first years Uni grant money on
386sx25 parts to build into a machine. I remember then we still had hope.
Hmm what was it that killed it? Oh yes. Windows version 3. Why didn't GEM
become the Windows of today?
Hey I forgot I do have a 68040 based Mac LC in my storage facility. I may
get it out and play with it soon, and see what I missed...

> Hey, you're forgiven :-)

Thanks, I needed that.

> I went PC (but OS/2, not Windows), then Linux, recently added Mac; and

I tried OS/2 and didnt like it. Can't remember why. I've been toying with
the idea of buying a Powermac at some point, but someone will have to
explain the deal to me about the mouse with only 1 button... (I DONT GET IT
APPLE).

> now I have the Atari and my old C-64 and VIC-20 machines in sight
> again......I must be getting old and nostalgic. But you got it right,
> it is about filling the gap of empty PC experiences...!

Now I would love to see a VIC-20 again, and the Dragon32. These (apart from
the ZX81 and Spectrum of which I own several :) were the first home
computers I ever saw with my own eyes.

Coda.

4215. Re: VME graphics card wanted.

Newsgroup: comp.sys.atari.st
Date: 2004-08-02 22:49:33 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cemg41ldb1@news.freedom2surf.net>
Source record: 17760

Sorry forgot to say. Assumed most people would know by now that i'm
English... (I keep annoying the yanks, don't know why :P)

Exmouth, Devon.

regards,
Coda.

"Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
news:cemdsc$qq9$1@sparta.btinternet.com...
> Yo!
>
> What part of the world are you in?.
>
> > Just got myself a TT. Anyone have a VME gfx card they are willing to
part
> > with? I don't really care which one as long as drivers are available,
its
> > fairly stable and its not toooo expensive. If it would work in a MegaSTe
> > too, that would be a bonus.
>

4216. Download Atari music software here

Newsgroup: comp.sys.atari.st
Date: 2004-08-03 01:43:40 UTC
From: jason@nospam.hitsquadmail.com
Message-ID: <410eedb2.505720562@news.tpg.com.au>
Source record: 17761

Just a short note to let you know you can find heaps of music software
for Atari (mainly STs and Falcon) at http://www.hitsquad.com/smm/atari/?ng

Software is broken up into 22 categories including Midi Sequencers,
Midi Utilities, Multitrack Recording, Audio Editors, Format Converters
and much more.

Jason.
http://www.hitsquad.com/smm/atari/?ng

4217. Re: VME graphics card wanted.

Newsgroup: comp.sys.atari.st
Date: 2004-08-03 10:45:35 UTC
From: gaiyan@luukku.com
Message-ID: <961be845.0408030245.430381b1@posting.google.com>
Source record: 17762

"Coda" <info@janthomas.f2s.nospam.com> wrote in message
news:<cem540$i1a$1@news.freedom2surf.net>...
> Hi all.
>
> Just got myself a TT. Anyone have a VME gfx card they are willing to part
> with? I don't really care which one as long as drivers are available, its
> fairly stable and its not toooo expensive. If it would work in a MegaSTe
> too, that would be a bonus.
>
> regards,
> Coda.

Yop bud,

Keep an eye for Crazy Dots cards preferably CDII (24bit) or at least
CD1 with 16 bit add-on module. Not the fastest card but very
compatible. Fairly common too.

Novas are fast but require external box for the ISA card (VME part is
the VME->ISA adaptor)... no personal experience but I hear they're ok.

You can drive both cards with NVDI5 which is better and newer than the
card's own original drivers.

Then again, you prolly knew all this and I just wasted my time ;) Talk
to ya lata dood.

Joshua.

4218. CTLink Project

Newsgroup: comp.sys.atari.st
Date: 2004-08-03 13:57:41 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <410f9c15$0$29418$626a14ce@news.free.fr>
Source record: 17764

www.czuba-tech.com

CTLink will be finished if at least 100 orders arrive.
For Falcon 030, the schematics are finished and the routing stills to be done.
Same for the VME version for MSTE, TT & Hades.

This project was started in April 04 and Nature informed me that they finished an Ethernet board for CT60.
Now they have added the same USB controller than on CTLink, and CTLink is using the same Ethernet controller than the EtherNAT board.
This will gain time for drivers for the two boards : Ethernet is managed by Nature and USB by Jan Thomas

Now you have the ball !
Let me know if you may buy this product ....
The more you will be, the faster will be finished the project...
I will record you up to september (beacause of your hollidays).

Thanks to all people that support the atari projects.

Regards

4219. Re: VME graphics card wanted.

Newsgroup: comp.sys.atari.st
Date: 2004-08-03 14:05:04 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <TYMPc.956$F6.186615@news.siol.net>
Source record: 17763

Coda wrote:

> Hi all.
>
> Just got myself a TT. Anyone have a VME gfx card they are willing to part
> with? I don't really care which one as long as drivers are available, its
> fairly stable and its not toooo expensive. If it would work in a MegaSTe
> too, that would be a bonus.

Just a hint, good or bad, depends how bad u want better GFX:

I sold AlberTT GFX card and got Riebl Ethernet card instead and run TT in
mono res. U got no colours, big resolutions and LAN access.. Bad point is,
they are prolly as hard to get as GFX cards, or even harder.

Janez

4220. Re: VME graphics card wanted.

Newsgroup: comp.sys.atari.st
Date: 2004-08-03 14:24:49 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.08.03.14.24.48.415287@nosspamatari-source.com>
Source record: 17765

On Tue, 03 Aug 2004 03:45:35 -0700, Joshua Kaijankoski wrote:

> "Coda" <info@janthomas.f2s.nospam.com> wrote in message
news:<cem540$i1a$1@news.freedom2surf.net>...
>> Hi all.
>>
>> Just got myself a TT. Anyone have a VME gfx card they are willing to part
>> with? I don't really care which one as long as drivers are available, its
>> fairly stable and its not toooo expensive. If it would work in a MegaSTe
>> too, that would be a bonus.
>>
>> regards,
>> Coda.
>
> Yop bud,
>
> Keep an eye for Crazy Dots cards preferably CDII (24bit) or at least
> CD1 with 16 bit add-on module. Not the fastest card but very
> compatible. Fairly common too.
>

No experience with these. Wish I had one ;-)

> Novas are fast but require external box for the ISA card (VME part is
> the VME->ISA adaptor)... no personal experience but I hear they're ok.
>

Nova's are pretty much awesome. I have one with the Mach64 graphics
chipset and it's fast. I can play quicktime video in truecolor on the TT
without a problem.

> You can drive both cards with NVDI5 which is better and newer than the
> card's own original drivers.

Indeed NVDI drives this card natively.

I have an AlberTT card I could probably sell but they're a strange card.
The video isn't quite right and has a bit of ghosting and they're awfully
slow for vdi scrolling. But it is 1024x768x16 cols.

Thanks,
Mark

4221. Re: Mega STE after all these years (Was Re: SSH client?)

Newsgroup: comp.sys.atari.st
Date: 2004-08-03 14:29:25 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.08.03.14.29.24.876884@nosspamatari-source.com>
Source record: 17766

On Mon, 02 Aug 2004 23:15:31 +0200, Rene Kint wrote:

> On 2004-08-02 22:04:14 +0200, sf0218@aol.com (SF0218) said:
>
>>> Most of us that are here at one time left the Atari scene
>>> for one reason or another and came back from useless empty computer
>>
>> You can say that agiain Coda!!!!!! I started with Atari, went solely Windows
>> machine, and now am back to Atari (though I still have a Windows machine), and
>> am in the process of re-casing my Falcon, that that it will have room for the
>> CT60 that I ordered!!! :)
>
> Just curious: is there still a machine actually being produced? I see
> Milan c.s. on the Net but their sites are outdated....got the feeling I
> am surfing around a ghost town....?
>
> Regards,
>
> Renï¿½

In some respects you are. There's a coldfire project underway that looks
VERY promising. We'll have 300MHz or so Atari's. Another effort is
called Aranym which runs Atari stuff very very fast on PC hardware, that's
very mature and runs great. I use it to do atari development at work.
And lastly if you have a Falcon, the CT60 is a great upgrade. I don't
know if one can still be purchased from czuba-tech. Aside from that,
Milan and Hades are dead ducks - but still work great say their owners.

Thanks,
Mark

4222. Re: CTLink Project

Newsgroup: comp.sys.atari.st
Date: 2004-08-03 16:57:33 UTC
From: Rene Kint <none@none.given>
Message-ID: <410fc3fd$0$88482$e4fe514c@dreader15.news.xs4all.nl>
Source record: 17767

Hello, Rudolphe.

While gathering information, a number of questions still stay
unanswered (for me :-)

I have a MegaSTE2 so I would need the VME bus version.

- Is it USB and Ethernet? The schematic suggests this, but your text
makes me doubt...
- Will the drivers work on a MegaSTE as well?
- Will it support external disk drives? Now THAT would be great!
- Are there drivers for STiNG? Which platforms are supported?
- Will there still be room for another VME extension (for example, a
graphics card)..?

Maybe I have more questions....later ;-)

A tip for all other die-hards out there: I have been trying to dig into
all the possibilities of the Atari machines of today, but all info
about newer projects somehow assume you have a lot of knowledge about
the running projects. I left the Atari world more than 10 years ago; it
is hard to come back if the information is so short and incomplete, and
scattered around the net so much. For example, the Nature pages tell me
NOTHING about this project; the Czuba pages give me a layout and not
much more (see above questions).

Is there a page somwhere that simply tells me what is possible with
what hardware and software with my machine?

I am VERY interested in my 'new' Atari hobby. It is a hobby, I am in
it for the geek factor mainly, but I am very serious about diving into
it. But still it is hard to get up to date...

High regards, I think you re doing a great job.

Renï¿½ Kint

On 2004-08-03 15:57:41 +0200, "Rodolphe Czuba"
<rod-yenamarreduspam-olphe.czuba@free.fr> said:

> www.czuba-tech.com
>
> CTLink will be finished if at least 100 orders arrive.
> For Falcon 030, the schematics are finished and the routing stills to be
> done.
> Same for the VME version for MSTE, TT & Hades.
>
> This project was started in April 04 and Nature informed me that they

> finished an Ethernet board for CT60.
> Now they have added the same USB controller than on CTLink, and CTLink is
> using the same Ethernet controller than the EtherNAT board.
> This will gain time for drivers for the two boards : Ethernet is managed by
> Nature and USB by Jan Thomas
>
> Now you have the ball !
> Let me know if you may buy this product ....
> The more you will be, the faster will be finished the project...
> I will record you up to september (beacause of your hollidays).
>
> Thanks to all people that support the atari projects.
>
> Regards

4223. Re: CTLink Project

Newsgroup: comp.sys.atari.st
Date: 2004-08-03 18:30:50 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <ceolfgaho1@news.freedom2surf.net>
Source record: 17768

"Rene Kint" <none@none.given> wrote in message
news:410fc3fd$0$88482$e4fe514c@dreader15.news.xs4all.nl...
> Hello, Rudolphe.

Rodolphe.

> While gathering information, a number of questions still stay
> unanswered (for me :-)
>
> I have a MegaSTE2 so I would need the VME bus version.
>
> - Is it USB and Ethernet? The schematic suggests this, but your text
> makes me doubt...

Yes. USB provided by ISP1160, Ethernet provided by SMSC LAN91C111. Forgive Rodolphes text, as English is not his first language.

> - Will the drivers work on a MegaSTE as well?

Yes. Eventually. I have Falcon, TT and MegaSTe's so you can be assured that drivers will be thoroughly tested on each platform.

> - Will it support external disk drives? Now THAT would be great!

The USB support will grow depending on driver demand, my free time, and whoever else joins that wants to help out with the coding. Initially drivers will be Keyboard and Mouse only, and whatever is felt is highest priority after that.

> - Are there drivers for STiNG? Which platforms are supported?

I guess there will be, but you will have to direct Ethernet questions at the Nature project people.

Ethernet project page is here at Nature's website http://nature.atari.org/
USB project page is at http://www.janthomas.f2s.com/

Coda.

4224. Re: VME graphics card wanted.

Newsgroup: comp.sys.atari.st
Date: 2004-08-03 18:32:28 UTC
From: "Steve Sweet"
Message-ID: <ceolnr$9nj$1@hercules.btinternet.com>
Source record: 17770

Hi Coda

> Sorry forgot to say. Assumed most people would know by now that i'm
> English... (I keep annoying the yanks, don't know why :P)
>
> Exmouth, Devon.
>

> > What part of the world are you in?.

email me!!

steve(dot)sweet@btopenworld.com

--

Regards, Steve S.

4225. Re: Mega STE after all these years (Was Re: SSH client?)

Newsgroup: comp.sys.atari.st
Date: 2004-08-03 18:35:36 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <ceolnlane1@news.freedom2surf.net>
Source record: 17769

Sorry about replying to my own mesage:

"Coda" <info@janthomas.f2s.nospam.com> wrote in message
news:cemg19$ld6$1@news.freedom2surf.net...
> "Rene Kint" <none@none.given> wrote in message news:410eae98$0$30781
>
>
> > Well, I have run around internet a LOT tonight, but I can not find any
> > info on WHERE TO LOOK for this AJAX and GAL in my MegaSTE. Do you have
> > a pointer to this kind of info? I found a parts list but it doesn't
> > tell me where on the system board the parts are located ;-)
>
> Get the MegaSTe squeematics from vezz's site:
> http://atari4ever.free.fr/hardware/docs.html
> (I just checked the site, the diagrams are 404 at the moment, I will try
and
> dig them out).
> On best electronics, the HD Ajax is listed as: C302096 or C302434 check
> these against the Ajax in your box. It may say WD1772 on it somewhere, and
I
> think its a 28pin chip. The PAL/GAL for the HD drive part number is
> C301901-002. Its probably a 20pin IC though I can't remember.

Apparently the GAL that you need to look for on the motherboard is U407.

regards,
Coda.

4226. Re: CTLink Project

Newsgroup: comp.sys.atari.st
Date: 2004-08-03 19:02:01 UTC
From: Rene Kint <none@none.given>
Message-ID: <410fe129$0$382$e4fe514c@dreader4.news.xs4all.nl>
Source record: 17771

On 2004-08-03 20:30:50 +0200, "Coda" <info@janthomas.f2s.nospam.com> said:

>> Hello, Rudolphe.
>
> Rodolphe.

I'm sorry.

> Yes. USB provided by ISP1160, Ethernet provided by SMSC LAN91C111. Forgive
> Rodolphes text, as English is not his first language.

Hey, as long as we can communicate that's OK. It's not my native tongue
either so we are lucky some native English speakers are amongst us to
do the translating ;-)

>
>> - Will the drivers work on a MegaSTE as well?
>
> Yes. Eventually. I have Falcon, TT and MegaSTe's so you can be assured that
> drivers will be thoroughly tested on each platform.

I trust you on this ;-)

>
>> - Will it support external disk drives? Now THAT would be great!
>
> The USB support will grow depending on driver demand, my free time, and
> whoever else joins that wants to help out with the coding. Initially drivers
> will be Keyboard and Mouse only, and whatever is felt is highest priority
> after that.

I agree fully on that choice.

I don't know yet how to write device drivers, but once I got everythng
running I might fire up Pure C and dust off my old C programming
knowledge (if C is OK for writing device drivers, that is ;-)) and give
it a shot. Problem is I wouldn't know where to start. But that's for
later.

Do you have any idea how many people in the world are actually building
and writing hard/software for our Atari's? I have seen some stuff about
the Coldfire project, and I certainly would like to donate some time
(and later even money maybe ;-)) to such a thing, although I got the
feeling the number of real experts out there is quite low.....I might
feel like a fool compared to them :-)

I already ordered Elmar Hilgart's ACSI Ethernet II adapter, but at
least this way I sponsor development my way :-) So in october or so I

might get the money to buy this VME card. I like the idea of USB keyboard and mouse, and if it would extend to USB disks, mmmm. That would solve a lot of storage problems.

I'll keep on dreaming. My MegaSTE is still under construction.

Regards,

Renï¿½

4227. MegaSTE: HD floppy.....

Newsgroup: comp.sys.atari.st
Date: 2004-08-03 20:08:09 UTC
From: Rene Kint <none@none.given>
Message-ID: <410ff0a8$0$4738$e4fe514c@dreader18.news.xs4all.nl>
Source record: 17772

Hello.

As long as I am the only one in the world in need of hardware answers I keep on posting and I hope you all lurking will keep the answers coming ;-)

I have checked the internals of my MegaSTE (which has a 720KB floppy drive). It has the C302096-001A AJAX chip fitted under the SCSI adapter, and the GAL is the C3019301-002, right beneath the power supply.

The AJAX chip is good. But the GAL chip I don't know. Is it the right one?

Now: how to move on? Can I just plug in a HD floppy drive? I guess not: on the net I read about 'detect pin' problems and even one note about having to plug the drive upside down (so the cable will have to be cut because the plug doesn't allow for upside-down fitting of course). But others say they have been succesful.

Regards

Renï¿½.

4228. Re: CTLink Project

Newsgroup: comp.sys.atari.st
Date: 2004-08-03 20:14:52 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <ceorc6chq1@news.freedom2surf.net>
Source record: 17773

"Rene Kint" <none@none.given> wrote in message
news:410fe129$0$382$e4fe514c@dreader4.news.xs4all.nl...
> On 2004-08-03 20:30:50 +0200, "Coda" <info@janthomas.f2s.nospam.com> said:
>
>
> I don't know yet how to write device drivers, but once I got everythng
> running I might fire up Pure C and dust off my old C programming
> knowledge (if C is OK for writing device drivers, that is ;-)) and give
> it a shot. Problem is I wouldn't know where to start. But that's for
> later.

C is a great language for doing almost anything. The only problem is that it is not as good for device drivers when you have a specific number of clock cycles to play with. C compilers vary greatly about how they optimise code. I will be working from the Philips devkit sources mainly which are written in C++, but I will definately write the hardware driver in ASM, and as much of the USB stack as I can, but it is likely that the Class Drivers (Keyboard/Mouse/Storage/Printer etc) will be written in C for easier development and integration with the OS.

> Do you have any idea how many people in the world are actually building
> and writing hard/software for our Atari's? I have seen some stuff about

No, not many I guess.

> the Coldfire project, and I certainly would like to donate some time
> (and later even money maybe ;-)) to such a thing, although I got the

I confess I havent been involved with the coldfire scene, I thought the project had been cancelled, though I may be wrong (I hope so).

> feeling the number of real experts out there is quite low.....I might
> feel like a fool compared to them :-)

No way. Everyone has to start somewhere and if a rank amateur can write USB drivers (we shall see ;) then everyone has a chance of accomplishing something for the Atari community.

> I already ordered Elmar Hilgart's ACSI Ethernet II adapter, but at
> least this way I sponsor development my way :-) So in october or so I
> might get the money to buy this VME card. I like the idea of USB
> keyboard and mouse, and if it would extend to USB disks, mmmm. That
> would solve a lot of storage problems.

Im definately into the USB mouse thing, though im personally quite happy with my TT keyboards on my machines. Though I do like the idea of using a cordless USB keyboard/mouse package :-)

regards,
Coda.

4229. Re: MegaSTE: HD floppy.....

Newsgroup: comp.sys.atari.st
Date: 2004-08-03 20:28:29 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <ceosbhctn1@news.freedom2surf.net>
Source record: 17774

"Rene Kint" <none@none.given> wrote in message
news:410ff0a8$0$4738$e4fe514c@dreader18.news.xs4all.nl...
> Hello.
>
> As long as I am the only one in the world in need of hardware answers I
> keep on posting and I hope you all lurking will keep the answers coming
> ;-)
>
> I have checked the internals of my MegaSTE (which has a 720KB floppy
> drive). It has the C302096-001A AJAX chip fitted under the SCSI
> adapter, and the GAL is the C3019301-002, right beneath the power
> supply.
>
> The AJAX chip is good. But the GAL chip I don't know. Is it the right one?

Cut from my other post:

"On best electronics, the HD Ajax is listed as: C302096 or C302434 check
these against the Ajax in your box. It may say WD1772 on it somewhere, and I
think its a 28pin chip. The PAL/GAL for the HD drive part number is
C301901-002. Its probably a 20pin IC though I can't remember"

Are you sure that your GAL is "C3019301-002" maybe the 3 is a mistake? I
thought all Atari part numbers were C and 6 digits...???

> Now: how to move on? Can I just plug in a HD floppy drive? I guess not:

If the Ajax and G/PAL are correct then you can just plug in an ATARI drive.
If you are wanting to try a PC drive, then there are considerations to be
made.

PC drives are set to drive 1 (B) instead of 0 (A). You will notice that all
PC floppy cables have a twist in them. On the Atari there is no twist. This
is normal. The PC is the freak (what we have all been saying all along). In
order to use a PC floppy on the Atari platform you must change the drive
back to "Drive Select 0". Not many FDD's have the DS jumpers on anymore, but
there are quite a few of them that have little solder pads instead. Note
that a lot DO NOT have these pads now (I checked the offering in PC World
the other day, and theirs did not have the jumpers or solder pads
accessible). What you need to do is desolder the DS1 solder bridge and
remake it on DS0.

> on the net I read about 'detect pin' problems and even one note about
> having to plug the drive upside down (so the cable will have to be cut
> because the plug doesn't allow for upside-down fitting of course). But
> others say they have been succesful.

Some people report problems, some don't. I put a newish FDD in my Falcon last year and I have had no problems whatsoever. It is possible to still get Atari HD FDD's but because of the rarity you will likely get ripped off.

The other thing to think about is the shape of the Bezel on the FDD. Standard square PC drives may necessitate you modifying your case...

Coda.

4230. Re: CTLink Project

Newsgroup: comp.sys.atari.st
Date: 2004-08-03 20:34:42 UTC
From: Rene Kint <none@none.given>
Message-ID: <410ff6e2$0$378$e4fe514c@dreader4.news.xs4all.nl>
Source record: 17775

On 2004-08-03 22:14:52 +0200, "Coda" <info@janthomas.f2s.nospam.com> said:

> C is a great language for doing almost anything. The only problem is that it
> is not as good for device drivers when you have a specific number of clock
> cycles to play with. C compilers vary greatly about how they optimise code.
> I will be working from the Philips devkit sources mainly which are written
> in C++, but I will definately write the hardware driver in ASM, and as much
> of the USB stack as I can, but it is likely that the Class Drivers
> (Keyboard/Mouse/Storage/Printer etc) will be written in C for easier
> development and integration with the OS.

I follow you. Drivers are timing-sensitive, and most C code can not
cope with this. Maybe with some inline stuff :-) But I guess you are
right here (again :-)

>> the Coldfire project, and I certainly would like to donate some time
>> (and later even money maybe ;-)) to such a thing, although I got the
>
> I confess I havent been involved with the coldfire scene, I thought the
> project had been cancelled, though I may be wrong (I hope so).

acp.atari.org has been updated: MiNT seems to be running and there is
I/O so I hope they will be able to run some more real soon now (tm).

This is a project that would definitely have my support. I saw Elmar
Hilgart c.s. is involved, but the news is leaking very slowly....maybe
one or more of them are reading here? Hello!!!???

>
>> feeling the number of real experts out there is quite low.....I might
>> feel like a fool compared to them :-)
>
> No way. Everyone has to start somewhere and if a rank amateur can write USB
> drivers (we shall see ;) then everyone has a chance of accomplishing
> something for the Atari community.

I'll be watching your progress ;-)

> Im definately into the USB mouse thing, though im personally quite happy
> with my TT keyboards on my machines. Though I do like the idea of using a
> cordless USB keyboard/mouse package :-)

My keyboard is broken and the mouse is crap after all these years. I'm
surely into being able to use newer USB stuff for I/O. Like a SVGA/DVI
adapter for my monitor; this SM144 will be a problem some day.

Regards,

Renï¿½

4231. Re: MegaSTE: HD floppy.....

Newsgroup: comp.sys.atari.st
Date: 2004-08-03 20:48:44 UTC
From: Rene Kint <none@none.given>
Message-ID: <410ffa2c$0$365$e4fe514c@dreader4.news.xs4all.nl>
Source record: 17776

On 2004-08-03 22:28:29 +0200, "Coda" <info@janthomas.f2s.nospam.com> said:
> "On best electronics, the HD Ajax is listed as: C302096 or C302434 check
> these against the Ajax in your box. It may say WD1772 on it somewhere, and I
> think its a 28pin chip. The PAL/GAL for the HD drive part number is
> C301901-002. Its probably a 20pin IC though I can't remember"
>
> Are you sure that your GAL is "C3019301-002" maybe the 3 is a mistake? I
> thought all Atari part numbers were C and 6 digits...???

Yep you are right. Typo.

> PC drives are set to drive 1 (B) instead of 0 (A). You will notice that all

My first reaction woud be: so what? I could access the drive by
clicking on the icon of drive B:...or is there another problem
preventing this to work without modifications?
>
> order to use a PC floppy on the Atari platform you must change the drive
> back to "Drive Select 0". Not many FDD's have the DS jumpers on anymore, but
> there are quite a few of them that have little solder pads instead. Note
> that a lot DO NOT have these pads now (I checked the offering in PC World
> the other day, and theirs did not have the jumpers or solder pads
> accessible). What you need to do is desolder the DS1 solder bridge and
> remake it on DS0.

I have a number of older drives in my studio, and will check them for
jumpers or solder pads.

> Some people report problems, some don't. I put a newish FDD in my Falcon
> last year and I have had no problems whatsoever. It is possible to still get
> Atari HD FDD's but because of the rarity you will likely get ripped off.

I am not going to take that risk. Maybe if I ever run into one. But I
guess that noone sells spare parts, only complete machines.

> The other thing to think about is the shape of the Bezel on the FDD.
> Standard square PC drives may necessitate you modifying your case...

Yes I already noticed that. But to be honest, I wont be using the
floppy much as soon as I got my machine running with a network and
ftp/drive sharing access. All real storage and file exchanging is
planned to be done over my network straight to the RAID-1 Linux server
in the basement I built with about 80 Euro's cash (yes I love running
Linux). Maybe just to KNOW it works could be enough, so whenever I get
into an emergency/non-boot/HD-less situation I can always revert to
some floppy with drivers, etc. Even if it requires me to open the case.
I did the same with my server. I used a CD-ROM from another machine to

install Linux on it. Now it has no floppy, CDROM or other removable storage whatsoever. Until it breaks or has to be reinstalled.

Regards,

Renï¿½

4232. Re: MegaSTE: HD floppy.....

Newsgroup: comp.sys.atari.st
Date: 2004-08-03 21:27:36 UTC
From: "Steve Sweet"
Message-ID: <cep006$r2i$1@sparta.btinternet.com>
Source record: 17777

Hi Rene

> Now: how to move on? Can I just plug in a HD floppy drive? I guess not:
> on the net I read about 'detect pin' problems and even one note about
> having to plug the drive upside down (so the cable will have to be cut
> because the plug doesn't allow for upside-down fitting of course). But
> others say they have been succesful.

You wont do it any harm by trying one if you have it to hand.

--

Regards, Steve S.

4233. NBA JAM TE FOR JAGUAR RARE

Newsgroup: comp.sys.atari.st
Date: 2004-08-04 00:25:38 UTC
From: innercircle27@comcast.net
Message-ID: <4239bd9a.0408031625.fe5f2e0@posting.google.com>
Source record: 17778

classic jaguar games for sale here: nba jam etc. http://tinyurl.com/1zor

4234. Re: MegaSTE: HD floppy.....

Newsgroup: comp.sys.atari.st
Date: 2004-08-04 04:04:41 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10h0o2qhmtmike9@corp.supernews.com>
Source record: 17779

"Rene Kint" <none@none.given> wrote in message
news:410ff0a8$0$4738$e4fe514c@dreader18.news.xs4all.nl...

> Now: how to move on? Can I just plug in a HD floppy drive? I guess not:
> on the net I read about 'detect pin' problems and even one note about
> having to plug the drive upside down (so the cable will have to be cut
> because the plug doesn't allow for upside-down fitting of course). But
> others say they have been succesful.
>
> Regards
>
> Ren&#65533;.
>

I have a TT030 and replaced my 720k drive recently with a Epson SMD-300
(340) 1.44m drive, which is a direct drop in replacement, I set it to DS0
and all was good. Works perferctly, no problems at all. I believe the
MegaSTE is the same as the TT.

Tim

4235. Re: CTLink Project

Newsgroup: comp.sys.atari.st
Date: 2004-08-04 07:44:56 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.60.0408040931300.3151@wh58-508.st.uni-magdeburg.de>
Source record: 17780

Hello!

> C is a great language for doing almost anything. The only problem is that it
> is not as good for device drivers when you have a specific number of clock
> cycles to play with.

You are wrong here. C is also designed to write device drivers. Timing
critical things are a question of the algorithm, not the language you use.
E.g. if you have to wait 0.5 milliseconds it don't matter if you code this
in C or asm. C is just much better to handle and easier to adapt and
integrate. The FreeMiNT device driver framework include for example
precise timing routines. Btw. I hope you are interested to support
FreeMiNT as OS too.

> C compilers vary greatly about how they optimise code.
> I will be working from the Philips devkit sources mainly which are written
> in C++, but I will definately write the hardware driver in ASM, and as much
> of the USB stack as I can,

That's bad to hear as this will limit the useability and portability. Not
to speak of the maintenance that is much harder for asm :-)

Regards,
Frank

--
ATARI FALCON 060 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4236. Re: CTLink Project

Newsgroup: comp.sys.atari.st
Date: 2004-08-04 08:23:42 UTC
From: Rene Kint <none@none.given>
Message-ID: <41109d0e$0$30030$e4fe514c@dreader13.news.xs4all.nl>
Source record: 17781

On 2004-08-04 09:44:56 +0200, Frank Naumann
<fnaumann@cs.uni-magdeburg.de> said:

> FreeMiNT device driver framework include for example precise timing
> routines. Btw. I hope you are interested to support FreeMiNT as OS too.
>
>> C compilers vary greatly about how they optimise code.
>> I will be working from the Philips devkit sources mainly which are written
>> in C++, but I will definately write the hardware driver in ASM, and as much
>> of the USB stack as I can,
>
> That's bad to hear as this will limit the useability and portability.
> Not to speak of the maintenance that is much harder for asm :-)

Does FreeMiNT run usable on a plain MegaSTE with 2 or 4MB? This is a
16MHz machine, mind you ;-) And how about a 8 MHz ST/STE?

I remember running very early MiNT versions (from Eric Smith directly
back then), and they were slow, especially when UI stuff was involved
(it was very difficult to run a GUI application at all back then as AES
(is that the correct one..?) was not multitasking..

Regards,

Renï¿½

4237. Re: MegaSTE: HD floppy.....

Newsgroup: comp.sys.atari.st
Date: 2004-08-04 08:26:58 UTC
From: Rene Kint <none@none.given>
Message-ID: <41109dd2$0$30030$e4fe514c@dreader13.news.xs4all.nl>
Source record: 17782

On 2004-08-04 06:04:41 +0200, "Tim" <tjlazer@CRAPmail.com> said:

> I have a TT030 and replaced my 720k drive recently with a Epson SMD-300
> (340) 1.44m drive, which is a direct drop in replacement, I set it to DS0
> and all was good. Works perferctly, no problems at all. I believe the

Is this Epson a common model? Or will I have to shop around much for used ones?

I have a Samsung here that I took out of an old PC, it has solder pads
for DS0 and DS1, so I will have to heat up the iron after more than 10
years again and start poking!

I tried it as DS1 but the MegaSTE did not respond to it at all. Not
even as drive B :-)

Moving slowly, but steadily...

Renï¿½.

PS: Do you mean that as a drop-in replacement you didn't even have to
change the bezel?

4238. Re: CTLink Project

Newsgroup: comp.sys.atari.st
Date: 2004-08-04 11:18:44 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <4110c60d$0$29430$626a14ce@news.free.fr>
Source record: 17784

Rene Kint wrote:
> Hello, Rudolphe.
>
> While gathering information, a number of questions still stay
> unanswered (for me :-)
>
> I have a MegaSTE2 so I would need the VME bus version.
>
> - Is it USB and Ethernet?

YES

The schematic suggests this, but your text
> makes me doubt...

WHY ???

> - Will the drivers work on a MegaSTE as well?

SURE.
That's the work to be done !

> - Will it support external disk drives?

????? what is it ?

Now THAT would be great!
> - Are there drivers for STiNG? Which platforms are supported?
> - Will there still be room for another VME extension (for example, a
> graphics card)..?

If you explain me how I can do that ....:-((

> Maybe I have more questions....later ;-)
>
> A tip for all other die-hards out there: I have been trying to dig
> into all the possibilities of the Atari machines of today, but all
> info about newer projects somehow assume you have a lot of knowledge
> about the running projects. I left the Atari world more than 10 years
> ago; it is hard to come back if the information is so short and
> incomplete, and scattered around the net so much. For example, the
> Nature pages tell me NOTHING about this project; the Czuba pages give
> me a layout and not much more (see above questions).
>
> Is there a page somwhere that simply tells me what is possible with
> what hardware and software with my machine?
>

> I am VERY interested in my 'new' Atari hobby. It is a hobby, I am in
> it for the geek factor mainly, but I am very serious about diving into
> it. But still it is hard to get up to date...
>
> High regards, I think you re doing a great job.
>
> Ren&#65533; Kint
>
>
>
> On 2004-08-03 15:57:41 +0200, "Rodolphe Czuba"
> <rod-yenamarreduspam-olphe.czuba@free.fr> said:
>
>> www.czuba-tech.com
>>
>> CTLink will be finished if at least 100 orders arrive.
>> For Falcon 030, the schematics are finished and the routing stills
>> to be done.
>> Same for the VME version for MSTE, TT & Hades.
>>
>> This project was started in April 04 and Nature informed me that they
>> finished an Ethernet board for CT60.
>> Now they have added the same USB controller than on CTLink, and
>> CTLink is using the same Ethernet controller than the EtherNAT board.
>> This will gain time for drivers for the two boards : Ethernet is
>> managed by Nature and USB by Jan Thomas
>>
>> Now you have the ball !
>> Let me know if you may buy this product ....
>> The more you will be, the faster will be finished the project...
>> I will record you up to september (beacause of your hollidays).
>>
>> Thanks to all people that support the atari projects.
>>
>> Regards

4239. Re: MegaSTE: HD floppy.....

Newsgroup: comp.sys.atari.st
Date: 2004-08-04 11:19:09 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <ceqgia$t1l$1@news.freedom2surf.net>
Source record: 17783

"Rene Kint" <none@none.given> wrote in message
news:410ffa2c$0$365$e4fe514c@dreader4.news.xs4all.nl...
>
> Yep you are right. Typo.

OK you are good to go.

> > PC drives are set to drive 1 (B) instead of 0 (A). You will notice that
all
>
> My first reaction woud be: so what? I could access the drive by
> clicking on the icon of drive B:...or is there another problem
> preventing this to work without modifications?

No it wont work. I tried a long time ago, using the DS1 jumper as is, and
using a PC's twisted cable. You will get varying errors from no disk in
drive, to data corruption. Try it though if youve got spare time, and you
will see what I mean.

> I have a number of older drives in my studio, and will check them for
> jumpers or solder pads.

Youre bound to have something suitable.

> > Some people report problems, some don't. I put a newish FDD in my Falcon
> > last year and I have had no problems whatsoever. It is possible to still
get
> > Atari HD FDD's but because of the rarity you will likely get ripped off.
>
> I am not going to take that risk. Maybe if I ever run into one. But I
> guess that noone sells spare parts, only complete machines.

There are a few people that claim to have new or "refurb" Atari spec drives.
I believe Keychange is one of them.

> > The other thing to think about is the shape of the Bezel on the FDD.
> > Standard square PC drives may necessitate you modifying your case...
>
> Yes I already noticed that. But to be honest, I wont be using the
> floppy much as soon as I got my machine running with a network and
> ftp/drive sharing access. All real storage and file exchanging is
> planned to be done over my network straight to the RAID-1 Linux server
> in the basement I built with about 80 Euro's cash (yes I love running
> Linux). Maybe just to KNOW it works could be enough, so whenever I get
> into an emergency/non-boot/HD-less situation I can always revert to
> some floppy with drivers, etc. Even if it requires me to open the case.
> I did the same with my server. I used a CD-ROM from another machine to

> install Linux on it. Now it has no floppy, CDROM or other removable
> storage whatsoever. Until it breaks or has to be reinstalled.

You sound like my long lost brother. I did this too with my linux box.
Needed the Floppy, CD drive and the monitor for something else so I just
took them while leaving the machine running. I figured that as its up 24/7
and I don't ever reboot it, I can just do what I need to do remotely.

Coda.

4240. Re: CTLink Project

Newsgroup: comp.sys.atari.st
Date: 2004-08-04 11:37:40 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <ceqhl1teh1@news.freedom2surf.net>
Source record: 17785

"Frank Naumann" <fnaumann@cs.uni-magdeburg.de> wrote in message
news:Pine.NEB.4.60.0408040931300.3151@wh58-508.st.uni-magdeburg.de...
> Hello!
>
> > C is a great language for doing almost anything. The only problem is
that it
> > is not as good for device drivers when you have a specific number of
clock
> > cycles to play with.
>
> You are wrong here. C is also designed to write device drivers. Timing
> critical things are a question of the algorithm, not the language you use.
> E.g. if you have to wait 0.5 milliseconds it don't matter if you code this
> in C or asm. C is just much better to handle and easier to adapt and
> integrate. The FreeMiNT device driver framework include for example
> precise timing routines. Btw. I hope you are interested to support
> FreeMiNT as OS too.

No, im not talking about timing issues, im talking about CPU cycles IE how
much processor time you have. This isnt much of an issue on a CT60 equipped
falcon, but will be very important on a 16mhz 16bit 030, and more so on a
16mhz 68000. C adds varying amounts of extra baggage to code that otherwise
should be as small and as fast as possible.

Yes Freemint drivers are definately on the cards. I will be contacting the
Freemint team soon to discuss it.

> > C compilers vary greatly about how they optimise code.
> > I will be working from the Philips devkit sources mainly which are
written
> > in C++, but I will definately write the hardware driver in ASM, and as
much
> > of the USB stack as I can,
>
> That's bad to hear as this will limit the useability and portability. Not
> to speak of the maintenance that is much harder for asm :-)

The hardware driver is just the interface to the card itself not the whole
package like an XDD driver. This has to be small and tight. The USB stack
also needs to be quick, and whatever I can implement in ASM I will. The
framework of it may end up being C, but you will more than likely see a lot
of linked ASM modules, or inline 68K code. Maintenance is only significantly
harder with undocumented poorly structured ASM.
Portability to what? its not an issue as the package will be written to
cover all Atari platforms running a 680x0 CPU.

Coda.

4241. Re: MegaSTE: HD floppy.....

Newsgroup: comp.sys.atari.st
Date: 2004-08-04 13:09:27 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <4110e001$0$29423$626a14ce@news.free.fr>
Source record: 17786

The GAL is the -002, so it is the good one...
Just hope that PCB is not the first one that is buggued...

And don't forget to move the DIP SWITCH #6 under the HDD place, on the mb !
It will allow the High Density button to appear on the TOS 'FORMAT' menu !

Regards

Rene Kint wrote:
> Hello.
>
> As long as I am the only one in the world in need of hardware answers
> I keep on posting and I hope you all lurking will keep the answers
> coming ;-)
>
> I have checked the internals of my MegaSTE (which has a 720KB floppy
> drive). It has the C302096-001A AJAX chip fitted under the SCSI
> adapter, and the GAL is the C3019301-002, right beneath the power
> supply.
>
> The AJAX chip is good. But the GAL chip I don't know. Is it the right
> one?
>
> Now: how to move on? Can I just plug in a HD floppy drive? I guess
> not: on the net I read about 'detect pin' problems and even one note
> about having to plug the drive upside down (so the cable will have to
> be cut because the plug doesn't allow for upside-down fitting of
> course). But others say they have been succesful.
>
> Regards
>
> Ren�.

4242. Re: CTLink Project

Newsgroup: comp.sys.atari.st
Date: 2004-08-04 14:18:05 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <7f6Qc.1016$F6.194670@news.siol.net>
Source record: 17787

Rene Kint wrote:

> Does FreeMiNT run usable on a plain MegaSTE with 2 or 4MB? This is a
> 16MHz machine, mind you ;-) And how about a 8 MHz ST/STE?

Yes. Altough RAM may be an issue here.. If u use 1.14 kernel, naes and thing desktop in mono res, it gives u about 2mb of free ram (i have that on MST4). However, i dont know if new device drivers can work with 1.14., or if they can be force to work....

New kernels are more memory hungry....

Janez

4243. Re: CTLink Project

Newsgroup: comp.sys.atari.st
Date: 2004-08-04 15:47:56 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <cer0fcrup1@reader1.panix.com>
Source record: 17788

I have done some real time programming, not much, but some.

In the project I worked on, there was one short routine that read the clock, and read lists of routines. Every 10 ms, it ran all the programs on the 10 ms list. The same for 20 ms, 50 ms, 100 ms, up to two seconds. It has been about four years since I did this, and so I forget if 1 ms was one of the rates available. This was all done in C, on a Seimens chip.

At least this is the way automotive people do things. It may work on less complex systems.

Jim

Frank Naumann <fnaumann@cs.uni-magdeburg.de> writes:

: Hello!

: > C is a great language for doing almost anything. The only problem is that it
: > is not as good for device drivers when you have a specific number of clock
: > cycles to play with.

: You are wrong here. C is also designed to write device drivers. Timing
: critical things are a question of the algorithm, not the language you use.
: E.g. if you have to wait 0.5 milliseconds it don't matter if you code this
: in C or asm. C is just much better to handle and easier to adapt and
: integrate. The FreeMiNT device driver framework include for example
: precise timing routines. Btw. I hope you are interested to support
: FreeMiNT as OS too.

: > C compilers vary greatly about how they optimise code.
: > I will be working from the Philips devkit sources mainly which are written
: > in C++, but I will definately write the hardware driver in ASM, and as much
: > of the USB stack as I can,

: That's bad to hear as this will limit the useability and portability. Not
: to speak of the maintenance that is much harder for asm :-)

: Regards,
: Frank

: --
: ATARI FALCON 060 // MILAN 060
: --
: http://www.cs.uni-magdeburg.de/~fnaumann/
: e-Mail: fnaumann@freemint.de

--
--

```
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.
```

4244. Re: CTLink Project

Newsgroup: comp.sys.atari.st
Date: 2004-08-04 16:05:51 UTC
From: Rene Kint <none@none.given>
Message-ID: <4111095f$0$123$e4fe514c@dreader8.news.xs4all.nl>
Source record: 17789

On 2004-08-04 16:18:05 +0200, Janez Valant <swe@atari.org> said:
>> Does FreeMiNT run usable on a plain MegaSTE with 2 or 4MB? This is a
>> 16MHz machine, mind you ;-) And how about a 8 MHz ST/STE?
>
> New kernels are more memory hungry....

OK, so it's time to ask Frank, who is here somewhere :-)

Sad to hear the newer kernels are memory hungry, that would mean the
original machines would become obsolete in the long run....maybe Frank
can comment on his ideas about the future of the kernel.

Regards,

Renï¿½

4245. Re: CTLink Project

Newsgroup: comp.sys.atari.st
Date: 2004-08-04 16:28:03 UTC
From: Rene Kint <none@none.given>
Message-ID: <41110e93$0$57559$e4fe514c@dreader9.news.xs4all.nl>
Source record: 17790

On 2004-08-04 13:18:44 +0200, "Rodolphe Czuba"
<rod-yenamarreduspam-olphe.czuba@free.fr> said:

>
>> - Will the drivers work on a MegaSTE as well?
>
> SURE.
> That's the work to be done !

Great.

>
>> - Will it support external disk drives?
>
> ????? what is it ?

A disk drive connected through the USB port.
>>
>> - Will there still be room for another VME extension (for example, a
>> graphics card)..?
>
> If you explain me how I can do that ....:-((

I can not imagine ME explaining anything about this to YOU :-)))

I thought that it was a VME-BUS, and in university I was tought that a
bus can be coupled / chained...

Regards,

Renï¿½

4246. Re: CTLink Project

Newsgroup: comp.sys.atari.st
Date: 2004-08-04 17:19:34 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <hV8Qc.1018$F6.195646@news.siol.net>
Source record: 17791

Rene Kint wrote:

> OK, so it's time to ask Frank, who is here somewhere :-)
>
> Sad to hear the newer kernels are memory hungry, that would mean the
> original machines would become obsolete in the long run....

Well maybe term "memory hungry" is not proper one.. New kernels don't just eat more RAM, they also introduce new things... I know older systems like ST, with 4mb only, will be/are unable to run newer kernels, but its sadly price of progress. Even so, MiNT requirements are pretty small.. U can still use Magic for example, it perform great on lowspecs machines and with MagicNET some of MiNT/Unix drivers should run i guess?

Janez

4247. Re: CTLink Project

Newsgroup: comp.sys.atari.st
Date: 2004-08-04 19:55:48 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.08.04.19.55.48.319244@nosspamatari-source.com>
Source record: 17792

On Wed, 04 Aug 2004 19:19:34 +0200, Janez Valant wrote:

> Rene Kint wrote:
>
>
>> OK, so it's time to ask Frank, who is here somewhere :-)
>>
>> Sad to hear the newer kernels are memory hungry, that would mean the
>> original machines would become obsolete in the long run....
>
> Well maybe term "memory hungry" is not proper one.. New kernels don't just
> eat more RAM, they also introduce new things... I know older systems like
> ST, with 4mb only, will be/are unable to run newer kernels, but its sadly
> price of progress. Even so, MiNT requirements are pretty small.. U can
> still use Magic for example, it perform great on lowspecs machines and with
> MagicNET some of MiNT/Unix drivers should run i guess?
>
> Janez

I use the exact same ne2k driver under MiNT and MagiC through MagiCNet.
MagiCNet is truly great.

Thanks,
Mark

4248. Re: MegaSTE: HD floppy.....

Newsgroup: comp.sys.atari.st
Date: 2004-08-04 19:56:28 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10h2friqc5rup17@corp.supernews.com>
Source record: 17793

"Rene Kint" <none@none.given> wrote in message
news:41109dd2$0$30030$e4fe514c@dreader13.news.xs4all.nl...
> On 2004-08-04 06:04:41 +0200, "Tim" <tjlazer@CRAPmail.com> said:
>
> > I have a TT030 and replaced my 720k drive recently with a Epson SMD-300
> > (340) 1.44m drive, which is a direct drop in replacement, I set it to
DS0
> > and all was good. Works perferctly, no problems at all. I believe the
>
> Is this Epson a common model? Or will I have to shop around much for used
ones?

> PS: Do you mean that as a drop-in replacement you didn't even have to
> change the bezel?
>
>
Yes you do not need to change the case! Fits perfectly!!! All I have to do
is swap the plastic face and eject button, and it fit perfectly.

These drives are fairly common in late 90's PCs here in the USA. I actually
have a spare. It is actually the EXACT same drive that the Falcon030 uses.
Face and everything. But for the TT/MegaSTE the face needs to be swapped
from your 720k drive.

Tim

4249. Re: MegaSTE: HD floppy.....

Newsgroup: comp.sys.atari.st
Date: 2004-08-04 19:59:55 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10h2g214t3i7jda@corp.supernews.com>
Source record: 17794

Look there is on in the UK for bid now.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=38597&item=8122347952&rd=1&ssPageName=WDVW

Tim

4250. Re: CTLink Project

Newsgroup: comp.sys.atari.st
Date: 2004-08-04 20:05:26 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <41114180$0$29432$626a14ce@news.free.fr>
Source record: 17795

Rene Kint wrote:
> On 2004-08-04 13:18:44 +0200, "Rodolphe Czuba"
> <rod-yenamarreduspam-olphe.czuba@free.fr> said:
>
>>
>>> - Will the drivers work on a MegaSTE as well?
>>
>> SURE.
>> That's the work to be done !
>
> Great.
>
>>
>>> - Will it support external disk drives?
>>
>> ????? what is it ?
>
> A disk drive connected through the USB port.

That's a pure software question !! Not for me !

>>>
>>> - Will there still be room for another VME extension (for example, a
>>> graphics card)..?
>>
>> If you explain me how I can do that ....:-((
>
> I can not imagine ME explaining anything about this to YOU :-)))

There is only ONE VME slot...soure we can do an adaptor that will bring the
2 boards out of the MSTE ...
Not nice...

> I thought that it was a VME-BUS, and in university I was tought that a
> bus can be coupled / chained...

Yes, it is a physical problem...
Not electrical...

If I design a PCB that measures 160*100 mm (VME) + 160*100 out of the MSTE
with CTLink features on it and a connector to allow to plug a n other VME
card on the second VME connectors this expansion...this will be like a
monster and it will cost more because of the PCB area...
No really good solution....

> Regards,
>
> Ren&#65533;

4251. Re: CTLink Project

Newsgroup: comp.sys.atari.st
Date: 2004-08-04 20:05:43 UTC
From: vdjole@EUnet.yu
Message-ID: <cerfilrce1@news.eunet.yu>
Source record: 17796

On 4 Aug 2004 10:23:42 +, Rene Kint wrote:

>Does FreeMiNT run usable on a plain MegaSTE with 2 or 4MB? This is a
>16MHz machine, mind you ;-) And how about a 8 MHz ST/STE?
>
>I remember running very early MiNT versions (from Eric Smith directly
>back then),

It runs (you will really need 4MB in order to run it) but is not really usable. Any kernel later than about 1.15.0 would be probably too large. And it is very slow. For a 8/16Mhz machine like this, other multitasking options like Magic or Geneva are probably more suitable (i.e. faster).

cu;

4252. Re: CTLink Project

Newsgroup: comp.sys.atari.st
Date: 2004-08-05 05:21:11 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.60.0408050714030.3151@wh58-508.st.uni-magdeburg.de>
Source record: 17797

Hello!

> Does FreeMiNT run usable on a plain MegaSTE with 2 or 4MB? This is a 16MHz
> machine, mind you ;-) And how about a 8 MHz ST/STE?

Except RAM I think it perform well.

> I remember running very early MiNT versions (from Eric Smith directly back
> then), and they were slow, especially when UI stuff was involved (it was very
> difficult to run a GUI application at all back then as AES (is that the
> correct one..?) was not multitasking..

I don't know what you mean here. MiNT doesn't included an AES (this is
the graphical user interface). The Multitos distribution from ATARI Corp.
included AES 4.1 (which was very slow and still effect the oppinion
about the MiNT kernel). Today FreeMiNT include XaAES as multitasking AES.

Regards,
Frank

--
ATARI FALCON 060 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4253. Re: CTLink Project

Newsgroup: comp.sys.atari.st
Date: 2004-08-05 05:24:42 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.60.0408050721490.3151@wh58-508.st.uni-magdeburg.de>
Source record: 17798

Hello!

> No, im not talking about timing issues, im talking about CPU cycles IE how
> much processor time you have.

The processor is fixed, it don't have different times. So the processor
time is always the same on the same machine.

> Yes Freemint drivers are definately on the cards. I will be contacting the
> Freemint team soon to discuss it.

Ok, I'll wait for your e-mail ...

Regards,
Frank

--
ATARI FALCON 060 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4254. Re: CTLink Project

Newsgroup: comp.sys.atari.st
Date: 2004-08-05 05:29:46 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.60.0408050725320.3151@wh58-508.st.uni-magdeburg.de>
Source record: 17649

Hello!

> OK, so it's time to ask Frank, who is here somewhere :-)
>
> Sad to hear the newer kernels are memory hungry, that would mean the original
> machines would become obsolete in the long run....maybe Frank can comment on
> his ideas about the future of the kernel.

I don't know what to answer now. In general there are two
options: developing the kernel forward, making it better, cleaner more
configurable and more powerful or going back to TOS.

Regards,
Frank

--
ATARI FALCON 060 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4255. Re: NBA JAM TE FOR JAGUAR RARE

Newsgroup: comp.sys.atari.st
Date: 2004-08-05 05:55:08 UTC
From: nick@1632systems.co.uk
Message-ID: <cesi3t$oa7$1@thorium.cix.co.uk>
Source record: 17651

yeah right!! extremely rare!! (grin)

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

4256. Re: CTLink Project

Newsgroup: comp.sys.atari.st
Date: 2004-08-05 06:02:40 UTC
From: Rene Kint <none@none.given>
Message-ID: <4111cd80$0$27843$e4fe514c@dreader5.news.xs4all.nl>
Source record: 17650

On 2004-08-05 07:29:46 +0200, Frank Naumann
<fnaumann@cs.uni-magdeburg.de> said:

>> Sad to hear the newer kernels are memory hungry, that would mean the
>> original machines would become obsolete in the long run....maybe Frank
>> can comment on his ideas about the future of the kernel.
>
> I don't know what to answer now. In general there are two options:
> developing the kernel forward, making it better, cleaner more
> configurable and more powerful or going back to TOS.

Nice answer, Frank :-)

Dows MiNT use loadable kernel modules, like Linux does? In that case, a
cleaner kernel with better/modern features could be configured in how
much emory it ' eats'. That is what I was heading for.

Regards,

Renï¿½

4257. Re: CTLink Project

Newsgroup: comp.sys.atari.st
Date: 2004-08-05 08:15:37 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <cesqb9vgi1@orkan.itea.ntnu.no>
Source record: 17652

gfa <lp@mint.org> wrote:

> That is true of the full vme spec. This is the Atari slant on the VME spec.
> I have the vme docs from atari, states chaining is not supported.
> Unless someone can hack it to work I'd say one VME card is the limit on the
> bus.

I have seen a TT with both a network card and a graphics card connected
to the VME-bus at the same time (and yes - both works ;-). So it's
obviously possible in some cases.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4258. Re: Mega STE after all these years (Was Re: SSH client?)

Newsgroup: comp.sys.atari.st
Date: 2004-08-05 12:52:45 UTC
From: Rene Kint <none@none.given>
Message-ID: <41122d9d$0$48301$e4fe514c@dreader7.news.xs4all.nl>
Source record: 17653

On 2004-08-03 16:29:25 +0200, Mark D <mducksub@nosspamatari-source.com> said:

>> Just curious: is there still a machine actually being produced? I see
>> Milan c.s. on the Net but their sites are outdated....got the feeling I
>> am surfing around a ghost town....?
>>
>
> In some respects you are. There's a coldfire project underway that looks
> VERY promising. We'll have 300MHz or so Atari's. Another effort is
> called Aranym which runs Atari stuff very very fast on PC hardware, that's
> very mature and runs great. I use it to do atari development at work.
> And lastly if you have a Falcon, the CT60 is a great upgrade. I don't
> know if one can still be purchased from czuba-tech. Aside from that,
> Milan and Hades are dead ducks - but still work great say their owners.

Well, in some respects it doesn't matter if a company that produces
hardware is 'dead' or a project is not supported anymore. If that
would matter we wouldn't be running Atari's would we ;-) So I think
Hades and Milan owners wil be very satisfied with their machines, and
that would not change very soon.

The Coldfire project I have been diving into a few days ago. The
project site(s) even have photo's of developer meetings (I finally got
to see the faces of some guys I see the nemaes of all the time ;-);
yet, the only real signs of life are the logs on acp.atari.org.

I really hope this project will succeed. I wish I could be of any help,
but unfortunately I don't think so (except for giving them my absolute
blessings and moral support ;-).

About ARANYM: I run it on my iMac. I have mixed feelings about this. It
gives a good opportunity to run the TOS stuff very comfortably, running
AFROS I have FreeMiNT and all goodies, a big screen with a lot of
colors, etc. But the Atari (and clones) line is not only about running
TOS stuff; it is a computing experience. TOS was not better than the
MacOSX I am typing this on; it is the computing experience as a whole
that compelled me to pick up my Atari stuff again. Including hardware,
it is like 'alternative computing' . And I like that. With all the ins
and outs of it.

Coldfire would fill this in perfectly for the next few years.

Regards,

Renï¿½

4259. Re: MegaSTE: HD floppy.....

Newsgroup: comp.sys.atari.st
Date: 2004-08-05 12:54:11 UTC
From: Rene Kint <none@none.given>
Message-ID: <41122df3$0$48301$e4fe514c@dreader7.news.xs4all.nl>
Source record: 17654

On 2004-08-04 21:59:55 +0200, "Tim" <tjlazer@CRAPmail.com> said:

> Look there is on in the UK for bid now.
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=38597&item=8122347952&rd=1&ssPage
Name=WDVW

Tim

Actually,
>
>
> Tim

Actually, I just found one on sale (on the net) from someone who lives
just 10km from here. I am going to pick it up tonight.

Regards,

Renï¿½

4260. Re: CTLink Project

Newsgroup: comp.sys.atari.st
Date: 2004-08-05 13:01:09 UTC
From: Rene Kint <none@none.given>
Message-ID: <41122f95$0$48301$e4fe514c@dreader7.news.xs4all.nl>
Source record: 17655

On 2004-08-05 07:21:11 +0200, Frank Naumann
<fnaumann@cs.uni-magdeburg.de> said:

>> I remember running very early MiNT versions (from Eric Smith directly
>> back then), and they were slow, especially when UI stuff was involved
>> (it was very difficult to run a GUI application at all back then as AES
>> (is that the correct one..?) was not multitasking..
>
> I don't know what you mean here. MiNT doesn't included an AES (this is
> the graphical user interface). The Multitos distribution from ATARI
> Corp. included AES 4.1 (which was very slow and still effect the
> oppinion about the MiNT kernel). Today FreeMiNT include XaAES as
> multitasking AES.

I remember running MiNT on a regular TOS box, with virtual consoles (in
windows) that I could call from a DA. MiNT itself didn't include an
AES. But hey, this was 1988 or so. Somewhere in between my mid-term and
long-term memory:-) I still have the floppies somewhere.

MiNT as a kernel was OK. At least even on a 8MHz machine I could still
multitask. However, back then very few programs exist that were ported
to MiNT.

I run ARANYM here sometimes, with FreeMiNT and XaAES and it runs perfectly.

Refards,

Renï¿½

4261. Re: CTLink Project

Newsgroup: comp.sys.atari.st
Date: 2004-08-05 14:55:21 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.NEB.4.60.0408051653420.3151@wh58-508.st.uni-magdeburg.de>
Source record: 17656

Hello!

> Dows MiNT use loadable kernel modules, like Linux does?

Yes, since a long time now. Lot of things are modules like extended
filesystem drivers, the TCP/IP stack and so on. If you don't need it you
don't need to load it.

Regards,
Frank

--
ATARI FALCON 060 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4262. Re: CTLink Project

Newsgroup: comp.sys.atari.st
Date: 2004-08-05 20:22:42 UTC
From: Jean-Luc <wd.wd@wd.com>
Message-ID: <05082004222514i2C0015BA8MC0A80004@wanadoo.fr>
Source record: 17657

Jo Even Skarstein <joska@nvg.ntnu.no> a écrit dans le message :
cesqb9vgi1@orkan.itea.ntnu.no

> gfa <lp@mint.org> wrote:
>
> > That is true of the full vme spec. This is the Atari slant on the
> VME spec.
> > I have the vme docs from atari, states chaining is not supported.
> > Unless someone can hack it to work I'd say one VME card is the limit
> on the
> > bus.
>
> I have seen a TT with both a network card and a graphics card connected
> to the VME-bus at the same time (and yes - both works ;-). So it's
> obviously possible in some cases.
>
Hello,

The "Galaxy", from M. Becroft ?
Alas! this hardware has turned to abandonware :-(
However, what about a kind of "supervidel" for VME bus, including
Ethernet and USB as well ? Wouldn't it be nice ?

J.-Luc

4263. My MegaSTE progress report :-)

Newsgroup: comp.sys.atari.st
Date: 2004-08-05 20:34:53 UTC
From: Rene Kint <none@none.given>
Message-ID: <411299ee$0$57552$e4fe514c@dreader9.news.xs4all.nl>
Source record: 17658

Hello.

I keep documenting my progress here (and if it leads to intelligent discussions from the real connaisseurs, I think that's a blessing :-), amongst others with my floppy, memory, SCSI drive, ethernet, OS and other issues.

FLOPPY
Tonight I went out to someone who had put an Epson SMD-300/340 up for sale on his personal website. Originally he asked EUR 7,-, but after some nice chatting with a coffee he asked EUR 5 :-).

The Epson SMD-300/340 is a drop-in replacement (as already told here by Jim, airc) for the DD drive of the MegaSTE, wich is a Epson SMD-380. Yes, it fits perfectly, after some bending even the rectangular drive LED fits. The SMD-300 has more jumpers on it than the SMD-380, but I decided to let them just be there; I only switched the DS1 to DS0. (Later I have pulled those extra jumpers, but then read errors on HD disks apeared).

The drive didn't work. The LED was on continuously and the Atari reported Drive A: was not responding. However, turning the floppy flat cable upsode down solved this problem.

So it read HD disks perfectly now. But I also want the MegaSTE to format the floppy with 1.44MB. Somebody here said I should switch dipswitch #6 (front right on the motherboard). So I did. Still, TOS doesn't give me a HD choice in the FORMAT menu. Anything else I forgot?

MEMORY
I bought 4x1MB 80ns SIMMS on eBay from a guy in Germany (for EUR 1,99 + 5EUR shipping). He will send them to me around 15. August. More around that time.

OS
I will give SpareMiNT a try these days. First I will have to fit a floppy into a PC to download the stuff and put it on disks. Hey, I must not forget to buy a box of diskettes...:-) I have experience with RPM on Linux, so the SpareMiNT approach seems just right to me! Remember, this is a 2MB machine, but I'm going to give it a spin anyway.

Renï¿½

4264. Re: My MegaSTE progress report :-)

Newsgroup: comp.sys.atari.st
Date: 2004-08-05 20:46:26 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.08.05.20.46.22.996559@nosspamatari-source.com>
Source record: 17660

On Thu, 05 Aug 2004 22:34:53 +0200, Rene Kint wrote:

> Hello.
>
> I keep documenting my progress here (and if it leads to intelligent
> discussions from the real connaisseurs, I think that's a blessing :-),
> amongst others with my floppy, memory, SCSI drive, ethernet, OS and
> other issues.
>
> FLOPPY
> Tonight I went out to someone who had put an Epson SMD-300/340 up for
> sale on his personal website. Originally he asked EUR 7,-, but after
> some nice chatting with a coffee he asked EUR 5 :-).
>
> The Epson SMD-300/340 is a drop-in replacement (as already told here by
> Jim, airc) for the DD drive of the MegaSTE, wich is a Epson SMD-380.
> Yes, it fits perfectly, after some bending even the rectangular drive
> LED fits. The SMD-300 has more jumpers on it than the SMD-380, but I
> decided to let them just be there; I only switched the DS1 to DS0.
> (Later I have pulled those extra jumpers, but then read errors on HD
> disks apeared).
>
> The drive didn't work. The LED was on continuously and the Atari
> reported Drive A: was not responding. However, turning the floppy flat
> cable upsode down solved this problem.
>
> So it read HD disks perfectly now. But I also want the MegaSTE to
> format the floppy with 1.44MB. Somebody here said I should switch
> dipswitch #6 (front right on the motherboard). So I did. Still, TOS
> doesn't give me a HD choice in the FORMAT menu. Anything else I forgot?
>
> MEMORY
> I bought 4x1MB 80ns SIMMS on eBay from a guy in Germany (for EUR 1,99 +
> 5EUR shipping). He will send them to me around 15. August. More around
> that time.
>
> OS
> I will give SpareMiNT a try these days. First I will have to fit a
> floppy into a PC to download the stuff and put it on disks. Hey, I must
> not forget to buy a box of diskettes...:-) I have experience with RPM
> on Linux, so the SpareMiNT approach seems just right to me! Remember,
> this is a 2MB machine, but I'm going to give it a spin anyway.
>
> Reni¿½

Sparemint might be a tough run on a 4meg machine, but by all means,
purchase an EtherNEC from http://hardware.atari.org. They run perfectly.

Mark
http://portal.atari-source.com

4265. Re: CTLink Project

Newsgroup: comp.sys.atari.st
Date: 2004-08-05 20:46:48 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <ceu66j$3i5$1@news.freedom2surf.net>
Source record: 17659

"gfa" <lp@mint.org> wrote in message news:BD380A42.7F78%lp@mint.org...
> in article cesqb9vgi1@orkan.itea.ntnu.no, Jo Even Skarstein wrote on
> 8/5/04 4:15 AM:
>
> > I have seen a TT with both a network card and a graphics card connected
> > to the VME-bus at the same time (and yes - both works ;-). So it's
> > obviously possible in some cases.
>
> I reread the doc, it seems to "elude" to one card only but I suppose one
> could wire up their own termination to make it work. Interesting indeed.
>

Lonny,

Looking at the TT schematics there are indeed some termination resistors on the motherboard. It's possible that these would need to be removed. I have seen VME terminator boards before, and in fact there are some on evilbay at the moment. Perhaps it is possible to extend the TT's Bus into a VME backplane in an external rack?

Coda.

4266. Re: CTLink Project

Newsgroup: comp.sys.atari.st
Date: 2004-08-05 20:48:27 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.08.05.20.48.27.285843@nosspamatari-source.com>
Source record: 17661

On Thu, 05 Aug 2004 22:22:42 +0200, Jean-Luc wrote:

> Jo Even Skarstein <joska@nvg.ntnu.no> a ï¿½crit dans le message :
> cesqb9vgi1@orkan.itea.ntnu.no
>
>> gfa <lp@mint.org> wrote:
>>
>> > That is true of the full vme spec. This is the Atari slant on the
>> VME spec.
>> > I have the vme docs from atari, states chaining is not supported.
>> > Unless someone can hack it to work I'd say one VME card is the limit
>> on the
>> > bus.
>>
>> I have seen a TT with both a network card and a graphics card connected
>> to the VME-bus at the same time (and yes - both works ;-). So it's
>> obviously possible in some cases.
>>
> Hello,
>
> The "Galaxy", from M. Becroft ?
> Alas! this hardware has turned to abandonware :-(
> However, what about a kind of "supervidel" for VME bus, including
> Ethernet and USB as well ? Wouldn't it be nice ?
>
> J.-Luc

I suppose this would require some bastardized implementation of TOS 4.04 and in addition would require simulating a videl on a machine that didn't originally come with a videl. This seems like it could be a HUGE amount of work. Alternatively you could make a supervidel vme card and have a drier that forces the system to recognize it just like any other gfx cards, but then falcon software that natively uses videl xbios calls may not work properly?

It's an interesting concept. Can Falcon hardware be backported?

Mark
http://portal.atari-source.com

4267. Re: My MegaSTE progress report :-)

Newsgroup: comp.sys.atari.st
Date: 2004-08-05 20:52:06 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.08.05.20.52.06.173871@nosspamatari-source.com>
Source record: 17662

On Thu, 05 Aug 2004 22:34:53 +0200, Rene Kint wrote:
> MEMORY
> I bought 4x1MB 80ns SIMMS on eBay from a guy in Germany (for EUR 1,99 +
> 5EUR shipping). He will send them to me around 15. August. More around
> that time.
>
> OS
> I will give SpareMiNT a try these days. First I will have to fit a
> floppy into a PC to download the stuff and put it on disks. Hey, I must
> not forget to buy a box of diskettes...:-) I have experience with RPM
> on Linux, so the SpareMiNT approach seems just right to me! Remember,
> this is a 2MB machine, but I'm going to give it a spin anyway.
>
> Renï¿½

You also might want to check this site out:

http://stlabs.free.fr This looks very cool! and is promising. A final solution to get a proper amount of ram into your mega ste. With 16 megs of ram and a good video card, MiNT + n.aes should run pretty well. Sure web browsing won't be too fast, but it's a nice atari system nonetheless.

Mark
http://portal.atari-source.com

4268. Re: CTLink Project

Newsgroup: comp.sys.atari.st
Date: 2004-08-05 22:00:49 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <ceuamh$lm2$1@orkan.itea.ntnu.no>
Source record: 17663

Coda <info@janthomas.f2s.nospam.com> wrote:

> Looking at the TT schematics there are indeed some termination resistors on
> the motherboard. It's possible that these would need to be removed. I have

The one I saw had two VME-ports. This was made possibly by simply
daisy-chaining a second VME-port (from another TT) to the original. No
other modifications IIRC. However, there were limitations, something about
adress-space IIRC. I can't remember the details.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4269. ADV: FREE Atari Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2004-08-05 22:22:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0408051519310.18890-100000@onyx.spiritone.com>
Source record: 17664
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

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4270. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-08-05 22:25:01 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0408051522250.18890-100000@onyx.spiritone.com>
Source record: 17666
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters! Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari 2600/7800 & Jaguar Games plus Classic 8 Bit and ST Games / Software, Hardware & Books. Ben's FREE Catalogs at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 2600/7800, Jaguar, 8 Bit or ST or all! Or Call anytime at (503)256-9974

4271. ADV: Atari E-Mail / Postal Mail List!

Newsgroup: comp.sys.atari.st
Date: 2004-08-05 22:27:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0408051525150.18890-100000@onyx.spiritone.com>
Source record: 17665
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Portland Atari Club for those local to Portland, Oregon USA! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm Atari Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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4272. Re: My MegaSTE progress report :-)

Newsgroup: comp.sys.atari.st
Date: 2004-08-05 23:44:28 UTC
From: "Steve Sweet"
Message-ID: <ceugor$79m$1@sparta.btinternet.com>
Source record: 17667

Hi There

> So it read HD disks perfectly now. But I also want the MegaSTE to
> format the floppy with 1.44MB. Somebody here said I should switch
> dipswitch #6 (front right on the motherboard). So I did. Still, TOS
> doesn't give me a HD choice in the FORMAT menu. Anything else I forgot?

Reboot?

--

Regards, Steve S.

4273. Re: My MegaSTE progress report :-)

Newsgroup: comp.sys.atari.st
Date: 2004-08-06 00:59:38 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10h5m00uppgpc8@corp.supernews.com>
Source record: 17668

On the TT it's Dip #7 to allow format option in GEM.

Tim

4274. Re: NBA JAM TE FOR JAGUAR RARE

Newsgroup: comp.sys.atari.st
Date: 2004-08-06 03:01:06 UTC
From: oes <oes@deja.com>
Message-ID: <SvCQc.34011$DZ.4039189@twister.tampabay.rr.com>
Source record: 17669

<nick@1632systems.co.uk> wrote in message
news:cesi3t$oa7$1@thorium.cix.co.uk...
> yeah right!! extremely rare!! (grin)
>

Extremely rare on the ST!

4275. Re: My MegaSTE progress report :-)

Newsgroup: comp.sys.atari.st
Date: 2004-08-06 11:34:14 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cevq6g$j1r$1@news.freedom2surf.net>
Source record: 17670

"Tim" <tjlazer@CRAPmail.com> wrote in message
news:10h5m00uppgpc8@corp.supernews.com...
> On the TT it's Dip #7 to allow format option in GEM.
>

I think its also #7 on the MSTe.

Coda

4276. FS: Atari SLM605 laser printer - FREE

Newsgroup: comp.sys.atari.st
Date: 2004-08-06 13:07:44 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <AoLQc.179940$OB3.19544@bgtnsc05-news.ops.worldnet.att.net>
Source record: 17671

Atari SLM605 laser printer - only 2480 prints made, but paper pickup mechanism isn't working. If you think you can fix it, you can have it for FREE if you can pick it up in Asheville, NC. If you want it shipped, allow $50 for packing and shipping. Reply by email to:

s.winick@worldnet.att.net

Sheldon

4277. Re: My MegaSTE progress report :-)

Newsgroup: comp.sys.atari.st
Date: 2004-08-06 13:31:11 UTC
From: Rene Kint <none@none.given>
Message-ID: <4113881f$0$30780$e4fe514c@dreader16.news.xs4all.nl>
Source record: 17672

On 2004-08-06 13:34:14 +0200, "Coda" <info@janthomas.f2s.nospam.com> said:

> "Tim" <tjlazer@CRAPmail.com> wrote in message
> news:10h5m00uppgpc8@corp.supernews.com...
>> On the TT it's Dip #7 to allow format option in GEM.
>>
>
> I think its also #7 on the MSTe.
>
> Coda

Yes, it is.

Confirmed and tested just a few hours ago :-)

Reni¿½

4278. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2004-08-06 18:10:50 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <4113d7f63da9580@telenet.be>
Source record: 17673
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/zvlight.lzh
(310.449 bytes) Little plugin based image viewer.
Needs a 68020 or better, a FPU and a VDI with EdDI (NVDI 2.5+, NovaVDI, fVDI).
Supports gif, img and jpg

**internet**
ftp://chapelie.rma.ac.be/atari/internet/mymail-171.zip
(1.275.625 bytes) Nice GEM based mail client for STik, STing, Gluestik

**mathematics**
ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka408.zip
(849.057 bytes) 2D Graph Describer, 3D Modeller. Complete version.
To use Eureka to its full extend one need tiny045.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka408-020.zip
(858.180 bytes) 68020 version.
To use Eureka to its full extend one need tiny045.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka408-fpu.zip
(811.564 bytes) fpu version. To use Eureka to its full extend one need tiny045.zip

ftp://chapelie.rma.ac.be/atari/mathematics/eureka/eurka408-lite.zip
(233.433 bytes) light version which can run on ST with 780 kb floppy drive

**programming**
ftp://chapelie.rma.ac.be/atari/programming/windom-1.21.1.zip
(2.499.872 bytes) Windom is a tool for GEM programming.
It allows you to easily handle windows and many other GEM features.
```

ftp://chapelie.rma.ac.be/atari/programming/Gemlib/gemlib-0.43.2-doc.tgz
(253.014 bytes) Documentation (html) of Gemlib

ftp://chapelie.rma.ac.be/atari/programming/Gemlib/gemlib-0.43.2-gcc.zip
(100.305 bytes) lib for gcc 2.95

ftp://chapelie.rma.ac.be/atari/programming/Gemlib/gemlib-0.43.2-gcc281.zip
(97.477 bytes) Lib for gcc 2.81

ftp://chapelie.rma.ac.be/atari/programming/Gemlib/gemlib-0.43.2-purec.zip
(49.779 bytes) Lib for Pure C

ftp://chapelie.rma.ac.be/atari/programming/Gemlib/gemlib-0.43.2-sozobonx.zip
(58.658 bytes) Lib for Sozobonx

ftp://chapelie.rma.ac.be/atari/programming/Gemlib/gemlib-0.43.2-src.tgz
(313.263 bytes) Sources

Have fun,
Martin

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4279. VME graphics card wanted.

Newsgroup: comp.sys.atari.st
Date: 2004-08-06 19:19:12 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00106d77@fmlynet.org>
Source record: 17674

FamilyNet Newsgate

Got a Albiet card. That is a 16 color card in TT High. Let me know if that
will work for you. :)

Doctor Clu

> From: "Coda" <info@janthomas.f2s.nospam.com>

> Hi all.

> Just got myself a TT. Anyone have a VME gfx card they are willing to part
> with? I don't really care which one as long as drivers are available, its
> fairly stable and its not toooo expensive. If it would work in a MegaSTe
> too, that would be a bonus.

> regards,
> Coda.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4280. Re: VME graphics card wanted.

Newsgroup: comp.sys.atari.st
Date: 2004-08-07 07:15:25 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <Xk%Qc.1094$F6.216293@news.siol.net>
Source record: 17675

Greg Goodwin wrote:

> FamilyNet Newsgate
>
> Got a Albiet card. That is a 16 color card in TT High. Let me know if
> that
> will work for you. :)

I guess u mean AlberTT card? In that case, u have updated drivers on our pages (yescrew.atari.org) in products section.

Janez

4281. Re: CTLink Project

Newsgroup: comp.sys.atari.st
Date: 2004-08-07 08:45:58 UTC
From: Michael Schwingen <news-1082710295@discworld.dascon.de>
Message-ID: <2njj66F1int0U1@uni-berlin.de>
Source record: 17676

In article <BD380A42.7F78%lp@mint.org>, gfa <lp@mint.org> wrote:
>
>I reread the doc, it seems to "elude" to one card only but I suppose one
>could wire up their own termination to make it work. Interesting indeed.

IIRC, the chips used to drive the bus in the MSTE/TT are not fully VME
compliant, ie. they do not have enough drive power to support a full
VME-compliant termination, so by adding a real termination, you may make
things worse.

However, if you keep the whole bus short and capacitive loading low, you may
well get two cards working by just paralleling them as is.

cu
Michael
--
When life hands you lemons, ask for a bottle of tequila and salt.

4282. Atari Online News, Etc. #06-32

Newsgroup: comp.sys.atari.st
Date: 2004-08-07 13:23:33 UTC
From: danap8@aol.comno-spam
Message-ID: <20040807092333.04802.00001038@mb-m12.aol.com>
Source record: 17677

A-ONE #0632 08/06/04

~ P2Ps Given Warning! ~ People Are Talking! ~ CTLink Project!
~ New MyDoom Variant! ~ Finnish Web Addicts! ~ Spyware Is Growing!
~ Doom 3 On Shelves Now! ~ Lycos Sold to Terra! ~ Bloomba E-Mail!
~ Hospitals Move To EMR! ~ Gates Wants Nintendo?! ~ Can-Spam Is Flop!

-* CGE 2004 Celebrity Line-Up! *-
-* Mozilla Makes Preemptive Bug Strike *-
-* Online Scams Posing As Kerry Fund-Raisers! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/_0_/ _0_/\
-| o o |- E-mail subscription: dpj(at)atarinews.org
/ _____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org

4283. Re: Atari SLM605 laser printer - FREE

Newsgroup: comp.sys.atari.st
Date: 2004-08-07 20:15:27 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <zLaRc.405295$Gx4.84975@bgtnsc04-news.ops.worldnet.att.net>
Source record: 17678

I have a committment for the laser printer. Thanks to those who responded
to my post.

Sheldon

"Sheldon H. Winick" <s.winick@worldnet.att.net> wrote in message
news:AoLQc.179940$OB3.19544@bgtnsc05-news.ops.worldnet.att.net...
> Atari SLM605 laser printer - only 2480 prints made, but paper pickup
> mechanism isn't working. If you think you can fix it, you can have it for
> FREE if you can pick it up in Asheville, NC. If you want it shipped,
allow
> $50 for packing and shipping. Reply by email to:
>
> s.winick@worldnet.att.net
>
> Sheldon
>
>

4284. Re: Wanted Mega STE - TT030 - Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-08-07 22:26:25 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cf3kuj$ot1$1@news.freedom2surf.net>
Source record: 17680

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:pan.2004.08.08.10.13.44.167408@darkforce.ky.org...

> Anyone got some good sources for hardware? And along those lines, are any

Someone may have kit here for sale, but it doesnt turn up very often. You need to hang around here and the other atari forums, post some requests and see who's got what for sale, oh and keep an eye on ebay. Youre unlikely to get what you want very quickly though, but I guess that'll be fine by you ;-)

> of the hi-powered clones that were (merely) rumors when I kinda bowed
> out of the Atari scene up and available now? I hit google but came back
> with somewhat mixed results.

Depends when you left the scene. Milan's came and went, so did the Hades. These are extremely difficult to get now, though you can get a 68060 card for the Falcon called the CT60 from www.czuba-tech.com but the last run may have sold out by now. If you want a the quickest ATARI that will run the majority of existing software, the CT60-Falcon is your best bet.

There is work going on at http://acp.atari.org to build a new clone based on the Motorola Coldfire.

Coda

4285. Re: Wanted Mega STE - TT030 - Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-08-08 01:54:02 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10hb1tpn7445bb8@corp.supernews.com>
Source record: 17681

Yeah I even see MyAtari on eBay trying to buy stuff for cheap to resell for a arm and a leg. lol
Best to check eBay, no matter what it will be cheaper than the dealers. But if you want a new or mint setup and price is not a issue, check the dealers out.

Tim

4286. Ethernec - ANYONE?!?

Newsgroup: comp.sys.atari.st
Date: 2004-08-08 04:10:09 UTC
From: Rory McMahon <fujiman@netzero.net>
Message-ID: <070820042310092317%fujiman@netzero.net>
Source record: 17682

Seriously,

Is there anyone that is making the Ethernec other than Amsdon? I have sent several emails to him over the last 2-3 months, and his only communication is to ask how many I needed. I told him I needed 3 total or circuit cards to make 3, because I have the parts. Anyone else have PCBs?? I'm tired of being put off... can anybody step up and fill this request?

thanks

4287. Wanted Mega STE - TT030 - Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-08-08 10:13:44 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.08.08.10.13.44.167408@darkforce.ky.org>
Source record: 17679

Hey gang. Long time, no see/hear. :-)

Big time into Linux now - got 3 desktops and 1 laptop running Mandrake v9.2 on a LAN here but I'm looking to ease back into the Atari world/scene a little at a time.

I've still got a functioning Mega ST (4 megs/16mhz Adspeed) that I used to run the DarkForce! BBS with - 4 gig HD, EZ135 drive, etc, etc, (and TONS of utility apps/games).

I'm looking for some other hardware though, as the subject line says. I looked at B&C and Best Electronics here in the US but the prices (I think) are higher than when I originally bought Atari equipment when it was released <grin>

Anyone got some good sources for hardware? And along those lines, are any of the hi-powered clones that were (merely) rumors when I kinda bowed out of the Atari scene up and available now? I hit google but came back with somewhat mixed results.

Thanks everyone! :-)

4288. Re: CTLink Project

Newsgroup: comp.sys.atari.st
Date: 2004-08-08 11:00:13 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <411607be$0$25569$636a15ce@news.free.fr>
Source record: 17683

Sure that's possible !

The only things to be checked are chaining of the INT.
The REQ/GNT pairs chaining questions are out here because the VME bus of atari are only SLAVE ! Cannot be MASTER !

The atari VME is like a pure 68000 bus, like the Mega ST bus slot...
Easy...

Jo Even Skarstein wrote:
> gfa <lp@mint.org> wrote:
>
>> That is true of the full vme spec. This is the Atari slant on the
>> VME spec. I have the vme docs from atari, states chaining is not
>> supported.
>> Unless someone can hack it to work I'd say one VME card is the limit
>> on the bus.
>
> I have seen a TT with both a network card and a graphics card
> connected to the VME-bus at the same time (and yes - both works ;-).
> So it's obviously possible in some cases.

4289. Re: CTLink Project

Newsgroup: comp.sys.atari.st
Date: 2004-08-08 11:02:52 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <4116085c$0$25573$636a15ce@news.free.fr>
Source record: 17684

I thought too to that and it is a question to be asked to NATURE...

I will...

Jean-Luc wrote:
> Jo Even Skarstein <joska@nvg.ntnu.no> a crit dans le message :
> cesqb9vgi1@orkan.itea.ntnu.no
>
>> gfa <lp@mint.org> wrote:
>>
>>> That is true of the full vme spec. This is the Atari slant on the
>>> VME spec. I have the vme docs from atari, states chaining is not
>>> supported. Unless someone can hack it to work I'd say one VME card
>>> is the limit on the bus.
>>
>> I have seen a TT with both a network card and a graphics card
>> connected to the VME-bus at the same time (and yes - both works ;-).
>> So it's obviously possible in some cases.
>>
> Hello,
>
> The "Galaxy", from M. Becroft ?
> Alas! this hardware has turned to abandonware :-(
> However, what about a kind of "supervidel" for VME bus, including
> Ethernet and USB as well ? Wouldn't it be nice ?
>
> J.-Luc

4290. Re: Wanted Mega STE - TT030 - Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-08-08 15:15:06 UTC
From: gaiyan@luukku.com
Message-ID: <961be845.0408080715.538d996f@posting.google.com>
Source record: 17686

Yo, I had a Milan 060 so it's definately no rumour or vaporware. It
was a nice machine but I had to let it go.

I find that you have to pester people for them to sell you something.
Hardly anyone will respond to a wanted ad unless they really want to
get rid of some stuff. What I do is go on IRC on one of the Atari
channels and talk to a few mates and I find what I want most of the
time.

Joshua.

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:<pan.2004.08.08.10.13.44.167408@darkforce.ky.org>...
> Hey gang. Long time, no see/hear. :-)
>
> Big time into Linux now - got 3 desktops and 1 laptop running Mandrake
> v9.2 on a LAN here but I'm looking to ease back into the Atari world/scene
> a little at a time.
>
> I've still got a functioning Mega ST (4 megs/16mhz Adspeed) that I used to
> run the DarkForce! BBS with - 4 gig HD, EZ135 drive, etc, etc, (and TONS
> of utility apps/games).
>
> I'm looking for some other hardware though, as the subject line says. I
> looked at B&C and Best Electronics here in the US but the prices (I think)
> are higher than when I originally bought Atari equipment when it was
> released <grin>
>
> Anyone got some good sources for hardware? And along those lines, are any
> of the hi-powered clones that were (merely) rumors when I kinda bowed
> out of the Atari scene up and available now? I hit google but came back
> with somewhat mixed results.
>
> Thanks everyone! :-)

4291. Re: Other Atari newsgroups

Newsgroup: comp.sys.atari.st
Date: 2004-08-08 18:13:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200408082013.a51760@b.maus.de>
Source record: 17690

RJH> Wasn't there a newsgroup that supported MINT?

Maus.Computer.Atari.Mint/MTOS

Gerhard

4292. Re: Wanted Mega STE - TT030 - Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-08-08 18:31:27 UTC
From: Rene Kint <none@none.given>
Message-ID: <41167180$0$88490$e4fe514c@dreader15.news.xs4all.nl>
Source record: 17687

Hello.

I recently came back to the Atari 'scene' and I must say a lot has changed (some for the better!).

However, I do feel the same about getting those 'mixed feelings' when browsing for Atari-related hard- and software. Some of them are 'about to be released' or 'just released' but the website is updated in say 2001....The Milan site is almost gone, and for most hardware/software projects the status is at least unclear. Some products are still available commercially but abandonned at the same time (like MagiC).

About getting stuff: I find my stuff on eBay and the likes. The MegaSTE itself was no problem; still got it (although I have SPANKED myself for throwing away a 1040STfm and a Mega ST2 just a year ago!).

Most 'upgrading' is doable with 2nd hand stuff: memory, harddisk, floppy drive. (speaking for my Mega STE, that is)

But the more advanced stuff (ethernet, graphics, etc.) is more difficult. There are some really goodlooking products out there but somehow it is not too easy to get them. I wish there was a good portal or so showing the status of eacht project, what to use it for, specs, and of course ordering info on-line (or maybe even direct!).

Having said that, my quest for 'getting back' has been very nice until now. I can recommend it to you ;-)

Regards,

Renï¿½

On 2004-08-08 17:15:06 +0200, gaiyan@luukku.com (Joshua Kaijankoski) said:

> Yo, I had a Milan 060 so it's definately no rumour or vaporware. It
> was a nice machine but I had to let it go.
>
> I find that you have to pester people for them to sell you something.
> Hardly anyone will respond to a wanted ad unless they really want to
> get rid of some stuff. What I do is go on IRC on one of the Atari
> channels and talk to a few mates and I find what I want most of the
> time.
>
> Joshua.
>
> "Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
> news:<pan.2004.08.08.10.13.44.167408@darkforce.ky.org>...

>> Hey gang. Long time, no see/hear. :-)
>>
>> Big time into Linux now - got 3 desktops and 1 laptop running Mandrake
>> v9.2 on a LAN here but I'm looking to ease back into the Atari world/scene
>> a little at a time.
>>
>> I've still got a functioning Mega ST (4 megs/16mhz Adspeed) that I used to
>> run the DarkForce! BBS with - 4 gig HD, EZ135 drive, etc, etc, (and TONS
>> of utility apps/games).
>>
>> I'm looking for some other hardware though, as the subject line says. I
>> looked at B&C and Best Electronics here in the US but the prices (I think)
>> are higher than when I originally bought Atari equipment when it was
>> released <grin>
>>
>> Anyone got some good sources for hardware? And along those lines, are any
>> of the hi-powered clones that were (merely) rumors when I kinda bowed
>> out of the Atari scene up and available now? I hit google but came back
>> with somewhat mixed results.
>>
>> Thanks everyone! :-)

4293. Re: Other Atari newsgroups

Newsgroup: comp.sys.atari.st
Date: 2004-08-08 18:58:17 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <%JuRc.1151$F6.226300@news.siol.net>
Source record: 17688

Ronald J. Hall wrote:

> Hey guys - just searching for "atari" in the newsgroups doesn't really
> reveal a whole lot.
>
> Wasn't there a newsgroup that supported MINT?

Nope, but there is mailing list.

Janez

4294. Re: Other Atari newsgroups

Newsgroup: comp.sys.atari.st
Date: 2004-08-08 19:39:22 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <41168f7e82f0590@telenet.be>
Source record: 17689

on Sun 08-08-2004 20:58 Janez Valant wrote:

>Ronald J. Hall wrote:
>
>> Hey guys - just searching for "atari" in the newsgroups doesn't really
>> reveal a whole lot.
>>
>> Wasn't there a newsgroup that supported MINT?
>
> Nope, but there is mailing list.

There is one in the German Maus groups
maus.computer.atari.mint_mtos
As it is a German group you have to post in German.

For the mailing list you've to send an empty mail to:

mint-request@lists.fishpool.fi
subject: subscribe

HTH,
Martin
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4295. Re: Wanted Mega STE - TT030 - Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-08-08 21:11:10 UTC
From: "Steve Sweet"
Message-ID: <cf64td$8a8$1@hercules.btinternet.com>
Source record: 17691

Hi Ronald

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:pan.2004.08.08.10.13.44.167408@darkforce.ky.org...
> Hey gang. Long time, no see/hear. :-)

> I'm looking for some other hardware though, as the subject line says. I
> looked at B&C and Best Electronics here in the US but the prices (I think)
> are higher than when I originally bought Atari equipment when it was
> released <grin>

What part of the world are you in?

--

Regards, Steve S.

4296. Other Atari newsgroups

Newsgroup: comp.sys.atari.st
Date: 2004-08-09 02:36:50 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.08.09.02.36.48.485681@darkforce.ky.org>
Source record: 17685

Hey guys - just searching for "atari" in the newsgroups doesn't really reveal a whole lot.

Wasn't there a newsgroup that supported MINT?

Thanks!

4297. Re: Wanted Mega STE - TT030 - Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-08-09 10:04:51 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.08.09.10.04.51.255062@darkforce.ky.org>
Source record: 17692

On Sun, 08 Aug 2004 21:11:10 +0000, Steve Sweet wrote:

> What part of the world are you in?

Here in the good 'ole USA... :-)

4298. Re: Other Atari newsgroups

Newsgroup: comp.sys.atari.st
Date: 2004-08-09 10:07:54 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.08.09.10.07.54.149743@darkforce.ky.org>
Source record: 17693

On Sun, 08 Aug 2004 21:39:22 +0200, Martin "Nightowl" Byttebier wrote:

> For the mailing list you've to send an empty mail to:
>
> mint-request@lists.fishpool.fi
> subject: subscribe
>
> HTH,
> Martin

Hey Martin! Long time, buddy. Don't know if you remember me or not - I used to hit atari irc quite a bit as "DarkChyld" and "DarkLord".

Thanks to you (and everyone else!) for the reply. I'll subscribe and "lurk" a bit to see whats up.

Thanks again!

4299. Re: Other Atari newsgroups

Newsgroup: comp.sys.atari.st
Date: 2004-08-09 14:30:16 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <41179ef89b3f70@telenet.be>
Source record: 17694

on Mon 09-08-2004 06:07 Ronald J. Hall wrote:

>On Sun, 08 Aug 2004 21:39:22 +0200, Martin "Nightowl" Byttebier wrote:
>
>
>> For the mailing list you've to send an empty mail to:
>>
>> mint-request@lists.fishpool.fi
>> subject: subscribe
>>
>> HTH,
>> Martin
>
>Hey Martin! Long time, buddy. Don't know if you remember me or not - I
>used to hit atari irc quite a bit as "DarkChyld" and "DarkLord".

Hmm, I think you confuse me with someone else. As I'm a very slow
typer (two finger typer)I don't use irc very often.
I remember however vaguely your nickname "Darkchyld".
>
>Thanks to you (and everyone else!) for the reply. I'll subscribe and
>"lurk" a bit to see whats up.

Done with pleasure.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4300. FS: Mac emulators for ST (last update)

Newsgroup: comp.sys.atari.st
Date: 2004-08-10 02:39:49 UTC
From: David Zinkin <dzinkin1@rochester.rr.com>
Message-ID: <dzinkin1-B2BA93.22394809082004@individual.net>
Source record: 17695

All items below available for listed price (US dollars) plus USPS
Priority shipping. All items worked when last used, though none has
been used recently; as such, I make no guarantees as to functionality,
and all sales are final.

This is the last post, I promise... if no one bites, these things are
going in the trash, because I need the space. :-)

Magic Sac Mac emulation package - $15
(includes cartridge w/ROMs, 5.91 software, Translator One,
cables, manuals, Epstart)

Magic Sac Mac emulation package - $15
(same as above but with 6.1 software, no Epstart)

Magic Sac Mac emulator cartridge - $10
(cartridge w/ROMs and manual ONLY)

Spectre GCR Mac emulation package - $15 (have two available)
(both include cartridge w/ROMs, cable, manuals, 3.0 software)

Payment accepted by money order or PayPal. Thanks!

- David

4301. help dammaged mod

Newsgroup: comp.sys.atari.st
Date: 2004-08-10 03:36:57 UTC
From: Non à la pub ç <@yahoo.com>
Message-ID: <3w1Sc.15330$qn2.2079@nntpserver.swip.net>
Source record: 17601

(resend due do wrong date)
Hello everybody,

I found one of my favourite MOD dammaged and would be glad to get one original :

it is cabalint.mod and is the music of the game Cabal. Mine had one of the instruments with nasty clicks.

Any info to get it would be welcome at yves.rogneAROBACEonline.fr

Regards

Mï¿œgamodeste

4302. SCSI Terminator?

Newsgroup: comp.sys.atari.st
Date: 2004-08-10 07:13:53 UTC
From: none@given.here.invalid
Message-ID: <411875b1$0$10528$e4fe514c@news.xs4all.nl>
Source record: 17696

Hello,

Next friday I am about to pick up two SCSI drives of 2.15GB each. The goal is to put one of them in my MegaSTE.

I have a question about the SCSI termination, though. Should the drive terminate the SCSI bus or not? I read somewewhere that making the wrong decision about this on the feeble SCSI interface of the MegaSTE can fry the controller...so I better be safe than sorry ;-)

Regards,

Rene Kint

4303. FA:Atari Falcon and more

Newsgroup: comp.sys.atari.st
Date: 2004-08-10 07:48:50 UTC
From: Atari Only <atarionly@adelphia.net>
Message-ID: <9padnXC46Zh_4IXcRVn-rw@adelphia.com>
Source record: 17697

I have listed a few Atari items on ebay check them out at:

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=atari_only&include=0&since=-1&sort=3&rows=50

Atari parts ,1040 , Falcon

Thanks, Don

USA

4304. Re: SCSI Terminator?

Newsgroup: comp.sys.atari.st
Date: 2004-08-10 08:14:57 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cfa061$o4r$1@news.freedom2surf.net>
Source record: 17698

"Rene Kint" <none@given.here.invalid> wrote in message
news:411875b1$0$10528$e4fe514c@news.xs4all.nl...
> Hello,
>
> Next friday I am about to pick up two SCSI drives of 2.15GB each. The goal
is to put one of them in my MegaSTE.
>
> I have a question about the SCSI termination, though. Should the drive
terminate the SCSI bus or not? I read somewewhere that making the wrong
decision about this on the feeble SCSI interface of the MegaSTE can fry the
controller...so I better be safe than sorry ;-)

I can't remember whether mine is terminated or not. I cant get to my MSTe
atm so I can't advise.
You do realise that the MSTe will only see the first 1GB of the drive?

Coda.

4305. Re: SCSI Terminator?

Newsgroup: comp.sys.atari.st
Date: 2004-08-10 08:55:33 UTC
From: none@given.here.invalid
Message-ID: <41188d85$0$48933$e4fe514c@news.xs4all.nl>
Source record: 17599

Coda <info@janthomas.f2s.nospam.com> wrote:
> I can't remember whether mine is terminated or not. I cant get to my MSTe
> atm so I can't advise.
> You do realise that the MSTe will only see the first 1GB of the drive?
Hi, Jan.

I know :-) But I could not get any smaller disks for 5 Euro.

I hope you will be able to get to your MSTe in time to answer, though :-) Maybe I will find out sooner, but you never know.

Regards,

Rene

4306. 203

Newsgroup: comp.sys.atari.st
Date: 2004-08-10 10:05:18 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <41189ddd$0$4341$626a14ce@news.free.fr>
Source record: 17600

The number of CT60 shipped this day...

Still 25 boards to be shipped but I need new 060....

4307. Re: 203

Newsgroup: comp.sys.atari.st
Date: 2004-08-10 16:11:47 UTC
From: Rene Kint <none@none.given>
Message-ID: <4118f3c3$0$11348$e4fe514c@dreader9.news.xs4all.nl>
Source record: 17602

On 2004-08-10 12:05:18 +0200, "Rodolphe Czuba"
<rod-yenamarreduspam-olphe.czuba@free.fr> said:

> The number of CT60 shipped this day...
>
> Still 25 boards to be shipped but I need new 060....

Wow.

I wish I had a Falcon :-)

4308. Re: SCSI Terminator?

Newsgroup: comp.sys.atari.st
Date: 2004-08-10 19:06:34 UTC
From: T Shadow <knone@zilch.com.invalid>
Message-ID: <_09Sc.9906$NI1.2187@fe1.columbus.rr.com>
Source record: 17603

"Rene Kint" <none@given.here.invalid> wrote in message
news:411875b1$0$10528$e4fe514c@news.xs4all.nl...
> Hello,
>
> Next friday I am about to pick up two SCSI drives of 2.15GB each. The goal
is to put one of them in my MegaSTE.
>
> I have a question about the SCSI termination, though. Should the drive
terminate the SCSI bus or not? I read somewewhere that making the wrong
decision about this on the feeble SCSI interface of the MegaSTE can fry the
controller...so I better be safe than sorry ;-)
>
> Regards,
>
> Rene Kint

The end(last device) is supposed to be terminated to keep the signals from
bouncing back down the bus. Sometimes this is not needed but usually is. Too
many teminators could reduce the signal to where its not strong enough for
the devices to "hear" it. Do not terminat any devices in the middle of the
bus. I suppose its possible too many terminators could cause damage but
terminating the bus the way it was intended to definetly will not.
HTH

4309. Re: 203

Newsgroup: comp.sys.atari.st
Date: 2004-08-10 19:23:05 UTC
From: sf0218@aol.com
Message-ID: <20040810152305.29660.00002962@mb-m16.aol.com>
Source record: 17604

I sure hope that means mine is now on it's merry little way to me!!!!

:)

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

4310. TEXTO author

Newsgroup: comp.sys.atari.st
Date: 2004-08-10 22:22:56 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <cfbhs0emq1@thorium.cix.co.uk>
Source record: 17605

Anyone have the current address for him? The address in the documentation

stephane_perez@hotmail.com

bounces back.

I mailed him because I can't get this text converter to work - I can't find a way of loading a file that is to be converted (to HTML, or Windows<->Atari charactersets)!

Regards, /Peter/

4311. CTEX production

Newsgroup: comp.sys.atari.st
Date: 2004-08-11 08:55:10 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <4119deea$0$22920$636a15ce@news.free.fr>
Source record: 17606

I will propose the CTEX ready to be used.

Price is 30 EUR.

Check www.czuba-tech.com
for info about CTEX.
It is a board to translate of 6 cms the CT60 to the rear of the falcon
box...allowing more space onto the CT60 and no more problem under the
keyboard.

RECORD YOU NOW : I need to know how much CTEX have to be manufactured.

Thanks

4312. Re: TEXTO author

Newsgroup: comp.sys.atari.st
Date: 2004-08-11 10:26:41 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BD3FB2F1.14199%derryck@nospam.cix.co.uk.invalid>
Source record: 17607

In article cfbhs0emq1@thorium.cix.co.uk, xlator@cix.compulink.co.uk at
xlator@cix.compulink.co.uk wrote on 10/8/04 23:22:

> Anyone have the current address for him? The address in the

> I mailed him because I can't get this text converter to work - I
> can't find a way of loading a file that is to be converted (to
> HTML, or Windows<->Atari charactersets)!

Clicking on the appropriate button produces a file selector for choosing
source and destination for the conversion.

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

4313. Atari 520 ST Motherboard

Newsgroup: comp.sys.atari.st
Date: 2004-08-11 10:55:36 UTC
From: Damien Cymbal <d_cymbal@hotmail.com>
Message-ID: <IWmSc.287334$XM6.202387@attbi_s53>
Source record: 17610

Currently going cheap.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=5115352257
&ssPageName=STRK:MESE:IT

Ends Aug 15. Sorry, US shipping only.

4314. Re: 203

Newsgroup: comp.sys.atari.st
Date: 2004-08-11 11:54:12 UTC
From: Simon <flibble@gmail.com>
Message-ID: <ENnSc.420$QR6.314@newsfe1-gui.ntli.net>
Source record: 17608

Rodolphe Czuba wrote:

> The number of CT60 shipped this day...
>
> Still 25 boards to be shipped but I need new 060....

are 060 that hard to get now?

Simon

4315. Looking for an 68060?

Newsgroup: comp.sys.atari.st
Date: 2004-08-11 11:56:22 UTC
From: Simon <flibble@gmail.com>
Message-ID: <GPnSc.424$QR6.324@newsfe1-gui.ntli.net>
Source record: 17609

I found this on ebay http://tinyurl.com/3qvmm

Hopefully useful for someone :)

Simon

4316. Re: 203

Newsgroup: comp.sys.atari.st
Date: 2004-08-11 14:16:09 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <411a2a24$0$13695$636a15ce@news.free.fr>
Source record: 17611

Yes 68060 FULL is hard to find !

Simon wrote:
> Rodolphe Czuba wrote:
>
>> The number of CT60 shipped this day...
>>
>> Still 25 boards to be shipped but I need new 060....
>
> are 060 that hard to get now?
>
> Simon

4317. Re: TEXTO author

Newsgroup: comp.sys.atari.st
Date: 2004-08-11 22:39:30 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <cfe772$kj0$1@thorium.cix.co.uk>
Source record: 17612

In message <BD3FB2F1.14199%derryck@nospam.cix.co.uk.invalid>,
derryck@nospam.cix.co.uk.invalid said:

[TEXTO]

>> I can't find a way of loading a file that is to be converted (to
>> HTML, or Windows<->Atari charactersets)!
>
>Clicking on the appropriate button produces a file selector for choosing
>source and destination for the conversion.

Unfortunately not in my copy. Clicking on any of the 4 wide
buttons just open the file selector for 'File to save' - but not
one to load :-(

If yours works, I'll get a copy off you at the next CCC.

Regards, /Peter/

4318. Re: TEXTO author

Newsgroup: comp.sys.atari.st
Date: 2004-08-11 23:09:45 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <411aa737$0$18611$626a14ce@news.free.fr>
Source record: 17613

hi,

"xlator@cix.compulink.co.uk" <xlator@cix.compulink.co.uk> a crit:
> Anyone have the current address for him? The address in the
> documentation
>
> stephane_perez@hotmail.com
>
> bounces back.
>

strider.mjjprod(at)free(dot)fr

<http://strider.mjjprod.free.fr>

SeeU
--
[ProToS] on ircnet
chan #atari.fr #atariscne

4319. Dan Ackerman - Mail

Newsgroup: comp.sys.atari.st
Date: 2004-08-12 08:13:47 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <%EFSc.255$Q25.159036@newshog.newsread.com>
Source record: 17614

Hi Dan,
Tried this letter to 2 of your addresses but they were returned!
Can you shed some light on why my last mailing using AI_Bulk was
received by 2 out 3 people with most of the message cut? Out of a 10 line
paragraph, only the "Regards, John" from the end of the letter was
received.

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

4320. Re: TEXTO author

Newsgroup: comp.sys.atari.st
Date: 2004-08-12 08:40:14 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BD40EB7E.1421D%derryck@nospam.cix.co.uk.invalid>
Source record: 17615

In article cfe772$kj0$1@thorium.cix.co.uk, xlator@cix.compulink.co.uk at xlator@cix.compulink.co.uk wrote on 11/8/04 23:39:

> [TEXTO]

>> Clicking on the appropriate button produces a file selector for choosing
>> source and destination for the conversion.
>
> Unfortunately not in my copy. Clicking on any of the 4 wide
> buttons just open the file selector for 'File to save' - but not
> one to load :-(

Is this another manifestation of the problem you had with the F/S in ResourceMaster I wonder?

> If yours works, I'll get a copy off you at the next CCC.

Remind me nearer the time Peter :-)

--

Cheers

Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://ddp.atari.org

4321. ADV: FREE Atari Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2004-08-12 13:02:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0408120558020.8738-100000@onyx.spiritone.com>
Source record: 17616
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/testing.htm My Test Standards.
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

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4322. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-08-12 13:08:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0408120605330.8738-100000@onyx.spiritone.com>
Source record: 17618
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari 2600/7800 & Jaguar Games plus Classic 8 Bit and ST Games / Software,
Hardware & Books. Ben's FREE Catalogs at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 2600/7800, Jaguar, 8 Bit or ST or all! Or Call anytime at (503)256-9974

4323. ADV: Atari E-Mail / Postal Mail List!

Newsgroup: comp.sys.atari.st
Date: 2004-08-12 13:11:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0408120608190.8738-100000@onyx.spiritone.com>
Source record: 17617
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Portland Atari Club for those local to Portland, Oregon USA! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm Atari Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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4324. GFABASIC tutorial online

Newsgroup: comp.sys.atari.st
Date: 2004-08-12 17:42:25 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <cfga60$2hhs$1@ariadne.rz.tu-clausthal.de>
Source record: 17619

Hiya Atarians,

I've started a tutorial project with doing an GFABASIC tutorial for
beginners. It is aimed at people without prior knowledge in programming
and it will teach howto program and use GFABASIC on Atari ST computers.
Planned chapters include variables and data types, loops and control
flow, modularization, graphics, file i/o and probably memory management.
It is work in progress and additions will come chapterwise.
It comes currently as a webpage and I don't plan to add a fancy site
around it. I'll probably offer it for download as chunks with one
chapter at a time.

Check http://home.tu-clausthal.de/~ifmar/gfabasic/
Feedback is ofcourse welcome.

cheers,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

4325. Re: SCSI Terminator?

Newsgroup: comp.sys.atari.st
Date: 2004-08-12 21:11:58 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <d3RSc.259$Ji.56@bignews4.bellsouth.net>
Source record: 17620

Check your host....
If you have the same one that is in the STacy (HARD DISK CONTROLLER
C103561-001),
for internal drives, it will only run 2 SCSI I compliant devices.

As it turns out, the STacy and the Mega ST/e, as I understand it, have the same provision for an internal SCSI drive. Those who got a Factory Spec Mega STe with an internal SCSI drive, most likely have the same host used in the STacy.

If this is your case DO NOT run a standard Daisy terminated SCSI chain.
Find the DIY for how to make a a STacy controller run 2 drives. You will most likely leave all the drives unterminated and use a very short hacked up cable. Reason being...with this Controller, you are using one DMA channel and two LUN IDs....hence the hacked cable. You'll need to make sure parity is disabled on the drives...OR...hack in a parity genorator chip (Also in Stacy DIY files). This controller can indeed run the Barracuda 1.2gig 50 pin SCSI II drives, just not the entire capasity of it (close to 1gig). I'm not sure about the UW SCSI II/III units, but with the proper adaptor it shouldn't be a problem.

If you have a true Micro SCSI controller, such as the ICD board, or the Link 96/97-internal, then simply follow the standard SCSI rules. Up to 6 devices (the host itself is 7) and only terminate the last device. The Link 97 hosts are likely the best...they can see large capasity drives, support parity, and in some cases even provide the Term Power if needed.

If all else fails, order a Link type host, plug it on the DMA port, and loop it back inside the case :) Really good internal hosts for the Mega ST/e or STacy are very very difficult to find these days.

Good luck!
Brian

P.S.

If you do have this controller in your STe:
Atari HARD DISK CONTROLLER C103561-001

You can hook ONE of the Baraccuda drives as follows:
Set drive jumper to:
Parity Disable
Get Term Power From Drive (Do NOT send any term power, do not expect to find it on the bus)
Drive ID 0 (This is a must)

Leave the drive UNTERMINATED...if you've set the Get Term Power jumper correctly, then a terminated drive should be safe...If for some odd reason your Barracuda drive insists on pumping out the 5v term power, make SURE this drive

is NOT TERMINATED.

Use a very short 50pin ribbon cable with SCSI connectors on both ends.

Plug it in, and you should be good to go!

Connecting a second drive requires the same jumper settings, but you'll need to build your own cable with some wires twisted.

Brian

4326. Re: CTEX production

Newsgroup: comp.sys.atari.st
Date: 2004-08-12 22:25:32 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0408121425.26e05352@posting.google.com>
Source record: 17621

"Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in message
news:<4119deea$0$22920$636a15ce@news.free.fr>...
> I will propose the CTEX ready to be used.
>
> Price is 30 EUR.
>
> Check www.czuba-tech.com
> for info about CTEX.
> It is a board to translate of 6 cms the CT60 to the rear of the falcon
> box...allowing more space onto the CT60 and no more problem under the
> keyboard.
>
> RECORD YOU NOW : I need to know how much CTEX have to be manufactured.
>
Rodolphe,

I do not know if I need a CTEX.

Does anyone know if the SuperVidel is to mount under or over the CT60?
(Or does it matter?) It would be quite useful to be able to plug the
CT60 and SuperVidel in without having to solder connectors to either
the CT60 or SuperVidel. I do solder, but not well.

Galen

Galen

4327. SLM804 drum resurface

Newsgroup: comp.sys.atari.st
Date: 2004-08-13 03:05:14 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <cfhb59$7q0$1@reader1.panix.com>
Source record: 17622

Some time ago, somebody who knows and repairs laser printers in Australia mentioned that there is someone there who resurfaces such drums. I am also aware that most resurfaced drums do not last very long.

Whoever that is, they cannot be found with a web search.

I would like to have an address for that company. There are enough of those drums around to keep them busy with a long run of work. Shipping to and from Australia of a batch of dead drums should not be a big problem, or very costly per item.

Please?

Jim
--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

4328. Re: CTEX production

Newsgroup: comp.sys.atari.st
Date: 2004-08-13 08:56:48 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <411c8248$0$13688$636a15ce@news.free.fr>
Source record: 17623

SuperVidel card is mounting ON the CT60 bus.
Designers told me that the board will be able to fit on the CT60 and under the keyboard.
So, CTEX is not needed for SV !

But CTEX is good to correctly fix your big fan (the first CT60 run) on the heatsink if you keep the keyboard.
And CTEX is needed if you will put SV AND an other board like EtherNAT....or an other ;-)

Regards

Galen wrote:
> "Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in
> message news:<4119deea$0$22920$636a15ce@news.free.fr>...
>> I will propose the CTEX ready to be used.
>>
>> Price is 30 EUR.
>>
>> Check www.czuba-tech.com
>> for info about CTEX.
>> It is a board to translate of 6 cms the CT60 to the rear of the
>> falcon box...allowing more space onto the CT60 and no more problem
>> under the keyboard.
>>
>> RECORD YOU NOW : I need to know how much CTEX have to be
>> manufactured.
>>
> Rodolphe,
>
> I do not know if I need a CTEX.
>
> Does anyone know if the SuperVidel is to mount under or over the CT60?
> (Or does it matter?) It would be quite useful to be able to plug the
> CT60 and SuperVidel in without having to solder connectors to either
> the CT60 or SuperVidel. I do solder, but not well.
>
> Galen
>
> Galen

4329. Bad EMAILS !

Newsgroup: comp.sys.atari.st
Date: 2004-08-13 09:26:02 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <411c8922$0$13689$636a15ce@news.free.fr>
Source record: 17624

There are two US guys who have problems with their emails or changed emails
without informing me (!!) !

Sam F.
Christopher J. M.

You are requested to asnwer me with a fontionnal email address !

Or you loose the CT60....

Regards

4330. Re: CTEX production

Newsgroup: comp.sys.atari.st
Date: 2004-08-13 12:49:58 UTC
From: pep@hms.se
Message-ID: <c2e0bef7.0408130449.316d262d@posting.google.com>
Source record: 17625

Hi Galen,

> Does anyone know if the SuperVidel is to mount under or over the CT60?

The Supervidel is intended for the CT60 expansionslot, which is
located on top of the CT60. It would be very tricky to put it below
the CT60, as the F030 bus slot is in the way.

-- Peter

4331. Re: Bad EMAILS !

Newsgroup: comp.sys.atari.st
Date: 2004-08-13 14:14:15 UTC
From: sf0218@aol.com
Message-ID: <20040813101415.10918.00002265@mb-m25.aol.com>
Source record: 17626

Rodolphe,

My email address is:
sf0218@aol.com

It has never given me any problems.
If you have a problem with it, try this one:
sferrer@loudoun.gov

Thanks
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

4332. Re: CTEX production

Newsgroup: comp.sys.atari.st
Date: 2004-08-13 14:17:23 UTC
From: sf0218@aol.com
Message-ID: <20040813101723.10918.00002266@mb-m25.aol.com>
Source record: 17627

Okay, now I am confused.

I'm re-casing my Falcon. I've ordered a CT60.

Now, what do I need? The Ethernat or the CTEX?

Oh yes, I also plan to get the supervidel.

Thanks,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

4333. Re: SCSI Terminator?

Newsgroup: comp.sys.atari.st
Date: 2004-08-13 15:55:54 UTC
From: Rene Kint <none@none.given>
Message-ID: <411ce48a$0$70058$e4fe514c@dreader4.news.xs4all.nl>
Source record: 17628

On 2004-08-12 23:11:58 +0200, "Brian Roland" <BJRoland@bellsouth.net> said:

> Check your host....
> If you do have this controller in your STe:
> Atari HARD DISK CONTROLLER C103561-001
>
> You can hook ONE of the Baraccuda drives as follows:
> Set drive jumper to:
> Parity Disable
> Get Term Power From Drive (Do NOT send any term power, do not expect to find it
> on the bus)
> Drive ID 0 (This is a must)
>
> Leave the drive UNTERMINATED...if you've set the Get Term Power jumper
> correctly, then a terminated drive should be safe...If for some odd reason your
> Barracuda drive insists on pumping out the 5v term power, make SURE this drive
> is NOT TERMINATED.
>
> Use a very short 50pin ribbon cable with SCSI connectors on both ends.
>
> Plug it in, and you should be good to go!
>
> Connecting a second drive requires the same jumper settings, but you'll need to
> build your own cable with some wires twisted.

Hi, Brian.

I do have the 103561-001 controller, and I will connect only 1 Hawk
SCSI drive (this is not a Barracuda, it is a Hawk :-).

So, only 2 jumpers would be needed: "Parity Disable" and "TP from
drive", as I can see from your story.

Still, I do not understand why the Atari controller doesn't need the
"Term enable" jumper. Can you explain this to me in layman's language
please :-)

One problem still exists, though: I do not have the right
jumpers....these are very small flat jumpers on this Seagate 32151N
drives...anyone out there who has some spare mini-jumpers?

Regards,

Renï¿½

4334. CTLink Page update

Newsgroup: comp.sys.atari.st
Date: 2004-08-13 16:17:02 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <411ce975$0$1072$626a14ce@news.free.fr>
Source record: 17629

New board image.
New USB part schematics image (click on it to download).

Regards

4335. Re: Bad EMAILS !

Newsgroup: comp.sys.atari.st
Date: 2004-08-13 17:38:26 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cfiuac$jm7$1@news.freedom2surf.net>
Source record: 17630

Sam,

Do you like getting spammed? (Rhetorical question).

Coda.

"SF0218" <XXXXXXX> wrote in message
news:20040813101415.10918.00002265@mb-m25.aol.com...
> Rodolphe,
>
> My email address is:
> XXXXXXXXXXX
>
> It has never given me any problems.
> If you have a problem with it, try this one:
> XXXXXXXXXXXXX
>
> Thanks
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,
>
>

4336. Re: CTEX production

Newsgroup: comp.sys.atari.st
Date: 2004-08-13 18:20:39 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0408131020.64317a8f@posting.google.com>
Source record: 17631

atarigalen@yahoo.com (Galen) wrote in message
news:<4645be9.0408121425.26e05352@posting.google.com>...
> Does anyone know if the SuperVidel is to mount under or over the CT60?
> (Or does it matter?) It would be quite useful to be able to plug the
> CT60 and SuperVidel in without having to solder connectors to either
> the CT60 or SuperVidel. I do solder, but not well.

I'm pretty sure the SuperVidel plugs into the CT60's extended
expansion port (the full 32-bit expansion port on top of the CT60 that
interfaces with its 32-bit bus, SDRAM memory, and the 68060 directly),
so there shouldn't be any soldering needed (AFAIK). As it requires a
CT60 to run, I don't think it would plug into the Falcon's PDS slot at
all. So it wouldn't need the CTEX (which expands and moves the
existing PDS to a new location).

Mike Freeman
mike [at] freeman-studio [dot] com

4337. Re: [ANN]zView "light edition"

Newsgroup: comp.sys.atari.st
Date: 2004-08-13 18:41:00 UTC
From: BMaedicke@t-online.de
Message-ID: <1gih5aw.5rj81q8ij7lkN%BMaedicke@t-online.de>
Source record: 17632

Zorro <zorro271-1@yahoo.fr> wrote:

> Of course, it remains some stock falcon around (10? 15?) so, I will
> make this DSP plugin but it's not a priority for me.

Oh yes, please.

> Don't forget, the application's name is "zview light edition" and not
> 'zview' :)

I missing a file browser like the file browser from Photoshop CS or
Graphic Converter on Mac.

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

4338. Re: Bad EMAILS !

Newsgroup: comp.sys.atari.st
Date: 2004-08-13 19:54:22 UTC
From: sf0218@aol.com
Message-ID: <20040813155422.26080.00001751@mb-m28.aol.com>
Source record: 17633

Nope,

My bad.

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

4339. Re: [ANN]zView "light edition"

Newsgroup: comp.sys.atari.st
Date: 2004-08-13 22:18:03 UTC
From: Zorro <Zorro270-1@yahoo.fr>
Message-ID: <411d3e1d$0$290$ba620e4c@news.skynet.be>
Source record: 17634

Bernd Maedicke a ï¿½crit :

>>Of course, it remains some stock falcon around (10? 15?) so, I will
>>make this DSP plugin but it's not a priority for me.

> Oh yes, please.

Currently, I have added the full png (with alpha) and 24 bits IMG's
support.

I have added also the writing support (only in JPG for the next version).

The next week, I will add a new extended info box, a preference's dialog
and I will correct some little bugs.

So don't expect the DSP support in the next version (I will try to
relaese it the next 10 days).

>>Don't forget, the application's name is "zview light edition" and not
>>'zview' :)

> I missing a file browser like the file browser from Photoshop CS or
> Graphic Converter on Mac.

Do you mean something like this ?

http://zorro.arcadia-crew.com/gfx/zviewbeta.jpg

As you see, the icons are in True Color and the look&feel is close to
GraphicConverter.

For the Futur, GraphicConverter and XnView are my "model"... but zview
is a Atari software so I work to make a lightweight and *fast* application.

Regards,
Zorro

4340. Re: [ANN]zView "light edition"

Newsgroup: comp.sys.atari.st
Date: 2004-08-13 22:48:39 UTC
From: Zorro <Zorro270-1@yahoo.fr>
Message-ID: <411d4545$0$308$ba620e4c@news.skynet.be>
Source record: 17635

Zorro a ï¿½crit :

> http://zorro.arcadia-crew.com/gfx/zviewbeta.jpg

Some problems with the main site, try this one:

http://the.zorro.free.fr/gfx/zviewbeta.jpg

ciao
Zorro

4341. Re: SCSI Terminator?

Newsgroup: comp.sys.atari.st
Date: 2004-08-13 23:42:06 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <blcTc.13005$Yh.3791@bignews3.bellsouth.net>
Source record: 17636

"Rene Kint" <none@none.given> wrote in message
news:411ce48a$0$70058$e4fe514c@dreader4.news.xs4all.nl...
> On 2004-08-12 23:11:58 +0200, "Brian Roland" <BJRoland@bellsouth.net> said:
> Still, I do not understand why the Atari controller doesn't need the
> "Term enable" jumper. Can you explain this to me in layman's language
> please :-)

I'm guessing here:
The host being used isn't prepared to terminate the 5v line (I forget exactly which pin this is, I'm 'guessing' it's 25).
I could be very wrong about this...but it might be that if you make double sure your drive is NOT providing term power, or even physically bend down that pin on the host, or even snip that one wire in the ribbon cable, things might be safe with the other lines terminated.

Please don't take my word on this! I just recall reading somewhere NOT to terminate the drive in a STacy...and use as short a cable as possible. Exactly where the possible overload comes from...I'm not sure.

> One problem still exists, though: I do not have the right
> jumpers....these are very small flat jumpers on this Seagate 32151N
> drives...anyone out there who has some spare mini-jumpers?

Where are you located? I might have some jumpers this size. Seems like I got a dead Hawk around here somewhere. I'm in the USA. I don't mind mailing them anywhere in the world...how long do ya wanna wait is the reason I ask.

An alternative is to just find female pin connectors and a bit of wire.
Or...a quick solder bridge.

Brian

4342. Re: [ANN]zView "light edition"

Newsgroup: comp.sys.atari.st
Date: 2004-08-14 05:56:54 UTC
From: BMaedicke@t-online.de
Message-ID: <1gii07s.14i4fhqcqc15kN%BMaedicke@t-online.de>
Source record: 17637

Zorro <Zorro270-1@yahoo.fr> wrote:

> Currently, I have added the full png (with alpha) and 24 bits IMG's
> support.
>
> I have added also the writing support (only in JPG for the next version).
>
> The next week, I will add a new extended info box, a preference's dialog
> and I will correct some little bugs.
>
> So don't expect the DSP support in the next version (I will try to
> relaese it the next 10 days).

This sounds good.
Many thanx for your fantastic program!!!

> Do you mean something like this ?
>
> http://zorro.arcadia-crew.com/gfx/zviewbeta.jpg

Yes. I mean this exactly.
But you can build in an option, what for files the user can see in this
browser.
I think, there should only picture files and now program files or RSC
files and so on.

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

4343. Re: SCSI Terminator?

Newsgroup: comp.sys.atari.st
Date: 2004-08-14 07:23:33 UTC
From: Michael Schwingen <news-1082710295@discworld.dascon.de>
Message-ID: <2o5svlF732e7U1@uni-berlin.de>
Source record: 17638

In article <blcTc.13005$Yh.3791@bignews3.bellsouth.net>,
Brian Roland <BJRoland@bellsouth.net> wrote:
>
>I'm guessing here:
>The host being used isn't prepared to terminate the 5v line (I forget exactly
>which pin this is, I'm 'guessing' it's 25).
>I could be very wrong about this...but it might be that if you make double sure
>your drive is NOT providing term power, or even physically bend down that pin on
>the host, or even snip that one wire in the ribbon cable, things might be safe
>with the other lines terminated.

The problem is *not* TERMPWR, but termination, which are two distinct
matters.

The drivers used on the MegaSTE host adapter do not have enough drive
strength to drive a SCSI bus that is correctly terminated. It can (without
modification) only handle a short cable with one drive attached, and that
drive may not be terminated in order not to overload the ICs on the HA.

Furthermore, the HA does not provide parity, so you have to disable parity
checking on the disk drive. All considered, it looks like Atari took some
shortcuts - this is definitely not a "SCSI hostadapter" (which would mean is
is fully compliant with the SCSI spec), but rather something that allows to
attach *some* types of SCSI drives.

cu
Michael
--
When life hands you lemons, ask for a bottle of tequila and salt.

4344. Re: CTEX production

Newsgroup: comp.sys.atari.st
Date: 2004-08-14 08:50:35 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <411dd251$0$18612$626a14ce@news.free.fr>
Source record: 17639

EtherNAT is USB + Ethernet for CT60
CTLink is USB + Ethernet for FALCON BASIC (no CT60)!
CTEX is for Falcon + CT60 to move at rear the CT60 !

CTEX is not a USB + Ethernet board !!!

SF0218 wrote:
> Okay, now I am confused.
>
> I'm re-casing my Falcon. I've ordered a CT60.
>
> Now, what do I need? The Ethernat or the CTEX?
>
> Oh yes, I also plan to get the supervidel.
>
> Thanks,
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,

4345. seeking for testers of bootstrapping linux on atari

Newsgroup: comp.sys.atari.st
Date: 2004-08-14 09:02:05 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2004.08.14.09.02.03.27582@sophics.cz>
Source record: 17640

Hi all,

I am fixing and extending the atari bootstrap (a program for starting linux-m68k from TOS) and so I would need to test the thing as soon as possible (Debian Sarge release is very near).

My changes are focused on Centurbo2 and AfterBurner040 but could affect also others so I would need to test it on the following machines:

- Medusa
- Falcon with FastRAM (Magnum, FX and whatever else)
- TT030 with 2 MB of ST-RAM
and of course the
- Centurbo2
- AfterBurner040 with less than 64 MB of FastRAM
- CT60

If there are owners of these machines willing to help me with the atari bootstrap and linux on atari in general then please send me a mail.

Thanks.

Petr

4346. Re: SCSI Terminator?

Newsgroup: comp.sys.atari.st
Date: 2004-08-14 12:56:51 UTC
From: Rene Kint <none@none.given>
Message-ID: <411e0c12$0$37674$e4fe514c@dreader6.news.xs4all.nl>
Source record: 17641

OK, now I am getting confused :-)

I have the following jumpers on the ST-32151N (Seagate) to put in my MegaSTE:

TP to Bus
TP from Drive
Reserved
Parity Disable
Write Protect
Motor Start Enable
Delay Motor Start
Term Enable

So, now the $1000 question: where should I place jumpers?

TP from drive is stated as being jumpered default. But, as already
stated, this is not your average SCSI controller, so....

I am very interested in your replies...!

Regards,

Renï¿½

On 2004-08-14 09:23:33 +0200, Michael Schwingen
<news-1082710295@discworld.dascon.de> said:

> In article <blcTc.13005$Yh.3791@bignews3.bellsouth.net>,
> Brian Roland <BJRoland@bellsouth.net> wrote:
>>
>> I'm guessing here:
>> The host being used isn't prepared to terminate the 5v line (I forget exactly
>> which pin this is, I'm 'guessing' it's 25).
>> I could be very wrong about this...but it might be that if you make double sure
>> your drive is NOT providing term power, or even physically bend down
>> that pin on
>> the host, or even snip that one wire in the ribbon cable, things might be safe
>> with the other lines terminated.
>
> The problem is *not* TERMPWR, but termination, which are two distinct
> matters.
>
> The drivers used on the MegaSTE host adapter do not have enough drive
> strength to drive a SCSI bus that is correctly terminated. It can (without
> modification) only handle a short cable with one drive attached, and that
> drive may not be terminated in order not to overload the ICs on the HA.
>

> Furthermore, the HA does not provide parity, so you have to disable parity
> checking on the disk drive. All considered, it looks like Atari took some
> shortcuts - this is definitely not a "SCSI hostadapter" (which would mean is
> is fully compliant with the SCSI spec), but rather something that allows to
> attach *some* types of SCSI drives.
>
> cu
> Michael

4347. CT60 - CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2004-08-14 13:07:56 UTC
From: vas.jozsef@karatnet.hu
Message-ID: <fe2e68f2.0408140507.7e069f95@posting.google.com>
Source record: 17642

I'm a new CT60 user. I use an external SCSI CD-rom. Before the CT60 it worked fluently. Now I removed the clock patch and did the SDMA patch. I recognized that the data coming from the CD-ROM are corrupt: every time when I opened a zip file, it reported CRC error at different files (I tried many files). I thought, that there is problem with the SCSI data. Then I connected another CD-ROM to the IDE bus. (slave of an IDE HDD) The data from the IDE CD-ROM are also corrupt. The HDD is working well. I checked both METAXBS.PRG and SPIN_SD.BOS and both of the "TT-flags" are unchecked.
I use Mint 1.15 and HdDriver 8.13.

Do you have any idea what to check?

Thanks in advance.

4348. Re: SCSI Terminator?

Newsgroup: comp.sys.atari.st
Date: 2004-08-14 13:45:17 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <cfl51dbhu2@reader1.panix.com>
Source record: 17643

Well, if you are not going to do any termination, none of those are
jumpered. Term power to bus is not connected to the bus. The motor jumpers
interfere with a drive spinning up when power is supplied, so leave thos
alone.

Possibly you jumper Parity Disable. Should do no practical harm to do
that. I suspect that parity is ignored anyway, so it really does not
matter.

I suspect the bus power line is pin 26, but you do not need to bother
about that unless you really want to wire up power to the bus. It does not
look easy to do that.

In summary, should work with none of the below jumpered.

Jim

Rene Kint <none@none.given> writes:

: OK, now I am getting confused :-)

: I have the following jumpers on the ST-32151N (Seagate) to put in my MegaSTE:

: TP to Bus
: TP from Drive
: Reserved
: Parity Disable
: Write Protect
: Motor Start Enable
: Delay Motor Start
: Term Enable

: So, now the $1000 question: where should I place jumpers?

: TP from drive is stated as being jumpered default. But, as already
: stated, this is not your average SCSI controller, so....

: I am very interested in your replies...!

: Regards,

: Ren&#65533;

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |

.

4349. Re: CT60 - CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2004-08-14 22:13:37 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10ht3khsopga281@corp.supernews.com>
Source record: 17644

On 14 Aug 2004 06:07:56 , Joe Iron wrote:
>I'm a new CT60 user. I use an external SCSI CD-rom. Before the CT60 it
>worked fluently. Now I removed the clock patch and did the SDMA patch.
>I recognized that the data coming from the CD-ROM are corrupt: every
>time when I opened a zip file, it reported CRC error at different
>files (I tried many files). I thought, that there is problem with the
>SCSI data. Then I connected another CD-ROM to the IDE bus. (slave of
>an IDE HDD) The data from the IDE CD-ROM are also corrupt. The HDD is
>working well. I checked both METAXBS.PRG and SPIN_SD.BOS and both of
>the "TT-flags" are unchecked.
>I use Mint 1.15 and HdDriver 8.13.
>
>Do you have any idea what to check?
>
>Thanks in advance.
>.
I use Extendos and I have to use the "limit I/O" switch with my CT60.
Perhaps there is something similar with Spin?

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

4350. Re: Bad EMAILS !

Newsgroup: comp.sys.atari.st
Date: 2004-08-14 23:06:51 UTC
From: "Steve Sweet"
Message-ID: <cfm5u6ccn1@hercules.btinternet.com>
Source record: 17645

Hi Coda

> Do you like getting spammed? (Rhetorical question).

> > My email address is:

Lets weigh this up, lose the chance of a CT60 or maybe have to tweak some
spam filters...

...Difficult one that!!8~)

--

Regards, Steve S.

4351. Re: Bad EMAILS !

Newsgroup: comp.sys.atari.st
Date: 2004-08-15 00:54:01 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cfmc72$l24$1@news.freedom2surf.net>
Source record: 17646

"Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
news:cfm5u6ccn1@hercules.btinternet.com...
> Hi Coda
>
> > Do you like getting spammed? (Rhetorical question).
>
> > > My email address is:
>
> Lets weigh this up, lose the chance of a CT60 or maybe have to tweak some
> spam filters...
>
>
> ...Difficult one that!!8~)

Theres no reason to have to do either.

Coda.

4352. GIM 0.3a Due Soon!

Newsgroup: comp.sys.atari.st
Date: 2004-08-15 06:59:14 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.08.15.06.59.13.683999@nosspamatari-source.com>
Source record: 17647

Hello folks,

Just thought I'd post a little teaser about the up and coming gim 0.3a. A lot of stuff has been done! Proportional fonts, and ability to change fonts on any area, you can click on a buddy in the buddylist to start a conversation, configuration changes are saved to disk using a poor method that will be fixed eventually ;-), I killed off the disclaimer and made some rsc changes, and made a slew of code cleanups. But I am not going to release until it is more useable still. I also want to make a thorough evaluation of the code and find out how to kill ALL of the libfaim debug code so it stops littering your consoles!

Lots more work and some screenshots to come. Things are very cool since 0.2a and I find myself using GIM more and more to hold real conversations.

You haven't heard a lot out of me lately and it's primarily due to my CT60 falcon being unstable. Well the problem was my own in overclocking without proper cooling. 50C is too hot for an 060! 45C is probably the highest you can stably go (at least on mine). When I get my watercooling rig, I'll crank it right back up there, but at least for now I have a stable falcon ;-)

Take care and have a safe summer everyone, and to the 1, perhaps 2, GIM users out there, I salute you ;-)

Thanks,
Mark
http://portal.atari-source.com

4353. Re: SCSI Terminator?

Newsgroup: comp.sys.atari.st
Date: 2004-08-15 08:21:47 UTC
From: Rene Kint <none@none.given>
Message-ID: <411f1d1b$0$88485$e4fe514c@dreader15.news.xs4all.nl>
Source record: 17648

Well, here are my findings:

I decided to try it without any jumpers attached. I used the original MegaSTE Hard disk Utility Disk with AHDI on it and HDX 3.5.

At first sight, the disk behaved normally: during bootup, the drive spins up, the LED stays on for a short period, then it stays quiet, the disk spinning.

I used HDX for formatting the drive. HDX gave me the opportunity to choose UNIT 0, so I did. Then something strange started to happen. The very first time I did this, HDX started formatting. But HDX didn't give me any progress bar, so I had to keep staring at the drive LED to see if any formatting took place. After about 30 minutes of staring at the LED being constantly on (no hampering whatsoever, which I found suspicious) I decided to look for another disk formatting tool. At least one hat gives me a progress bar :-) So I switched off the Atari.

I didn't find any in my pile of Atari floppies. So I reverted back to HDX. But from that moment on, HDX refused. After selecting UNIT 0, it said that 'the unit doesn't exist'.

To check whether is was the drive or the controller, I hooked up my original 48MB disk, and it still worked. So the controller is still there. Then I hooked up another ST-32151N and it behaved exactly like the first one: 'the unit doesn't exist'.

So....no go yet.

The Atari sees a Unit 0, but not the attached disk.

My guess is we DO need some jumper setting...?

Regards,

Renï¿½

On 2004-08-14 15:45:17 +0200, Jim DeClercq <jimd@panix1.panix.com> said:

> Well, if you are not going to do any termination, none of those are
> jumpered. Term power to bus is not connected to the bus. The motor
> jumpers interfere with a drive spinning up when power is supplied, so
> leave thos alone.
> Possibly you jumper Parity Disable. Should do no practical harm to do
> that. I suspect that parity is ignored anyway, so it really does not
> matter.
> I suspect the bus power line is pin 26, but you do not need to bother
> about that unless you really want to wire up power to the bus. It does

> not look easy to do that.
> In summary, should work with none of the below jumpered.
> Jim
>
> Rene Kint <none@none.given> writes:
>
> : OK, now I am getting confused :-)
>
> : I have the following jumpers on the ST-32151N (Seagate) to put in my MegaSTE:
>
> : TP to Bus
> : TP from Drive
> : Reserved
> : Parity Disable
> : Write Protect
> : Motor Start Enable
> : Delay Motor Start
> : Term Enable
>
> : So, now the $1000 question: where should I place jumpers?
>
> : TP from drive is stated as being jumpered default. But, as already :
> stated, this is not your average SCSI controller, so....
>
> : I am very interested in your replies...!
>
> : Regards,
>
> : Renï¿½
>
>
>
> --

4354. Re: CT60 - CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2004-08-15 10:13:05 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <411f3724$0$18614$626a14ce@news.free.fr>
Source record: 17549

IDE problems have nothing to do with SCSI clock patch !!

Did you speak about 16 or 25 MHz bus ????
With 16 MHz bus and the 47 ohms as SCSI clock termination, SCSI runs fine.
It may be possible 47 is too low and you should use a 68 ohms.

BUT 68 ohms may be too high for 25 MHz bus speed : you need the 47 in this
case.

As you can see, YOU ALWAYS HAVE TO PRECISE THE FALCON BUS SPEED IN YOUR
PROBLEMS OR I CANNOT ANALYSE CORRECTLY !

In very rare cases, the 47 ohms should be parallelized with a 27pF capacitor
on it.

Sure, I assume you have well 33 ohms on R216, R221 & R222.

Joe Iron wrote:
> I'm a new CT60 user. I use an external SCSI CD-rom. Before the CT60 it
> worked fluently. Now I removed the clock patch and did the SDMA patch.
> I recognized that the data coming from the CD-ROM are corrupt: every
> time when I opened a zip file, it reported CRC error at different
> files (I tried many files). I thought, that there is problem with the
> SCSI data. Then I connected another CD-ROM to the IDE bus. (slave of
> an IDE HDD) The data from the IDE CD-ROM are also corrupt. The HDD is
> working well. I checked both METAXBS.PRG and SPIN_SD.BOS and both of
> the "TT-flags" are unchecked.
> I use Mint 1.15 and HdDriver 8.13.
>
> Do you have any idea what to check?
>
> Thanks in advance.

4355. Atari Online News, Etc. #06-33

Newsgroup: comp.sys.atari.st
Date: 2004-08-15 13:22:58 UTC
From: danap8@aol.comno-spam
Message-ID: <20040815092258.05845.00002181@mb-m27.aol.com>
Source record: 17550

```
A-ONE #0633 08/13/04

~ Roxio Becomes Napster! ~ People Are Talking! ~ Mac OS X Updated!
~ New Bagle Variant Out! ~ Sender ID Gets Support ~ New Hatari Version!
~ Put A-ONE On A Stamp! ~ Pop-Up Ad Case Settled ~ OECD Against Spam!
~ WinDom Mail List Moved ~ U.S. Tops Spam List! ~ Doom 3 Terrifying!

-* New High-Speed Wireless Plan *-
-* Blaster Clone Maker Pleads Guilty! *-
-* Apple Launches Graphics and Video Bundle! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj*atarinews*org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

4356. Re: CT60 - CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2004-08-15 15:07:56 UTC
From: vas.jozsef@karatnet.hu
Message-ID: <fe2e68f2.0408150707.5f4f541a@posting.google.com>
Source record: 17551

I know that IDE has nothing to do with SCSI. That's why I thought this
is a software kind of problem.
Anyway, the bus speed is 16MHz with 47 ohms termination resistor. All
of R216, R221, R222 are 33 ohms (I soldered R221 myself when I removed
the clock patch. The other two were already 33 Ohms)

I'd like to thank you, Rodolphe, for the great job you did with CT60
(also for the support).

"Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in message
news:<411f3724$0$18614$626a14ce@news.free.fr>...
> IDE problems have nothing to do with SCSI clock patch !!
>
> Did you speak about 16 or 25 MHz bus ????
> With 16 MHz bus and the 47 ohms as SCSI clock termination, SCSI runs fine.
> It may be possible 47 is too low and you should use a 68 ohms.
>
> BUT 68 ohms may be too high for 25 MHz bus speed : you need the 47 in this
> case.
>
> As you can see, YOU ALWAYS HAVE TO PRECISE THE FALCON BUS SPEED IN YOUR
> PROBLEMS OR I CANNOT ANALYSE CORRECTLY !
>
>
> In very rare cases, the 47 ohms should be parallelized with a 27pF capacitor
> on it.
>
> Sure, I assume you have well 33 ohms on R216, R221 & R222.
>
>
>
>
> Joe Iron wrote:
> > I'm a new CT60 user. I use an external SCSI CD-rom. Before the CT60 it
> > worked fluently. Now I removed the clock patch and did the SDMA patch.
> > I recognized that the data coming from the CD-ROM are corrupt: every
> > time when I opened a zip file, it reported CRC error at different
> > files (I tried many files). I thought, that there is problem with the
> > SCSI data. Then I connected another CD-ROM to the IDE bus. (slave of
> > an IDE HDD) The data from the IDE CD-ROM are also corrupt. The HDD is
> > working well. I checked both METAXBS.PRG and SPIN_SD.BOS and both of
> > the "TT-flags" are unchecked.
> > I use Mint 1.15 and HdDriver 8.13.
> >
> > Do you have any idea what to check?

> >
> > Thanks in advance.

4357. Re: SCSI Terminator?

Newsgroup: comp.sys.atari.st
Date: 2004-08-15 15:45:14 UTC
From: Michael Schwingen <news-1082710295@discworld.dascon.de>
Message-ID: <2o9eo9F83rgpU1@uni-berlin.de>
Source record: 17552

In article <411f1d1b$0$88485$e4fe514c@dreader15.news.xs4all.nl>,
Rene Kint <none@none.given> wrote:
>
>The Atari sees a Unit 0, but not the attached disk.
>
>My guess is we DO need some jumper setting...?

You have been told twice that you need to disable parity checking on the
drive, which you have not done, and still ask why it is not working?

cu
Michael
--
When life hands you lemons, ask for a bottle of tequila and salt.

4358. Re: SCSI Terminator?

Newsgroup: comp.sys.atari.st
Date: 2004-08-15 19:14:20 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <cfocmcbck1@reader1.panix.com>
Source record: 17553

Hmmm. Does HDX 3.5 usually give you a progress bar? None of the formatters I have used give me a progress bar, and formatting can take hours. Yes, the drive activity light should flash. I think you have that disk drive thouroghly confused. And, if not, you have the motor jumpers done right, and may need to put one on to disable parity.

If you have confused the drive, what I have found that works is ICD install.prg.

I think they have those for download on their web site now, since they are no longer doing anything with Atari, and there is very little market for ICD Pro Tools.

So maybe you do need a jumper on parity pins. Try that first, and if that does not work, do a google search for ICD Pro Tools, and get those. If you cannot do that, I can zip up mine, and send them to you. I am using HDDriver 8.03, which I recommend.

Jim

Rene Kint <none@none.given> writes:

: Well, here are my findings:

: I decided to try it without any jumpers attached. I used the original
: MegaSTE Hard disk Utility Disk with AHDI on it and HDX 3.5.

: At first sight, the disk behaved normally: during bootup, the drive
: spins up, the LED stays on for a short period, then it stays quiet, the
: disk spinning.

: I used HDX for formatting the drive. HDX gave me the opportunity to
: choose UNIT 0, so I did. Then something strange started to happen. The
: very first time I did this, HDX started formatting. But HDX didn't give
: me any progress bar, so I had to keep staring at the drive LED to see
: if any formatting took place. After about 30 minutes of staring at the
: LED being constantly on (no hampering whatsoever, which I found
: suspicious) I decided to look for another disk formatting tool. At
: least one hat gives me a progress bar :-) So I switched off the Atari.

: I didn't find any in my pile of Atari floppies. So I reverted back to
: HDX. But from that moment on, HDX refused. After selecting UNIT 0, it
: said that 'the unit doesn't exist'.

: To check whether is was the drive or the controller, I hooked up my
: original 48MB disk, and it still worked. So the controller is still
: there. Then I hooked up another ST-32151N and it behaved exactly like
: the first one: 'the unit doesn't exist'.

: So....no go yet.

: The Atari sees a Unit 0, but not the attached disk.

: My guess is we DO need some jumper setting...?

: Regards,

: Ren&#65533;

: On 2004-08-14 15:45:17 +0200, Jim DeClercq <jimd@panix1.panix.com> said:

: > Well, if you are not going to do any termination, none of those are
: > jumpered. Term power to bus is not connected to the bus. The motor
: > jumpers interfere with a drive spinning up when power is supplied, so
: > leave thos alone.
: > Possibly you jumper Parity Disable. Should do no practical harm to do
: > that. I suspect that parity is ignored anyway, so it really does not
: > matter.
: > I suspect the bus power line is pin 26, but you do not need to bother
: > about that unless you really want to wire up power to the bus. It does
: > not look easy to do that.
: > In summary, should work with none of the below jumpered.
: > Jim
: >
: > Rene Kint <none@none.given> writes:
: >
: > : OK, now I am getting confused :-)
: >
: > : I have the following jumpers on the ST-32151N (Seagate) to put in my MegaSTE:
: >
: > : TP to Bus
: > : TP from Drive
: > : Reserved
: > : Parity Disable
: > : Write Protect
: > : Motor Start Enable
: > : Delay Motor Start
: > : Term Enable
: >
: > : So, now the $1000 question: where should I place jumpers?
: >
: > : TP from drive is stated as being jumpered default. But, as already :
: > stated, this is not your average SCSI controller, so....
: >
: > : I am very interested in your replies...!
: >
: > : Regards,
: >
: > : Ren&#65533;
: >
: >

: >
: > --

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

4359. Re: SCSI Terminator?

Newsgroup: comp.sys.atari.st
Date: 2004-08-15 19:15:34 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <cfocombck2@reader1.panix.com>
Source record: 17554

My mistake. I told him it might not be necessary. It probably is.

Jim

Michael Schwingen <news-1082710295@discworld.dascon.de> writes:

: In article <411f1d1b$0$88485$e4fe514c@dreader15.news.xs4all.nl>,
: Rene Kint <none@none.given> wrote:
: >
: >The Atari sees a Unit 0, but not the attached disk.
: >
: >My guess is we DO need some jumper setting...?

: You have been told twice that you need to disable parity checking on the
: drive, which you have not done, and still ask why it is not working?

: cu
: Michael
: --
: When life hands you lemons, ask for a bottle of tequila and salt.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

4360. Re: SCSI Terminator?

Newsgroup: comp.sys.atari.st
Date: 2004-08-15 20:13:17 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cfog4k$9nj$1@news.freedom2surf.net>
Source record: 17555

"Jim DeClercq" <jimd@panix3.panix.com> wrote in message
news:cfocmcbck1@reader1.panix.com...
> Hmmm. Does HDX 3.5 usually give you a progress bar? None of the formatters
> I have used give me a progress bar, and formatting can take hours. Yes,

Formatting is done by the controller on the drive itself and I don't think
its possible to get a status report from the drive, so you won't get a
progress bar with any software AFAIK.

Coda.

4361. Wanted - Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-08-15 20:35:24 UTC
From: Alex <alexander.73@libero.it>
Message-ID: <gOPTc.110314$OR2.5739380@news3.tin.it>
Source record: 17556

Hello,
I am trying the computer in object.
Contacts in email.

Regards
Alessandro

4362. The last 17 CT60

Newsgroup: comp.sys.atari.st
Date: 2004-08-15 20:36:16 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <411fc941$0$18612$626a14ce@news.free.fr>
Source record: 17557

will be furnished with 060 running at 50 MHz instead of 66 because I can no more find good CPU running overcloking at 66.

All last CT60 are sold and I will no more produce CT60 for different reasons; one is that 'good' 060 are to hard to find and I spend too much time to test them.

This closes the CT60 chapter and it is time to go to something else...

4363. Re: SCSI Terminator?

Newsgroup: comp.sys.atari.st
Date: 2004-08-15 20:46:41 UTC
From: Rene Kint <none@none.given>
Message-ID: <411fcbb2$0$121$e4fe514c@dreader18.news.xs4all.nl>
Source record: 17558

On 2004-08-15 17:45:14 +0200, Michael Schwingen
<news-1082710295@discworld.dascon.de> said:

>>> In article <411f1d1b$0$88485$e4fe514c@dreader15.news.xs4all.nl>,
>>> Rene Kint <none@none.given> wrote:
>>
>> The Atari sees a Unit 0, but not the attached disk.
>>
>> My guess is we DO need some jumper setting...?
>
> You have been told twice that you need to disable parity checking on the
> drive, which you have not done, and still ask why it is not working?
>
> cu
> Michael

I have tested both WITH and WITHOUT parity disabling. I have gotten
answers in pointing BOTH ways, depending on the drive
characteristics/brand; some indicate that Parity is ignored, others
insist on parity having to be disabled. Even in atari forums you can
find different findings.

Both ways I myself got different findings while testing in the real world.

That's why I asked.

And about the solution: I found the driver software makes a big
difference, too!

Regards,
Renï¿½

4364. Re: SCSI Terminator?

Newsgroup: comp.sys.atari.st
Date: 2004-08-15 20:49:42 UTC
From: Rene Kint <none@none.given>
Message-ID: <411fcc65$0$121$e4fe514c@dreader18.news.xs4all.nl>
Source record: 17559

On 2004-08-15 22:13:17 +0200, "Coda" <info@janthomas.f2s.nospam.com> said:

> "Jim DeClercq" <jimd@panix3.panix.com> wrote in message
> news:cfocmcbck1@reader1.panix.com...
>> Hmmm. Does HDX 3.5 usually give you a progress bar? None of the formatters
>> I have used give me a progress bar, and formatting can take hours. Yes,
>
> Formatting is done by the controller on the drive itself and I don't think
> its possible to get a status report from the drive, so you won't get a
> progress bar with any software AFAIK.
>
> Coda.

You are right :-)

I have found the driver software being of utter importance as well.
CBHD didn't work, HDX worked SOMEtimes: with or without Parity Disable
I got mixed results, not stable.

The best result I got (in terms of stability) is Parity Disabled, no
termination and the HUSHI driver from SCSITOOLS 6.52. Almost perfect
(although the drive is sensed only after a reset, not a cold boot).

Regards,

Renï¿½

4365. Re: The last 17 CT60

Newsgroup: comp.sys.atari.st
Date: 2004-08-15 21:20:08 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.08.15.21.20.08.122941@darkforce.ky.org>
Source record: 17560

On Sun, 15 Aug 2004 22:36:16 +0200, Rodolphe Czuba wrote:

> will be furnished with 060 running at 50 MHz instead of 66 because I can no
> more find good CPU running overcloking at 66.
>
> All last CT60 are sold and I will no more produce CT60 for different
> reasons; one is that 'good' 060 are to hard to find and I spend too much
> time to test them.
>
> This closes the CT60 chapter and it is time to go to something else...

Oh man...I just got another Falcon too... :-(

Anyone with any suggestions for a good accelerator for the Falcon?

Thanks.

4366. Re: The last 17 CT60

Newsgroup: comp.sys.atari.st
Date: 2004-08-15 21:26:41 UTC
From: Robert Pagano <rob_pagano@hotmail.com>
Message-ID: <u4lvh0dj9s5lcro41c8ntt4v11g29uiunb@4ax.com>
Source record: 17561

On Sun, 15 Aug 2004 22:36:16 +0200, "Rodolphe Czuba"
<rod-yenamarreduspam-olphe.czuba@free.fr> wrote:

>All last CT60 are sold and I will no more produce CT60 for different
>reasons; one is that 'good' 060 are to hard to find and I spend too much
>time to test them.
>
>This closes the CT60 chapter and it is time to go to something else...
>
How about working with the ACP folks?
http://acp.atari.org/

4367. Re: The last 17 CT60

Newsgroup: comp.sys.atari.st
Date: 2004-08-15 21:58:22 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <411fdc7e$0$18629$626a14ce@news.free.fr>
Source record: 17562

5407 is not the good choice and the hardware project is really too long !

Robert Pagano wrote:
> On Sun, 15 Aug 2004 22:36:16 +0200, "Rodolphe Czuba"
> <rod-yenamarreduspam-olphe.czuba@free.fr> wrote:
>
>> All last CT60 are sold and I will no more produce CT60 for different
>> reasons; one is that 'good' 060 are to hard to find and I spend too
>> much time to test them.
>>
>> This closes the CT60 chapter and it is time to go to something
>> else...
>>
> How about working with the ACP folks?
> http://acp.atari.org/

4368. Re: SCSI Terminator?

Newsgroup: comp.sys.atari.st
Date: 2004-08-15 23:27:20 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cforgf$d9c$1@news.freedom2surf.net>
Source record: 17563

"Rene Kint" <none@none.given> wrote in message
news:411fcc65$0$121$e4fe514c@dreader18.news.xs4all.nl...
> On 2004-08-15 22:13:17 +0200, "Coda" <info@janthomas.f2s.nospam.com> said:
>
> > "Jim DeClercq" <jimd@panix3.panix.com> wrote in message
> > news:cfocmcbck1@reader1.panix.com...
> >> Hmmm. Does HDX 3.5 usually give you a progress bar? None of the
formatters
> >> I have used give me a progress bar, and formatting can take hours.
Yes,
> >
> > Formatting is done by the controller on the drive itself and I don't
think
> > its possible to get a status report from the drive, so you won't get a
> > progress bar with any software AFAIK.
> >
> > Coda.
>
> You are right :-)
>
> I have found the driver software being of utter importance as well.
> CBHD didn't work, HDX worked SOMEtimes: with or without Parity Disable
> I got mixed results, not stable.
>
> The best result I got (in terms of stability) is Parity Disabled, no
> termination and the HUSHI driver from SCSITOOLS 6.52. Almost perfect
> (although the drive is sensed only after a reset, not a cold boot).
>

Did you try HDDriver? If it does not work with HDDriver the chances are it
won't work with anything else.

Coda.

4369. Re: SCSI Terminator?

Newsgroup: comp.sys.atari.st
Date: 2004-08-16 04:03:40 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.08.16.04.03.39.201714@nosspamatari-source.com>
Source record: 17564

On Sun, 15 Aug 2004 22:46:41 +0200, Rene Kint wrote:

> On 2004-08-15 17:45:14 +0200, Michael Schwingen
> <news-1082710295@discworld.dascon.de> said:
>
>>>> In article <411f1d1b$0$88485$e4fe514c@dreader15.news.xs4all.nl>,
>>>> Rene Kint <none@none.given> wrote:
>>>
>>> The Atari sees a Unit 0, but not the attached disk.
>>>
>>> My guess is we DO need some jumper setting...?
>>
>> You have been told twice that you need to disable parity checking on the
>> drive, which you have not done, and still ask why it is not working?
>>
>> cu
>> Michael
>
> I have tested both WITH and WITHOUT parity disabling. I have gotten
> answers in pointing BOTH ways, depending on the drive
> characteristics/brand; some indicate that Parity is ignored, others
> insist on parity having to be disabled. Even in atari forums you can
> find different findings.
>
> Both ways I myself got different findings while testing in the real world.
>
> That's why I asked.
>
> And about the solution: I found the driver software makes a big
> difference, too!
>

I don't know about this yellage from either of you, but from what I hear
parity absolutely must be disabled. Maybe it will work with it enabled
but there's absolutely no reason to ;) The Atari SCSI doesn't support it.
I think the Link 97 might but I guess you don't have one of those.

Thanks,
Mark

4370. Re: CT60 - CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2004-08-16 06:05:40 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <2ob15kF8dh33U1@uni-berlin.de>
Source record: 17565

Joe Iron wrote:

> I use Mint 1.15 and HdDriver 8.13.

Can you please send me your address and the serial number of your
HDDRIVER in order to be registered? I cannot find you in my database of
registered users. Thank you.

--

Dr. Uwe Seimet http://www.seimet.de

4371. Re: SCSI Terminator?

Newsgroup: comp.sys.atari.st
Date: 2004-08-16 06:07:52 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <2ob19oF8dh33U2@uni-berlin.de>
Source record: 17566

Mark D wrote:

> I don't know about this yellage from either of you, but from what I hear
> parity absolutely must be disabled. Maybe it will work with it enabled
> but there's absolutely no reason to ;) The Atari SCSI doesn't support it.

Parity *is* supported by the TT and Falcon and by host adapters like the
LINK96/97 or ICD link. It is not supported by Atari's ACSI hardware.

--

Dr. Uwe Seimet http://www.seimet.de

4372. Re: CT60 - CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2004-08-16 11:33:31 UTC
From: vas.jozsef@karatnet.hu
Message-ID: <fe2e68f2.0408160333.696e82ef@posting.google.com>
Source record: 17567

Uwe Seimet <Uwe.Seimet@seimet.de> wrote in message news:<2ob15kF8dh33U1@uni-berlin.de>...
> Joe Iron wrote:
>
> > I use Mint 1.15 and HdDriver 8.13.
>
> Can you please send me your address and the serial number of your
> HDDRIVER in order to be registered? I cannot find you in my database of
> registered users. Thank you.

Hi,

I was registered with a different e-mail address: jvas@freestart.hu,
or jvas@hu.imshealth.com. I'm the only HDDriver user from Hungary.
Would you please change the e-mail address in your database?

4373. Re: GFABASIC tutorial online

Newsgroup: comp.sys.atari.st
Date: 2004-08-16 17:56:02 UTC
From: hearena@advancedsl.com.ar
Message-ID: <a347a87b.0408160956.3106fc82@posting.google.com>
Source record: 17568

Hi Matthias,

Great idea!! I'm starting to write some things on GFABasic and I find
it very hard to find manuals and tutorials for taking the most of the
st hardware from GFA... thanks for your work and I'll be one of your
students!!! :)

Facundo

Matthias Arndt <matthias.arndt@tu-clausthal.de> wrote in message news:
> I've started a tutorial project with doing an GFABASIC tutorial for
> beginners. It is aimed at people without prior knowledge in programming
> and it will teach howto program and use GFABASIC on Atari ST computers.

4374. Re: GFABASIC tutorial online

Newsgroup: comp.sys.atari.st
Date: 2004-08-16 18:03:05 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.08.16.18.02.59.587316@darkforce.ky.org>
Source record: 17569

On Mon, 16 Aug 2004 10:56:02 -0700, Facundo Arena wrote:

> Hi Matthias,
>
> Great idea!! I'm starting to write some things on GFABasic and I find
> it very hard to find manuals and tutorials for taking the most of the
> st hardware from GFA... thanks for your work and I'll be one of your
> students!!! :)
>
> Facundo
>
> Matthias Arndt <matthias.arndt@tu-clausthal.de> wrote in message news:
>> I've started a tutorial project with doing an GFABASIC tutorial for
>> beginners. It is aimed at people without prior knowledge in programming
>> and it will teach howto program and use GFABASIC on Atari ST computers.

Er...URL? Thanks!

4375. Re: CT60 - CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2004-08-16 18:48:18 UTC
From: vas.jozsef@karatnet.hu
Message-ID: <fe2e68f2.0408161048.4a8e70a9@posting.google.com>
Source record: 17570

jdplace@REMOVESPAMcableone.net (Joseph D. Place) wrote in message
news:<10ht3khsopga281@corp.supernews.com>...
> On 14 Aug 2004 06:07:56 , Joe Iron wrote:
> >I'm a new CT60 user. I use an external SCSI CD-rom. Before the CT60 it
> >worked fluently. Now I removed the clock patch and did the SDMA patch.
> >I recognized that the data coming from the CD-ROM are corrupt: every
> >time when I opened a zip file, it reported CRC error at different
> >files (I tried many files). I thought, that there is problem with the
> >SCSI data. Then I connected another CD-ROM to the IDE bus. (slave of
> >an IDE HDD) The data from the IDE CD-ROM are also corrupt. The HDD is
> >working well. I checked both METAXBS.PRG and SPIN_SD.BOS and both of
> >the "TT-flags" are unchecked.
> >I use Mint 1.15 and HdDriver 8.13.
> >
> >Do you have any idea what to check?

> >
> >Thanks in advance.
> >.
> I use Extendos and I have to use the "limit I/O" switch with my CT60.
> Perhaps there is something similar with Spin?
>
>
> __
> Joseph D. Place
> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
> __
> Joseph D. Place
> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

Is there a demo version of Extendos available to check if the CD
driver software causes the problem?

4376. Re: SCSI Terminator?

Newsgroup: comp.sys.atari.st
Date: 2004-08-16 22:11:33 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <rodUc.10$9o1.7@bignews4.bellsouth.net>
Source record: 17572

Get the HD-Driver 8 Demo.....
To find it, simply do a websearch for HDDRIVER ATARI or some variant of those keywords.
Set the following jumpers.

Parity Disable
Drive ID 0
Get Term Power From Drive (Do not send term power, do not expect to find it on the SCSI BUS)
Disable Termination

Some drives won't spin up at all without either sensing the 5v Term power is there, and/or jumper(s) concerning spin up modes. On these old machines, it's best to set your drive to always spin up when powered on.

Insert your boot-floppy copy of HD-Driver.
HDDRIVER.PRG should be in the auto folder.

Turn on the machine....
TOS 2.06 pauses and counts down....this is to allow hard drives time to spin up.
Memory checks...
For now, don't bypass these pauses and checks!
Once we know the hard drive is installed and working, you can experiment with how long it takes for things to spin out...and key out of these boot-screen pauses.

Older versions of TOS (shouldn't be an issue with a Mega ST/e) don't have the boot-screen pause. I.E. Some people have to cold boot while holding the reset button till the drive spins up, then let go of the reset button...or...load a floppy with COLDBOOT.PRG in the auto folder (so the machine keeps booting from the floppy until the hard drive has spun up), or get inside the machine and find a way to delay power to the Atari while the HD spins up (I'm guessing there might be some trimmers in there for this purpose).

HDDRIVER should boot from the floppy....
If it doesn't autoboot, go into the auto folder and double click it.
You should get a report of all SCSI/ASCI/IDE Devices connected BY MODEL NUMBER, and the ID it is using.
HDDriver is gonna report finding your Atari or Megafile type ASCI host(s), be there a properly set up drive attached to it or not....the key is...look for that drive model number as well! If you're not getting that...something is wrong.

If your hard drive is not reported properly.
1. After running HDDRIVER.PRG run HDUTIL, make sure the software is told to scan every possible Bus and ID for a potential device. IT 'should' be set to do

this default...but just in case, it's something to check! As HDDriver can be set to skip, ignore, rearrange the order, etc.....as it looks for drives on each BUS and ID. Note, HDDriver can address different BUS types...I.E. FalconTT SCSI, ACSI, IDE, etc. You'll need to make sure the bus you need is not disabled in the software.

2. Try scanning for devices from within' HDUTIL...if you're seeing it here, but not on the boot...see step one above.

3. Check other HDDriver Utility settings, save them on the floppy and reboot.

Try things from both cold and warm starts.....

No sense trying to format or partition anything until you see that Hawk identified by model number on boot with the floppy disk. Once you're satisfied the Hawk is being seen...you know it because the boot screen says something like. ID 0.0 Seagate STN######

If you're not getting such a report, having checked software settings.... CAREFULLY begin to experiment with your jumper settings....namely the motor spin options, and the term power.

When you see that HD reported properly....THEN formatting might be possible.
Boot the machine with your hard disk driver floppy.
Run HDUTIL
Shouldn't need to 'format' but if you want to make a truely clean start, I see no harm in it with a SCSI drive.
Yes...you should get a diologue or report of some kind as the formatting takes place. It CAN take quite a while so be paitent. Yes, it's true that SCSI drives format themselves based on SCSI commands sent to them....however; if they are indeed SCSI spec drives, they will also send status messages! So a status dialogue or bar of some kind should be present. I don't remember if the formatter does an automatic sector check or not...it won't hurt to run one in either case.

Finally...partition, reboot with the floppy again.
Make a desk top icon for Drive C, and see if it's there!
If so...use HDUTIL to install the drivers to the hard-disk's bootsector(s).
Take out the floppy and reboot.
You should be in buissness now!
Make your other partition icons....save the desk top, reboot, and start filling up that hard-drive :)

Once you've got an idea things are working...order a registered copy of HDDriver. You'll be very glad you did...it's really that good!

Brian

4377. Re: Ethernec - ANYONE?!?

Newsgroup: comp.sys.atari.st
Date: 2004-08-16 22:36:43 UTC
From: hearena@advancedsl.com.ar
Message-ID: <a347a87b.0408161436.3f47ac96@posting.google.com>
Source record: 17571

Someone should be taking his job *right now*... the Atari scene needs
someone who makes this things!!!!

I'd love to have an Ethernec too....

Rory McMahon <fujiman@netzero.net> wrote in message news:
> Is there anyone that is making the Ethernec other than Amsdon? I have
> sent several emails to him over the last 2-3 months, and his only

4378. Re: SCSI Terminator?

Newsgroup: comp.sys.atari.st
Date: 2004-08-17 07:55:41 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <2odrvtF9iossU1@uni-berlin.de>
Source record: 17573

Brian Roland wrote:

> Get the HD-Driver 8 Demo.....
> To find it, simply do a websearch for HDDRIVER ATARI or some variant of those
> keywords.

The official HDDRIVER site with the latest demo version is
http://www.seimet.de/hddriver_english.html.

--

Dr. Uwe Seimet http://www.seimet.de

4379. Re: The last 17 CT60

Newsgroup: comp.sys.atari.st
Date: 2004-08-17 09:31:41 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.08.17.09.31.41.133320@nossspamXXatari-source.com>
Source record: 17574

On Sun, 15 Aug 2004 17:20:08 -0400, Ronald J. Hall wrote:

>
> Oh man...I just got another Falcon too... :-(
>
> Anyone with any suggestions for a good accelerator for the Falcon?
>
> Thanks.

LOL,

The CT60 is definitively THE accelerator for the Falcon. But in your position I would hunt a CT2 Falcon or an Afterburner. I have huge doubts that anyone will give up their CT60 for under $500USD or more. I know personally that my CT60 Falcon has a $2500 price tag on it... and that's only to get me to consider the prospect of selling it ;-).

Thanks,
Mark

4380. Re: The last 17 CT60

Newsgroup: comp.sys.atari.st
Date: 2004-08-17 12:35:38 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.08.17.12.35.38.820477@darkforce.ky.org>
Source record: 17575

On Tue, 17 Aug 2004 05:31:41 -0400, Mark D wrote:

> LOL,
>
> The CT60 is definitively THE accelerator for the Falcon. But in your
> position I would hunt a CT2 Falcon or an Afterburner. I have huge doubts
> that anyone will give up their CT60 for under $500USD or more. I know
> personally that my CT60 Falcon has a $2500 price tag on it... and that's
> only to get me to consider the prospect of selling it ;-).
>
> Thanks,
> Mark

So I guess thats it then? No more CT60s at all? Pure shame, that. :-(

The afterburner is only 2nd hand now, right? Old hat.

What about the CT2? What is that? Do you have a link? Thanks.

4381. Dave Troy is Ebaying Atari hardware

Newsgroup: comp.sys.atari.st
Date: 2004-08-17 19:48:23 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0408171148.a8578bb@posting.google.com>
Source record: 17576

For those of you who don't know him, Dave Troy started selling Atari computers in the USA when he was 17 under the name of Toad Computers. In 1996 (I think), he left the Atari market and switched his business over to being an ISP. Toad.net is still in business in Maryland.

I just stumbled upon his sales via Ebay of what appears to be his personal collection of Atari hardware. For those curious, they are viewable at http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=davetroy&include=0&since=-1&sort=3&rows=50
or just search under "Davetroy".

Galen

4382. Re: GIM 0.3a Due Soon!

Newsgroup: comp.sys.atari.st
Date: 2004-08-17 21:07:57 UTC
From: Jean-Luc <geek@atarians.com>
Message-ID: <cfts3dqvg1@news-reader2.wanadoo.fr>
Source record: 17577

Mark D a ï¿½crit :
>
> Hello folks,

Hello Mark,
>
> Just thought I'd post a little teaser about the up and coming gim 0.3a.

Something I didn't understand well... is it every OS compatible, or does
it only work under MiNT ?

J.-Luc

4383. Re: GIM 0.3a Due Soon!

Newsgroup: comp.sys.atari.st
Date: 2004-08-17 21:55:45 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.08.17.21.55.45.820210@nosspamatari-source.com>
Source record: 17578

On Tue, 17 Aug 2004 21:07:57 +0000, Jean-Luc wrote:

> Mark D a ï¿½crit :
>>
>> Hello folks,
>
> Hello Mark,
>>
>> Just thought I'd post a little teaser about the up and coming gim 0.3a.
>
> Something I didn't understand well... is it every OS compatible, or does
> it only work under MiNT ?
>
> J.-Luc

Hello,

It should in theory work under MagiC and MagiCNet, but this is a theory
I'll need to test. I'll install STiK support some year ;-)

Mark
http://portal.atari-source.com

4384. Re: Dave Troy is Ebaying Atari hardware

Newsgroup: comp.sys.atari.st
Date: 2004-08-17 22:29:54 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cfu0sm$1u3$1@news.freedom2surf.net>
Source record: 17579

"Galen" <atarigalen@yahoo.com> wrote in message
news:4645be9.0408171148.a8578bb@posting.google.com...
> For those of you who don't know him, Dave Troy started selling Atari
> computers in the USA when he was 17 under the name of Toad Computers.
> In 1996 (I think), he left the Atari market and switched his business
> over to being an ISP. Toad.net is still in business in Maryland.
>
> I just stumbled upon his sales via Ebay of what appears to be his
> personal collection of Atari hardware. For those curious, they are
> viewable at
http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=davetroy&include=0&since=-1&sort=3&rows=50
> or just search under "Davetroy".

I like the way he puts it on his falcon auction: "(has a) AT-Speed 286
Processor Upgrade "
Surely he means downgrade :-)

Coda.

4385. Re: Mega STE after all these years (Was Re: SSH client?)

Newsgroup: comp.sys.atari.st
Date: 2004-08-18 01:22:34 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <zbyUc.16$pi.9@bignews3.bellsouth.net>
Source record: 17580

> > Fifth: The OS: Is a MegaSTE with 4MB OK for the hailed MagiC? Or
> > FreeMiNT? I have read about these on the net, but can someone please
> > tell me about which one to use in what case?

If you have a 4mb or less machine.....
Geneva!

You're still running TOS off the ROMS...just replacing the single-tasking GUI with a multi-tasking one.

If you really care about a Fancy desk-top, NeoDesk 4 has some really nice features that none have matched to date, but there are some newer standards gaining popularity that NeoDesk falls behind in. At the least, you can use the Free TeraDesk, or no desk top at all! Of course, Thing, or Jeenie work just fine here too :)

99% compatable with all TOS/GEM software! Geneva comes with a task-manager that lets you easily select flags to insure compatability with most software. So far...I've only run into one application that can't run under Geneva, and that's Notator/Creator...which doesn't like ANY of the multitasking options but its own (Notator/Creator SL pretty much takes over the machine....and offers a Multitasking scheme of its own anyway). Yes! Even Cubase runs under Geneva!

Great 3d look in any Atari Resolution!
Really smooth AES, much faster than the built in GEM/GUI!
Low memory requirement.
This can also run as an AES for MiNT :)

If you do get Geneva, I highly recommend going ahead and ordering Geneva Macros along with it.
One can automate his way through just about anything! Somewhat like scripts...but even better, because it works even with ancient GEM programs that have no scripting support at all (even the ones that do not include hot-key menu items...geneva will let you pull down and select menu options mouseless....and GenevaMacros can record mouse movements and clicks as well...if you really need to do it that way :). A cool thing about Geneva that no other AES/Desktop offers to date....is that you can get at almost any menu, dialouge, button, icon, gadget without ever touching the mouse, and without memorizing strange alt-ctrl-key combinations! This makes macros a breeze! I.E. It is possible to use Geneva and Geneva Macros to launch on boot, dial into your isp, grab email, back-up your hard drive, grab news posts, send any messages you may have composed offline, start a fax program, send any that might be waiting...be on the ready for any incoming faxes, convert a folder full of color gifs to mono gifs, close out everything and start your favorite game 10 minutes before you get home from work. All using pretty much ANY software packages you so choose (not locked into those that 'support some flavor of scripting'.

The major advantage of Geneva over N.AES and XXAES is that Geneva can be run as a cooperative task switcher (without MiNT). OR, you can run it with MiNT, should you really need it for some reason (such as MiNT-NET).

By all means....even if you don't get any multasking AES.....DO GET NVDI! This will make screen redraws MUCH faster. It offers a GDOS that supports GEM bitmap, True Type, and Post Script fonts. It also supports several of the more fairly modern color printer languages (ESC2, HPCL5, etc...).

If you do much printing at all.....
Know that Atari really did a super crap job on the printing routines in TOS!
MagiC didn't do much better on this part of their TOS replacement.
I strongly urge you to get something like OutBurST or iPRINT.
These are commercial patches that replace all the printer routines in TOS or MagiC.
For anyone who prints with an Atari...this will be the best money ever spent on an Atari.
Such patches are not all that expensive.
It will cut printing times of any type by more than half! You get MUCH faster routines, and proper configurable printer buffers. If you use a GDOS based application, or something that rasterizes its own fonts (like Calamus/PageStream/AtariWorks/Tempus/Papyrus), you'll quickly notice improvements in print times up to %300!

MagiC...
The best thing about (with HDDriver) this is that it supports long file names (VFAT), has more partition letters avilable, and supports larger drive partitions. A well set-up HD-Driver/MagiC hard-disk has the potential to be highly portable to DOS/Windows machines. If you want/need this...it might be worth it to own if for no other reason.

MagiC alot smaller and Faster than MiNT/AES with the ST class machines.
It does a better job than the Standard TOS with things like background printing, background disk access, etc......
So long as you are running true GEM apps...the newer the better...this is a really sweet setup on a low memory Machine.

I have a CT2b Falcon, and two ST class machines. They each do some things better than the others.
If I only had to choose ONE for a stock speed Mega STe with 4mb....I'd personally go for Geneva, and tinker with MiNT on the side.

Brian

4386. Re: Dave Troy is Ebaying Atari hardware

Newsgroup: comp.sys.atari.st
Date: 2004-08-18 01:50:32 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.08.18.01.50.30.819791@nosspamatari-source.com>
Source record: 17581

On Tue, 17 Aug 2004 23:29:54 +0100, Coda wrote:

>
> "Galen" <atarigalen@yahoo.com> wrote in message
> news:4645be9.0408171148.a8578bb@posting.google.com...
>> For those of you who don't know him, Dave Troy started selling Atari
>> computers in the USA when he was 17 under the name of Toad Computers.
>> In 1996 (I think), he left the Atari market and switched his business
>> over to being an ISP. Toad.net is still in business in Maryland.
>>
>> I just stumbled upon his sales via Ebay of what appears to be his
>> personal collection of Atari hardware. For those curious, they are
>> viewable at
> http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=davetroy&include=0&si
nce=-1&sort=3&rows=50
>> or just search under "Davetroy".
>
> I like the way he puts it on his falcon auction: "(has a) AT-Speed 286
> Processor Upgrade "
> Surely he means downgrade :-)
>
> Coda.

I exchanged emails with him. Some of these machines are demo machines
from the store or extra machines he has. They're most likely not his
"pride and joy" machines ;-) That falcon is a great CT60 candidate and
still very reasonable price, but I know it'll go up to $200 or so. Good
for him, unfortunate for everyone else ;-)

Mark

4387. Re: [ANN] HyperActive website (Atari related)

Newsgroup: comp.sys.atari.st
Date: 2004-08-18 08:05:22 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.08.18.08.05.21.70362@nossspamXXatari-source.com>
Source record: 17582

On Tue, 17 Aug 2004 17:40:40 -0400, gfa wrote:

>
> http://coazter.com/hyp/
>
> This site was designed to allow online viewing of ST-Guide HYPertext
> documents. Ah, but how do you view such files that are not readily
> available on the web? Several ways actually:
>
> 1) Enter a URL, like: http://www.funet.fi/pub/atari/hypertext/alice.hyp
> 2) Enter a URL, like: ftp://ftp.funet.fi/pub/atari/hypertext/go.hyp
> 3) Enter a ZIP file URL: http://www.funet.fi/pub/atari/hypertext/hp_ping.zip
> (If a ZIP archive contains several documents, HyperActive will present you
> the option to chose which one you want to see.
> 3) Click on the Docs Archive (see the top left menu) to see what's already
> available on the site.
> 4) If you have a website with some HYP documents available for download, you
> can even propose the option to view the HYP online using HyperActive and
> "?document=" argument, for example: View AtarIRC Documentation using
> HyperActive (directly from the zip archive)
>
> This site was designed and programed by Frederic Fouche and myself. Some
> browsers are not fully CSS2 compliant and may display the document
> incorrectly, for example the pictures not being aligned.
>
> Due to the complexity of ST-Guide's object rendering scheme this was not an
> easy task to simulate on the web. Thus CAB and HighWire are not suited for
> this site, however if you shut the images off, you might still find the site
> useful to some degree. No extensive testing was done with these browser.
>
> Enjoy.

This is absolutely awesome. Great work!

Mark
http://portal.atari-source.com

4388. Re: The last 17 CT60

Newsgroup: comp.sys.atari.st
Date: 2004-08-18 08:08:32 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.08.18.08.08.32.71494@nossspamXXatari-source.com>
Source record: 17583

On Tue, 17 Aug 2004 08:35:38 -0400, Ronald J. Hall wrote:

> So I guess thats it then? No more CT60s at all? Pure shame, that. :-(
>
> The afterburner is only 2nd hand now, right? Old hat.
>
> What about the CT2? What is that? Do you have a link? Thanks.

The CT2 was the predecessor to the CT60 from czuba-tech. It's older and from what I hear a bunch more complicated to install... in addition, I don't think you'd ever find a "CT2" for sale on ebay. What you'd find is more likely a CT2 falcon. I don't know, ask Rodolphe, http://www.czuba-tech.com. He probably has a couple CT60's left that he could sell you.

Thanks,
Mark

4389. Re: help dammaged mod

Newsgroup: comp.sys.atari.st
Date: 2004-08-18 08:58:42 UTC
From: exxos <exxos@home.com>
Message-ID: <41231a33$0$20250$cc9e4d1f@news-text.dial.pipex.com>
Source record: 17585

"Non la pub " <@yahoo.com> wrote in message
news:3w1Sc.15330$qn2.2079@nntpserver.swip.net...
> (resend due do wrong date)
> Hello everybody,
>
> I found one of my favourite MOD dammaged and would be glad to get one
original :
>
> it is cabalint.mod and is the music of the game Cabal. Mine had one of the
> instruments with nasty clicks.
>
> Any info to get it would be welcome at yves.rogneAROBACEonline.fr
>
> Regards
>
> M gamodeste

have you tried "The mod Archive" ?

Chris

4390. Re: [ANN] HyperActive website (Atari related)

Newsgroup: comp.sys.atari.st
Date: 2004-08-18 09:15:44 UTC
From: Simon <flibble@gmail.com>
Message-ID: <47FUc.48$ea6.3@newsfe2-gui.ntli.net>
Source record: 17584

Mark D wrote:

> This is absolutely awesome. Great work!
>
> Mark

I second this. I've been playing with it, it brought back so many
memories of ST Guide :D

Well dont guys!

(so this is why Lonny has been so quiet)

Simon

4391. Re: The last 17 CT60

Newsgroup: comp.sys.atari.st
Date: 2004-08-18 13:05:28 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <41235410$0$20698$626a14ce@news.free.fr>
Source record: 17586

It may be a good idea to send me an email to REGISTER you to RESERVE a CT60
!!!
You know...2 guys are waiting for their CT60 after the 80.
This means that you will in the 3 rd position...

AND there are yet 14 guys that have reserved and not confirmed they buy
and, nextly, the "NO MONEY = NO CT60" will arrive (I cannot wait a too long
time !).

CONCLUSION :

If 3 guys cancel their reservation, you get ONE CT60 !!

In the life, move and speak after...

Regards

Rodolphe

Ronald J. Hall wrote:
> On Tue, 17 Aug 2004 05:31:41 -0400, Mark D wrote:
>
>> LOL,
>>
>> The CT60 is definitively THE accelerator for the Falcon. But in your
>> position I would hunt a CT2 Falcon or an Afterburner. I have huge
>> doubts that anyone will give up their CT60 for under $500USD or
>> more. I know personally that my CT60 Falcon has a $2500 price tag
>> on it... and that's only to get me to consider the prospect of
>> selling it ;-).
>>
>> Thanks,
>> Mark
>
> So I guess thats it then? No more CT60s at all? Pure shame, that. :-(
>
> The afterburner is only 2nd hand now, right? Old hat.
>
> What about the CT2? What is that? Do you have a link? Thanks.

4392. Re: CT60 - CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2004-08-18 13:07:01 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <4123546d$0$20675$626a14ce@news.free.fr>
Source record: 17587

hey, the author of Extendos is a CT60 developer (he uses a CT60),
SO you have to be SURE that Extendos is running fine on CT60 !

Regards

Joe Iron wrote:
> jdplace@REMOVESPAMcableone.net (Joseph D. Place) wrote in message
> news:<10ht3khsopga281@corp.supernews.com>...
>> On 14 Aug 2004 06:07:56 , Joe Iron wrote:
>>> I'm a new CT60 user. I use an external SCSI CD-rom. Before the CT60
>>> it worked fluently. Now I removed the clock patch and did the SDMA
>>> patch. I recognized that the data coming from the CD-ROM are
>>> corrupt: every time when I opened a zip file, it reported CRC error
>>> at different files (I tried many files). I thought, that there is
>>> problem with the SCSI data. Then I connected another CD-ROM to the
>>> IDE bus. (slave of an IDE HDD) The data from the IDE CD-ROM are
>>> also corrupt. The HDD is working well. I checked both METAXBS.PRG
>>> and SPIN_SD.BOS and both of the "TT-flags" are unchecked.
>>> I use Mint 1.15 and HdDriver 8.13.
>>>
>>> Do you have any idea what to check?
>
>>>
>>> Thanks in advance.
>>> .
>> I use Extendos and I have to use the "limit I/O" switch with my CT60.
>> Perhaps there is something similar with Spin?
>>
>>
>> __
>> Joseph D. Place
>> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
>> __
>> Joseph D. Place
>> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
>
>
> Is there a demo version of Extendos available to check if the CD
> driver software causes the problem?

4393. Re: The last 17 CT60

Newsgroup: comp.sys.atari.st
Date: 2004-08-18 13:18:44 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.08.18.13.18.43.160332@darkforce.ky.org>
Source record: 17588

On Wed, 18 Aug 2004 15:05:28 +0200, Rodolphe Czuba wrote:

> rod-yenamarreduspam-olphe.czuba@free.fr

Okay, I understand. I've sent an e-mail (2nd) to the following address:

rod-yenamarreduspam-olphe.czuba@free.fr

That is the correct one, right? Anyways, I'm asking, please to be
registered.

Thank you. (and many thanks for continuing to support the Atari community
with such excellant work!).

4394. Re: GIM 0.3a Due Soon!

Newsgroup: comp.sys.atari.st
Date: 2004-08-18 13:45:23 UTC
From: Jean-Luc <geek@atarians.com>
Message-ID: <cfvmhj$4o0$1@news-reader1.wanadoo.fr>
Source record: 17589

Mark D a ï¿½crit :
>
> Hello,
>
> It should in theory work under MagiC and MagiCNet, but this is a theory
> I'll need to test. I'll install STiK support some year ;-)

OK, I'll test it when it is available ;-)

J.-Luc

4395. Re: The last 17 CT60

Newsgroup: comp.sys.atari.st
Date: 2004-08-18 15:36:34 UTC
From: Mikael Ljungberg <mikael.ljungberg@telia.com>
Message-ID: <41237847.D0C95BA1@telia.com>
Source record: 17590

Hi Rodolphe!!!

What the price for a CT-060, mail me private.

Regards

Mikael Lj
Sweden

Rodolphe Czuba skrev:
>
> It may be a good idea to send me an email to REGISTER you to RESERVE a CT60
> !!!
> You know...2 guys are waiting for their CT60 after the 80.
> This means that you will in the 3 rd position...
>
> AND there are yet 14 guys that have reserved and not confirmed they buy
> and, nextly, the "NO MONEY = NO CT60" will arrive (I cannot wait a too long
> time !).
>
> CONCLUSION :
>
> If 3 guys cancel their reservation, you get ONE CT60 !!
>
> In the life, move and speak after...
>
> Regards
>
> Rodolphe
>
> Ronald J. Hall wrote:
> > On Tue, 17 Aug 2004 05:31:41 -0400, Mark D wrote:
> >
> >> LOL,
> >>
> >> The CT60 is definitively THE accelerator for the Falcon. But in your
> >> position I would hunt a CT2 Falcon or an Afterburner. I have huge
> >> doubts that anyone will give up their CT60 for under $500USD or
> >> more. I know personally that my CT60 Falcon has a $2500 price tag
> >> on it... and that's only to get me to consider the prospect of
> >> selling it ;-).
> >>
> >> Thanks,
> >> Mark
> >

> > So I guess thats it then? No more CT60s at all? Pure shame, that. :-(
> >
> > The afterburner is only 2nd hand now, right? Old hat.
> >
> > What about the CT2? What is that? Do you have a link? Thanks.

4396. Re: The last 17 CT60

Newsgroup: comp.sys.atari.st
Date: 2004-08-18 15:39:46 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <41237839$0$29671$636a15ce@news.free.fr>
Source record: 17591

DON'T PUT MY EMAIL ADDRESS ON WEB PAGE !!!!

DO YOU KNOW ROBOTS THAT TAKE EMAL ADDRESSES TO MAKE SOME SPAM FILES !??!!

AND my address is not that ! This address is volontary bad to avoid some
problems (and you may do one here if you put my email address here !)

Check on www.czuba-tech.com !

Ronald J. Hall wrote:
> On Wed, 18 Aug 2004 15:05:28 +0200, Rodolphe Czuba wrote:
>
>> rod-yenamarreduspam-olphe.czuba@free.fr
>
> Okay, I understand. I've sent an e-mail (2nd) to the following
> address:
>
> rod-yenamarreduspam-olphe.czuba@free.fr
>
> That is the correct one, right? Anyways, I'm asking, please to be
> registered.
>
> Thank you. (and many thanks for continuing to support the Atari
> community with such excellant work!).

4397. Re: The last 17 CT60

Newsgroup: comp.sys.atari.st
Date: 2004-08-18 15:53:13 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.08.18.15.53.12.614127@darkforce.ky.org>
Source record: 17592

On Wed, 18 Aug 2004 17:39:46 +0200, Rodolphe Czuba wrote:

> DON'T PUT MY EMAIL ADDRESS ON WEB PAGE !!!!

It appears that I've offended you - I apologize. :-(

> DO YOU KNOW ROBOTS THAT TAKE EMAL ADDRESSES TO MAKE SOME SPAM FILES !??!!

Yes, I do. I only used (and posted) that address because its in the header
already. Again, I'm sorry if I've transgressed.

> AND my address is not that ! This address is volontary bad to avoid some
> problems (and you may do one here if you put my email address here !)
>
> Check on www.czuba-tech.com !

I did send one from the website but since I had not received an answer yet
I followed up here. In retrospect, I guess that was my mistake.

Good day.

4398. Re: CT60 - CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2004-08-18 19:26:58 UTC
From: vas.jozsef@karatnet.hu
Message-ID: <fe2e68f2.0408181126.4a02018@posting.google.com>
Source record: 17593

Yes, but I'm not sure 100% that this is a software problem. If not a
software problem and I buy Extendos, then I'm just wasting my money.

"Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in message
news:<4123546d$0$20675$626a14ce@news.free.fr>...
> hey, the author of Extendos is a CT60 developer (he uses a CT60),
> SO you have to be SURE that Extendos is running fine on CT60 !
>
> Regards
>
>
>
>
> Joe Iron wrote:
> > jdplace@REMOVESPAMcableone.net (Joseph D. Place) wrote in message
> > news:<10ht3khsopga281@corp.supernews.com>...
> >> On 14 Aug 2004 06:07:56 , Joe Iron wrote:
> >>> I'm a new CT60 user. I use an external SCSI CD-rom. Before the CT60
> >>> it worked fluently. Now I removed the clock patch and did the SDMA
> >>> patch. I recognized that the data coming from the CD-ROM are
> >>> corrupt: every time when I opened a zip file, it reported CRC error
> >>> at different files (I tried many files). I thought, that there is
> >>> problem with the SCSI data. Then I connected another CD-ROM to the
> >>> IDE bus. (slave of an IDE HDD) The data from the IDE CD-ROM are
> >>> also corrupt. The HDD is working well. I checked both METAXBS.PRG
> >>> and SPIN_SD.BOS and both of the "TT-flags" are unchecked.
> >>> I use Mint 1.15 and HdDriver 8.13.
> >>>
> >>> Do you have any idea what to check?
>
> >>>
> >>> Thanks in advance.
> >>> .
> >> I use Extendos and I have to use the "limit I/O" switch with my CT60.
> >> Perhaps there is something similar with Spin?
> >>
> >>
> >> __
> >> Joseph D. Place
> >> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
> >> __
> >> Joseph D. Place
> >> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
> >

> >
> > Is there a demo version of Extendos available to check if the CD
> > driver software causes the problem?

4399. Re: Mega STE after all these years (Was Re: SSH client?)

Newsgroup: comp.sys.atari.st
Date: 2004-08-18 19:34:32 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0408181134.6006f4f9@posting.google.com>
Source record: 17594

"Brian Roland" <BJRoland@bellsouth.net> wrote in message
news:<zbyUc.16$pi.9@bignews3.bellsouth.net>...
> > > Fifth: The OS: Is a MegaSTE with 4MB OK for the hailed MagiC? Or
> > > FreeMiNT? I have read about these on the net, but can someone please
> > > tell me about which one to use in what case?
>
> If you have a 4mb or less machine...................
> Geneva!
> ...

I agree. If you are limited to 4 Mb, either Geneva or MagiC will be your best choice. The two OS variants can be debated endlessly, but in a nutshell, Geneva has the best compatibility while MagiC has a better feature set (preemptive vs cooperative multitasking, for example). I own both, and personally prefer Geneva/NeoDesk.

Galen

4400. Re: Mega STE after all these years (Was Re: SSH client?)

Newsgroup: comp.sys.atari.st
Date: 2004-08-18 20:46:04 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <pePUc.23490$3I1.3013@bignews5.bellsouth.net>
Source record: 17595

If you're sticking for the most part with ASH applications (or those that really make an effort to support nicities of MagiC), and you design your suite of software around MagiC. I think you'll be pleased. This platform design is intended to set some standards and move TOS machines forward in the way one works with a computer.
MagiC-keen software-authors communicated a good deal about standardizing the look and feel of applications...I.E. lets everyone use/organize pop-ups, windows, dialogues, and menus the same way, for the same reasons...so that Emailer will behave much the same way as CAB to the user....it's an organized thought process that gives you a very uniform look and feel across all of your applications... I.E. control C will 'copy the block to clip board' in almost any ASH focused application ever drawn up! They all know that clipboard is there, and they all use it the same way. You'll find the same to be true for MiNT/N.AES/XXAES.

If you've got piles and piles of old software from all over the world, hardly following any standards other than some rather old and outdated outlines of GEM...you'll find Geneva offering a plethora of options simply not avilable in MagiC. These options will allow you to create you own standards...even with really old applications done up before there were recommended and truly followed standards (such as the clipboard copy and paste with consistant hot key combinations). I've found that many of the nice new ideas that have come about for MagiC/MiNT....such as a standard protocol for scripting, and the AVSERVER, etc...while Geneva isn't up to date on all that...there's still often a way to achieve the same result (yep, even with ancient softwares that didn't follow any 'working method' standard at all.

The cooperative vs preemtive multitasking...
On an ST....I doubt that you the user will notice much difference with one exception. Disk access, and certian calls that hog the system where GEM is concerned (I.E. dialogues often lock you out of doing anything else until you've clicked through, or the job it does is complete. Printing is a good example (without a spooler). MagiC, when combined with HD-Driver, and cleanly written multi-tasking aware GEM software will allow you in most cases, to keep on working when a disk is being accessed (or run processes in the background), and in some cases even print in the background and go on about your buissness with another application. Again...most apps that perform well on an ST don't require much disk access anyway...here, your specific needs dictate best.

On a 4mb ST machine...you're not likely to be running many things at once anyway....
As an example running 4 typical GEM apps under Geneva or Magic...I doubt you'll notice much difference in how 'zippy' the machine feels and reacts to you, the user.

I have and use them all (Geneva, MagiC, MiNT/AES4_1/N.AES/XXAES), and like them all for different reasons....
Being a MIDI person....I find I put more time in with Geneva in cooperative mode than any of the rest.

Geneva CAN INDEED be run as the AES on top of MiNT. This makes it preemtive! With older kernels and a time slice of 2 or 3 (On an ST) it's quite useable...and the older kernels leave enough memory to get some useful multitasking in.
I personally don't find any advantage to this unless you want a minix/ext2/VFAT partition, or intend to run MiNT-NET, or wanna dive into some of the Unix/POSIX possibilities.
As one moves into more modern kernels, to support things like VFAT/NEWFAT, ext2, latest C libraries, true SPAREMINT upgradabiltiy...you're not gonna have much memory left for anything GEM anyway! In ST-Medium or ST-HIGH resolutions....I personaly recommend using virtual consoles for all the unix stuff...and avoiding GEM unless you really need it for something. Ya don't have colors anyway...and not much room on screen for lots of windows...might as well just 'swap screens with a function key' rather than trying to run a memory/rescource hog like TOSWIN.

As an AES for MiNT.......
I find Geneva FASTER than any of the others!
Some of the newer AES standards are not fully supported of course....but yep...it's more responsive than any of the others (Using a Falcon CT2b with the last EasyMiNT installation).

If you do wanna tinker with a full unix mint setup on an ST....
I'd set aside two partitions....put KEMG (OR KGMD if you're german speaking) on the first one.
Get famaliar with that....and later try SpareMint on the second minix partition.
For a 68000 machine....ext2 isn't well tested, if at all. It's likely to slow things down a bit too. Prolly best to stick with minix on an ST (unless ya just wanna try it...be the one to test it ;).

That's pretty much why I say, for an ST class machine...get Geneva first....
Add the others too if you can afford it and enjoy your Atari that much, they're great :)
It's just that here in my workshop....with the Mega 4, STacy 4, and Falcon CT2b...Geneva, cooperative mode, with a STing based network, is the beast that gets the most hours trouble free use.

Brian

4401. Eiffel Disaster Recovery?

Newsgroup: comp.sys.atari.st
Date: 2004-08-18 21:56:41 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <cg0jap$l4d$1@news5.svr.pol.co.uk>
Source record: 17596

Hi All

Thought things were going too well....

I had just downloaded the latest version of the Eiffel Config Program v1.0.6, and had selected the HEX file to update my external Eiffel device. Then I selected "Program Flash" and the Eiffel mouse/keyboard lights came ON, also the Num/Caps/Scroll Lock lights were ON on the keyboard. When all the Update radio buttons had turned to their lighter shades I assumed the program had done its job - even though the lights on the Eiffel and Keyboard were still ON. The Mouse or keyboard didn't respond!

I reset the Falcon CT2b, but no keyboard or mouse were operational when I got back to the desktop!

I managed to recover (from a backup CD) version 1.0.4 of the Config Program but various attempts at unplugging the Mega keyboard and quickly plugging in the Eiffel have probably failed to Program the Flash with the old version of the firmware!

Can anyone else help?

Will the main chip need resetting with an external programmer? Lyndon Amsdon made this Eiffel for me, but he is too busy with his job now.

Neil :-(

4402. Re: GIM 0.3a Due Soon!

Newsgroup: comp.sys.atari.st
Date: 2004-08-18 22:18:01 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.08.18.22.18.01.532053@nossspamXXatari-source.com>
Source record: 17597

On Wed, 18 Aug 2004 13:45:23 +0000, Jean-Luc wrote:

> Mark D a ï¿½crit :
>>
>> Hello,
>>
>> It should in theory work under MagiC and MagiCNet, but this is a theory
>> I'll need to test. I'll install STiK support some year ;-)
>
> OK, I'll test it when it is available ;-)
>
> J.-Luc

Hrmm, Well GIM doesn't work under MagiC. So, the possibility exists that someday it may work with STiNG/Gluestik but it's never going to work without MiNT because I won't do the work required to remove the dependency on the MiNTLib (and hence MiNT kernel) that the faim library has. The faim library has these dependencies because it's a straight unix port and it's one of those less avoidable things. It dies sometime during the signin process. I suppose I could try to link it against that old mintlib (separated from MiNT kernel) archive that I found and see if htat works.

Mark
http://portal.atari-source.com

4403. Re: help dammaged mod

Newsgroup: comp.sys.atari.st
Date: 2004-08-19 04:42:02 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.08.19.04.42.00.626861@nossspamXXatari-source.com>
Source record: 17598

On Tue, 10 Aug 2004 13:06:57 +0930, Non ï¿½ la pub ï¿½ wrote:

> (resend due do wrong date)
> Hello everybody,
>
> I found one of my favourite MOD dammaged and would be glad to get one original :
>
> it is cabalint.mod and is the music of the game Cabal. Mine had one of the
> instruments with nasty clicks.
>
> Any info to get it would be welcome at yves.rogneAROBACEonline.fr
>
> Regards
>
> Mï¿½gamodeste

http://toad.atari-source.com/~mduckworth/CABALINT.MOD

Thanks,
Mark
http://portal.atari-source.com

4404. Re: Eiffel Disaster Recovery?

Newsgroup: comp.sys.atari.st
Date: 2004-08-19 11:21:48 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0408190321.1156ecd0@posting.google.com>
Source record: 17499

If this does happen, you can try using a serial PC mouse on the modem
port with a suitable driver and leave the eiffel connected to
reprogram it.

If you don't have facilites to do that, you can send it to me. It
only takes me 5 mins to program it.

Lyndon

neil@adel6.freeserve.co.uk (Neil Chester) wrote in message
news:<cg0jap$l4d$1@news5.svr.pol.co.uk>...
> Hi All
>
> Thought things were going too well....
>
> I had just downloaded the latest version of the Eiffel Config Program
> v1.0.6, and had selected the HEX file to update my external Eiffel device.
> Then I selected "Program Flash" and the Eiffel mouse/keyboard lights came
> ON, also the Num/Caps/Scroll Lock lights were ON on the keyboard. When
> all the Update radio buttons had turned to their lighter shades I assumed
> the program had done its job - even though the lights on the Eiffel and
> Keyboard were still ON. The Mouse or keyboard didn't respond!
>
> I reset the Falcon CT2b, but no keyboard or mouse were operational when I
> got back to the desktop!
>
> I managed to recover (from a backup CD) version 1.0.4 of the Config
> Program but various attempts at unplugging the Mega keyboard and quickly
> plugging in the Eiffel have probably failed to Program the Flash with the
> old version of the firmware!
>
> Can anyone else help?
>
> Will the main chip need resetting with an external programmer? Lyndon
> Amsdon made this Eiffel for me, but he is too busy with his job now.
>
> Neil :-(

4405. Re: The last 17 CT60

Newsgroup: comp.sys.atari.st
Date: 2004-08-19 13:02:49 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <4124a4ed$0$29657$636a15ce@news.free.fr>
Source record: 17500

My previous email address was so spammed that I had to change it...
And changing an email adress is boring like changing your postal address !!
You have to inform all your contact and to modify all your registrations for email news and so on...
And I have a lot of email news letters and many electronic web site records !
Not happy to do that ! I take a long time and time is money !

So, I have no SPAM at all on my actual email address and I'd like it continue like this ...

Ronald J. Hall wrote:
> On Wed, 18 Aug 2004 17:39:46 +0200, Rodolphe Czuba wrote:
>
>> DON'T PUT MY EMAIL ADDRESS ON WEB PAGE !!!!
>
> It appears that I've offended you - I apologize. :-(
>
>> DO YOU KNOW ROBOTS THAT TAKE EMAL ADDRESSES TO MAKE SOME SPAM FILES
>> !??!!
>
> Yes, I do. I only used (and posted) that address because its in the
> header already. Again, I'm sorry if I've transgressed.
>
>> AND my address is not that ! This address is volontary bad to avoid
>> some problems (and you may do one here if you put my email address
>> here !)
>>
>> Check on www.czuba-tech.com !
>
> I did send one from the website but since I had not received an
> answer yet I followed up here. In retrospect, I guess that was my
> mistake.
>
> Good day.

4406. Re: The last 17 CT60

Newsgroup: comp.sys.atari.st
Date: 2004-08-19 13:04:13 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <4124a542$0$29655$636a15ce@news.free.fr>
Source record: 17501

Email me !
See my email link on my web site : www.czuba-tech.com

The price is on the site !

NO more CT60 available !
Only a standby list in the case some people cancel their order.

Regards

Mikael Ljungberg wrote:
> Hi Rodolphe!!!
>
> What the price for a CT-060, mail me private.
>
> Regards
>
> Mikael Lj
> Sweden
>
> Rodolphe Czuba skrev:
>>
>> It may be a good idea to send me an email to REGISTER you to RESERVE
>> a CT60 !!!
>> You know...2 guys are waiting for their CT60 after the 80.
>> This means that you will in the 3 rd position...
>>
>> AND there are yet 14 guys that have reserved and not confirmed they
>> buy and, nextly, the "NO MONEY = NO CT60" will arrive (I cannot wait
>> a too long time !).
>>
>> CONCLUSION :
>>
>> If 3 guys cancel their reservation, you get ONE CT60 !!
>>
>> In the life, move and speak after...
>>
>> Regards
>>
>> Rodolphe
>>
>> Ronald J. Hall wrote:
>>> On Tue, 17 Aug 2004 05:31:41 -0400, Mark D wrote:
>>>
>>>> LOL,

>>>>
>>>> The CT60 is definitively THE accelerator for the Falcon. But in
>>>> your position I would hunt a CT2 Falcon or an Afterburner. I have
>>>> huge doubts that anyone will give up their CT60 for under $500USD
>>>> or more. I know personally that my CT60 Falcon has a $2500 price
>>>> tag on it... and that's only to get me to consider the prospect of
>>>> selling it ;-).
>>>>
>>>> Thanks,
>>>> Mark
>>>
>>> So I guess thats it then? No more CT60s at all? Pure shame, that.
>>> :-(
>>>
>>> The afterburner is only 2nd hand now, right? Old hat.
>>>
>>> What about the CT2? What is that? Do you have a link? Thanks.

4407. Re: The last 17 CT60

Newsgroup: comp.sys.atari.st
Date: 2004-08-19 15:38:22 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.08.19.15.38.22.846706@darkforce.ky.org>
Source record: 17502

On Thu, 19 Aug 2004 15:02:49 +0200, Rodolphe Czuba wrote:

> My previous email address was so spammed that I had to change it...
> And changing an email adress is boring like changing your postal address !!
> You have to inform all your contact and to modify all your registrations for
> email news and so on...
> And I have a lot of email news letters and many electronic web site records
> !
> Not happy to do that ! I take a long time and time is money !
>
> So, I have no SPAM at all on my actual email address and I'd like it
> continue like this ...

Sir, I understand and I've already apologized. I will again. I apologize.

I guess I'm spoiled by Linux. Spamassassin here basically destroys the
concept of spam.

I did send an e-mail via the address on your web site. I hope it got
through. I understand that I would be on a waiting list.

Thank you, and good day.

4408. Re: [ANN] HyperActive website (Atari related)

Newsgroup: comp.sys.atari.st
Date: 2004-08-19 16:37:24 UTC
From: Simon <flibble@gmail.com>
Message-ID: <8H4Vc.346$Wg.296@newsfe1-gui.ntli.net>
Source record: 17503

Simon wrote:

> Mark D wrote:
>
>> This is absolutely awesome. Great work!
>>
>> Mark
>
>
> I second this. I've been playing with it, it brought back so many
> memories of ST Guide :D
>
> Well dont guys!

DONE! I mean done!

honest!

Simon

4409. Re: Eiffel Disaster Recovery?

Newsgroup: comp.sys.atari.st
Date: 2004-08-19 16:42:29 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1gis1ce.1ckucf8ob84poN%NOSPAMS@wanadoo.fr>
Source record: 17504

Neil Chester <neil@adel6.freeserve.co.uk> wrote:

> Hi All
>
> Thought things were going too well....
>
> I had just downloaded the latest version of the Eiffel Config Program
> v1.0.6, and had selected the HEX file to update my external Eiffel device.
> Then I selected "Program Flash" and the Eiffel mouse/keyboard lights came
> ON, also the Num/Caps/Scroll Lock lights were ON on the keyboard. When
> all the Update radio buttons had turned to their lighter shades I assumed
> the program had done its job - even though the lights on the Eiffel and
> Keyboard were still ON. The Mouse or keyboard didn't respond!
>
> I reset the Falcon CT2b, but no keyboard or mouse were operational when I
> got back to the desktop!
>
> I managed to recover (from a backup CD) version 1.0.4 of the Config
> Program but various attempts at unplugging the Mega keyboard and quickly
> plugging in the Eiffel have probably failed to Program the Flash with the
> old version of the firmware!

You need a firmware 1.0.6 without debug whith the Lyndon's card because
there are no pull-up on RB5/RB4. If RB5 is read to 0, eiffel start in
the laurent Favard debug mode and the serial port is set at 9600 bauds,
so the communication with the motherboard can't work.

> Can anyone else help?
>
> Will the main chip need resetting with an external programmer? Lyndon
> Amsdon made this Eiffel for me, but he is too busy with his job now.

Try to set the power with the FIRE button of the main joystick, eiffel
start with the residant firmware, not the firmware flashed by the Eiffel
Config program.

Regards,

Didier.

--
☐Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
☐☐☐Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT☐60 10☐5☐☐☐☐☐MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

4410. Re: CT60 - CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2004-08-19 17:39:16 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <4124e5b8$0$29662$636a15ce@news.free.fr>
Source record: 17505

```
Check the hardware..

Joe Iron wrote:
> Yes, but I'm not sure 100% that this is a software problem. If not a
> software problem and I buy Extendos, then I'm just wasting my money.
>
> "Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in
> message news:<4123546d$0$20675$626a14ce@news.free.fr>...
>> hey, the author of Extendos is a CT60 developer (he uses a CT60),
>> SO you have to be SURE that Extendos is running fine on CT60 !
>>
>> Regards
>>
>>
>>
>>
>> Joe Iron wrote:
>>> jdplace@REMOVESPAMcableone.net (Joseph D. Place) wrote in message
>>> news:<10ht3khsopga281@corp.supernews.com>...
>>>> On 14 Aug 2004 06:07:56 , Joe Iron wrote:
>>>>> I'm a new CT60 user. I use an external SCSI CD-rom. Before the
>>>>> CT60 it worked fluently. Now I removed the clock patch and did
>>>>> the SDMA patch. I recognized that the data coming from the CD-ROM
>>>>> are corrupt: every time when I opened a zip file, it reported CRC
>>>>> error at different files (I tried many files). I thought, that
>>>>> there is problem with the SCSI data. Then I connected another
>>>>> CD-ROM to the IDE bus. (slave of an IDE HDD) The data from the
>>>>> IDE CD-ROM are also corrupt. The HDD is working well. I checked
>>>>> both METAXBS.PRG and SPIN_SD.BOS and both of the "TT-flags" are
>>>>> unchecked.
>>>>> I use Mint 1.15 and HdDriver 8.13.
>>>>>
>>>>> Do you have any idea what to check?
>>>
>>>>>
>>>>> Thanks in advance.
>>>>> .
>>>> I use Extendos and I have to use the "limit I/O" switch with my
>>>> CT60. Perhaps there is something similar with Spin?
>>>>
>>>>
>>>> __
>>>> Joseph D. Place
>>>> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
```

>>>> __
>>>> Joseph D. Place
>>>> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
>>>
>>>
>>> Is there a demo version of Extendos available to check if the CD
>>> driver software causes the problem?

4411. Re: Eiffel Disaster Recovery?

Newsgroup: comp.sys.atari.st
Date: 2004-08-19 18:22:27 UTC
From: Jean-Luc <geek@atarians.com>
Message-ID: <cg2r53kvr1@news-reader3.wanadoo.fr>
Source record: 17506

Neil Chester a ï¿½crit :
>
> Hi All

Hello Neil,
>
> Thought things were going too well....
>
> I had just downloaded the latest version of the Eiffel Config Program
> v1.0.6, and had selected the HEX file to update my external Eiffel device.
> Then I selected "Program Flash" and the Eiffel mouse/keyboard lights came
> ON, also the Num/Caps/Scroll Lock lights were ON on the keyboard. When
> all the Update radio buttons had turned to their lighter shades I assumed
> the program had done its job - even though the lights on the Eiffel and
> Keyboard were still ON. The Mouse or keyboard didn't respond!

It happened to me once... a few mails with Didier later, I tied both
pin 25 and 26 to +5V via 2 4,7K resistors, flashed a special version of
the 1.0.6 firmware, and it worked again :-)

J.-Luc

4412. Re: The last 17 CT60

Newsgroup: comp.sys.atari.st
Date: 2004-08-19 18:25:34 UTC
From: Matthias Alles <alles@rhrk.uni-kl.de>
Message-ID: <cg2raukqt1@news.uni-kl.de>
Source record: 17507

> Sir, I understand and I've already apologized. I will again. I apologize.

Don´t worry.. Mr. Czuba always seems to shout when he writes mails. He uses '!' almost after every sentence.. In every mail.. :-)

4413. Re: The last 17 CT60

Newsgroup: comp.sys.atari.st
Date: 2004-08-19 18:53:53 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.08.19.18.53.53.954716@darkforce.ky.org>
Source record: 17508

On Thu, 19 Aug 2004 20:25:34 +0200, Matthias Alles wrote:

>
>> Sir, I understand and I've already apologized. I will again. I apologize.
>
> Donï¿½t worry.. Mr. Czuba always seems to shout when he writes mails. He
> uses '!' almost after every sentence.. In every mail.. :-)

Ah.... :-)

4414. Re: CT60 - CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2004-08-20 07:23:47 UTC
From: vas.jozsef@karatnet.hu
Message-ID: <fe2e68f2.0408192323.70cdcbcb@posting.google.com>
Source record: 17509

OK, but what to check? And how? Any help is welcome.

"Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in message
news:<4124e5b8$0$29662$636a15ce@news.free.fr>...
> Check the hardware..
>
> Joe Iron wrote:
> > Yes, but I'm not sure 100% that this is a software problem. If not a
> > software problem and I buy Extendos, then I'm just wasting my money.
> >
> > "Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in
> > message news:<4123546d$0$20675$626a14ce@news.free.fr>...
> >> hey, the author of Extendos is a CT60 developer (he uses a CT60),
> >> SO you have to be SURE that Extendos is running fine on CT60 !
> >>
> >> Regards
> >>
> >>
> >>
> >>
> >> Joe Iron wrote:
> >>> jdplace@REMOVESPAMcableone.net (Joseph D. Place) wrote in message
> >>> news:<10ht3khsopga281@corp.supernews.com>...
> >>>> On 14 Aug 2004 06:07:56 , Joe Iron wrote:
> >>>>> I'm a new CT60 user. I use an external SCSI CD-rom. Before the
> >>>>> CT60 it worked fluently. Now I removed the clock patch and did
> >>>>> the SDMA patch. I recognized that the data coming from the CD-ROM
> >>>>> are corrupt: every time when I opened a zip file, it reported CRC
> >>>>> error at different files (I tried many files). I thought, that
> >>>>> there is problem with the SCSI data. Then I connected another
> >>>>> CD-ROM to the IDE bus. (slave of an IDE HDD) The data from the
> >>>>> IDE CD-ROM are also corrupt. The HDD is working well. I checked
> >>>>> both METAXBS.PRG and SPIN_SD.BOS and both of the "TT-flags" are
> >>>>> unchecked.
> >>>>> I use Mint 1.15 and HdDriver 8.13.
> >>>>>
> >>>>> Do you have any idea what to check?
> >
> >>>>>
> >>>>> Thanks in advance.
> >>>>> .
> >>>> I use Extendos and I have to use the "limit I/O" switch with my
> >>>> CT60. Perhaps there is something similar with Spin?
> >>>>

> >>>>
> >>>> __
> >>>> Joseph D. Place
> >>>> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
> >>>> __
> >>>> Joseph D. Place
> >>>> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
> >>>
> >>>
> >>> Is there a demo version of Extendos available to check if the CD
> >>> driver software causes the problem?

4415. Re: CT60 - CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2004-08-20 08:39:23 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <4125b8ae$0$22030$626a14ce@news.free.fr>
Source record: 17510

Transfer in CT60 mode a big ZIP file from IDE to SCSI and check it in 030
mode !
This tests SCSI WRITE !
EASY !

Same in the other sense : transfer a ZIP file in the SCSI in 030 mode.
In 060 mode transfer it to your IDE. And Check it in 030 mode.
This tests SCSI READ !
EASY !

The ZIP file should be 10 MB at least and select the higher video mode you
can (with Centscreen you can work in 65K colors in 640*480 and I recommend
you that for the SCSI tests !!).

Regards

Joe Iron wrote:
> OK, but what to check? And how? Any help is welcome.
>
> "Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in
> message news:<4124e5b8$0$29662$636a15ce@news.free.fr>...
>> Check the hardware..
>>
>> Joe Iron wrote:
>>> Yes, but I'm not sure 100% that this is a software problem. If not a
>>> software problem and I buy Extendos, then I'm just wasting my money.
>>>
>>> "Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in
>>> message news:<4123546d$0$20675$626a14ce@news.free.fr>...
>>>> hey, the author of Extendos is a CT60 developer (he uses a CT60),
>>>> SO you have to be SURE that Extendos is running fine on CT60 !
>>>>
>>>> Regards
>>>>
>>>>
>>>>
>>>>
>>>> Joe Iron wrote:
>>>>> jdplace@REMOVESPAMcableone.net (Joseph D. Place) wrote in message
>>>>> news:<10ht3khsopga281@corp.supernews.com>...
>>>>>> On 14 Aug 2004 06:07:56 , Joe Iron wrote:
>>>>>>> I'm a new CT60 user. I use an external SCSI CD-rom. Before the
>>>>>>> CT60 it worked fluently. Now I removed the clock patch and did
>>>>>>> the SDMA patch. I recognized that the data coming from the
>>>>>>> CD-ROM are corrupt: every time when I opened a zip file, it

>>>>>>> reported CRC error at different files (I tried many files). I
>>>>>>> thought, that there is problem with the SCSI data. Then I
>>>>>>> connected another CD-ROM to the IDE bus. (slave of an IDE HDD)
>>>>>>> The data from the IDE CD-ROM are also corrupt. The HDD is
>>>>>>> working well. I checked both METAXBS.PRG and SPIN_SD.BOS and
>>>>>>> both of the "TT-flags" are unchecked.
>>>>>>> I use Mint 1.15 and HdDriver 8.13.
>>>>>>>
>>>>>>> Do you have any idea what to check?
>>
>>>>>>>
>>>>>>> Thanks in advance.
>>>>>>> .
>>>>>> I use Extendos and I have to use the "limit I/O" switch with my
>>>>>> CT60. Perhaps there is something similar with Spin?
>>>>>>
>>>>>>
>>>>>> __
>>>>>> Joseph D. Place
>>>>>> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
>>>>>> __
>>>>>> Joseph D. Place
>>>>>> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
>>>>>
>>>>>
>>>>> Is there a demo version of Extendos available to check if the CD
>>>>> driver software causes the problem?

4416. Re: The last 17 CT60

Newsgroup: comp.sys.atari.st
Date: 2004-08-20 12:03:57 UTC
From: LS <me@email.net>
Message-ID: <NMlVc.6600$9d6.2512@attbi_s54>
Source record: 17511

Mine used to be that way. I used the free Spamcop.net service for about
three months. Now I get 1 or 2 spams a month.

"Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in message
news:4124a4ed$0$29657$636a15ce@news.free.fr...
> My previous email address was so spammed that I had to change it...
> And changing an email adress is boring like changing your postal address
> !!
> You have to inform all your contact and to modify all your registrations
> for
> email news and so on...
> And I have a lot of email news letters and many electronic web site
> records
> !
> Not happy to do that ! I take a long time and time is money !
>
> So, I have no SPAM at all on my actual email address and I'd like it
> continue like this ...
>
>
>
> Ronald J. Hall wrote:
>> On Wed, 18 Aug 2004 17:39:46 +0200, Rodolphe Czuba wrote:
>>
>>> DON'T PUT MY EMAIL ADDRESS ON WEB PAGE !!!!
>>
>> It appears that I've offended you - I apologize. :-(
>>
>>> DO YOU KNOW ROBOTS THAT TAKE EMAL ADDRESSES TO MAKE SOME SPAM FILES
>>> !??!!
>>
>> Yes, I do. I only used (and posted) that address because its in the
>> header already. Again, I'm sorry if I've transgressed.
>>
>>> AND my address is not that ! This address is volontary bad to avoid
>>> some problems (and you may do one here if you put my email address
>>> here !)
>>>
>>> Check on www.czuba-tech.com !
>>
>> I did send one from the website but since I had not received an
>> answer yet I followed up here. In retrospect, I guess that was my
>> mistake.
>>

>> Good day.
>
>

4417. Re: CT60 - CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2004-08-20 18:35:26 UTC
From: vas.jozsef@karatnet.hu
Message-ID: <fe2e68f2.0408201035.7a573267@posting.google.com>
Source record: 17512

The result of the testing:

I couldn't test SCSI writes, since I have only a SCSI CD-ROM.
030 mode :
IDE-CD to IDE-HDD : OK
SCSI-CD to IDE-HDD : FAILS (rare CRC error, almost OK)
IDE-HDD to IDE-HDD : OK

060 mode:
IDE-CD to IDE-HDD : FAILS (even Thing is terminated, copy failed)
SCSI-CD to IDE-HDD : FAILS (lot of CRC error)
IDE-HDD to IDE-HDD : OK

I did the file copies in the specified modes and the testing in 060 mode.

"Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in message
news:<4125b8ae$0$22030$626a14ce@news.free.fr>...
> Transfer in CT60 mode a big ZIP file from IDE to SCSI and check it in 030
> mode !
> This tests SCSI WRITE !
> EASY !
>
> Same in the other sense : transfer a ZIP file in the SCSI in 030 mode.
> In 060 mode transfer it to your IDE. And Check it in 030 mode.
> This tests SCSI READ !
> EASY !
>
> The ZIP file should be 10 MB at least and select the higher video mode you
> can (with Centscreen you can work in 65K colors in 640*480 and I recommend
> you that for the SCSI tests !!).
>
> Regards
>
>
>
>
> Joe Iron wrote:
> > OK, but what to check? And how? Any help is welcome.
> >
> > "Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in
> > message news:<4124e5b8$0$29662$636a15ce@news.free.fr>...
> >> Check the hardware..
> >>
> >> Joe Iron wrote:
> >>> Yes, but I'm not sure 100% that this is a software problem. If not a

> >>> software problem and I buy Extendos, then I'm just wasting my money.
> >>>
> >>> "Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in
> >>> message news:<4123546d$0$20675$626a14ce@news.free.fr>...
> >>>> hey, the author of Extendos is a CT60 developer (he uses a CT60),
> >>>> SO you have to be SURE that Extendos is running fine on CT60 !
> >>>>
> >>>> Regards
> >>>>
> >>>>
> >>>>
> >>>>
> >>>> Joe Iron wrote:
> >>>>> jdplace@REMOVESPAMcableone.net (Joseph D. Place) wrote in message
> >>>>> news:<10ht3khsopga281@corp.supernews.com>...
> >>>>>> On 14 Aug 2004 06:07:56 , Joe Iron wrote:
> >>>>>>> I'm a new CT60 user. I use an external SCSI CD-rom. Before the
> >>>>>>> CT60 it worked fluently. Now I removed the clock patch and did
> >>>>>>> the SDMA patch. I recognized that the data coming from the
> >>>>>>> CD-ROM are corrupt: every time when I opened a zip file, it
> >>>>>>> reported CRC error at different files (I tried many files). I
> >>>>>>> thought, that there is problem with the SCSI data. Then I
> >>>>>>> connected another CD-ROM to the IDE bus. (slave of an IDE HDD)
> >>>>>>> The data from the IDE CD-ROM are also corrupt. The HDD is
> >>>>>>> working well. I checked both METAXBS.PRG and SPIN_SD.BOS and
> >>>>>>> both of the "TT-flags" are unchecked.
> >>>>>>> I use Mint 1.15 and HdDriver 8.13.
> >>>>>>>
> >>>>>>> Do you have any idea what to check?
>
> >>>>>>>
> >>>>>>> Thanks in advance.
> >>>>>>> .
> >>>>>> I use Extendos and I have to use the "limit I/O" switch with my
> >>>>>> CT60. Perhaps there is something similar with Spin?
> >>>>>>
> >>>>>>
> >>>>>> __
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> >>>>>> __
> >>>>>> Joseph D. Place
> >>>>>> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
> >>>>>
> >>>>>
> >>>>> Is there a demo version of Extendos available to check if the CD
> >>>>> driver software causes the problem?

4418. Re: Eiffel Disaster Recovery?

Newsgroup: comp.sys.atari.st
Date: 2004-08-20 21:06:28 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <cg5p4k$i81$1@news5.svr.pol.co.uk>
Source record: 17513

Hi All

Thanks to everyone, I have use of the mouse and keyboard again thanks to
Didier's joystick FIRE button tip. I reflashed to v1.0.4 of the HEX.

But as I type here I just noticed, instead of "double u" I'm getting "2"
2hen I press that key, and shift-double u produces ".
Is there something 2rong 2ith the keyboard? Or can this be corrected?

Didier is there any chance of obtaining a v1.0.6 2ithout debug you
mentioned in your reply?

Thanks

Neil :-)

On 19 Aug 2004 18:42:29 , =?ISO-8859-1?Q?Didier_M=E9quignon?= wrote:
>Neil Chester <neil@adel6.freeserve.co.uk> wrote:
>
>> Hi All
>>
>> Thought things were going too well....
>>
>> I had just downloaded the latest version of the Eiffel Config Program
>> v1.0.6, and had selected the HEX file to update my external Eiffel device.
>> Then I selected "Program Flash" and the Eiffel mouse/keyboard lights came
>> ON, also the Num/Caps/Scroll Lock lights were ON on the keyboard. When
>> all the Update radio buttons had turned to their lighter shades I assumed
>> the program had done its job - even though the lights on the Eiffel and
>> Keyboard were still ON. The Mouse or keyboard didn't respond!
>>
>> I reset the Falcon CT2b, but no keyboard or mouse were operational when I
>> got back to the desktop!
>>
>> I managed to recover (from a backup CD) version 1.0.4 of the Config
>> Program but various attempts at unplugging the Mega keyboard and quickly
>> plugging in the Eiffel have probably failed to Program the Flash with the
>> old version of the firmware!
>
>You need a firmware 1.0.6 without debug whith the Lyndon's card because
>there are no pull-up on RB5/RB4. If RB5 is read to 0, eiffel start in
>the laurent Favard debug mode and the serial port is set at 9600 bauds,
>so the communication with the motherboard can't work.
>
>> Can anyone else help?

>>
>> Will the main chip need resetting with an external programmer? Lyndon
>> Amsdon made this Eiffel for me, but he is too busy with his job now.
>
>Try to set the power with the FIRE button of the main joystick, eiffel
>start with the residant firmware, not the firmware flashed by the Eiffel
>Config program.
>
>Regards,
>
>Didier.
>
>--
>□Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
>□□□Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
>Atari FALCON 030/CT□60 10□5□□□□□MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb
>.

4419. Zip disks

Newsgroup: comp.sys.atari.st
Date: 2004-08-21 01:48:46 UTC
From: johnblighe@notonyournelly.com
Message-ID: <cg69lrpbs1@titan.btinternet.com>
Source record: 17514
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Is there any way that a zip disk written on an STe can be read on a PC or vice versa?

TIA

4420. Re: Eiffel Disaster Recovery?

Newsgroup: comp.sys.atari.st
Date: 2004-08-21 06:47:12 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1giv1if.1nt1g0h4kqw5mN%NOSPAMS@wanadoo.fr>
Source record: 17515

Neil Chester <neil@adel6.freeserve.co.uk> wrote:

> Hi All
>
> Thanks to everyone, I have use of the mouse and keyboard again thanks to
> Didier's joystick FIRE button tip. I reflashed to v1.0.4 of the HEX.
>
> But as I type here I just noticed, instead of "double u" I'm getting "2"
> 2hen I press that key, and shift-double u produces ".
> Is there something 2rong 2ith the keyboard? Or can this be corrected?

Try to use Init Keyboard Table inside EiffelCF.

> Didier is there any chance of obtaining a v1.0.6 2ithout debug you
> mentioned in your reply?

On my site since June 13:

http://perso.wanadoo.fr/didierm/eiffel-e.htm

Regards,

Didier.

--
☐Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
☐☐☐Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT☐60 10☐5☐☐☐☐☐MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

4421. Re: Dave Troy is Ebaying Atari hardware

Newsgroup: comp.sys.atari.st
Date: 2004-08-21 12:14:19 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4126e7d0d18ca3@comcast.net>
Source record: 17516

>For those of you who don't know him, Dave Troy started selling Atari
>computers in the USA when he was 17 under the name of Toad Computers.
>In 1996 (I think), he left the Atari market and switched his business
>over to being an ISP. Toad.net is still in business in Maryland.
>
>I just stumbled upon his sales via Ebay of what appears to be his
>personal collection of Atari hardware. For those curious, they are
>viewable at http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=davetroy&i
nclude=0&since=-1&sort=3&rows=50
>or just search under "Davetroy".
>
>Galen

I remember David Troy. I still have some of the old Toad Computer
catalogs. Too bad he is selling his own personal Atari hardware. I
would have thought he would have held on to it all as a reminder
of years past.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4422. Re: The last 17 CT60

Newsgroup: comp.sys.atari.st
Date: 2004-08-21 12:14:19 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4126e7d0d18ca5@comcast.net>
Source record: 17517

>On Sun, 15 Aug 2004 17:20:08 -0400, Ronald J. Hall wrote:
>
>>
>> Oh man...I just got another Falcon too... :-(
>>
>> Anyone with any suggestions for a good accelerator for the Falcon?
>>
>> Thanks.
>
>LOL,
>
>The CT60 is definitively THE accelerator for the Falcon. But in your
>position I would hunt a CT2 Falcon or an Afterburner. I have huge doubts
>that anyone will give up their CT60 for under $500USD or more. I know
>personally that my CT60 Falcon has a $2500 price tag on it... and that's
>only to get me to consider the prospect of selling it ;-).
>
>Thanks,
>Mark
>

If anyone want to really spend the money, then I would just get a
Milan or a Hades060. Evenm then, these machines still cannot run
all the software that the Falcon does. Believe you me, I have
tried on my Hades with no results.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4423. Re: Zip disks

Newsgroup: comp.sys.atari.st
Date: 2004-08-21 12:14:20 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4126e7d0d18ca6@comcast.net>
Source record: 17518
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Is there any way that a zip disk written on an STe can be read on a PC or
>vice versa?
>
>TIA

Yes, it should work as is. I have done it since I do own a STe and
my wife uses a PC.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4424. Re: [ANN] HyperActive website (Atari related)

Newsgroup: comp.sys.atari.st
Date: 2004-08-21 12:14:21 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4126e7d0d18ca7@comcast.net>
Source record: 17519

Excellent Job...

>http://coazter.com/hyp/
>
>This site was designed to allow online viewing of ST-Guide HYPertext
>documents. Ah, but how do you view such files that are not readily
>available on the web? Several ways actually:
>
>1) Enter a URL, like: http://www.funet.fi/pub/atari/hypertext/alice.hyp
>2) Enter a URL, like: ftp://ftp.funet.fi/pub/atari/hypertext/go.hyp
>3) Enter a ZIP file URL: http://www.funet.fi/pub/atari/hypertext/hp_ping.zip
>(If a ZIP archive contains several documents, HyperActive will present you
>the option to chose which one you want to see.
>3) Click on the Docs Archive (see the top left menu) to see what's already
>available on the site.
>4) If you have a website with some HYP documents available for download, you
>can even propose the option to view the HYP online using HyperActive and
>"?document=" argument, for example: View AtarIRC Documentation using
>HyperActive (directly from the zip archive)
>
>This site was designed and programed by Frederic Fouche and myself. Some
>browsers are not fully CSS2 compliant and may display the document
>incorrectly, for example the pictures not being aligned.
>
>Due to the complexity of ST-Guide's object rendering scheme this was not an
>easy task to simulate on the web. Thus CAB and HighWire are not suited for
>this site, however if you shut the images off, you might still find the site
>useful to some degree. No extensive testing was done with these browser.
>
>Enjoy.
>

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4425. Re: Dave Troy is Ebaying Atari hardware

Newsgroup: comp.sys.atari.st
Date: 2004-08-21 12:20:54 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.08.21.12.20.54.63630@darkforce.ky.org>
Source record: 17520

On Sat, 21 Aug 2004 12:14:19 +0000, Edward S. Baiz Jr. wrote:

> I remember David Troy. I still have some of the old Toad Computer
> catalogs. Too bad he is selling his own personal Atari hardware. I
> would have thought he would have held on to it all as a reminder
> of years past.

Edward, somebody who had exchanged e-mail with Dave said they thought that
these were not actually his personal Ataris' but store/demo stuff. :-)

4426. Atari Online News, Etc. #06-34

Newsgroup: comp.sys.atari.st
Date: 2004-08-21 17:26:04 UTC
From: danap8@aol.comno-spam
Message-ID: <20040821132604.26478.00004232@mb-m03.aol.com>
Source record: 17521

A-ONE #0634 08/20/04

~ Two P2Ps Are Cleared! ~ People Are Talking! ~ E-Mail Rejections!
~ Netscape Gets Update! ~ Web Political Satire! ~ New GIM Due Soon!
~ Jaws, Play the Shark! ~ PC Just for Teenagers! ~ Hacking Contest!
~ Hackers, Spammers Join ~ Learning Phishing 123! ~ Ghosthunter Ships!

-* Web Guide To Athens Olympics *-
-* Dot-Coms Get Back Into the IPO Game *-
-* More Than Half of Web Users Go Broadband! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/_0_/ _0_/\
-| o o |- E-mail subscription: dpj*atarinews*org
/ _____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org

4427. Re: Zip disks

Newsgroup: comp.sys.atari.st
Date: 2004-08-21 17:39:10 UTC
From: johnblighe@notonyournelly.com
Message-ID: <cg81btdem1@sparta.btinternet.com>
Source record: 17522
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 21-Aug-2004, "Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote:

> Is there any way that a zip disk written on an STe can be read on a PC or
> >vice versa?
> >
> >TIA
>
> Yes, it should work as is. I have done it since I do own a STe and
> my wife uses a PC.

Nope, the STe disk isn't recognised on the PC prob because of the different format needed to be read on the Atari as defined by HDdriver 8.

Thanks anyway.

4428. Re: Zip disks

Newsgroup: comp.sys.atari.st
Date: 2004-08-21 18:03:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200408212003.a48596@wun.maus.de>
Source record: 17530

Hallo !

J>Is there any way that a zip disk written on an STe can be read on a PC
J>or vice versa?

Yes, at least provided that the zip disk isn't formatted to TOS format, but used as it came (in PC format). This requires a decent harddisk driver and operating system, though. There's also a special format option available with HDDRIVER (commercial harddisk driver from Dr. Uwe Seimet), that makes harddisks (and that's what ZIP's are) both TOS- _and_ DOS compatible.

With best regards
Ekkehard

P.S.: Yes, I know. It isn't format, it's just a special partitioning scheme :-)

4429. Re: Zip disks

Newsgroup: comp.sys.atari.st
Date: 2004-08-21 18:58:50 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <4127a988ea89e0@telenet.be>
Source record: 17523
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

on Sat 21-08-2004 17:39 johnblighe@notonyournelly.com wrote:

>
>On 21-Aug-2004, "Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote:
>
>> Is there any way that a zip disk written on an STe can be read on a PC or
>> >vice versa?
>> >
>> >TIA
>>
>> Yes, it should work as is. I have done it since I do own a STe and
>> my wife uses a PC.
>
>Nope, the STe disk isn't recognised on the PC prob because of the different
>format needed to be read on the Atari as defined by HDdriver 8.

I don't know if this works on a STe - it surely works on Hades 060 and
TT 030 - just partitionate the disk with the "TOS & Windows combined" option
set to on. This way you can use the zip on STe, pc and even on a Mac.

I'm doing this since many years now.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4430. Re: Zip disks

Newsgroup: comp.sys.atari.st
Date: 2004-08-21 21:32:44 UTC
From: johnblighe@notonyournelly.com
Message-ID: <cg8f1rcjn1@titan.btinternet.com>
Source record: 17524
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 21-Aug-2004, "Martin \"Nightowl\" Byttebier"
<donotusethisaddress@tiscali.be> wrote:

> I don't know if this works on a STe - it surely works on Hades 060 and
> TT 030 - just partitionate the disk with the "TOS & Windows combined"
> option
> set to on

Will give it a try, many thanks.

4431. Re: Zip disks

Newsgroup: comp.sys.atari.st
Date: 2004-08-21 22:11:29 UTC
From: johnblighe@notonyournelly.com
Message-ID: <cg8hahmno1@hercules.btinternet.com>
Source record: 17525
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 21-Aug-2004, johnblighe@notonyournelly.com wrote:

> > I don't know if this works on a STe - it surely works on Hades 060 and
> > TT 030 - just partitionate the disk with the "TOS & Windows combined"
> > option
> > set to on
>
> Will give it a try, many thanks.

I tried it but, because I'm not using Magic or Mint, it doesn't work. Any other ideas would be gratefully received.

4432. Re: Zip disks

Newsgroup: comp.sys.atari.st
Date: 2004-08-21 22:38:38 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <4127dd063682080@telenet.be>
Source record: 17526
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

on Sat 21-08-2004 22:11 johnblighe@notonyournelly.com wrote:

>
>On 21-Aug-2004, johnblighe@notonyournelly.com wrote:
>
>> > I don't know if this works on a STe - it surely works on Hades 060 and
>> > TT 030 - just partitionate the disk with the "TOS & Windows combined"
>> > option
>> > set to on
>>
>> Will give it a try, many thanks.
>
>I tried it but, because I'm not using Magic or Mint, it doesn't work. Any
>other ideas would be gratefully received.

Hm... Maybe you can give BIGDOS a try. With BIGDOS single TOS will be
able to read DOS partition >32 MB

Or you can make 3 partitions of 32 MB.

<URL:ftp://chapelie.rma.ac.be/atari/utilities/disktools/bigdos08.lzh>

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4433. ADV: FREE Catalogs! NEW ATARI STUFF!

Newsgroup: comp.sys.atari.st
Date: 2004-08-21 23:33:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0408211629570.16471-100000@onyx.spiritone.com>
Source record: 17527
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org Get my NEW Atari Catalogs and
http://www.aracnet.com/~atari/newstuff.htm See my NEW ATARI stuff!

With purchase over $100.00 receive a FREE Gift!

My inventory covers a vast expanse! I have Acres and Acres of Games /
Software! Crates and Crates of Hardware & Boxes and Boxes of Books!

FREE Catalogs for Used & New Atari Jaguar plus 2600 / 7800 Games!
Plus Classic Atari 8 Bit & ST Computers! View Catalogs on-line, Download
them or Feel free to Request catalogs by E-Mail. Really, it's not an
inconvenience. I ask that you specify 8 Bit, ST, 2600 / 7800 and/or Atari
Jaguar! Or all!Then I'll send them to you by E-Mail. Let me know if I cant
attach files to your E-Mail. Catalogs regularly updated! (503)256-9974!

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/testing.htm My Test Standards.
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 2600/7800 & Jaguar Games plus Classic 8 Bit and ST Games / Software,
Hardware & Books. Ben's FREE Catalogs at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 2600/7800, Jaguar, 8 Bit or ST or all! Or Call anytime at (503)256-9974

4434. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-08-21 23:36:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0408211633210.16471-100000@onyx.spiritone.com>
Source record: 17529
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari 2600/7800 & Jaguar Games plus Classic 8 Bit and ST Games / Software,
Hardware & Books. Ben's FREE Catalogs at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 2600/7800, Jaguar, 8 Bit or ST or all! Or Call anytime at (503)256-9974

4435. ADV: Atari Survey / Atari E-Mail / Postal Mail List!

Newsgroup: comp.sys.atari.st
Date: 2004-08-21 23:40:30 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0408211636530.16471-100000@onyx.spiritone.com>
Source record: 17528
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

For Atari Surveys, To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Atari Club for those local to Portland, Oregon USA! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm Atari Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 2600/7800 & Jaguar Games plus Classic 8 Bit and ST Games / Software, Hardware & Books. Ben's FREE Catalogs at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 2600/7800, Jaguar, 8 Bit or ST or all! Or Call anytime at (503)256-9974

4436. Re: Zip disks

Newsgroup: comp.sys.atari.st
Date: 2004-08-22 03:38:36 UTC
From: johnblighe@notonyournelly.com
Message-ID: <cg94frfvt1@hercules.btinternet.com>
Source record: 17531
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 21-Aug-2004, "Martin \"Nightowl\" Byttebier"
<donotusethisaddress@tiscali.be> wrote:

> Hm... Maybe you can give BIGDOS a try. With BIGDOS single TOS will be
> able to read DOS partition >32 MB

That worked fine and it reads the full 96mb partition too!

Much appreciated.

4437. Atari PC1 FS (USA)

Newsgroup: comp.sys.atari.st
Date: 2004-08-22 14:10:28 UTC
From: Fred Horvat <fmh@netzero.net>
Message-ID: <4128aafd_4@newsfeed.slurp.net>
Source record: 17532

Atari PC-1 Computer System. This is Atari's first attempt
at the IBM clone market. The IBM clone is in an Atari Mega ST
case with a 5 1/4" 360K floppy drive instead of the standard 3 1/2"
ST drive. It has an 4.77/8.0 mhz CPU with 512K RAM. Has dip
switched Video Adapter for MDA/CGA/EGA graphics. CPU comes with
an Atari IBM keyboard, Atari labeled MS/DOS, Atari labeled
GEM Operating system, and manuals that are photocopied. Serial
Number is #0007 so besides being very rare it's one of the First!
Also included is an Atari PCM124 mono MDA/CGA/EGA monitor in the
box with paperwork.
For both computer and monitor $250.00 Plus shipping.

JPGs available upon request of the whole setup in action.

4438. STing

Newsgroup: comp.sys.atari.st
Date: 2004-08-22 14:25:55 UTC
From: Mikael Ljungberg <mikael.ljungberg@telia.com>
Message-ID: <4128ACF7.C9D14252@telia.com>
Source record: 17533

Help me!!!

I'm try to setup Sting in for local networking, but can't get it worked
out really.

Regards

Mikael Lj

4439. Misc Atari Items FS (USA)

Newsgroup: comp.sys.atari.st
Date: 2004-08-22 15:09:24 UTC
From: fmh@netzero.net
Message-ID: <4128b724_3@newsfeed.slurp.net>
Source record: 17534

Hi,

Here's some Atari ST stuff that I'm not using
anymore. Those are my asking prices. I'm open to offers.
Buyer pays shipping. I am also open to trade offers.
E-mail me your list to fmh@netzero.net for
more info.

Last updated 08-20-04

HARDWARE

Atari 520ST Computer System. Unit is upgraded to 1 Meg of RAM.
Unit comes with mouse, power supply, floppy drive, and manuals
all in the original boxes! $50.00

Atari SC1224 Color Monitor. $30.00

Atari SM124 Mono Monitor. $30.00

Atari PC-1 Computer System. This is Atari's first attempt
at the IBM clone market. The IBM clone is in an Atari Mega ST
case with a 5 1/4" 360K floppy drive instead of the standard 3 1/2"
ST drive. It has an 4.77/8.0 mhz CPU with 512K RAM. Has dip
switched Video Adapter for MDA/CGA/EGA graphics. CPU comes with
an Atari IBM keyboard, Atari labeled MS/DOS, Atari labeled
GEM Operating system, and manuals that are photocopied. Serial
Number is #0007 so besides being very rare it's one of the First!
Also included is an Atari PCM124 mono MDA/CGA/EGA monitor in the
box with paperwork. For both computer and monitor $250.00

Fast Fax by Michtron. This is the original fax hardware/software
for the Atari computers. Works with ST 520 to Falcon. This is a
special Michtron 9600 Send/Receive Fax Modem with software. The
software is very efficient, powerfull, and simple. Send, receive,
view, log, and print, faxes. has drivers for popular printers and the
SLM804/SLM605. Use a spare 520 or 1040 floppy only as a stand alone
fax machine. Comes with special fax modem, diskettes, and manual. $25.00

Syquest 44 Meg Cartridges. These will be Atari HDX formatted
with no bad sectors. $10.00

Syquest EZ-135 Cartridges. These will be IBM DOS formatted with
with no bad sectors. $10.00

Syquest EZ-230 Cartridges. These will be IBM DOS formatted with
with no bad sectors. $10.00

SC 1224 monitor cover by Classic Covers. This is a brown cover
with the Fuji logo and underneath "Atari SC 1224 Color Monitor".
Perfect to protect your monitor from dust and have it look cool
too. $5.00

AtariSoft IBM Games
** Note ** these games are made for the IBM PC on 5 1/4" floppy
These were made in 1983 when Atari was making games for multiple
computer and video game consoles. All the games bellow are
BRAND NEW and never used! Games are $10.00 each.

Battlezone *sealed*
Centipede *sealed*
Defender *sealed*
Dig Dug *sealed*
Galaxian *sealed*
Gremlins *sealed*
Jungle Hunt *sealed*
Moon Patrol *sealed*
Pacman *sealed*
Robotron 2084 opened
Stargate *sealed*

GAMES

Annex by D. Pritchard. An DOOM Alien shootem up game.
Docs, disk $5.00

Bridge 4.0 by Artworx. A comphrehensive contract bridge-playing
program. Box, docs, disk $5.00

Captain Blood by InfoGrames. An involved space game of exploration.
Box, docs, disks. $5.00

NightBreed by Ocean. A game based on a Clive Barker book/movie.
Box, docs, disks. $5.00

Renegade by Mastertronic. A Star Raiders type space shooter
type game. Manual and disk. $4.00

S.D.I. by Mindscape. Complete with box, docs, and disks. $5.00

Sinbad and the Throne of the Falcon by Cinemaware. Docs and disks $5.00

Transartica by Silmarils. A Falcon030 game where you are
the captain of the a Train on the frozen planet. Docs, Disks. $15.00

MISC SOFTWARE

DC Shower by Double Click Software. Replaces the TOS "Show" button
when double clicking on a file from TOS. Many different types of files
can be manipulated like graphics, compressed files, and HEX.
Docs and disk $5.00

Degas by Batteries Included. The classic graphics and drawing
program for the Atari ST platform. Comes with book and disk $5.00

Emailer V2.3 by Application Systems Heidelberg (ASH). This is
the premier E-Mail package for the Atari platform. This is a
German version that can be upgraded to V2.3f which is the latest
for free via ASHï¿½s Web Site and can be in English via the free
RSC files also from ASHï¿½s Web Site.
For more info please goto
http://www.application-systems.de/emailer/index.html
This is new and come complete with 720K floppy, docs, registration
card, and packing envelope. $30.00

Flash by Antic Software. Complete Gem based telecomunications program.
Has VT-100, CIS, Vidtex Graphics capabilities and more.
Box, docs, and disk. $3.00

Fuji Linux 3 CD-ROM set. This a full Debian 2.2r0 installation of
GNU/Linux for the Atari Computer. For more info go to
http://www.linux-m68k.org $10.00

Grammar Expert by Phil Comeau Software. Grammar Expert provides easy
access to the rules of English grammar. It also provides advice on
effective writing. Docs and disk $5.00

Image CAT by Wiz Works. The complete graphics cataloging system
for all Atari computers. Print a catalog of image files that you
have on your Atari or view the images on your screen. Docs and disk $5.00

PrintMaster Plus by Unison World. The ultimate designing program
for the ST to create banners, cards, posters, calendars and more!
Box, disks, and docs $5.00

ST Control by Trio Engineering. A BASIC like language that
is closer to using normal language to program. Example
"Draw picture with Neochrome" Box and disk $3.00

Stalker 3 by Gribnif Software. A great GEM based telecomunications
package. The most complete telecomunications and terminal program
produced for the Atari. Can be run as a desktop accessory which then
allows background downloading and more. Box, docs, disk $5.00

Ultimate Virus Killer by Oregon Research. Protect your ST and repair
progarms that were infected. Manual and disk $5.00

WANTED

MagiCMac OSX
NDVI 5.XX full version or upgrade
Atari Jaguar Battlesphere

OTHER Platforms

I also have lists of software for other platforms like IBM DOS or Windows,
OS/2, Mac, BeOS, NeXT, and Amiga. If interested please request a list.

4440. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2004-08-22 15:12:46 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <4128c606c10900@telenet.be>
Source record: 17535
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**internet**
ftp://chapelie.rma.ac.be/atari/internet/atarirc-162.zip
(196.332 bytes) Nice and powerful GEM-based IRC client
for STik/STing/Gluestik/MagicNet

**emulators**
ftp://chapelie.rma.ac.be/atari/emulators/saint170bselfextract.exe
(699.375 bytes) SainT is an ATARI-ST emulator running on
Windows (9x,NT,2000,XP) based machines.

Have fun,
Martin

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

4441. Q: replace Hard D with floppy on STacy

Newsgroup: comp.sys.atari.st
Date: 2004-08-23 01:19:16 UTC
From: yf110@vtn1.victoria.tc.ca
Message-ID: <41293804@news.victoria.tc.ca>
Source record: 17536

Hello.

The hard disk from my STacy doesn't work (that's why it was given to me eh).

I have an original atari 720 K floppy in a 520 I don't plan on using anymore.

I want to take the floppy from the 520 and put it in place of the hard drive in the STacy.

Will this work? Will I be able to simply plug in the second floppy to some kind of existing connector? Or would I need some additional gizmo to allow the second floppy to plug in to the main board?

If anyone knows or has links to intructions for this then I would appreciate them, thanks.

4442. Re: replace Hard D with floppy on STacy

Newsgroup: comp.sys.atari.st
Date: 2004-08-23 10:26:11 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cgcgml$fm5$1@news.freedom2surf.net>
Source record: 17537

"Malcolm Dew-Jones" <yf110@vtn1.victoria.tc.ca> wrote in message
news:41293804@news.victoria.tc.ca...
>
> Hello.
>
> The hard disk from my STacy doesn't work (that's why it was given to me
> eh).
>
> I have an original atari 720 K floppy in a 520 I don't plan on using
> anymore.
>
> I want to take the floppy from the 520 and put it in place of the hard
> drive in the STacy.
>
> Will this work? Will I be able to simply plug in the second floppy to
> some kind of existing connector? Or would I need some additional gizmo to
> allow the second floppy to plug in to the main board?
>
> If anyone knows or has links to intructions for this then I would
> appreciate them, thanks.

Why dont you just get another hard drive?

Coda.

4443. Concise Atari Falcon accelerator listing/details?

Newsgroup: comp.sys.atari.st
Date: 2004-08-23 13:47:36 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.08.23.13.47.36.255143@darkforce.ky.org>
Source record: 17538

I was just hoping that someone has a URL to a site with clear details on
the current state of affairs for accelerators for the Atari Falcon 030?

I was hoping to get a CT60 (drool!) but it appears that I've re-entered
the Atari scene too late for that one... :-(

Thanks everyone!

4444. Re: Concise Atari Falcon accelerator listing/details?

Newsgroup: comp.sys.atari.st
Date: 2004-08-23 19:48:52 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0408231148.6785d003@posting.google.com>
Source record: 17540

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:<pan.2004.08.23.13.47.36.255143@darkforce.ky.org>...
> I was just hoping that someone has a URL to a site with clear details on
> the current state of affairs for accelerators for the Atari Falcon 030?
>
> I was hoping to get a CT60 (drool!) but it appears that I've re-entered
> the Atari scene too late for that one... :-(
>
There are, to the best of my knowledge, no current Falcon accelerators
underway.

There is a project called the "Atari Coldfire Project" that hopes to
create a TOS compatible computer. They have not yet succeeded.

There are also plans available to boost your Falcon to 25Mhz, allowing
for 640x480 16 bit color and a 10-25% speed improvement.

Finally, there are continual improvements to Aranym, and I expect the
day to soon come when you can take a Linux box and have for all
practical purposes a high speed TOS computer. If a stock Falcon is
not providing sufficient power, this is likely to be your best bet.

Galen

4445. Re: Eiffel Disaster Recovery?

Newsgroup: comp.sys.atari.st
Date: 2004-08-23 19:53:41 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <cgdi05tpi1@newsg2.svr.pol.co.uk>
Source record: 17541

Thanks Didier, the 2/W problem cleared when I rebooted. I obtained the Lyndon version from your website and flashed to v1.0.6 successfully. Everything working fine now. I also installed Picdesk in the Auto folder to gain the extra keys Pg Up & Pg Dn - as I am using an old AT Keyboard no Windoze keys are available.

One question about Picdesk is the "Vitesse Falcon" CPX module which highlights the "8/32" button for my machine - is this correct?
My machine is a CT2b Falcon - I assume it is 50MHz, although I can't quite remember if the mainboard is boosted, but surely it should be higher than 8MHz!?

Thanks Derryck for emailing about the Eiffel problem, looks like I won't be needing a PIC programmer after all! One good reason for keeping a joystick even though you haven't played a game in 6 years...

Neil :-)

On 21 Aug 2004 08:47:12 , =?ISO-8859-1?Q?Didier_M=E9quignon?= wrote:
>Neil Chester <neil@adel6.freeserve.co.uk> wrote:
>
>> Hi All
>>
>> Thanks to everyone, I have use of the mouse and keyboard again thanks to
>> Didier's joystick FIRE button tip. I reflashed to v1.0.4 of the HEX.
>>
>> But as I type here I just noticed, instead of "double u" I'm getting "2"
>> 2hen I press that key, and shift-double u produces ".
>> Is there something 2rong 2ith the keyboard? Or can this be corrected?
>
>Try to use Init Keyboard Table inside EiffelCF.
>
>> Didier is there any chance of obtaining a v1.0.6 2ithout debug you
>> mentioned in your reply?
>
>On my site since June 13:
>
>http://perso.wanadoo.fr/didierm/eiffel-e.htm
>
>Regards,
>
>Didier.
>
>--
>☐Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org

>□□□Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
>Atari FALCON 030/CT□60 10□5□□□□□MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb
>.

4446. Re: replace Hard D with floppy on STacy

Newsgroup: comp.sys.atari.st
Date: 2004-08-23 20:03:50 UTC
From: yf110@vtn1.victoria.tc.ca
Message-ID: <412a3f96@news.victoria.tc.ca>
Source record: 17539

Coda (info@janthomas.f2s.nospam.com) wrote:
: "Malcolm Dew-Jones" <yf110@vtn1.victoria.tc.ca> wrote in message
: news:41293804@news.victoria.tc.ca...
: >
: > Hello.
: >
: > The hard disk from my STacy doesn't work (that's why it was given to me
: > eh).
: >
: > I have an original atari 720 K floppy in a 520 I don't plan on using
: > anymore.
: >
: > I want to take the floppy from the 520 and put it in place of the hard
: > drive in the STacy.
: >
: > Will this work? Will I be able to simply plug in the second floppy to
: > some kind of existing connector? Or would I need some additional gizmo to
: > allow the second floppy to plug in to the main board?
: >
: > If anyone knows or has links to intructions for this then I would
: > appreciate them, thanks.

: Why dont you just get another hard drive?

The atari with nothing but floppies is a totally silent computer, which is one of the key reasons I still use an atari for some things.

Also, I don't need a hard drive for anything I do on the atari, and so I don't wish to spend the money on one at the moment. (I actually have a 45 meg atari hard drive already if I really needed one - but I haven't used it for years, except to copy the files to a PC as an archival backup).

4447. Re: Concise Atari Falcon accelerator listing/details?

Newsgroup: comp.sys.atari.st
Date: 2004-08-23 20:49:37 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.08.23.20.49.36.694118@darkforce.ky.org>
Source record: 17542

On Mon, 23 Aug 2004 12:48:52 -0700, Galen wrote:

> Aranym

I looked this up on the 'Net - interesting concept. I wish them luck. It would be great, but still not like running on Atari hardware.

Guess I'll just hang in there and hope somebody else releases some hardware acceleration for the Falcon.

Thanks.

4448. Re: Concise Atari Falcon accelerator listing/details?

Newsgroup: comp.sys.atari.st
Date: 2004-08-23 21:02:17 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.08.23.21.02.16.745002@nosspamatari-source.com>
Source record: 17543

On Mon, 23 Aug 2004 16:49:37 -0400, Ronald J. Hall wrote:

> On Mon, 23 Aug 2004 12:48:52 -0700, Galen wrote:
>
>> Aranym
>
> I looked this up on the 'Net - interesting concept. I wish them luck. It
> would be great, but still not like running on Atari hardware.
>
> Guess I'll just hang in there and hope somebody else releases some
> hardware acceleration for the Falcon.
>
> Thanks.

I'm working on a guide right now:

http://portal.atari-source.com/modules.php?op=modload&name=Sections&file=index&req=viewarticle&artid=27&page=1

I have some other guides there. This one in particular is not done yet.

I also plan a newbie guide introducing a returning Atari user to the
community and what they can do with their respective hardware today.

Thanks,
Mark

4449. Re: Concise Atari Falcon accelerator listing/details?

Newsgroup: comp.sys.atari.st
Date: 2004-08-23 22:36:47 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.08.23.22.36.45.183307@darkforce.ky.org>
Source record: 17544

On Mon, 23 Aug 2004 17:02:17 -0400, Mark D wrote:

> I'm working on a guide right now:
>
> http://portal.atari-source.com/modules.php?op=modload&name=Sections&file=index&req=viewarticle&artid=27&page=1
>
> I have some other guides there. This one in particular is not done yet.
>
> I also plan a newbie guide introducing a returning Atari user to the
> community and what they can do with their respective hardware today.
>
> Thanks,
> Mark

Mark, thats great. It'll help people like me... :-)

Well, actually, I've never *totally* left the Atari scene - I kept a Lynx,
Jaguar, and a Mega ST. I sold my Falcon, which was equipped with a Nemesis
and in a Desktopper case. Sure have missed it though, should have had my
head examined for selling it in the first place. :-)

4450. Re: Concise Atari Falcon accelerator listing/details?

Newsgroup: comp.sys.atari.st
Date: 2004-08-24 00:34:30 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.08.24.00.34.29.854605@nossspamXXatari-source.com>
Source record: 17545

On Mon, 23 Aug 2004 18:36:47 -0400, Ronald J. Hall wrote:

> On Mon, 23 Aug 2004 17:02:17 -0400, Mark D wrote:
>
>> I'm working on a guide right now:
>>
>> http://portal.atari-source.com/modules.php?op=modload&name=Sections&file=index&req=viewarticle&artid=27&page=1
>>
>> I have some other guides there. This one in particular is not done yet.
>>
>> I also plan a newbie guide introducing a returning Atari user to the
>> community and what they can do with their respective hardware today.
>>
>> Thanks,
>> Mark
>
> Mark, thats great. It'll help people like me... :-)
>
> Well, actually, I've never *totally* left the Atari scene - I kept a Lynx,
> Jaguar, and a Mega ST. I sold my Falcon, which was equipped with a Nemesis
> and in a Desktopper case. Sure have missed it though, should have had my
> head examined for selling it in the first place. :-)

And every time I think about the possibility of getting a $1000+ payout for my CT60 falcon and all accessories I remember how much I missed my Mega ST2 and why I paid over $100 for my Mega STe and bought the Falcon in the first place after all those "Atari absent" years ;-)

Fact is a falcon is worth so much anymore because people don't want to get rid of them ;-)

Mark
http://portal.atari-source.com

4451. Re: Concise Atari Falcon accelerator listing/details?

Newsgroup: comp.sys.atari.st
Date: 2004-08-24 02:33:16 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.08.24.02.33.10.132608@darkforce.ky.org>
Source record: 17546

On Mon, 23 Aug 2004 20:34:30 -0400, Mark D wrote:

> And every time I think about the possibility of getting a $1000+ payout
> for my CT60 falcon and all accessories I remember how much I missed my
> Mega ST2 and why I paid over $100 for my Mega STe and bought the Falcon in
> the first place after all those "Atari absent" years ;-)
>
> Fact is a falcon is worth so much anymore because people don't want to get
> rid of them ;-)
>
> Mark
> http://portal.atari-source.com

I hear ya! :-)

4452. Lyndon's selling his Eiffel stuff...

Newsgroup: comp.sys.atari.st
Date: 2004-08-24 07:42:28 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cgeret$5q7$1@news.freedom2surf.net>
Source record: 17547

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8126705347

This confirms what most people have suspected for quite a while, that he is just too busy to continue production of the eiffel.

Coda.

4453. Re: The last 17 CT60

Newsgroup: comp.sys.atari.st
Date: 2004-08-24 09:17:23 UTC
From: exxos <exxos@home.com>
Message-ID: <412b0787$0$20254$cc9e4d1f@news-text.dial.pipex.com>
Source record: 17548

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:pan.2004.08.19.18.53.53.954716@darkforce.ky.org...
> On Thu, 19 Aug 2004 20:25:34 +0200, Matthias Alles wrote:
>
> >
> >> Sir, I understand and I've already apologized. I will again. I
apologize.
> >
> > Don't worry.. Mr. Czuba always seems to shout when he writes mails. He
> > uses '!' almost after every sentence.. In every mail.. :-)
>
> Ah.... :-)
>

Perhaps hes got switch bounce on his "1 key" ;-)

4454. Re: Concise Atari Falcon accelerator listing/details?

Newsgroup: comp.sys.atari.st
Date: 2004-08-24 11:19:13 UTC
From: Mikael Ljungberg <mikael.ljungberg@telia.com>
Message-ID: <412B2437.306E9C18@telia.com>
Source record: 17449

<---snip snup---->

> Finally, there are continual improvements to Aranym, and I expect the
> day to soon come when you can take a Linux box and have for all
> practical purposes a high speed TOS computer. If a stock Falcon is
> not providing sufficient power, this is likely to be your best bet.
>
> Galen

Ahhh got SICK of hear about emulators, emulators and emulators. I use
real Atari hardware, why use a emulator that only can play, barely,
games ...

Throw the PC in the WC...

Use real Atari...

MrAtari

4455. Re: Lyndon's selling his Eiffel stuff...

Newsgroup: comp.sys.atari.st
Date: 2004-08-24 14:22:48 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.08.24.14.22.48.191662@nosspamatari-source.com>
Source record: 17450

On Tue, 24 Aug 2004 08:42:28 +0100, Coda wrote:

> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8126705347
>
> This confirms what most people have suspected for quite a while, that he is
> just too busy to continue production of the eiffel.
>
> Coda.

Wow,

It would be great to win this auction. Not only do I need two eiffels for
myself since the Qwertyx is incompatible with the CT60 (sort of), but I
love soldering components into PCB's. I find it relaxing ;-)

Mark
http://portal.atari-source.com

4456. Re: Lyndon's selling his Eiffel stuff...

Newsgroup: comp.sys.atari.st
Date: 2004-08-24 16:05:58 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0408241803380.1058@feanor.schunter.etc.tu-bs.de>
Source record: 17451

Hi, Mark!

MD> It would be great to win this auction. Not only do I need two eiffels for
MD> myself since the Qwertyx is incompatible with the CT60 (sort of), but I
MD> love soldering components into PCB's. I find it relaxing ;-)

Good luck!

But remember that Lyndon really had to spend much time on soldering...
Though one might never be relaxed enough.

Regards,

Alexander

4457. Re: Lyndon's selling his Eiffel stuff...

Newsgroup: comp.sys.atari.st
Date: 2004-08-24 20:06:12 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0408241206.7380090e@posting.google.com>
Source record: 17452

Mark D <mducksub@nosspamatari-source.com> wrote in message
news:<pan.2004.08.24.14.22.48.191662@nosspamatari-source.com>...
> On Tue, 24 Aug 2004 08:42:28 +0100, Coda wrote:
>
> > http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8126705347
> >
> > This confirms what most people have suspected for quite a while, that he is
> > just too busy to continue production of the eiffel.
> >
> > Coda.
>
> Wow,
>
> It would be great to win this auction. Not only do I need two eiffels for
> myself since the Qwertyx is incompatible with the CT60 (sort of), but I
> love soldering components into PCB's. I find it relaxing ;-)
>
> Mark

Go for it, Mark! Keeping the boards in production would be a worthwhile service.

Galen

4458. Re: Lyndon's selling his Eiffel stuff...

Newsgroup: comp.sys.atari.st
Date: 2004-08-24 20:27:58 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cgg8d9jdt1@news.freedom2surf.net>
Source record: 17453

"Mark D" <mducksub@nosspamatari-source.com> wrote in message
news:pan.2004.08.24.14.22.48.191662@nosspamatari-source.com...
>
> Wow,
>
> It would be great to win this auction. Not only do I need two eiffels for
> myself since the Qwertyx is incompatible with the CT60 (sort of), but I
> love soldering components into PCB's. I find it relaxing ;-)

I think what was not mentioned in the auction but implied, was that whoever
won it would have to take over production, AND support.

Mark, I hope you realise that ;-)

Coda.

4459. Re: The last 17 CT60

Newsgroup: comp.sys.atari.st
Date: 2004-08-24 20:29:23 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cgg8ft$je2$1@news.freedom2surf.net>
Source record: 17454

"exxos" <exxos@home.com> wrote in message
news:412b0787$0$20254$cc9e4d1f@news-text.dial.pipex.com...
>
> "Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
> news:pan.2004.08.19.18.53.53.954716@darkforce.ky.org...
> > On Thu, 19 Aug 2004 20:25:34 +0200, Matthias Alles wrote:
> >
> > >
> > > >> Sir, I understand and I've already apologized. I will again. I
> apologize.
> > >
> > > Don't worry.. Mr. Czuba always seems to shout when he writes mails. He
> > > uses '!' almost after every sentence.. In every mail.. :-)
> >
> > Ah.... :-)
> >
>
> Perhaps hes got switch bounce on his "1 key" ;-)

Plus some coffee underneath the LEFT SHIFT :P

Coda.

4460. Re: Lyndon's selling his Eiffel stuff...

Newsgroup: comp.sys.atari.st
Date: 2004-08-24 20:42:58 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <2p1nijFfhar2U1@uni-berlin.de>
Source record: 17455

"Coda" <info@janthomas.f2s.nospam.com> wrote in message
news:cgg8d9jdt1@news.freedom2surf.net...
> "Mark D" <mducksub@nosspamatari-source.com> wrote in message
> news:pan.2004.08.24.14.22.48.191662@nosspamatari-source.com...
> >
> > Wow,
> >
> > It would be great to win this auction. Not only do I need two eiffels
for
> > myself since the Qwertyx is incompatible with the CT60 (sort of), but I
> > love soldering components into PCB's. I find it relaxing ;-)
>
> I think what was not mentioned in the auction but implied, was that
whoever
> won it would have to take over production, AND support.
>
> Mark, I hope you realise that ;-)
>
> Coda.
>
>

Having already made two EtherNec and bought one from Lyndon would any one
like any more?
Not sure if Lyndon has any bits for these...

4461. Re: Concise Atari Falcon accelerator listing/details?

Newsgroup: comp.sys.atari.st
Date: 2004-08-24 22:16:37 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cggenv$la8$1@news.freedom2surf.net>
Source record: 17456

"gfa" <lp@mint.org> wrote in message news:BD511DC2.8893%lp@mint.org...
>
> I don't mind the use of emulators, but claiming the compatibility level of
> as hades or milan, sorry that is false. I personally have tested apps
that
> run 100% fine on my hades, and I get strange results on the emu. Waste
can,
> perhaps a bit harsh. I throw the emu in the virtual waste can. ;-)
>

An emu thats as compatible as a Hades?? LOL. From what I hear the Hades aint
much compatible itself...

:-P

Coda.

4462. Mega ST2

Newsgroup: comp.sys.atari.st
Date: 2004-08-25 00:31:51 UTC
From: Steve Marshall <sdm@atmosBlockA.plus.com>
Message-ID: <412bddad$0$13168$ed2e19e4@ptn-nntp-reader04.plus.net>
Source record: 17457

I got one of these recently - saved from a skip !

Is it worth keeping / what can you do with them ?

I stuck a few ST disk that I have through and most won't work, probably
because of the mono screen (?)
The old TOS isn't great either.

Any advice about what to do with these things ?

Steve M

4463. Atari ST f

Newsgroup: comp.sys.atari.st
Date: 2004-08-25 00:33:52 UTC
From: Steve Marshall <sdm@atmosBlockA.plus.com>
Message-ID: <412bde26$0$27613$ed2e19e4@ptn-nntp-reader04.plus.net>
Source record: 17458

Are the old ST f machines rare ? I don't remember seeing one - only fm and e machines.

Steve M

4464. Re: Atari ST f

Newsgroup: comp.sys.atari.st
Date: 2004-08-25 02:09:40 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10int74g7adnj90@corp.supernews.com>
Source record: 17460

"Steve Marshall" <sdm@atmosBlockA.plus.com> wrote in message
news:412bde26$0$27613$ed2e19e4@ptn-nntp-reader04.plus.net...
> Are the old ST f machines rare ? I don't remember seeing one - only fm and
e
> machines.
>
> Steve M
>
>

In the USA, No. Those were the first 1040 machines, they came out in 1985.
Very common.

Tim

4465. Re: Mega ST2

Newsgroup: comp.sys.atari.st
Date: 2004-08-25 02:10:41 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10int91mbg82gd7@corp.supernews.com>
Source record: 17459

"Steve Marshall" <sdm@atmosBlockA.plus.com> wrote in message
news:412bddad$0$13168$ed2e19e4@ptn-nntp-reader04.plus.net...
> I got one of these recently - saved from a skip !
>
> Is it worth keeping / what can you do with them ?
>
> I stuck a few ST disk that I have through and most won't work, probably
> because of the mono screen (?)
> The old TOS isn't great either.
>
> Any advice about what to do with these things ?
>
> Steve M
>

The Mega are more rare that the 1040s. If it is in good shape its worth
keeping. Did it come with a keyboard?

Tim

4466. Re: Atari ST f

Newsgroup: comp.sys.atari.st
Date: 2004-08-25 02:18:01 UTC
From: Chris <chrisb1273@yahoo.com>
Message-ID: <tFSWc.187$eO.78@newsfe1-win.ntli.net>
Source record: 17461

"Steve Marshall" <sdm@atmosBlockA.plus.com> wrote in message
news:412bde26$0$27613$ed2e19e4@ptn-nntp-reader04.plus.net...
> Are the old ST f machines rare ? I don't remember seeing one - only fm and
e
> machines.
>
> Steve M
>
>

Came out mid '86 - the first to have the familar integrated style....

1MB, TOS roms, double sided floppy, and no modulator....

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.737 / Virus Database: 491 - Release Date: 12/08/2004

4467. Re: Lyndon's selling his Eiffel stuff...

Newsgroup: comp.sys.atari.st
Date: 2004-08-25 02:41:12 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.08.25.02.41.11.349854@nossspamXXatari-source.com>
Source record: 17462

On Tue, 24 Aug 2004 13:06:12 -0700, Galen wrote:

> Mark D <mducksub@nosspamatari-source.com> wrote in message
news:<pan.2004.08.24.14.22.48.191662@nosspamatari-source.com>...
>> On Tue, 24 Aug 2004 08:42:28 +0100, Coda wrote:
>>
>> > http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8126705347
>> >
>> > This confirms what most people have suspected for quite a while, that he is
>> > just too busy to continue production of the eiffel.
>> >
>> > Coda.
>>
>> Wow,
>>
>> It would be great to win this auction. Not only do I need two eiffels for
>> myself since the Qwertyx is incompatible with the CT60 (sort of), but I
>> love soldering components into PCB's. I find it relaxing ;-)
>>
>> Mark
>
> Go for it, Mark! Keeping the boards in production would be a worthwhile service.
>
> Galen

I've got plenty of time to do this stuff, but I get sidetracked easily ;-)

I want to think I am the right person for the job but I don't know. As
long as I can find an american source for parts, and I'll probably use
PCBexpress or order more from the UK houses. I mean if cost isn't too
high, I'll just see how many Lyndon built and order enough to build half
that, build and sell.

That's if I win.

Mark

4468. Re: Q: replace Hard D with floppy on STacy

Newsgroup: comp.sys.atari.st
Date: 2004-08-25 12:16:33 UTC
From: Simon <flibble@gmail.com>
Message-ID: <Bq%Wc.75$ni7.24@newsfe1-win.ntli.net>
Source record: 17463

Malcolm Dew-Jones wrote:
I want to take the floppy from the 520 and put it in place of the hard
> drive in the STacy.
>
> Will this work? Will I be able to simply plug in the second floppy to
> some kind of existing connector? Or would I need some additional gizmo to
> allow the second floppy to plug in to the main board?

No. You can not plug a floppy drive into a hard drive connector, it just
won't work and you risk causing damage to the floppy drive and maybe
even the STacy.

Add a hard drive. It makes very little noise.

Simon

4469. Re: Q: replace Hard D with floppy on STacy

Newsgroup: comp.sys.atari.st
Date: 2004-08-25 18:05:41 UTC
From: yf110@vtn1.victoria.tc.ca
Message-ID: <412cc6e5@news.victoria.tc.ca>
Source record: 17464

Simon (flibble@gmail.com) wrote:
: Malcolm Dew-Jones wrote:
: I want to take the floppy from the 520 and put it in place of the hard
: > drive in the STacy.
: >
: > Will this work? Will I be able to simply plug in the second floppy to
: > some kind of existing connector? Or would I need some additional gizmo to
: > allow the second floppy to plug in to the main board?

: No. You can not plug a floppy drive into a hard drive connector,

Well I realize that, thanks. The question was whether there is some other connector aready in place that can take the second floppy - after all, one of the original configs of the STacy had two built in floppy drives - I thought perhaps all I would need is the right cable to do it. But it sounds like that is a no.

: Add a hard drive. It makes very little noise.

Just like my DPS12 makes "very little noise"? I tolerate that cause I have to. I think I'll just keep it the way it is for now, adding a hard disk won't turn the atari into an uptodate computer, but a single floppy still works fine for midi and for checking my mail and for writing in the middle of the night.

Anyway, thanks.

4470. Re: Q: replace Hard D with floppy on STacy

Newsgroup: comp.sys.atari.st
Date: 2004-08-25 18:17:24 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cgil0s$9jn$1@news.freedom2surf.net>
Source record: 17465

"Malcolm Dew-Jones" <yf110@vtn1.victoria.tc.ca> wrote in message
news:412cc6e5@news.victoria.tc.ca...

> Well I realize that, thanks. The question was whether there is some other
> connector aready in place that can take the second floppy - after all, one
> of the original configs of the STacy had two built in floppy drives - I
> thought perhaps all I would need is the right cable to do it. But it
> sounds like that is a no.

Are you sure about this? If that is the case then you should be able to fit
another. I have never seen stacy schematics but the way to add a second
floppy on other ataris (bar falcon) is via the floppy port at the rear of
the machine. You are going to have to open up the Stacy to do this, so why
dont you have a look at the floppy cable, if there is two connectors on it,
and whether the middle connector is twisted. I guess that neither will be
the case. You will probably have to get a PC floppy cable for both
connectors. On the second floppy set the drive to DS1 (a PC floppy drive
will be already set to DS1 as standard so try this first if youve got one to
hand). If it doesnt work, reverse the twist in the middle of the cable
(drive B) to create a straight thru cable, then try again.

> : Add a hard drive. It makes very little noise.
>
> Just like my DPS12 makes "very little noise"? I tolerate that cause I

Whats a DPS12 and why is it noisy? New modern HD's are near silent (except
2.5" laptop drives - I think they make em noisy on purpose :-)

> have to. I think I'll just keep it the way it is for now, adding a hard
> disk won't turn the atari into an uptodate computer, but a single floppy
> still works fine for midi and for checking my mail and for writing in the
> middle of the night.

Ahh so youre a night owl. That explains it. ;-)

Coda

4471. Re: The last 17 CT60

Newsgroup: comp.sys.atari.st
Date: 2004-08-25 19:17:39 UTC
From: exxos <exxos@home.com>
Message-ID: <412ce59c$0$20253$cc9e4d1f@news-text.dial.pipex.com>
Source record: 17466

"Coda" <info@janthomas.f2s.nospam.com> wrote in message
news:cgg8ft$je2$1@news.freedom2surf.net...
>
> "exxos" <exxos@home.com> wrote in message
> news:412b0787$0$20254$cc9e4d1f@news-text.dial.pipex.com...
> >
> > "Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
> > news:pan.2004.08.19.18.53.53.954716@darkforce.ky.org...
> > > On Thu, 19 Aug 2004 20:25:34 +0200, Matthias Alles wrote:
> > >
> > > >
> > > > >> Sir, I understand and I've already apologized. I will again. I
> > apologize.
> > > > >
> > > > > Don't worry.. Mr. Czuba always seems to shout when he writes mails.
He
> > > > > uses '!' almost after every sentence.. In every mail.. :-)
> > > >
> > > > Ah.... :-)
> > > >
> > >
> > > Perhaps hes got switch bounce on his "1 key" ;-)
> >
> > Plus some coffee underneath the LEFT SHIFT :P
> >

lol! yeah !

Chris

> Coda.
>
>

4472. Re: The last 17 CT60

Newsgroup: comp.sys.atari.st
Date: 2004-08-25 19:48:08 UTC
From: Simon <flibble@gmail.com>
Message-ID: <Y16Xc.148$D83.103@newsfe3-gui.ntli.net>
Source record: 17467

Ronald J. Hall wrote:

> On Wed, 18 Aug 2004 17:39:46 +0200, Rodolphe Czuba wrote:
>
>
>>DON'T PUT MY EMAIL ADDRESS ON WEB PAGE !!!!

It was still spanblocked, he didnt remove it!
People have to remove the -yenamarreduspam- so there is no danger!

Simon

4473. Re: Mega ST2

Newsgroup: comp.sys.atari.st
Date: 2004-08-25 21:22:23 UTC
From: Steve Marshall <sdm@atmosBlockA.plus.com>
Message-ID: <412d02c4$0$11859$ed2e19e4@ptn-nntp-reader04.plus.net>
Source record: 17468

"Tim" <tjlazer@CRAPmail.com> wrote
>
> The Mega are more rare that the 1040s. If it is in good shape its worth
> keeping. Did it come with a keyboard?
>

Yes. I read somewhere that the keyboards were meant to be much better than
the standard ST ones.

I got a colour monitor working on it and it seems to run very well.

What's the view on TOS upgrades with such things ? I'm not sure if the
upgrades would fit these, but is it best leaving them as they are ?

Is there anything that works on these that doesn't work on a standard ST ?

Steve M

4474. Re: Atari ST f

Newsgroup: comp.sys.atari.st
Date: 2004-08-25 21:31:14 UTC
From: Steve Marshall <sdm@atmosBlockA.plus.com>
Message-ID: <412d04d7$0$31302$ed2e19e4@ptn-nntp-reader04.plus.net>
Source record: 17469

"Tim" <tjlazer@CRAPmail.com> wrote
>
> In the USA, No. Those were the first 1040 machines, they came out in
1985.
> Very common.

These (ones that I saved recently) are 87/88 versions, mostly 520. I'm in
the UK so I'm not sure if they are so common here (?)

These were used in a school for music applications, so I guess they could be
fairly common - but schools like this one chuck them out. If I hadn't
collected them, they would have gone in a skip.
I find it sad that decent machines like these that are basically in good
working order get dumped.

Steve M

4475. Re: Mega ST2

Newsgroup: comp.sys.atari.st
Date: 2004-08-25 22:53:58 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <2p4jk7FgknrgU1@uni-berlin.de>
Source record: 17470

"Steve Marshall" <sdm@atmosBlockA.plus.com> wrote in message
news:412d02c4$0$11859$ed2e19e4@ptn-nntp-reader04.plus.net...
>
> "Tim" <tjlazer@CRAPmail.com> wrote
> >
> > The Mega are more rare that the 1040s. If it is in good shape its worth
> > keeping. Did it come with a keyboard?
> >
>
> Yes. I read somewhere that the keyboards were meant to be much better than
> the standard ST ones.
>

It fits the later M(STE) and TT. Several users on here seem to have lost
their keyboards
and need replacment.

> I got a colour monitor working on it and it seems to run very well.
>
> What's the view on TOS upgrades with such things ? I'm not sure if the
> upgrades would fit these, but is it best leaving them as they are ?
>

If you want to play games leave as it is. Many games won't work with a new
TOS.
If you wan to do serious stuff look for a TT or better :-(

> Is there anything that works on these that doesn't work on a standard ST ?

They usually have a blitter. So if you need a blitter ....
Other than that they are identical to a stock ST except they have a VME (is
it I forget)
slot so you can add graphic upgrade. Also clock is battery backed up.
And there is space for a hard drive....
On the down site (perhaps?) no modulator so you need a monitor..

>
> Steve M
>
>
>

4476. Accidental Deletion

Newsgroup: comp.sys.atari.st
Date: 2004-08-26 06:20:38 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.08.26.06.20.37.852293@nossspamXXatari-source.com>
Source record: 17471

Hello everyone,

For some reason my backup script decided to instead delete everything on the system. Nice huh? After researching undelete tools I'm under the impression that I'm screwed because it doesn't know the cluster sizes for each file that is deleted. Is this correct?

Thanks,
Mark

Is there any way I can get this stuff back?

4477. Re: Accidental Deletion

Newsgroup: comp.sys.atari.st
Date: 2004-08-26 07:36:10 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <2p5i76FgnvibU1@uni-berlin.de>
Source record: 17472

Mark D wrote:

> For some reason my backup script decided to instead delete everything on
> the system. Nice huh? After researching undelete tools I'm under the
> impression that I'm screwed because it doesn't know the cluster sizes for
> each file that is deleted. Is this correct?

The cluster size can be calculated from the boot sector parameters,
which are still valid as long as you did not re-partition your drive.

> Is there any way I can get this stuff back?

Tools like DISKUS (German only) help with that,
http://www.seimet.de/diskus_english.html

--

Dr. Uwe Seimet http://www.seimet.de

4478. ADV: FREE Catalogs! NEW ATARI STUFF!

Newsgroup: comp.sys.atari.st
Date: 2004-08-26 08:43:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0408260135170.30249-100000@onyx.spiritone.com>
Source record: 17473
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/newstuff.htm See my NEW ATARI stuff!

With purchase over $100.00 receive a FREE Gift!

My inventory covers a vast expanse! I have Acres and Acres of Games /
Software! Crates and Crates of Hardware & Boxes and Boxes of Books!

FREE Catalogs for Used & New Atari Jaguar plus 2600 / 7800 Games!
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them or Feel free to Request catalogs by E-Mail. Really, it's not an
inconvenience. I ask that you specify 8 Bit, ST, 2600 / 7800 and/or Atari
Jaguar! Or all!Then I'll send them to you by E-Mail. Let me know if I cant
attach files to your E-Mail. Catalogs regularly updated! (503)256-9974!

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http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

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order goes out the same day. Customers love the speedy service! I have
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Hardware & Books. Ben's FREE Catalogs at http://BensCatalogs.Atari.org or at
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Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 2600/7800, Jaguar, 8 Bit or ST or all! Or Call anytime at (503)256-9974

4479. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-08-26 08:47:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0408260143210.30249-100000@onyx.spiritone.com>
Source record: 17474
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari 2600/7800 & Jaguar Games plus Classic 8 Bit and ST Games / Software,
Hardware & Books. Ben's FREE Catalogs at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 2600/7800, Jaguar, 8 Bit or ST or all! Or Call anytime at (503)256-9974

4480. ADV: Atari Survey / E-Mail / Postal Mail List!

Newsgroup: comp.sys.atari.st
Date: 2004-08-26 08:56:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0408260147230.30249-100000@onyx.spiritone.com>
Source record: 17477
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

For Atari Surveys, To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Atari Club for those local to Portland, Oregon USA! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm Atari Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari 2600/7800 & Jaguar Games plus Classic 8 Bit and ST Games / Software, Hardware & Books. Ben's FREE Catalogs at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 2600/7800, Jaguar, 8 Bit or ST or all! Or Call anytime at (503)256-9974

4481. Re: Q: replace Hard D with floppy on STacy

Newsgroup: comp.sys.atari.st
Date: 2004-08-26 09:16:22 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0408261113160.477@feanor.schunter.etc.tu-bs.de>
Source record: 17475

Hi, Malcom!

MD> Just like my DPS12 makes "very little noise"? I tolerate that cause I
MD> have to.

You know that hard disks can be 'shipped'? Most hard disk drivers have
tools for this. It makes the disk spin down - and then it is absolutely
silent. It will wake up with the next access. So you can boot up from hard
disk, ship it and enjoy the silence ;-)

Regards,

Alexander

4482. Re: Mega ST2

Newsgroup: comp.sys.atari.st
Date: 2004-08-26 09:22:35 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0408261118380.477@feanor.schunter.etc.tu-bs.de>
Source record: 17476

Hi, David!

DW> Other than that they are identical to a stock ST except they have a
DW> VME (is it I forget) slot so you can add graphic upgrade. Also clock
DW> is battery backed up. And there is space for a hard drive....

Steve has got a Mega ST, not a Mega STE, so there is no VME bus, but a
MegaBus. There are Graphics, Ethernet and FPU cards for this slot.

I'm not sure wether a hard drive can be added into a Mega ST case, may be
some 2.5" devices.

Regards,

Alexander

4483. Re: Atari ST f

Newsgroup: comp.sys.atari.st
Date: 2004-08-26 09:23:51 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0408261123290.477@feanor.schunter.etc.tu-bs.de>
Source record: 17478

SM> I find it sad that decent machines like these that are basically in
SM> good working order get dumped.

Full ACK!

Alexander

4484. Re: Accidental Deletion

Newsgroup: comp.sys.atari.st
Date: 2004-08-26 09:43:06 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0408261124460.477@feanor.schunter.etc.tu-bs.de>
Source record: 17479

Hi, Mark!

MD> For some reason my backup script decided to instead delete everything
MD> on the system. Nice huh?

That's really bad luck.

MD> After researching undelete tools I'm under the impression that I'm
MD> screwed because it doesn't know the cluster sizes for each file that
MD> is deleted. Is this correct?

These tools usually are good for recovering a single file or maybe a
folder with files that has been deleted accidently.

If you have deleted the whole partition, then it's really bad.

Things like start cluster and file size are not lost when you delete a
file, it's just the first character of it's name replaced by a special
"empty" character. The problem is the fragmentation of the partition. If
the file is split up into many parts spread over the partition, then it's
getting hard to find all of them, as this information gets lost when a
file is deleted.

You're lucky if your partition is not fragmented, then you will find it in
one piece.

Still you're lucky if you have only one or few files deleted. You can
check manually wether the freed data blocks on the partition belong to
this or that file.

But if all the files have been deleted then it takes a very very big
amount of work to reconstruct all the files. It is possible, but a very
very hard job, especially if there are many non-text-files on the
partition. These can hardly be related to different files.

BTW: all my words won't help you if your backup script deletes not via
GEMDOS routines but via writing blank sectors to your partition...

Regards,

Alexander

PS: You have a functional backup, right? Perhaps there are tools that can
improve recovery rate by knowing "old" versions of the files that got
lost...

4485. Re: Atari ST f

Newsgroup: comp.sys.atari.st
Date: 2004-08-26 09:43:18 UTC
From: exxos <exxos@home.com>
Message-ID: <412db098$0$20253$cc9e4d1f@news-text.dial.pipex.com>
Source record: 17480

"Steve Marshall" <sdm@atmosBlockA.plus.com> wrote in message
news:412d04d7$0$31302$ed2e19e4@ptn-nntp-reader04.plus.net...
>
> "Tim" <tjlazer@CRAPmail.com> wrote
> >
> > In the USA, No. Those were the first 1040 machines, they came out in
> 1985.
> > Very common.
>
>
> These (ones that I saved recently) are 87/88 versions, mostly 520. I'm in
> the UK so I'm not sure if they are so common here (?)
>
> These were used in a school for music applications, so I guess they could
be
> fairly common - but schools like this one chuck them out. If I hadn't
> collected them, they would have gone in a skip.
> I find it sad that decent machines like these that are basically in good
> working order get dumped.
>
> Steve M
>
>

I have a couple of STF's, mostly TOS 1.02, no modulator, but still usable if
you have a scart cable.

Chris

4486. Re: 68010

Newsgroup: comp.sys.atari.st
Date: 2004-08-26 16:21:18 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <cgl2lumie1@reader1.panix.com>
Source record: 17481

No, yes. Pin for pin compatible, one more possible instruction, and has
virtual memory support, which a ST or STe does not use, possibly runs a
few instructions a little faster.

Brag value, mostly.

Jim

dx375 <dx375athotmail.com@> writes:

: Any value to installing into a ST or STE....

: Or even possible?

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

4487. Re: 68010

Newsgroup: comp.sys.atari.st
Date: 2004-08-26 16:52:43 UTC
From: Rene Kint <none@none.given>
Message-ID: <412e155b$0$144$e4fe514c@dreader9.news.xs4all.nl>
Source record: 17482

On 2004-08-26 18:21:18 +0200, Jim DeClercq <jimd@panix1.panix.com> said:

> No, yes. Pin for pin compatible, one more possible instruction, and has
> virtual memory support, which a ST or STe does not use, possibly runs a
> few instructions a little faster.
> Brag value, mostly.
> Jim
>
> dx375 <dx375athotmail.com@> writes:
>
> : Any value to installing into a ST or STE....
>
> : Or even possible?
>
> --

Would that imply that a 68010 would be of good use for MiNT use..?

Regards,

Renï¿½

4488. Re: Mega ST2

Newsgroup: comp.sys.atari.st
Date: 2004-08-26 19:33:30 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <2p6s8dFhcsk1U1@uni-berlin.de>
Source record: 17483

"Alexander Beuscher" <alexb@feanor.schunter.etc.tu-bs.de> wrote in message
news:Pine.LNX.4.58.0408261118380.477@feanor.schunter.etc.tu-bs.de...
>
> Hi, David!
>
> DW> Other than that they are identical to a stock ST except they have a
> DW> VME (is it I forget) slot so you can add graphic upgrade. Also clock
> DW> is battery backed up. And there is space for a hard drive....
>
> Steve has got a Mega ST, not a Mega STE, so there is no VME bus, but a
> MegaBus. There are Graphics, Ethernet and FPU cards for this slot.

I couldn't remember what type it was. Main thing is its different from an ST

>
> I'm not sure wether a hard drive can be added into a Mega ST case, may be
> some 2.5" devices.
>

I think there is enough room for a larger drive. Not sure if the PSU
would like it though. I have a 2.5 in my STE so I guess that would be
o.k. in the Mega.
>
> Regards,
>
> Alexander

4489. Re: Mega ST2

Newsgroup: comp.sys.atari.st
Date: 2004-08-26 19:49:13 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.08.26.19.49.13.56279@darkforce.ky.org>
Source record: 17484

On Thu, 26 Aug 2004 20:33:30 +0100, David Wade wrote:

> I think there is enough room for a larger drive. Not sure if the PSU
> would like it though. I have a 2.5 in my STE so I guess that would be
> o.k. in the Mega.
>>
>> Regards,
>>
>> Alexander

Hi Alexander. What drive interface/software did you use to ge a 2.5" drive in your STe? I've got a Mega that I'd love to put an internal drive into.

Thanks.

4490. Re: Mega ST2

Newsgroup: comp.sys.atari.st
Date: 2004-08-26 20:12:26 UTC
From: vdjole@EUnet.yu
Message-ID: <cglg76$5ag$1@news.eunet.yu>
Source record: 17356

On 25 Aug 2004 01:31:51 , "Steve Marshall" wrote:
>I got one of these recently - saved from a skip !
>
>Is it worth keeping / what can you do with them ?

I'd say it is worth keeping- it was a slim, esthetically pleasing design (for the time), had room for some expansion (the "megabus" slot inside, though there were few items made for it), and had an excellent keyboard (made by Cherry, with REAL switches). The ACSI (hard-disk) connector exists on the inside of the box as well, and a standard-dimensions hard disk can fit inside the box (but you will need ACSI-SCSI adaptor).

On the negative side, it had a DD floppy and a HD floppy can be installed only by a (relatively simple) hardware hack.

If you can find somewhere appropriate DRAM chips (maybe from old VGA cards?) and are skilfull in soldering, you can more-less easily expand it to 4MB- there are already places for additional chips on the motherboard.

>The old TOS isn't great either.

If you succeed in upgrading it to 4MB it becomes quite convenient to use RAM-loaded TOS 2.06. It will eat less than 300KB which is not that hard on 4MB of memory- and much better than TOS 1.2 or 1.4.

>Any advice about what to do with these things ?

It depends... what do one use an Atari for these days? Generally, it is the pleasure of having and using an 'oldtimer' machine. Beside that, e.g. I have a 4MB MegaST. I use it for email, ftp, writing, programming (Tera Desktop is currently developed on it), etc.

cu;

4491. Re: Lyndon's selling his Eiffel stuff...

Newsgroup: comp.sys.atari.st
Date: 2004-08-26 23:13:08 UTC
From: exxos <exxos@home.com>
Message-ID: <412e6e71$0$20250$cc9e4d1f@news-text.dial.pipex.com>
Source record: 17485

"Coda" <info@janthomas.f2s.nospam.com> wrote in message
news:cgg8d9jdt1@news.freedom2surf.net...
> "Mark D" <mducksub@nosspamatari-source.com> wrote in message
> news:pan.2004.08.24.14.22.48.191662@nosspamatari-source.com...
> >
> > Wow,
> >
> > It would be great to win this auction. Not only do I need two eiffels
for
> > myself since the Qwertyx is incompatible with the CT60 (sort of), but I
> > love soldering components into PCB's. I find it relaxing ;-)
>
> I think what was not mentioned in the auction but implied, was that
whoever
> won it would have to take over production, AND support.
>
> Mark, I hope you realise that ;-)
>
> Coda.
>
>

I have a EtherNEC which I got from him a while ago, im pleased with that, I am a little behind the times (nowt new there) though I think a smaller board was developed ? I would be interested in what that was, I can also copy hardware with no problem, might be nice to get the pcb layout and parts list etc...

Chris

4492. Re: Mega ST2

Newsgroup: comp.sys.atari.st
Date: 2004-08-26 23:31:11 UTC
From: Steve Marshall <sdm@atmosBlockA.plus.com>
Message-ID: <412e7274$0$92990$ed2619ec@ptn-nntp-reader01.plus.net>
Source record: 17486

"Alexander Beuscher" <alexb@feanor.schunter.etc.tu-bs.de> wrote

>
> I'm not sure wether a hard drive can be added into a Mega ST case, may be
> some 2.5" devices.

The ones I've seen for it are in a box about the same size as the one
housing the computer so sits neatly above it. A big heavy lump apparently.

Steve M

4493. Re: 68010

Newsgroup: comp.sys.atari.st
Date: 2004-08-27 02:44:40 UTC
From: Simon <flibble@gmail.com>
Message-ID: <sexXc.1640$Jn6.1337@newsfe5-win.ntli.net>
Source record: 17487

Rene Kint wrote:

>> No, yes. Pin for pin compatible, one more possible instruction, and
>> has virtual memory support, which a ST or STe does not use, possibly
>> runs a few instructions a little faster.
>> Brag value, mostly.
>> Jim

> Would that imply that a 68010 would be of good use for MiNT use..?
>

No, as the ST hardware won't make use of the features. If the CPU had an
MMU though.....

Simon

4494. Re: Dave Troy is Ebaying Atari hardware

Newsgroup: comp.sys.atari.st
Date: 2004-08-27 11:37:15 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <412ec84e576706@comcast.net>
Source record: 17488

>On Sat, 21 Aug 2004 12:14:19 +0000, Edward S. Baiz Jr. wrote:
>
>> I remember David Troy. I still have some of the old Toad Computer
>> catalogs. Too bad he is selling his own personal Atari hardware. I
>> would have thought he would have held on to it all as a reminder
>> of years past.
>
>Edward, somebody who had exchanged e-mail with Dave said they thought that
>these were not actually his personal Ataris' but store/demo stuff. :-)

Oh, I see. That is not that bad I guess, but it is still sad that
Atari users do not have Toad...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4495. Re: Dave Troy is Ebaying Atari hardware

Newsgroup: comp.sys.atari.st
Date: 2004-08-27 14:18:10 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.08.27.14.18.10.738633@darkforce.ky.org>
Source record: 17489

On Fri, 27 Aug 2004 11:37:15 +0000, Edward S. Baiz Jr. wrote:

> Oh, I see. That is not that bad I guess, but it is still sad that
> Atari users do not have Toad...

I know, I was one of their biggest customers! I still miss Dave and his
wife. They were (are!) great people...

4496. Re: Mega ST2

Newsgroup: comp.sys.atari.st
Date: 2004-08-27 15:34:28 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <CxIXc.1959$F6.393959@news.siol.net>
Source record: 17490

Steve Marshall wrote:

> The ones I've seen for it are in a box about the same size as the one
> housing the computer so sits neatly above it. A big heavy lump apparently.

Yes, but MegaST and Megafile combination looks so nice ;)

Janez

4497. Re: Eiffel Disaster Recovery?

Newsgroup: comp.sys.atari.st
Date: 2004-08-27 16:55:43 UTC
From: john.smith@macrosoft.com
Message-ID: <cgnp2e$26s$1@bagan.srce.hr>
Source record: 17492

use serial mouse and version 1.04 loader, reset everythingseveral times and then load firmware several times, too...

try it...I mangaed that way...

good luck

On 18 Aug 2004 21:56:41 , Neil Chester wrote:
>Hi All
>
>Thought things were going too well....
>
>I had just downloaded the latest version of the Eiffel Config Program
>v1.0.6, and had selected the HEX file to update my external Eiffel device.
>Then I selected "Program Flash" and the Eiffel mouse/keyboard lights came
>ON, also the Num/Caps/Scroll Lock lights were ON on the keyboard. When
>all the Update radio buttons had turned to their lighter shades I assumed
>the program had done its job - even though the lights on the Eiffel and
>Keyboard were still ON. The Mouse or keyboard didn't respond!
>
>I reset the Falcon CT2b, but no keyboard or mouse were operational when I
>got back to the desktop!
>
>I managed to recover (from a backup CD) version 1.0.4 of the Config
>Program but various attempts at unplugging the Mega keyboard and quickly
>plugging in the Eiffel have probably failed to Program the Flash with the
>old version of the firmware!
>
>Can anyone else help?
>
>Will the main chip need resetting with an external programmer? Lyndon
>Amsdon made this Eiffel for me, but he is too busy with his job now.
>
>Neil :-(
>.

4498. Re: Mega ST2

Newsgroup: comp.sys.atari.st
Date: 2004-08-27 16:58:17 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <JKJXc.887$Eo1.526@newsfe5-gui.ntli.net>
Source record: 17491

Hello.

"Janez Valant" <swe@atari.org> wrote in message
news:CxIXc.1959$F6.393959@news.siol.net...
> Steve Marshall wrote:
>
>
> > The ones I've seen for it are in a box about the same size as the one
> > housing the computer so sits neatly above it. A big heavy lump
apparently.
>
> Yes, but MegaST and Megafile combination looks so nice ;)

Several in stock.

www.keychange.co.uk

4499. Atari ST telnet BBS!

Newsgroup: comp.sys.atari.st
Date: 2004-08-27 18:50:23 UTC
From: Josh Renaud <josh_No_SPaM_poR_FAvOr@joshrenaud.com>
Message-ID: <BD54EC9F.E732%josh_No_SPaM_poR_FAvOr@joshrenaud.com>
Source record: 17493

The Grove Online has risen from the ashes of the early 1990s and been reborn in emulation. It's the first-ever telnettable Atari ST BBS.

Some of you may have heard about it... It's been in operation a couple years now. It still boggles my mind that this is POSSIBLE!

The Grove Online runs BBS Express! software and has tons of games available, including Assassin, Galactic Empire, Final Frontier, and many more.

telnet://shadow.skeleton.org

--Josh

4500. Re: Mega ST2

Newsgroup: comp.sys.atari.st
Date: 2004-08-27 20:25:36 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cgo5a5smm1@news.freedom2surf.net>
Source record: 17494

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:JKJXc.887$Eo1.526@newsfe5-gui.ntli.net...
> Hello.
>
> "Janez Valant" <swe@atari.org> wrote in message
> news:CxIXc.1959$F6.393959@news.siol.net...
> > Steve Marshall wrote:
> >
> >
> > > The ones I've seen for it are in a box about the same size as the one
> > > housing the computer so sits neatly above it. A big heavy lump
> apparently.
> >
> > Yes, but MegaST and Megafile combination looks so nice ;)
>
> Several in stock.

Naturally.

Coda.

4501. Re: Accidental Deletion

Newsgroup: comp.sys.atari.st
Date: 2004-08-27 21:14:38 UTC
From: lowline <dadfasdf@asfasd.com>
Message-ID: <2vNXc.21009$A8.9685@edtnps89>
Source record: 17495

I wonder if putting it in a PC and using getdataback http://www.runtime.org/
would work.
This software has saved me many times on the PC.

Thanks
David

"Mark D" <mducksub@nossspamXXatari-source.com> wrote in message
news:pan.2004.08.26.06.20.37.852293@nossspamXXatari-source.com...
> Hello everyone,
>
> For some reason my backup script decided to instead delete everything on
> the system. Nice huh? After researching undelete tools I'm under the
> impression that I'm screwed because it doesn't know the cluster sizes for
> each file that is deleted. Is this correct?
>
> Thanks,
> Mark
>
> Is there any way I can get this stuff back?

4502. Re: Atari ST telnet BBS!

Newsgroup: comp.sys.atari.st
Date: 2004-08-27 21:43:28 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.08.27.21.43.28.305254@darkforce.ky.org>
Source record: 17496

On Fri, 27 Aug 2004 13:50:23 -0500, Josh Renaud wrote:

> The Grove Online has risen from the ashes of the early 1990s and been reborn
> in emulation. It's the first-ever telnettable Atari ST BBS.
>
> Some of you may have heard about it... It's been in operation a couple years
> now. It still boggles my mind that this is POSSIBLE!
>
> The Grove Online runs BBS Express! software and has tons of games available,
> including Assassin, Galactic Empire, Final Frontier, and many more.
>
> telnet://shadow.skeleton.org
>
>
>
> --Josh

Josh, is there somewhere that a former BBS Express! sysop can find info
about this? I used to sysop "The DarkForce! BBS" from about '92 thru '97.
We had about 200 active to semi-active users, with callers from around the
US and occasionally the world.

4503. Re: Lyndon's selling his Eiffel stuff...

Newsgroup: comp.sys.atari.st
Date: 2004-08-27 22:03:16 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <2p9pd5Fiad76U1@uni-berlin.de>
Source record: 17497

```
"exxos" <exxos@home.com> wrote in message
news:412e6e71$0$20250$cc9e4d1f@news-text.dial.pipex.com...
>
> "Coda" <info@janthomas.f2s.nospam.com> wrote in message
> news:cgg8d9$jdt$1@news.freedom2surf.net...
> > "Mark D" <mducksub@nosspamatari-source.com> wrote in message
> > news:pan.2004.08.24.14.22.48.191662@nosspamatari-source.com...
> > >
> > > Wow,
> > >
> > > It would be great to win this auction. Not only do I need two eiffels
> for
> > > myself since the Qwertyx is incompatible with the CT60 (sort of), but
I
> > > love soldering components into PCB's. I find it relaxing ;-)
> >
> > I think what was not mentioned in the auction but implied, was that
> whoever
> > won it would have to take over production, AND support.
> >
> > Mark, I hope you realise that ;-)
> >
> > Coda.
> >
> >
>
> I have a EtherNEC which I got from him a while ago, im pleased with that,
I
> am a little behind the times (nowt new there) though I think a smaller
board
> was developed ? I would be interested in what that was, I can also copy
> hardware with no problem, might be nice to get the pcb layout and parts
list
> etc...

The layouts and parts lists are in the ZIP files with the software. I built
my own,
but I did get some one else to make the PCB's. The trick is to use ribon
cable
instead of seperate links.

>
> Chris
>
>
```

>

4504. Re: Mega ST2

Newsgroup: comp.sys.atari.st
Date: 2004-08-27 22:10:46 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <2p9pr6Fip2t9U1@uni-berlin.de>
Source record: 17498

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:pan.2004.08.26.19.49.13.56279@darkforce.ky.org...
> On Thu, 26 Aug 2004 20:33:30 +0100, David Wade wrote:
>
> > I think there is enough room for a larger drive. Not sure if the PSU
> > would like it though. I have a 2.5 in my STE so I guess that would be
> > o.k. in the Mega.
> >>
> >> Regards,
> >>
> >> Alexander
>
> Hi Alexander. What drive interface/software did you use to ge a 2.5" drive

Its Dave. Note quotes got from two >> to three >>>

> in your STe? I've got a Mega that I'd love to put an internal drive into.

I used an IDEal from www.keychange.co.uk BUT these won't fit a MEGA.
I think you would have to use the Mario Beecroft interface from
http://gem.win.co.nz/mb/

Not sure if these are still available

>
> Thanks.
>

4505. Re: SCSI Terminator?

Newsgroup: comp.sys.atari.st
Date: 2004-08-27 22:45:50 UTC
From: john.smith@macrosoft.com
Message-ID: <cgodit$46l$1@bagan.srce.hr>
Source record: 17399

sure you should terminate one end of scsi chain ;)

On 10 Aug 2004 07:13:53 , Rene Kint wrote:
>Hello,
>
>Next friday I am about to pick up two SCSI drives of 2.15GB each. The goal is to put one of them in> my MegaSTE.
>
>I have a question about the SCSI termination, though. Should the drive terminate the SCSI bus or no>t? I read somewewhere that making the wrong decision about this on the feeble SCSI interface of the> MegaSTE can fry the controller...so I better be safe than sorry ;-)
>
>Regards,
>
>Rene Kint
>.

4506. Re: Mega ST2

Newsgroup: comp.sys.atari.st
Date: 2004-08-28 00:39:03 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <dwQXc.1967$F6.399676@news.siol.net>
Source record: 17400

Barrie at Keychange wrote:

> Hello.
>
> "Janez Valant" <swe@atari.org> wrote in message
> news:CxIXc.1959$F6.393959@news.siol.net...
>> Steve Marshall wrote:
>>
>>
>> > The ones I've seen for it are in a box about the same size as the one
>> > housing the computer so sits neatly above it. A big heavy lump
> apparently.
>>
>> Yes, but MegaST and Megafile combination looks so nice ;)
>
> Several in stock.

I didn't ask for it. Have one already.

Janez

4507. Re: Atari ST telnet BBS!

Newsgroup: comp.sys.atari.st
Date: 2004-08-28 01:08:45 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.08.28.01.08.45.589493@nossspamXXatari-source.com>
Source record: 17401

On Fri, 27 Aug 2004 13:50:23 -0500, Josh Renaud wrote:

> The Grove Online has risen from the ashes of the early 1990s and been reborn
> in emulation. It's the first-ever telnettable Atari ST BBS.
>
> Some of you may have heard about it... It's been in operation a couple years
> now. It still boggles my mind that this is POSSIBLE!
>
> The Grove Online runs BBS Express! software and has tons of games available,
> including Assassin, Galactic Empire, Final Frontier, and many more.
>
> telnet://shadow.skeleton.org
>
>
>
> --Josh

Actually, that connects me to a freebsd login ;-) Maybe you need to
specify a port number for us to connect to.

Further, I was the proprietor of the very first telnettable Atari BBS
which was running Octopus BBS on an Atari TT030. And there are other
Atari related Telnet BBS's up and running, but not authentically running
on a real Atari.

The Atari-source.com BBS is down for now because Octopus is stilll under
development but I intend to bring it back up when I can more properly
configure it.

It was more a proof of concept and an educational experience in porting an
established BBS package to function as a telnet server.

Just like to set the record straight ;-)

Mark
http://portal.atari-source.com

4508. Re: Mega ST2

Newsgroup: comp.sys.atari.st
Date: 2004-08-28 09:55:07 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.08.28.09.55.07.655128@darkforce.ky.org>
Source record: 17402

On Fri, 27 Aug 2004 23:10:46 +0100, David Wade wrote:

> I used an IDEal from www.keychange.co.uk BUT these won't fit a MEGA.
> I think you would have to use the Mario Beecroft interface from
> http://gem.win.co.nz/mb/
>
> Not sure if these are still available

Thanks, I'll check it out.

4509. CT60 heatsink/cpu fan

Newsgroup: comp.sys.atari.st
Date: 2004-08-28 17:52:17 UTC
From: sf0218@aol.com
Message-ID: <20040828135217.06753.00003751@mb-m13.aol.com>
Source record: 17403

Hello all,

I finally received my CT60!!!!!!!!! Yay!!!!!!!!!!!!!!!!!!! Now I'm nervous!!! :)

Anyhow, I look over the CT60 and the thing that really jumped out at me:

The fan was not attatched to the heatsink in any way, and both the heatsink and fan are pretty small.

I was wondering if I could attach a heatsink and fan from a pc's cpu. The fan I speaking of has a plug which attatches to one of the power leads from a psu. And both the heatsink and fan look as though they would entirely cover the CT60's cpu.

Or should I just ask Rodolphe about it?

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

4510. Re: CT60 heatsink/cpu fan

Newsgroup: comp.sys.atari.st
Date: 2004-08-28 18:34:00 UTC
From: Simon <flibble@gmail.com>
Message-ID: <se4Yc.104$7W4.45@newsfe3-win.ntli.net>
Source record: 17404

SF0218 wrote:
> Hello all,
>
> I finally received my CT60!!!!!!!!! Yay!!!!!!!!!!!!!!!!!!! Now I'm
> nervous!!! :)
>
> Anyhow, I look over the CT60 and the thing that really jumped out at me:
>
> The fan was not attatched to the heatsink in any way, and both the heatsink and
> fan are pretty small.
>
> I was wondering if I could attach a heatsink and fan from a pc's cpu. The fan
> I speaking of has a plug which attatches to one of the power leads from a psu.
> And both the heatsink and fan look as though they would entirely cover the
> CT60's cpu.

AFAIK Roldophe uses fans that are the same size as 486 so you should be
able to replace it. But use the standard one, thats what its for. the
68060 isnt that hot really.

Simon

4511. Re: CT60 heatsink/cpu fan

Newsgroup: comp.sys.atari.st
Date: 2004-08-28 19:07:59 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.08.28.19.07.59.815109@darkforce.ky.org>
Source record: 17405

On Sat, 28 Aug 2004 17:52:17 +0000, SF0218 wrote:

> Hello all,
>
> I finally received my CT60!!!!!!!!! Yay!!!!!!!!!!!!!!!!!!! Now I'm
> nervous!!! :)

Lucky dog - must be nice. I don't even know if I'm on the waiting list or
not. :-(

Anyways, enjoy your souped up Falcon! :-)

4512. Wizztronics Rack case *special* (Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 2004-08-28 20:27:47 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.08.28.20.27.47.222019@darkforce.ky.org>
Source record: 17406

I just purchases a Wizztronics rack case for the Falcon 030 (can be used for the desktop, which is what I'm doing) at a special price of $99.00. They were regularly selling for $250.00, $525.00 with all accessories added. Very nice, high quality unit, solid anodized black. Anyways, the sales person made the comment that they had about 17 units left, and after that, they're gone.

Just thought I'd pass it along.

Wizztronics is located in the USA. Their website is at:

http://www.wizztronics.com/main.htm

4513. Re: Atari ST f

Newsgroup: comp.sys.atari.st
Date: 2004-08-28 21:24:33 UTC
From: vdjole@EUnet.yu
Message-ID: <cgqt6f$5ok$1@news.eunet.yu>
Source record: 17357

On 25 Aug 2004 22:31:14 , "Steve Marshall" wrote:

>These (ones that I saved recently) are 87/88 versions, mostly 520. I'm in
>the UK so I'm not sure if they are so common here (?)
>

If nothing else, they can get canibalized for custom chips: the MMU,
GLUE, SHIFTER, DMA and also some standard chips which have become hard to
find by now. At least some of them were socketed, and all ST-series machines
used the same chips- so you will have spare ones for the more useful MegaST.

cu;

4514. Re: CT60 heatsink/cpu fan

Newsgroup: comp.sys.atari.st
Date: 2004-08-28 22:33:10 UTC
From: Coda <info@janthomas.f2s.nospam.com>
Message-ID: <cgr16anfl1@news.freedom2surf.net>
Source record: 17407

"SF0218" <sf0218@aol.com> wrote in message
news:20040828135217.06753.00003751@mb-m13.aol.com...
> Hello all,
>
> I finally received my CT60!!!!!!!! Yay!!!!!!!!!!!!!!!!!! Now I'm
> nervous!!! :)
>
> Anyhow, I look over the CT60 and the thing that really jumped out at me:
>
> The fan was not attatched to the heatsink in any way, and both the
heatsink and
> fan are pretty small.
>
> I was wondering if I could attach a heatsink and fan from a pc's cpu. The
fan
> I speaking of has a plug which attatches to one of the power leads from a
psu.
> And both the heatsink and fan look as though they would entirely cover the
> CT60's cpu.
>
> Or should I just ask Rodolphe about it?

Dont try to remove the heatsink off the chip. It is thermally glued. You might want to glue that fan on top of the heatsink, thats what I did - just used a bit of superglue gel. You wont be able to overclock it very much (I think 72 is the max) so you wont need a bigger hs/fan.

Load up the CT60 .cpx's and watch the temperature for a while. Probably wont go about 45 degrees (c not f).

Coda.

4515. Re: CT60 heatsink/cpu fan

Newsgroup: comp.sys.atari.st
Date: 2004-08-29 01:33:42 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0408281733.7933bcb1@posting.google.com>
Source record: 17408

"Coda" <info@janthomas.f2s.nospam.com> wrote in message
news:<cgr16anfl1@news.freedom2surf.net>...
> "SF0218" <sf0218@aol.com> wrote in message
> news:20040828135217.06753.00003751@mb-m13.aol.com...
> > Hello all,
> >
> > I finally received my CT60!!!!!!!!! Yay!!!!!!!!!!!!!!!!!!! Now I'm
> > nervous!!! :)
> >
> > Anyhow, I look over the CT60 and the thing that really jumped out at me:
> >
> > The fan was not attatched to the heatsink in any way, and both the
> heatsink and
> > fan are pretty small.

It's not supposed to be attached, it slides on from the side. Use what
he sent you, it's fine for now.

Wayne

4516. Re: Wizztronics Rack case *special* (Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 2004-08-29 01:36:30 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0408281736.7beab792@posting.google.com>
Source record: 17409

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:<pan.2004.08.28.20.27.47.222019@darkforce.ky.org>...
> I just purchases a Wizztronics rack case for the Falcon 030 (can be used
> for the desktop, which is what I'm doing) at a special price of $99.00.
> They were regularly selling for $250.00, $525.00 with all accessories
> added. Very nice, high quality unit, solid anodized black. Anyways, the
> sales person made the comment that they had about 17 units left, and after
> that, they're gone.
>
> Just thought I'd pass it along.
>
> Wizztronics is located in the USA. Their website is at:
>
> http://www.wizztronics.com/main.htm

I also got one of these for my CT60. Very well made, and plenty of
room. Good deal for someone who dosn't want to mess with adapting for
a tower. Also looks cool, and different from your standard looking
tower.

Wayne

4517. FA: Lot vintage hard drives mfm,scsi(Seagate/Rodime/Tandon)

Newsgroup: comp.sys.atari.st
Date: 2004-08-29 02:13:07 UTC
From: johnmcaninley@yahoo.com
Message-ID: <7a1fca20.0408281813.3ca89f1f@posting.google.com>
Source record: 17410

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=5118878162

Itemized List
Tandon TM262 21MB 3 1/2" MFM drive with 5 1/4" frame and faceplate
Rodime RO352 11MB 3 1/2" MFM drive
Seagate ST-125N 21MB 3 1/2" SCSI
Seagate ST-125N 20MB 3 1/2" MFM(?)
Seagate ST-251 MLC-1 40MB 5 1/4" MFM(?)
Toshiba ND-3564GR 3 1/2" 1.44MB Floppy

4518. Re: CT60 heatsink/cpu fan

Newsgroup: comp.sys.atari.st
Date: 2004-08-29 15:18:40 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.08.29.15.18.38.802160@nossspamXXatari-source.com>
Source record: 17411

On Sat, 28 Aug 2004 17:52:17 +0000, SF0218 wrote:

> Hello all,
>
> I finally received my CT60!!!!!!!!! Yay!!!!!!!!!!!!!!!!!!! Now I'm
> nervous!!! :)
>
> Anyhow, I look over the CT60 and the thing that really jumped out at me:
>
> The fan was not attatched to the heatsink in any way, and both the heatsink and
> fan are pretty small.
>
> I was wondering if I could attach a heatsink and fan from a pc's cpu. The fan
> I speaking of has a plug which attatches to one of the power leads from a psu.
> And both the heatsink and fan look as though they would entirely cover the
> CT60's cpu.
>
> Or should I just ask Rodolphe about it?
>

Sam,

This configuration is something you may not want to adjust. Although for my overclocking needs this heatsink is inefficient, the PC one didn't help but actually hurt. This heatsink is not bad at all. Since you don't have the E141J mask 060, your processor really won't generate an awful lot of heat. These things ran without heatsinks in most applications. How Rodolphe sent it should be quite adequate. As for the fan, mine seems to stay in place for the most part, and the fan Rodolphe sent is of a much higher quality than most out there.

Mark

4519. Re: CT60 heatsink/cpu fan

Newsgroup: comp.sys.atari.st
Date: 2004-08-29 16:27:42 UTC
From: sf0218@aol.com
Message-ID: <20040829122742.10414.00001819@mb-m23.aol.com>
Source record: 17412

>and the fan Rodolphe sent is of a much
>higher quality than most out there.
>
>Mark

So, how do I attach the fan to the heatsink? Keeping in mind, the heatsink/fan on my CT60 is not the same as the combo I've seen on the majority of CT60 photos, to include the photo on Rodolphe's website.

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

4520. Re: Wizztronics Rack case *special* (Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 2004-08-29 23:20:54 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <n3p4j0hac1ith16b15r5nr9npsed2g38t4@4ax.com>
Source record: 17413

On 28 Aug 2004 18:36:30 -0700, wmartz@firstpresdalton.org (Wayne
Martz) wrote:

>"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:<pan.2004.08.28.20.27.47.222019@darkforce.ky.org>...
>> I just purchases a Wizztronics rack case for the Falcon 030 (can be used
>> for the desktop, which is what I'm doing) at a special price of $99.00.
>> They were regularly selling for $250.00, $525.00 with all accessories
>> added. Very nice, high quality unit, solid anodized black. Anyways, the
>> sales person made the comment that they had about 17 units left, and after
>> that, they're gone.
>>
>> Just thought I'd pass it along.
>>
>> Wizztronics is located in the USA. Their website is at:
>>
>> http://www.wizztronics.com/main.htm
>
>I also got one of these for my CT60. Very well made, and plenty of
>room. Good deal for someone who dosn't want to mess with adapting for
>a tower. Also looks cool, and different from your standard looking
>tower.
>
>Wayne

Any chances of getting a piccy posted so I can see what it looks like?
that may be the route I go since i don't have tool/time to do a PC
conversion.

Thanks

Thomas

4521. Re: Wizztronics Rack case *special* (Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 2004-08-30 03:16:03 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.08.30.03.16.03.753861@darkforce.ky.org>
Source record: 17414

On Sun, 29 Aug 2004 19:20:54 -0400, twbrown wrote:

>>> Wizztronics is located in the USA. Their website is at:
>>>
>>> http://www.wizztronics.com/main.htm

> Any chances of getting a piccy posted so I can see what it looks like?
> that may be the route I go since i don't have tool/time to do a PC
> conversion.
>
> Thanks
>
> Thomas

There are pics at their website, I'm not sure how to post a picture using
Pan...sorry! (is it even allowed here?).

4522. Re: CT60 heatsink/cpu fan

Newsgroup: comp.sys.atari.st
Date: 2004-08-30 05:07:10 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.08.30.05.07.04.587246@nossspamXXatari-source.com>
Source record: 17415

On Sun, 29 Aug 2004 16:27:42 +0000, SF0218 wrote:

>>and the fan Rodolphe sent is of a much
>>higher quality than most out there.
>>
>>Mark
>
> So, how do I attach the fan to the heatsink? Keeping in mind, the heatsink/fan
> on my CT60 is not the same as the combo I've seen on the majority of CT60
> photos, to include the photo on Rodolphe's website.
>

If it's not the same, then I guess you're on your own. Rodolphe should be
able to offer some advice. It should fasten with either screws through
the heatsink itself or plastic straps that hook onto slots onto the
heatsink.

Thanks,
Mark

4523. Need help finding another missing disk...

Newsgroup: comp.sys.atari.st
Date: 2004-08-30 10:04:36 UTC
From: mikhol@tiscali.se
Message-ID: <5d166f51.0408300204.70de0930@posting.google.com>
Source record: 17416

Hi,

I just got hold of a book called "Learning C - Programming graphics on the AMIGA and ATARI ST" by Marc B. Sugiyama and Christopher D. Metcalf, published by Compute.

In the back of the book there was a order form for a disk containing all the source code in the book and compiled versions of all progs. Does anybody out there have this disk? If so can I have it? Or a copy or image file of it?

Anyone?

// Mikael

4524. Help finding software

Newsgroup: comp.sys.atari.st
Date: 2004-08-30 11:06:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0408300402560.27964-100000@onyx.spiritone.com>
Source record: 17417

I'm looking for the latest version of Timeworks DeskTop Publisher. ==Ben==

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4525. Re: CT60 heatsink/cpu fan

Newsgroup: comp.sys.atari.st
Date: 2004-08-30 11:43:13 UTC
From: Philipp Donze <philipp-keep-your-spam-donze@epfl.ch>
Message-ID: <413312D1.2090205@epfl.ch>
Source record: 17418

Hi Sam,

Wellcome to the CT60 owners :)

> So, how do I attach the fan to the heatsink? Keeping in mind, the heatsink/fan
> on my CT60 is not the same as the combo I've seen on the majority of CT60
> photos, to include the photo on Rodolphe's website.

So, you already found Rodolphe's website? Good. Then take a look at:
http://www.czuba-tech.com/CT60/english/Fitt_nosold.htm

It contains the remark/solution to your problems:
> There is no system to fix the fan on the heatsink. I suggest you
> to use a double side adhesive ruban between one border of the fan
> and the SDRAM DIMM or simply glue the fan on the heatsink.

Further I received some time ago an email from Rodolphe which "highlighted" this change of concept.

But I'm also interested in some pictures from other "2nd batch CT60 owners" who glued the fan on the
heatsink.

Philipp

4526. Atari Online News, Etc. #06-35

Newsgroup: comp.sys.atari.st
Date: 2004-08-30 13:17:00 UTC
From: danap8@aol.comno-spam
Message-ID: <20040830091700.17271.00000038@mb-m02.aol.com>
Source record: 17419

A-ONE #0635 08/27/04

~ Music Piracy Lawsuits! ~ People Are Talking! ~ Longhorn in 2006?
~ Euro Jag Fest 2004! ~ From Buried to Treasure ~ Old Worm Returns!
~ Search Engine Loyalty! ~ The Fog of Spam War! ~ Women: Gaming 101!
~ Sleazier Spyware Worm! ~ Official CGE2K4 DVD! ~ SP2 Flaw Issues

-* GFA Basic Tutorial Online! *-
-* Feds Crack Down On Internet Crime! *-
-* Web Sites Help To Compare Gasoline Prices! *-

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___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj*atarinews*org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

4527. ebay auction

Newsgroup: comp.sys.atari.st
Date: 2004-08-30 16:14:46 UTC
From: Tim <timwm@pgtc.net>
Message-ID: <hLOdndenRd7Mz67cRVn-hA@pgtc.com>
Source record: 17420

Any takers!

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=62053&item=8128436259&rd=1

4528. Re: Wizztronics Rack case *special* (Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 2004-08-30 17:32:20 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0408300932.5b8a44b9@posting.google.com>
Source record: 17421

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:<pan.2004.08.30.03.16.03.753861@darkforce.ky.org>...
> On Sun, 29 Aug 2004 19:20:54 -0400, twbrown wrote:
>
> >>> Wizztronics is located in the USA. Their website is at:
> >>>
> >>> http://www.wizztronics.com/main.htm
>
> > Any chances of getting a piccy posted so I can see what it looks like?
> > that may be the route I go since i don't have tool/time to do a PC
> > conversion.
> >
> > Thanks
> >
> > Thomas
>
> There are pics at their website, I'm not sure how to post a picture using
> Pan...sorry! (is it even allowed here?).

Are you sure? I couldn't find very many pictures of *anything* at
their site. Definitely none of the rack case that I could find. There
doesn't seem to be a full catalog page, just a couple links to a few
items. Those links just offer worded descriptions of these items and
no pictures with very few exceptions. Could you give an exact URL of
the page the picture is on? Thanks!

Mike Freeman
mike [at] freeman-studio [dot] com

4529. Re: ebay auction

Newsgroup: comp.sys.atari.st
Date: 2004-08-30 17:38:02 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.08.30.17.38.00.822006@darkforce.ky.org>
Source record: 17422

On Mon, 30 Aug 2004 11:14:46 -0500, Tim wrote:

> Any takers!
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=62053&item=8128436259&rd=1

Good luck. :-)

4530. Re: Wizztronics Rack case *special* (Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 2004-08-30 19:07:38 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.08.30.19.07.38.545532@darkforce.ky.org>
Source record: 17423

On Mon, 30 Aug 2004 10:32:20 -0700, Mike Freeman wrote:

> Are you sure? I couldn't find very many pictures of *anything* at
> their site. Definitely none of the rack case that I could find. There
> doesn't seem to be a full catalog page, just a couple links to a few
> items. Those links just offer worded descriptions of these items and
> no pictures with very few exceptions. Could you give an exact URL of
> the page the picture is on? Thanks!
>
> Mike Freeman
> mike [at] freeman-studio [dot] com

Try this one:

http://www.wizztronics.com/falcon.htm

4531. Cumana drive (BBC)

Newsgroup: comp.sys.atari.st
Date: 2004-08-30 19:15:56 UTC
From: Steve Marshall <sdm@atmosBlockA.plus.com>
Message-ID: <41337c9c$0$6583$ed2619ec@ptn-nntp-reader01.plus.net>
Source record: 17424

I've got a Cumana drive (with power supply) for a BBC. If I change the
connection I should be able to use it on my Atari ST, shouldn't I ?
As far as I can see I'll just need to switch it to Drive B.

Steve M

4532. Re: ebay auction

Newsgroup: comp.sys.atari.st
Date: 2004-08-30 20:21:48 UTC
From: Simon <flibble@gmail.com>
Message-ID: <w%LYc.152$O23.85@newsfe6-win.ntli.net>
Source record: 17425

Tim wrote:
> Any takers!
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=62053&item=8128436259&rd=1

You really need to stop taking drugs and come back down to reality.

Simon

4533. Re: Cumana drive (BBC)

Newsgroup: comp.sys.atari.st
Date: 2004-08-30 21:13:00 UTC
From: "Steve Sweet"
Message-ID: <ch058r$aa9$1@sparta.btinternet.com>
Source record: 17426

Hi Steve

"Steve Marshall" <sdm@atmosBlockA.plus.com> wrote in message
news:41337c9c$0$6583$ed2619ec@ptn-nntp-reader01.plus.net...
> I've got a Cumana drive (with power supply) for a BBC. If I change the
> connection I should be able to use it on my Atari ST, shouldn't I ?
> As far as I can see I'll just need to switch it to Drive B.

Sounds good to me!

--

Regards, Steve S.

4534. Re: ebay auction

Newsgroup: comp.sys.atari.st
Date: 2004-08-30 21:20:53 UTC
From: "Steve Sweet"
Message-ID: <ch05nkkjs1@hercules.btinternet.com>
Source record: 17427

Yo!

Is this what you humans call humour!!

> > Any takers!
> >
> >
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=62053&item=8128436259&rd=1
>
> You really need to stop taking drugs and come back down to reality.

--

Regards, Steve S.

4535. Re: Help finding software

Newsgroup: comp.sys.atari.st
Date: 2004-08-30 21:20:55 UTC
From: "Steve Sweet"
Message-ID: <ch05nmkjs2@hercules.btinternet.com>
Source record: 17428

Yo!

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0408300402560.27964-100000@onyx.spiritone.com...
> I'm looking for the latest version of Timeworks DeskTop Publisher. ==Ben==
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!

I've got 3 copies, and ya know what

You can get stuffed!

--

Regards, Steve S.

4536. Re: CT60 - CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2004-08-30 22:44:15 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <4133adba$0$29679$636a15ce@news.free.fr>
Source record: 17429

Joe Iron wrote:
> The result of the testing:
>
> I couldn't test SCSI writes, since I have only a SCSI CD-ROM.
> 030 mode :
> IDE-CD to IDE-HDD : OK
> SCSI-CD to IDE-HDD : FAILS (rare CRC error, almost OK)
> IDE-HDD to IDE-HDD : OK
>
> 060 mode:
> IDE-CD to IDE-HDD : FAILS (even Thing is terminated, copy failed)

???? ! NOT A SCSI problem here...
Software problem or IDE HDD problem (too slow even with a good HD Driver
version = 65 & 80 MB 2.5 IDE HDD).

Regards

> SCSI-CD to IDE-HDD : FAILS (lot of CRC error)
> IDE-HDD to IDE-HDD : OK
>
> I did the file copies in the specified modes and the testing in 060
> mode.
>
> "Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in
> message news:<4125b8ae$0$22030$626a14ce@news.free.fr>...
>> Transfer in CT60 mode a big ZIP file from IDE to SCSI and check it
>> in 030 mode !
>> This tests SCSI WRITE !
>> EASY !
>>
>> Same in the other sense : transfer a ZIP file in the SCSI in 030
>> mode.
>> In 060 mode transfer it to your IDE. And Check it in 030 mode.
>> This tests SCSI READ !
>> EASY !
>>
>> The ZIP file should be 10 MB at least and select the higher video
>> mode you can (with Centscreen you can work in 65K colors in 640*480
>> and I recommend you that for the SCSI tests !!).
>>
>> Regards
>>
>>
>>

>>
>> Joe Iron wrote:
>>> OK, but what to check? And how? Any help is welcome.
>>>
>>> "Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in
>>> message news:<4124e5b8$0$29662$636a15ce@news.free.fr>...
>>>> Check the hardware..
>>>>
>>>> Joe Iron wrote:
>>>>> Yes, but I'm not sure 100% that this is a software problem. If
>>>>> not a software problem and I buy Extendos, then I'm just wasting
>>>>> my money.
>>>>>
>>>>> "Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote
>>>>> in message news:<4123546d$0$20675$626a14ce@news.free.fr>...
>>>>>> hey, the author of Extendos is a CT60 developer (he uses a CT60),
>>>>>> SO you have to be SURE that Extendos is running fine on CT60 !
>>>>>>
>>>>>> Regards
>>>>>>
>>>>>>
>>>>>>
>>>>>>
>>>>>> Joe Iron wrote:
>>>>>>> jdplace@REMOVESPAMcableone.net (Joseph D. Place) wrote in
>>>>>>> message news:<10ht3khsopga281@corp.supernews.com>...
>>>>>>>> On 14 Aug 2004 06:07:56 , Joe Iron wrote:
>>>>>>>>> I'm a new CT60 user. I use an external SCSI CD-rom. Before the
>>>>>>>>> CT60 it worked fluently. Now I removed the clock patch and did
>>>>>>>>> the SDMA patch. I recognized that the data coming from the
>>>>>>>>> CD-ROM are corrupt: every time when I opened a zip file, it
>>>>>>>>> reported CRC error at different files (I tried many files). I
>>>>>>>>> thought, that there is problem with the SCSI data. Then I
>>>>>>>>> connected another CD-ROM to the IDE bus. (slave of an IDE HDD)
>>>>>>>>> The data from the IDE CD-ROM are also corrupt. The HDD is
>>>>>>>>> working well. I checked both METAXBS.PRG and SPIN_SD.BOS and
>>>>>>>>> both of the "TT-flags" are unchecked.
>>>>>>>>> I use Mint 1.15 and HdDriver 8.13.
>>>>>>>>>
>>>>>>>>> Do you have any idea what to check?
>>
>>>>>>>>>
>>>>>>>>> Thanks in advance.
>>>>>>>>> .
>>>>>>>> I use Extendos and I have to use the "limit I/O" switch with my
>>>>>>>> CT60. Perhaps there is something similar with Spin?
>>>>>>>>
>>>>>>>>
>>>>>>>> __
>>>>>>>> Joseph D. Place

>>>>>>>> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
>>>>>>>> __
>>>>>>>> Joseph D. Place
>>>>>>>> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
>>>>>>>
>>>>>>>
>>>>>>> Is there a demo version of Extendos available to check if the CD
>>>>>>> driver software causes the problem?

4537. Voice synthesis software for Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-08-30 22:55:45 UTC
From: JD <mc205@hotmail.com>
Message-ID: <ch0b9g$1rne$1@arachne.labyrinth.net.au>
Source record: 17430

Hi all

does any one know of any English voice synthesis software for the Falcon
that uses the Falcons hardware i.e. not one of the ST voice synthesis
programs.

4538. Re: Wizztronics Rack case *special* (Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 2004-08-30 23:51:47 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <oaf7j01o2ell52oqfsjqv1ghi1r6e2l3l1@4ax.com>
Source record: 17431

On Mon, 30 Aug 2004 15:07:38 -0400, "Ronald J. Hall"
<darklord@darkforce.ky.org> wrote:

>On Mon, 30 Aug 2004 10:32:20 -0700, Mike Freeman wrote:
>
>> Are you sure? I couldn't find very many pictures of *anything* at
>> their site. Definitely none of the rack case that I could find. There
>> doesn't seem to be a full catalog page, just a couple links to a few
>> items. Those links just offer worded descriptions of these items and
>> no pictures with very few exceptions. Could you give an exact URL of
>> the page the picture is on? Thanks!
>>
>> Mike Freeman
>> mike [at] freeman-studio [dot] com
>
>Try this one:
>
>http://www.wizztronics.com/falcon.htm

Ok thanks :)
I emailed them and waiting on a reply

4539. Re: ebay auction

Newsgroup: comp.sys.atari.st
Date: 2004-08-30 23:54:51 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <hff7j01h0v5au2skeqjs31eomgg96ri077@4ax.com>
Source record: 17432

On Mon, 30 Aug 2004 21:20:53 +0000 (UTC), "Steve Sweet"
<steve.sweet@no-spam@btopenworld.com> wrote:

>Yo!
>
>Is this what you humans call humour!!
>
>
>> > Any takers!
>> >
>> >
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=62053&item=8128436259&rd=1
>>
>> You really need to stop taking drugs and come back down to reality.

Hummmm

I wonder if he checks them all to see if they still work before he
ships them? :)

4540. Re: Help finding software

Newsgroup: comp.sys.atari.st
Date: 2004-08-31 01:35:15 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.08.31.01.35.14.501240@nossspamXXatari-source.com>
Source record: 17433

On Mon, 30 Aug 2004 21:20:55 +0000, Steve Sweet wrote:

> Yo!
>
> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0408300402560.27964-100000@onyx.spiritone.com...
>> I'm looking for the latest version of Timeworks DeskTop Publisher. ==Ben==
>>
>> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
> References/
>> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
> at
>> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
> Received
>> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
> Specify
>> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> (503)256-9974!!!
>
> I've got 3 copies, and ya know what
>
>
>
>
> You can get stuffed!

Heh ;-) The community speaks.

Mark

4541. Re: Wizztronics Rack case *special* (Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 2004-08-31 01:36:44 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.08.31.01.36.43.173492@nossspamXXatari-source.com>
Source record: 17434

On Mon, 30 Aug 2004 10:32:20 -0700, Mike Freeman wrote:

> "Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:<pan.2004.08.30.03.16.03.753861@darkforce.ky.org>...
>> On Sun, 29 Aug 2004 19:20:54 -0400, twbrown wrote:
>>
>> >>> Wizztronics is located in the USA. Their website is at:
>> >>>
>> >>> http://www.wizztronics.com/main.htm
>>
>> > Any chances of getting a piccy posted so I can see what it looks like?
>> > that may be the route I go since i don't have tool/time to do a PC
>> > conversion.
>> >
>> > Thanks
>> >
>> > Thomas
>>
>> There are pics at their website, I'm not sure how to post a picture using
>> Pan...sorry! (is it even allowed here?).
>
> Are you sure? I couldn't find very many pictures of *anything* at
> their site. Definitely none of the rack case that I could find. There
> doesn't seem to be a full catalog page, just a couple links to a few
> items. Those links just offer worded descriptions of these items and
> no pictures with very few exceptions. Could you give an exact URL of
> the page the picture is on? Thanks!
>
> Mike Freeman
> mike [at] freeman-studio [dot] com

There's plenty of pics. You just have to load hte frame up. That link
doesn't show the frame navigator. http://www.wizztronics.com

Thanks,
Mark
http://portal.atari-source.com

4542. Versasoft dBMAN for Linux

Newsgroup: comp.sys.atari.st
Date: 2004-08-31 02:04:17 UTC
From: geheous@bigfoot.com
Message-ID: <ch0mb101ket@drn.newsguy.com>
Source record: 17435

Some help from your closets please. Versasoft's database engine dBMAN dates from almost 20 years ago. I'm looking for a copy for Linux. I have a large app running on my Amiga, but it's life expectancy is insecure.

Please post if you have one to sell or know of a distributer.

Gene

PS: this in not the dbMan currently published by Gossimer-Threads.

4543. Re: Help finding software

Newsgroup: comp.sys.atari.st
Date: 2004-08-31 05:10:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0408302158040.22260-100000@onyx.spiritone.com>
Source record: 17436

It doesnt like my HP LaserJet 6L. After I installed it, it crashed.

On Mon, 30 Aug 2004, Bravo Sierra Computers wrote:

> I'm looking for the latest version of Timeworks DeskTop Publisher. ==Ben==

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4544. FA: Atari Items

Newsgroup: comp.sys.atari.st
Date: 2004-08-31 07:11:33 UTC
From: Atari Only <atarionly@adelphia.none.net>
Message-ID: <56idncuDZKM4uancRVn-qg@adelphia.com>
Source record: 17437

I have a few things listed on ebay for auction.

TT030, TTM195, PTC1426, and more. Check it out at:

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=atari_only&include=0&since=-1&sort=3&rows=50

Thanks,Don

4545. Host Adaptor C026266 rev c

Newsgroup: comp.sys.atari.st
Date: 2004-08-31 09:09:19 UTC
From: bobthenob <bobthenob@blueyonder.co.uk>
Message-ID: <g9f8j0pi288k50f7b3tlpja7i1iq5gjv5r@4ax.com>
Source record: 17438

Hi all I can't find any info about this ATARI HOST ADAPTOR CARD CO26266 on the web.Where would such a card have been used? Does anyone here know what is needed at J2. I have tried 5 volts on the only pin that goes to the board electronics. I know that to be the requirements of other host adaptors I have come across. I have connected it all to known (good with atari host adaptor) hard drives and cannot get anything. Your kind help will be much appreciated
Bob

4546. Re: NOVA and CT060

Newsgroup: comp.sys.atari.st
Date: 2004-08-31 20:12:48 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040831221248.a58829@du3.maus.de>
Source record: 17447

>I've set on my CT060 for about a year now waiting for a NOVA fix.
>Haven't seen any post as of late about compatibility. Has anyone
>figured out if it's hardware or a software glitch?

It's only the driver (NOVA-VDI) that causes the problems. The hardware is
O.K. if you have the connectors to place it UNDER the CT60. In 030-mode the
NOVA works perfectly.

>I know Frank was given the source, but don't think he's figured it out as of
>yet.

Unfortunately I have neither the time nor the knowledge to fix it (soon). But
if there would be someone to do some beta tests I could give a contact
address of a programmer who would like to help. Unfortunately this friendly
guy doesn't have a NOVA or a CT60 so it would take some time for the
one who wants to help testing. :-)

>On the other hand, without Apex working, I'm not inspired to run it
>using only Videl modes. Picky bastard, I know:)

Sorry to tell you but AFAIK Apex doesn't work on the NOVA.

Regards,

Frank

4547. Re: Dave Troy is Ebaying Atari hardware

Newsgroup: comp.sys.atari.st
Date: 2004-09-01 08:28:04 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00151919@fmlynet.org>
Source record: 17442

FamilyNet Newsgate

> From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>

>> For those of you who don't know him, Dave Troy started selling Atari
>> computers in the USA when he was 17 under the name of Toad Computers.
>> In 1996 (I think), he left the Atari market and switched his business
>> over to being an ISP. Toad.net is still in business in Maryland.
>>
>> I just stumbled upon his sales via Ebay of what appears to be his
>> personal collection of Atari hardware. For those curious, they are
>>viewable at http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&useri
> =davetroy&include=0&since=-1&sort=3&rows=50
>> or just search under "Davetroy".
>>
>> Galen

> I remember David Troy. I still have some of the old Toad Computer
> catalogs. Too bad he is selling his own personal Atari hardware. I
> would have thought he would have held on to it all as a reminder
> of years past.
> --
> Edward S. Baiz Jr.
> (Gamer)

Well, it goes something like this... you try out all things Atari, and
eventually you narrow it down. I've done just that, and over time I have
narrowed it down to the Jaguar and Atari 800. :)

Currently have my ST stuff for sale. I have a 1040STE, works great, needs
floppy drive, and soon a box of ST stuff. :)

Just narrowing down to focus on what I like.

Doctor Clu
Dallas, TX - USA

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4548. Atari ST telnet BBS!

Newsgroup: comp.sys.atari.st
Date: 2004-09-01 08:36:38 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0015191a@fmlynet.org>
Source record: 17443

FamilyNet Newsgate

This is awesome news! I will add you to the BBSmates list if you haven't
been added already.

And for those that would like to check out the BBS's of Dallas, TX, there
are three telnet BBS's here...

http://jybolac.atari.org

Hope to get a BBS (Atari) going soon myself!

Doctor Clu

> From: Josh Renaud <josh_No_SPaM_poR_FAvOr@joshrenaud.com>

> The Grove Online has risen from the ashes of the early 1990s and been reborn
> in emulation. It's the first-ever telnettable Atari ST BBS.

> Some of you may have heard about it... It's been in operation a couple years
> now. It still boggles my mind that this is POSSIBLE!

> The Grove Online runs BBS Express! software and has tons of games available,
> including Assassin, Galactic Empire, Final Frontier, and many more.

> telnet://shadow.skeleton.org

> --Josh

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4549. Dark Forces BBS

Newsgroup: comp.sys.atari.st
Date: 2004-09-01 08:39:50 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0015191b@fmlynet.org>
Source record: 17444

FamilyNet Newsgate

> Josh, is there somewhere that a former BBS Express! sysop can find info
> about this? I used to sysop "The DarkForce! BBS" from about '92 thru '97.
> We had about 200 active to semi-active users, with callers from around the
> US and occasionally the world.

You know, I still miss this BBS. It would be wonderful if you could get
this going over telnet. :)

Doctor Clu
(Who used to allocate money for long distance bills to call DArk Forces once a
month or so. And I'm sure that was in 1999.) :)

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4550. ebay auction

Newsgroup: comp.sys.atari.st
Date: 2004-09-01 08:44:20 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0015191c@fmlynet.org>
Source record: 17445

FamilyNet Newsgate

> From: "Tim" <timwm@pgtc.net>

> Any takers!

>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=62053&item=8128436259&r
> =1

GGGEEEZZ!!!!

Series of Atari ST games on 3.5 disks:

1,763 TOTAL DISKS, NO TWO OF A KIND!!!

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4551. Re: Help finding Timeworks software

Newsgroup: comp.sys.atari.st
Date: 2004-09-01 09:07:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0409010149250.26649-100000@onyx.spiritone.com>
Source record: 17439

On Tue, 31 Aug 2004, Mike Grove wrote:

> On Mon, 30 Aug 2004 22:10:05 -0700, Bravo Sierra Computers
> <atari@aracnet.com> wrote:
>
> >It doesnt like my HP LaserJet 6L. After I installed it, it crashed.
> >
> >On Mon, 30 Aug 2004, Bravo Sierra Computers wrote:
> >
> >> I'm looking for the latest version of Timeworks DeskTop Publisher. ==Ben==
> >
> I sold a Falcon to the programmer a little over a year ago. I think he
> reads this group, might try putting "Timeworks" in the subject line
> for help.

Thanks for responding Mike. I use a Hewlett Packard LaserJet 6L. I'm not
sure if Timeworks DTP is compatible. DTP uses GDOS. When I install DTP the
latest driver is for an HP II. When I run the .prg after installing for
font width, it crashes. I'd like to get it so I can use my HP 6L. Maybe
the latest version. Thanx! ===Ben===

> Mike

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4552. Wanted Mega STE - TT030 - Falcon030

Newsgroup: comp.sys.atari.st
Date: 2004-09-01 09:15:20 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0015191d@fmlynet.org>
Source record: 17446

FamilyNet Newsgate

Ronald,

I tried to send you a offer of a TT030. Write me at goodwing@aafes.com.

Take care and welcome back! Hopefully we will see the Dark Forces BBs
once again in the future. :)

Doctor Clu
Dallas, TX - USA

> From: "Ronald J. Hall" <darklord@darkforce.ky.org>

> Hey gang. Long time, no see/hear. :-)

> Big time into Linux now - got 3 desktops and 1 laptop running Mandrake
> v9.2 on a LAN here but I'm looking to ease back into the Atari world/scene
> a little at a time.

> I've still got a functioning Mega ST (4 megs/16mhz Adspeed) that I used to
> run the DarkForce! BBS with - 4 gig HD, EZ135 drive, etc, etc, (and TONS
> of utility apps/games).

> I'm looking for some other hardware though, as the subject line says. I
> looked at B&C and Best Electronics here in the US but the prices (I think)
> are higher than when I originally bought Atari equipment when it was
> released <grin>

> Anyone got some good sources for hardware? And along those lines, are any
> of the hi-powered clones that were (merely) rumors when I kinda bowed
> out of the Atari scene up and available now? I hit google but came back
> with somewhat mixed results.

> Thanks everyone! :-)

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4553. Re: ebay auction

Newsgroup: comp.sys.atari.st
Date: 2004-09-01 11:59:39 UTC
From: LS <me@email.net>
Message-ID: <LQiZc.81563$9d6.20432@attbi_s54>
Source record: 17440

Where's the pictures and documentation listing what you have? Plus you have
the decimal in the wrong place!

Lannie

"Tim" <timwm@pgtc.net> wrote in message
news:hLOdndenRd7Mz67cRVn-hA@pgtc.com...
> Any takers!
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=62053&item=8128436259&rd=1
>
>

4554. CT60 PSU : find your model !

Newsgroup: comp.sys.atari.st
Date: 2004-09-01 15:07:47 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <4135e5bc$0$22041$626a14ce@news.free.fr>
Source record: 17441

PSU for CT60 ??

a.. A1 Electronics
b.. AGI
c.. AOpen
d.. Allied
e.. Amaquest
f.. American Media Systems
g.. Antec
h.. Austin
i.. Channel Well Technology
j.. Codegen
k.. Deep Electronics
l.. Deer
m.. Delta Electronics, Inc.
n.. Dynapower USA
o.. Enermax
p.. Enhance Electronics
q.. Enlight Corp.
r.. FSP Group
s.. Fortron/Source
t.. HEC
u.. HIPRO
v.. High Power
w.. Huntkey
x.. Jou Jye
y.. KeyMouse Electronics
z.. Lite-On Electronics
aa.. Macron Power
ab.. Meridian
ac.. PC Power and Cooling
ad.. Sea Sonic Electronics
ae.. Seventeam
af.. Sinotech
ag.. Skyhawk
ah.. Sparkle Power Inc.
ai.. Super Power
aj.. TSP
ak.. TTGI
al.. Task International Inc.
am.. Topower

4555. Re: Atari ST telnet BBS!

Newsgroup: comp.sys.atari.st
Date: 2004-09-01 18:28:02 UTC
From: Josh Renaud <josh_No_SPaM_poR_FAvOr@joshrenaud.com>
Message-ID: <BD5B7EE2.E7CD%josh_No_SPaM_poR_FAvOr@joshrenaud.com>
Source record: 17448

On 8/27/04 4:43 PM, in article
pan.2004.08.27.21.43.28.305254@darkforce.ky.org, "Ronald J. Hall"
<darklord@darkforce.ky.org> wrote:

> On Fri, 27 Aug 2004 13:50:23 -0500, Josh Renaud wrote:
>
>> The Grove Online has risen from the ashes of the early 1990s and been reborn
>> in emulation. It's the first-ever telnettable Atari ST BBS.
>>
>> Some of you may have heard about it... It's been in operation a couple years
>> now. It still boggles my mind that this is POSSIBLE!
>>
>> The Grove Online runs BBS Express! software and has tons of games available,
>> including Assassin, Galactic Empire, Final Frontier, and many more.
>>
>> telnet://shadow.skeleton.org
>>
>>
>>
>> --Josh
>
> Josh, is there somewhere that a former BBS Express! sysop can find info
> about this? I used to sysop "The DarkForce! BBS" from about '92 thru '97.
> We had about 200 active to semi-active users, with callers from around the
> US and occasionally the world.

The best place is on the messagebase of the BBS itself... The sysop there
wrote his own code to connect the Atari in emulation to the telnet port of
his unix box.

BTW - I neglected to mention in my original message that at the login
prompt, you need to type "bbs" which will invoke the BBS.

--Josh

4556. Re: Atari ST telnet BBS!

Newsgroup: comp.sys.atari.st
Date: 2004-09-01 18:29:50 UTC
From: Josh Renaud <josh_No_SPaM_poR_FAvOr@joshrenaud.com>
Message-ID: <BD5B7F4E.E7CF%josh_No_SPaM_poR_FAvOr@joshrenaud.com>
Source record: 17349

On 8/27/04 8:08 PM, in article
pan.2004.08.28.01.08.45.589493@nossspamXXatari-source.com, "Mark D"
<mducksub@nossspamXXatari-source.com> wrote:

> On Fri, 27 Aug 2004 13:50:23 -0500, Josh Renaud wrote:
>
>> The Grove Online has risen from the ashes of the early 1990s and been reborn
>> in emulation. It's the first-ever telnettable Atari ST BBS.
>>
>> telnet://shadow.skeleton.org
>
> Actually, that connects me to a freebsd login ;-) Maybe you need to
> specify a port number for us to connect to.

My mistake... Use the same telnet address, but login as "bbs" at the prompt.

> Further, I was the proprietor of the very first telnettable Atari BBS
> which was running Octopus BBS on an Atari TT030.

Ah... Well, then surely The Grove Online qualifies as the first "Atari
telnet BBS running in emulation." :)

--Josh

4557. Gribnif?

Newsgroup: comp.sys.atari.st
Date: 2004-09-01 19:12:56 UTC
From: Rene Kint <none@none.given>
Message-ID: <41361f37$0$30989$e4fe514c@dreader12.news.xs4all.nl>
Source record: 17350

Hello.

Does anyone know if Gribnif (Geneva, Stalker) is still in business?

I have e-mailed him/them about Geneva bit there is no response!

Regards,
Renï¿½

4558. Re: Atari ST telnet BBS!

Newsgroup: comp.sys.atari.st
Date: 2004-09-01 20:09:09 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.09.01.20.09.07.838534@nossspamXXatari-source.com>
Source record: 17351

On Wed, 01 Sep 2004 13:29:50 -0500, Josh Renaud wrote:

> On 8/27/04 8:08 PM, in article
> pan.2004.08.28.01.08.45.589493@nossspamXXatari-source.com, "Mark D"
> <mducksub@nossspamXXatari-source.com> wrote:
>
>> On Fri, 27 Aug 2004 13:50:23 -0500, Josh Renaud wrote:
>>
>>> The Grove Online has risen from the ashes of the early 1990s and been reborn
>>> in emulation. It's the first-ever telnettable Atari ST BBS.
>>>
>>> telnet://shadow.skeleton.org
>>
>> Actually, that connects me to a freebsd login ;-) Maybe you need to
>> specify a port number for us to connect to.
>
> My mistake... Use the same telnet address, but login as "bbs" at the prompt.
>
>> Further, I was the proprietor of the very first telnettable Atari BBS
>> which was running Octopus BBS on an Atari TT030.
>
> Ah... Well, then surely The Grove Online qualifies as the first "Atari
> telnet BBS running in emulation." :)
>

Oh I see.. This really IS an Atari BBS. Kudos to you, TOSEMU or not!

This is a slick setup.

Mark

4559. Re: Dark Forces BBS

Newsgroup: comp.sys.atari.st
Date: 2004-09-01 20:35:45 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.09.01.20.35.45.123845@darkforce.ky.org>
Source record: 17352

On Wed, 01 Sep 2004 08:39:50 +0000, Greg Goodwin wrote:

> You know, I still miss this BBS. It would be wonderful if you could get
> this going over telnet. :)

Yes, I'd love that as well!

> Doctor Clu
> (Who used to allocate money for long distance bills to call DArk Forces once a
> month or so. And I'm sure that was in 1999.) :)
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

Never was good with dates... <grin> I'm really not sure when I pulled the
plug on it was. I know it was not too long after we got an ISP in our
county - calls sure did drop off after that! :-)

Thanks for being a part of Darkforces' history.

4560. Re: Cumana drive (BBC)

Newsgroup: comp.sys.atari.st
Date: 2004-09-01 21:24:46 UTC
From: Steve Marshall <sdm@atmosBlockA.plus.com>
Message-ID: <41363dce$0$49993$ed2e19e4@ptn-nntp-reader04.plus.net>
Source record: 17353

"Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote

> "Steve Marshall" wrote
> > I've got a Cumana drive (with power supply) for a BBC. If I change the
> > connection I should be able to use it on my Atari ST, shouldn't I ?
> > As far as I can see I'll just need to switch it to Drive B.
>
> Sounds good to me!

Can't get it to work :o(

Tried some HD drives and they wouldn't work either.
One of the old DD drives has some other switches. Anyone know what these
should be set to for the ST ?

Steve M

4561. Re: Help finding Timeworks software

Newsgroup: comp.sys.atari.st
Date: 2004-09-01 22:14:10 UTC
From: "Steve Sweet"
Message-ID: <ch5hjekus1@sparta.btinternet.com>
Source record: 17354

Hi There

> > >> I'm looking for the latest version of Timeworks DeskTop Publisher.
==Ben==
> > >
> > I sold a Falcon to the programmer a little over a year ago. I think he
> > reads this group, might try putting "Timeworks" in the subject line
> > for help.
>
> Thanks for responding Mike. I use a Hewlett Packard LaserJet 6L. I'm not
> sure if Timeworks DTP is compatible. DTP uses GDOS. When I install DTP the
> latest driver is for an HP II. When I run the .prg after installing for
> font width, it crashes. I'd like to get it so I can use my HP 6L. Maybe
> the latest version. Thanx! ===Ben===

What you need is the FontWidth program from an earlier version grafted onto
your current setup. The problem is with Fotwidth and the resulting tables,
not with publisher.

I had Timeworks working with NVDI 5 and using TTF's as well as SPD fonts
spewing forth from a LaserJet 5L.

--

Regards, Steve S.

4562. Re: Gribnif?

Newsgroup: comp.sys.atari.st
Date: 2004-09-01 23:58:40 UTC
From: bjroland@bellsouth.net
Message-ID: <wmtZc.72538$_h.67439@bignews3.bellsouth.net>
Source record: 17355

I'd think so...
Gribnif products are no longer 'developed'...but as far as I know Dan still sells and supports them in term of documentation, media defects, etc...

Not long ago I wrote Dan Wilga about using Geneva/NeoDesk with an extended memory card for the Mega 4 and he responded in short order (6/28/04 he replied).

Here is the address I used: gribnif@pair.com

Maybe he's just outta home/town for a bit?

Brian

"Rene Kint" <none@none.given> wrote in message news:41361f37$0$30989$e4fe514c@dreader12.news.xs4all.nl...
> Hello.
>
> Does anyone know if Gribnif (Geneva, Stalker) is still in business?
>
> I have e-mailed him/them about Geneva bit there is no response!
>
> Regards,
> Renï¿½
>

4563. Re: Help finding Timeworks software

Newsgroup: comp.sys.atari.st
Date: 2004-09-02 07:11:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0409012333500.19506-100000@onyx.spiritone.com>
Source record: 17358

On Wed, 1 Sep 2004, Steve Sweet wrote:

> Hi There
>
>
> > > >> I'm looking for the latest version of Timeworks DeskTop Publisher.
> ==Ben==
> > > >
> > > I sold a Falcon to the programmer a little over a year ago. I think he
> > > reads this group, might try putting "Timeworks" in the subject line
> > > for help.
> >
> > Thanks for responding Mike. I use a Hewlett Packard LaserJet 6L. I'm not
> > sure if Timeworks DTP is compatible. DTP uses GDOS. When I install DTP the
> > latest driver is for an HP II. When I run the .prg after installing for
> > font width, it crashes. I'd like to get it so I can use my HP 6L. Maybe
> > the latest version. Thanx! ===Ben===
>
> What you need is the FontWidth program

What version of the FontWidth program do I need?

> from an earlier version grafted onto your current setup.

What is the current version number of the current setup?

> The problem is with Fotwidth and the resulting tables, not with
> publisher.
>
> I had Timeworks working with NVDI 5 and using TTF's as well as SPD fonts
> spewing forth from a LaserJet 5L.

Can I do this with regular GDOS?

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4564. ADV: Buy 1 Get 1 FREE! 25% off ATARI!

Newsgroup: comp.sys.atari.st
Date: 2004-09-02 12:14:09 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0409020507220.26593-100000@onyx.spiritone.com>
Source record: 17359
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/specials.htm Buy $25.00 in Atari 8 Bit, get
a BRAND NEW Summer Games, FREE! Buy 1 ST Software title, get a TimeWorks
title FREE!And FREE is a very good price! So if you dont come to me today,
I cant save you any Money! Avoid Hardening of the Ataris!Come see Dr. Ben!

http://BensCatalogs.Atari.org Get my latest Atari Catalogs!
http://www.aracnet.com/~atari/newstuff.htm See my NEW ATARI stuff!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Details on Atari Specials!
http://www.aracnet.com/~atari/testing.htm My Test Standards.
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4565. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-09-02 12:18:33 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0409020514390.26593-100000@onyx.spiritone.com>
Source record: 17360
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4566. ADV: Atari Survey, E-Mail & Postal Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-09-02 12:22:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0409020518450.26593-100000@onyx.spiritone.com>
Source record: 17361
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

For Atari Surveys, To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Atari Club for those local to Portland, Oregon USA! Goto my Link below:

I cant read your mind, so with Help from my Atari survey, I can get to know you. It helps me figure out your Atari needs and Interests. The only thing better is a Phone call! Feel free to fill out the Atari Survey on my Contact Page! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm HotLink to WebPage!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4567. Re: Dark Forces BBS

Newsgroup: comp.sys.atari.st
Date: 2004-09-02 19:30:10 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0015669e@fmlynet.org>
Source record: 17365

FamilyNet Newsgate

Glad

> From: "Ronald J. Hall" <darklord@darkforce.ky.org>

> Thanks for being a part of Darkforces' history.

Still have some captures of the BBS. :)
Like I said, drop me a E-mail af drclu@swbell.net... might have something
you're looking for.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4568. Re: Mega ST2

Newsgroup: comp.sys.atari.st
Date: 2004-09-02 19:40:26 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <2ppb9bFo2n0aU1@uni-berlin.de>
Source record: 17362

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:cglg76$5ag$1@news.eunet.yu...
> On 25 Aug 2004 01:31:51 , "Steve Marshall" wrote:
> >I got one of these recently - saved from a skip !
> >
> >Is it worth keeping / what can you do with them ?
>
> I'd say it is worth keeping- it was a slim, esthetically pleasing design
> (for the time), had room for some expansion (the "megabus" slot inside,
> though there were few items made for it), and had an excellent keyboard
> (made by Cherry, with REAL switches). The ACSI (hard-disk) connector
> exists on the inside of the box as well, and a standard-dimensions
> hard disk can fit inside the box (but you will need ACSI-SCSI adaptor).
>
> On the negative side, it had a DD floppy and a HD floppy can be installed
> only by a (relatively simple) hardware hack.
>
> If you can find somewhere appropriate DRAM chips (maybe from old VGA
cards?)
> and are skilfull in soldering, you can more-less easily expand it to 4MB-
> there are already places for additional chips on the motherboard.
> #

I have looked all over for suitable D-Ram chips for mine. Any one suggest a
source.

>
> >The old TOS isn't great either.
>
> If you succeed in upgrading it to 4MB it becomes quite convenient to use
> RAM-loaded TOS 2.06. It will eat less than 300KB which is not that hard
> on 4MB of memory- and much better than TOS 1.2 or 1.4.
>
> >Any advice about what to do with these things ?
>
> It depends... what do one use an Atari for these days? Generally, it is
> the pleasure of having and using an 'oldtimer' machine. Beside that, e.g.
> I have a 4MB MegaST. I use it for email, ftp, writing, programming
> (Tera Desktop is currently developed on it), etc.
>
> cu;
>
>
>
>

>

4569. Analogue Synth Emulation

Newsgroup: comp.sys.atari.st
Date: 2004-09-02 20:59:19 UTC
From: Crackers <bcracknell@sympatico.ca>
Message-ID: <vHLZc.25936$7i2.948796@news20.bellglobal.com>
Source record: 17363

Some time ago I downloaded an Analogue Synthesizer Emulator off the internet for the Atari ST that let it work like a MIDI synth module. It was fun to play around with but saddly it suffered such terrible lag that it was useless as an actual instrument. I think it was made by some company called Two Cows or something. It was definetly on the right idea though.

I was just wondering if anyone has come out with anything improved for the old Atari ST in the meanwhile. I've got about a half dozen old Atari 1040STs here (I always pick them up when I see them in the thrift stores for less than $10 because I know parts won't last forever). It would be kind of neat to hook them up and do an all Atari ST composition.

Incidently, does anyone know if turning off the graphics chip on the Atari ST improves the sound quality the same way it did when you turned the graphics chip off on the Commodore 64? That might be a handy thing to have.

Do the joystick ports on the Atari ST have analogue inputs to read paddles? You could hook up a set of old Atari 2600 paddles to the joystick port and use them to control different synth parametres in real time.

Any other software that lets you use the Atari ST as a MIDI musical instrument? Just curious.

Crackers

--
Ghastly's Ghastly Comic
http://ghastlycomic.com

4570. Re: Analogue Synth Emulation

Newsgroup: comp.sys.atari.st
Date: 2004-09-02 22:06:44 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.09.02.22.06.43.616923@nosspamatari-source.com>
Source record: 17364

On Thu, 02 Sep 2004 16:59:19 -0400, Crackers wrote:

>
> Some time ago I downloaded an Analogue Synthesizer Emulator off the internet
> for the Atari ST that let it work like a MIDI synth module. It was fun to
> play around with but saddly it suffered such terrible lag that it was
> useless as an actual instrument. I think it was made by some company called
> Two Cows or something. It was definetly on the right idea though.
>
> I was just wondering if anyone has come out with anything improved for the
> old Atari ST in the meanwhile. I've got about a half dozen old Atari 1040STs
> here (I always pick them up when I see them in the thrift stores for less
> than $10 because I know parts won't last forever). It would be kind of neat
> to hook them up and do an all Atari ST composition.
>
> Incidently, does anyone know if turning off the graphics chip on the Atari
> ST improves the sound quality the same way it did when you turned the
> graphics chip off on the Commodore 64? That might be a handy thing to have.
>
> Do the joystick ports on the Atari ST have analogue inputs to read paddles?
> You could hook up a set of old Atari 2600 paddles to the joystick port and
> use them to control different synth parametres in real time.
>
> Any other software that lets you use the Atari ST as a MIDI musical
> instrument? Just curious.
>
> Crackers

Yeah, Twocows did the 303 and 909 and some stuff like that. They
soft-synthed roland instruments.

For the 1040, sadly I can say with at least 50% sureness that nothing new
has come out. Unfortunately the ST just doesn't have a lot of use as a
soft synth, but a MIDI connection to the YM soundchip could be cool in
most studios.

What is out is something called ACE Midi which is a glorious soft-synth
for the falcon that replicates most of the features found in a program
like Rebirth for windows or Reborn for linux on the soft-synth side.

But rather than having built in tracking, etc, it uses MIDI.

This is for falcon only and doesn't work properly with a CT60 falcon yet.
It costs something like $75 (I can't remember what I paid for it), but
it's NICE and it's a great way to use a falcon in a studio. The shame is
that you need to have some sort of D2D recorder... i.e. a second falcon

;-) or in my case, a Soundblaster Audigy 2 ZS Platinum on a PC. That has much better sound quality than a falcon anyway and incredible 108db SNR.

As far as MIDI tools for the ST. They are NUMEROUS but most not new. Check out http://tamw.atari-users.net. Tim's Atari MIDI World is by far the best place to look for atari midi info!

Thanks,
Mark
http://portal.atari-source.com

4571. Re: Analogue Synth Emulation

Newsgroup: comp.sys.atari.st
Date: 2004-09-03 03:37:18 UTC
From: Crackers <bcracknell@sympatico.ca>
Message-ID: <MxRZc.23592$CG3.1673727@news20.bellglobal.com>
Source record: 17366

"Mark D" <mducksub@nosspamatari-source.com> wrote in message
news:pan.2004.09.02.22.06.43.616923@nosspamatari-source.com...

> As far as MIDI tools for the ST. They are NUMEROUS but most not new.
> Check out http://tamw.atari-users.net. Tim's Atari MIDI World is by far
> the best place to look for atari midi info!

Yeah, Tim's Atari Midi World is an excellent website. I've been using it for
years. I still use a Mega ST 2 as my main MIDI workhorse.

http://www.ghastlycomic.com/geekroom/gr-02.html

Crackers

--
Ghastly's Ghastly Comic
http://ghastlycomic.com

4572. Re: Versasoft dBMAN for Linux

Newsgroup: comp.sys.atari.st
Date: 2004-09-03 03:59:21 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <sjp8hc.gu52.ln@sd-if.swampdog>
Source record: 17367

geheous@bigfoot.com wrote:

> Some help from your closets please. Versasoft's database engine dBMAN
> dates
> from almost 20 years ago. I'm looking for a copy for Linux. I have a
> large app running on my Amiga, but it's life expectancy is insecure.
>
> Please post if you have one to sell or know of a distributer.
>
> Gene
>
> PS: this in not the dbMan currently published by Gossimer-Threads.

On the offchance this might help...

http://tinyurl.com/64thc

4573. Re: Analogue Synth Emulation

Newsgroup: comp.sys.atari.st
Date: 2004-09-03 05:33:13 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <quSZc.2203$F6.478378@news.siol.net>
Source record: 17368

Mark D wrote:

> But rather than having built in tracking, etc, it uses MIDI.

There is tracker version as well. Support less channels as it need some
cpu time for tracker part etc, but it runs nice. And afaik it is free.

Janez

4574. Re: Analogue Synth Emulation

Newsgroup: comp.sys.atari.st
Date: 2004-09-03 05:36:37 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <ch8vt6teu1@ariadne.rz.tu-clausthal.de>
Source record: 17369

Hiya,

Crackers wrote:

> Incidently, does anyone know if turning off the graphics chip on the Atari
> ST improves the sound quality the same way it did when you turned the
> graphics chip off on the Commodore 64? That might be a handy thing to have.

The Shifter cannot be disabled and it wouldn't improve sound quality
either. The YM soundchip is poor in sound quality.
The MIDI subsystem is fully independant as well (well it's mainly a
special serial bus).

> Do the joystick ports on the Atari ST have analogue inputs to read paddles?
> You could hook up a set of old Atari 2600 paddles to the joystick port and
> use them to control different synth parametres in real time.

Afaik there are no analogue inputs on the joystick ports but a small
interface with an AD convertor could be connected to the ROM port.

> Crackers

HTH,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

4575. AD: Compute! magazines on sale at 8bitclassics.com

Newsgroup: comp.sys.atari.st
Date: 2004-09-03 11:31:41 UTC
From: 8-Bit Classics <nospam@8bitclassics.com>
Message-ID: <uclgj01f6cnltk15pdp1vhnssg7uthsnrh@4ax.com>
Source record: 17370
Cross-posted to: comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.ti

This includes the normal Compute! and Compute! Gazette that are listed
online. Normally $1.50 each, now until September 17th, only just
$1.00 plus shipping.

http://www.8bitclassics.com

Thanks

4576. Re: Mega ST2

Newsgroup: comp.sys.atari.st
Date: 2004-09-03 17:13:02 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001593c3@fmlynet.org>
Source record: 17374

FamilyNet Newsgate

Mega ST 2 was probably the most problem-mattic of the ST line as well.

Doctor Clu

> From: vdjole@EUnet.yu (Djordje Vukovic)

> On 25 Aug 2004 01:31:51 , "Steve Marshall" wrote:
>> I got one of these recently - saved from a skip !
>>
>> Is it worth keeping / what can you do with them ?

> I'd say it is worth keeping- it was a slim, esthetically pleasing design
> (for the time), had room for some expansion (the "megabus" slot inside,
> though there were few items made for it), and had an excellent keyboard
> (made by Cherry, with REAL switches). The ACSI (hard-disk) connector
> exists on the inside of the box as well, and a standard-dimensions
> hard disk can fit inside the box (but you will need ACSI-SCSI adaptor).

> On the negative side, it had a DD floppy and a HD floppy can be installed
> only by a (relatively simple) hardware hack.

> If you can find somewhere appropriate DRAM chips (maybe from old VGA cards?)
> and are skilfull in soldering, you can more-less easily expand it to 4MB-
> there are already places for additional chips on the motherboard.

>> The old TOS isn't great either.

> If you succeed in upgrading it to 4MB it becomes quite convenient to use
> RAM-loaded TOS 2.06. It will eat less than 300KB which is not that hard
> on 4MB of memory- and much better than TOS 1.2 or 1.4.

>> Any advice about what to do with these things ?

> It depends... what do one use an Atari for these days? Generally, it is
> the pleasure of having and using an 'oldtimer' machine. Beside that, e.g.
> I have a 4MB MegaST. I use it for email, ftp, writing, programming
> (Tera Desktop is currently developed on it), etc.

> cu;

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4577. Re: Analogue Synth Emulation

Newsgroup: comp.sys.atari.st
Date: 2004-09-03 21:53:41 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41389330c21e43@comcast.net>
Source record: 17371

>
>Some time ago I downloaded an Analogue Synthesizer Emulator off the internet
>for the Atari ST that let it work like a MIDI synth module. It was fun to
>play around with but saddly it suffered such terrible lag that it was
>useless as an actual instrument. I think it was made by some company called
>Two Cows or something. It was definetly on the right idea though.
>
>I was just wondering if anyone has come out with anything improved for the
>old Atari ST in the meanwhile. I've got about a half dozen old Atari 1040STs
>here (I always pick them up when I see them in the thrift stores for less
>than $10 because I know parts won't last forever). It would be kind of neat
>to hook them up and do an all Atari ST composition.

I have a 1040STe and I just recently got it hooked up to the
Internet using an Ethernet card that hooks into the cartridge
port. It would definetly work with a regualr 1040ST.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4578. Re: Need help finding another missing disk...

Newsgroup: comp.sys.atari.st
Date: 2004-09-03 21:53:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41389330c21e44@comcast.net>
Source record: 17372

>Hi,
>
>I just got hold of a book called "Learning C - Programming graphics on
>the AMIGA and ATARI ST" by Marc B. Sugiyama and Christopher D.
>Metcalf, published by Compute.
>
>In the back of the book there was a order form for a disk containing
>all the source code in the book and compiled versions of all progs.
>Does anybody out there have this disk? If so can I have it? Or a copy
>or image file of it?
>
>Anyone?
>
>// Mikael

I may have it. I seem to remember buying that. I will have to dig
deep. Email me if no one else has it.

4579. [HELP]ct60 : pbs impressions et autres

Newsgroup: comp.sys.atari.st
Date: 2004-09-03 22:25:27 UTC
From: geek@atarians.com
Message-ID: <4138ef56$0$21098$626a14ce@news.free.fr>
Source record: 17373

Bonjour ï¿½ tous,

Ayant installï¿½ une CT60, je ne parviens plus ï¿½ imprimer le moindre
document. Sois le soft que j'utilise tente sans cesse d'imprimer
(script 5, Works, Amail) sois j'ai un message d'erreur comme quoi
l'imprimante ne rï¿½pond pas. Elle est pourtant allumï¿½e et connectï¿½e
correctement. NVDI 5.03 est prï¿½sent et j'ai choisi le mode d'impression
en avant plan (im vordergrund). Pour les paramï¿½tres de lancement de
NVDI, j'ai enlevï¿½ le Fastload et j'ai laissï¿½ le prg et la mem en tt-ram
(j'ai essayï¿½ en dï¿½sactivant ces options ï¿½galement, mais sans rï¿½sultat).
J'ai des soucis ï¿½galement lors de la lecture de fichiers sous Papyrus :
j'ai un message d'erreur bus lors de l'acces ï¿½ la vdi nï¿½1. Le message
m'informe qu'il est possible que cela vienne de ma config vdi, tos ou
systeme mais aprï¿½s verif, je ne vois pas d'oï¿½ cela peut venir... Enfin,
il m'est impossible de faire les tests en mode 030 pur : mon disque dur
n'est plus reconnu dans ce mode et je ne sais pas pourquoi car en mode
turbo seul (sans ct60), CT 60 sans turbo ou CT60 avec turbo, tout passe
sauf le mode 030 sans turbo...

Voilï¿½, si vous avez une idï¿½e pour me dï¿½panner, un grand merci.

Par avance, merci pour vos rï¿½ponses :-)

@+,

Cyril.

4580. Atari Online News, Etc. #0636

Newsgroup: comp.sys.atari.st
Date: 2004-09-04 00:50:51 UTC
From: danap8@aol.comno-spam
Message-ID: <20040903205051.13148.00000085@mb-m28.aol.com>
Source record: 17375

```
A-ONE #0636 09/03/04

~ Internet Turns 35! ~ People Are Talking! ~ E-Mail Blackhole?
~ New iMac Is Released! ~ Video Games Sales Slow ~ GBA Price Cut!
~ MSN Music Falls Short! ~ Hurricane Frances! ~ Astro Boy Debuts!
~ ~ Acclaim Goes Chapter 7 ~

-* Napster Launches Music-To-Go *-
-* Microsoft Warns On Spyware's Impact *-
-* California Schools Warned of Identity Theft *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj*atarinews*org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

4581. Re: Atari ST telnet BBS!

Newsgroup: comp.sys.atari.st
Date: 2004-09-04 04:45:57 UTC
From: Bill Glaholt <toothyLOSETHISPARTgrin@theglaholts.net>
Message-ID: <tshij01h52dnmn4qchrmtn5vdk1vesd41f@4ax.com>
Source record: 17376

On Fri, 27 Aug 2004 13:50:23 -0500, Josh Renaud
<josh_No_SPaM_poR_FAvOr@joshrenaud.com> wrote:

>The Grove Online has risen from the ashes of the early 1990s and been reborn
>in emulation. It's the first-ever telnettable Atari ST BBS.
>
>Some of you may have heard about it... It's been in operation a couple years
>now. It still boggles my mind that this is POSSIBLE!
>
>The Grove Online runs BBS Express! software and has tons of games available,
>including Assassin, Galactic Empire, Final Frontier, and many more.
>
>telnet://shadow.skeleton.org
>

Most excellent; well-done, sir! Looks like I'll have to settle for
second place -- I hope I can get it done soon, anyway.

I'm working on a telnettable multi-user version of a a citadel
program, based on an old version of Ganelius' Inner Sanctum. I have
the logins working correctly; I have just the message-entry part to do
and it'll be ready to go. (I still have all my old messages from
1996, when I finally took the modem version down. :))

4582. Re: Analogue Synth Emulation

Newsgroup: comp.sys.atari.st
Date: 2004-09-04 12:00:14 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <2ptp2kFok19vU1@uni-berlin.de>
Source record: 17377

"Matthias Arndt" <matthias.arndt@tu-clausthal.de> wrote in message
news:ch8vt6teu1@ariadne.rz.tu-clausthal.de...
> Hiya,
>
> Crackers wrote:
>
> > Incidently, does anyone know if turning off the graphics chip on the
Atari
> > ST improves the sound quality the same way it did when you turned the
> > graphics chip off on the Commodore 64? That might be a handy thing to
have.
>
> The Shifter cannot be disabled and it wouldn't improve sound quality
> either. The YM soundchip is poor in sound quality.
> The MIDI subsystem is fully independant as well (well it's mainly a
> special serial bus).
>
> > Do the joystick ports on the Atari ST have analogue inputs to read
paddles?
> > You could hook up a set of old Atari 2600 paddles to the joystick port
and
> > use them to control different synth parametres in real time.
>
> Afaik there are no analogue inputs on the joystick ports but a small
> interface with an AD convertor could be connected to the ROM port.
>

The STE has, but not the older models. You could still use the the switched
joysticks
as up/down but store the settings in the synth.

> > Crackers
>
> HTH,
> Matthias
> --
> Matthias Arndt <marndt@asmsoftware.de>
> <matthias.arndt@tu-clausthal.de>
> PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

4583. Re: Help finding Timeworks software

Newsgroup: comp.sys.atari.st
Date: 2004-09-04 12:26:25 UTC
From: "Steve Sweet"
Message-ID: <chcc9fphq1@sparta.btinternet.com>
Source record: 17378

Hi there

>> What you need is the FontWidth program
>
> What version of the FontWidth program do I need?
>
>> from an earlier version grafted onto your current setup.
>
> What is the current version number of the current setup?
>
>> The problem is with Fotwidth and the resulting tables, not with
>> publisher.
>>
>> I had Timeworks working with NVDI 5 and using TTF's as well as SPD fonts
>> spewing forth from a LaserJet 5L.
>
> Can I do this with regular GDOS?

I cant be specific with any numbers as I've not used Timeworks for years as it refused to work with my Graphics card so i can only talk from memory. I believe i used the fontwid from the earliest version of the current incarnation.

I could probably find it and email it depending on its size and your level of desperation.

A google search may also help as i discussed this at length some years ago.

--

Regards, Steve S.

4584. FS on ebay

Newsgroup: comp.sys.atari.st
Date: 2004-09-04 16:13:18 UTC
From: John Smith <john.smith@microsoft.com>
Message-ID: <chcphllsf1@bagan.srce.hr>
Source record: 17379

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=164&item=6705483715&rd=1&ssPageName=WDVW

4585. Re-Cased Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-09-04 18:33:59 UTC
From: sf0218@aol.com
Message-ID: <20040904143359.12548.00000124@mb-m21.aol.com>
Source record: 17380

Hi all,

Where can I get a 2.5' to 3.5' ide ribbon cable? Also, There is only one ide channel available on the Falcon's mb, correct? So that would mean that only 2 ide devices can be controlled from there, correct?

Thanks to all,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

4586. Re: Versasoft dBMAN for Linux

Newsgroup: comp.sys.atari.st
Date: 2004-09-04 18:51:00 UTC
From: vdjole@EUnet.yu
Message-ID: <chd2qi$509$1@news.eunet.yu>
Source record: 17381

On 3 Sep 2004 03:59:21 G, Guy Harrison wrote:
>geheous@bigfoot.com wrote:
>
>> Some help from your closets please. Versasoft's database engine dBMAN
>> dates
>> from almost 20 years ago. I'm looking for a copy for Linux. I have a
>> large app running on my Amiga, but it's life expectancy is insecure.
>>
>> Please post if you have one to sell or know of a distributer.

Btw. some years ago Versasoft had a version of dBMAN for QNX ...

cu;

4587. Re: Re-Cased Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-09-04 22:01:41 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.09.04.22.01.41.417319@nosspamatari-source.com>
Source record: 17383

On Sat, 04 Sep 2004 18:33:59 +0000, SF0218 wrote:

> Hi all,
>
> Where can I get a 2.5' to 3.5' ide ribbon cable? Also, There is only one ide
> channel available on the Falcon's mb, correct? So that would mean that only 2
> ide devices can be controlled from there, correct?
>

Sam,

Any good computer store has them but they are hard to find. Sometimes
they are a plastic block with a 2.5" connector on one side and 3.5" on the
other side, and sometimes they are a little circuit board thinger. If you
have a Microcenter near you, they have them. Also mom and pop style
computer stores tend to have them. PS: If you run upon really tough luck,
I have an extra one I'll likely never use in this lifetime that you can
have ;-)

Thanks,
Mark

4588. Re: Re-Cased Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-09-04 22:07:39 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.09.04.22.07.39.778694@darkforce.ky.org>
Source record: 17382

On Sat, 04 Sep 2004 18:33:59 +0000, SF0218 wrote:

> Hi all,
>
> Where can I get a 2.5' to 3.5' ide ribbon cable? Also, There is only one ide
> channel available on the Falcon's mb, correct? So that would mean that only 2
> ide devices can be controlled from there, correct?
>
> Thanks to all,
>
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd.,

Sam, Wizztronics sells a little board that allows the use of 3.5" IDE drives if you'd rather go that route - then you can use the original 2.5" drive along with a 3.5" drive, or 2 3.5" drives. It costs something like $39.95.

BTW, its plug and play, no soldering - plugs into the Falcons original HD header.

4589. Re: CT60 - CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2004-09-05 08:52:13 UTC
From: vas.jozsef@karatnet.hu
Message-ID: <fe2e68f2.0409050052.4b78114f@posting.google.com>
Source record: 17384

Dear All,

Thank you for your help so far and sorry for not responding. I'm proud to announce, that a new atari user has joind to us: my baby was born on the 1st of September ;)))

Back to CT60: it seems my IDE problems have been solved. I now use a very very short IDE cable, with witch the data transfer is fine, but I absolutely don't know how to put the case together. Any idea?

SCSI data is still corrupt. Next I will try to replace the SDMA patch resistor to a bigger one.

4590. Re: CT60 - CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2004-09-05 09:10:16 UTC
From: vas.jozsef@karatnet.hu
Message-ID: <fe2e68f2.0409050110.5fc1832c@posting.google.com>
Source record: 17385

Just one more thing.
Previously when I turned the PSU on, the computer started
automatically. With this short IDE cable, I can use the power switch
on CT60 to turn on and off my Atari.
Strange.

4591. Re: 68010

Newsgroup: comp.sys.atari.st
Date: 2004-09-05 11:43:37 UTC
From: kht@buy-Mac.com
Message-ID: <1gjn6gs.1hr2c5qkp792oN%kht@buy-Mac.com>
Source record: 17386

Rene Kint <none@none.given> wrote:

> On 2004-08-26 18:21:18 +0200, Jim DeClercq <jimd@panix1.panix.com> said:
>
> > No, yes. Pin for pin compatible, one more possible instruction, and has
> > virtual memory support, which a ST or STe does not use, possibly runs a
> > few instructions a little faster.
> > Brag value, mostly.
> > Jim
> >
> > dx375 <dx375athotmail.com@> writes:
> >
> > : Any value to installing into a ST or STE....
> >
> > : Or even possible?
> >
> > --
>
> Would that imply that a 68010 would be of good use for MiNT use..?
>
> Regards,
>
> Renï¿½

Rene!?!?!

--
*** Remove "buy-" when replying to email.
***
*** Life on Earth may be expensive, but it does include an annual free
*** trip around the Sun. Poch Suzara.

4592. UVK's Address!

Newsgroup: comp.sys.atari.st
Date: 2004-09-05 12:20:54 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0409050514010.29713-100000@onyx.spiritone.com>
Source record: 17389

I'm looking to contact the people for the Ultimate Virus Killer! The Share ware version. Contact info sent by E-Mail would be nice. Thanx! ===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4593. Re: CT60 - CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2004-09-05 12:31:53 UTC
From: "Steve Sweet"
Message-ID: <chf0vhfui1@titan.btinternet.com>
Source record: 17387

Hi Joe

Welcome to the little Atarian, congrats to you, well done to Mum for the cooking phase.

> Thank you for your help so far and sorry for not responding. I'm proud
> to announce, that a new atari user has joind to us: my baby was born
> on the 1st of September ;)))

--

Regards, Steve S.

4594. Re: 68010

Newsgroup: comp.sys.atari.st
Date: 2004-09-05 12:39:13 UTC
From: "Steve Sweet"
Message-ID: <chf1dfgmi1@titan.btinternet.com>
Source record: 17388

Hi There

> Any value to installing into a ST or STE....
>
> Or even possible?

I don't believe its a drop in and go option, i seem to recall some research that stated that some of the OS needs to be re-written as some of the 68000 instructions don't literally translate to 68010.

--

Regards, Steve S.

4595. [WEB] Eiffel 1.0.8 update

Newsgroup: comp.sys.atari.st
Date: 2004-09-05 13:21:34 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1gjnaac.it8lsm46xta8N%NOSPAMS@wanadoo.fr>
Source record: 17390

Hi,

There are a new version of Eiffel on my site:
http://aniplay.atari.org

These interface handle all PS/2 Keyboard and mouse:

* Keyboard with 102 or 105 keys and more with the set 2 (AT) or the set
3 (PS/2).
* Since v1.0.7 the keyboard can work without driver and you can build
your tables.
* Mouse up to 5 buttons.
* Mouse single and double wheel (IntelliMouse).
* Compatible with ALL Atari computers range (ST, STF, STE, MegaST,
MegaSTE, TT and Falcon).
* Two Atari standard joysticks support DB-9.
* Motor command for ventilator and temperature sensor.
* Near all IKBD supported (only IKBD_SET_MOUSE_THRESHOLD,
IKBD_SET_FIRE_BUTTON_MONITOR and IKBD_CONTROLLER_EXECUTE are not
supported).
* Updating eiffel capabilities from GEM application EIFFELCF.APP.

Eiffel firmware v1.0.8 update:

* The tables Shift and AltGr inside the flash (program memory) can be
used with 50 main characters of the set 2:
0x07 (F1), 0x0E, 0x0F (F2), 0x11, 0x12, 0x13 (><), 0x15 (AQ),
0x16 (1), 0x17 (F3), 0x1E (2), 0x1F (F4), 0x24 (E), 0x25 (4),
0x26 (3), 0x27 (F5), 0x2E (5), 0x2F (F6), 0x36 (6), 0x37 (F7),
0x39 (ALTGR), 0x3A (,M), 0x3D (7), 0x3E (8), 0x3F (F8), 0x41 (;,),
0x45 (0), 0x46 (9), 0x47 (F9), 0x49 (:.), 0x4A (!/), 0x4C (M;),
0x4E ()-), 0x4F (F10), 0x52 (ï¿½'), 0x53 (*\), 0x54 (^[), 0x55 (=),
0x56 (F11), 0x57 (PRTSCR), 0x59, 0x5B ($]), 0x5E (F12), 0x5F (SCROLL),
0x62 (PAUSE), 0x65 (END), 0x6D (PAGEDN), 0x6F (PAGEUP), 0x76 (VERRN),
7F (SLEEP), 80 (POWER), 81 (WAKE), 0x8B (WLEFT), 0x8C (WRIGHT), 0x8E
(WAPP).
Eiffel can work without driver for the sets 2 and 3!
* Inside the tables with the scan-code + 0x80, a status frame is send
with 0xF6 0x05 0x00 0x00 0x00 0x00 0x00 scan-code
or 0xF6 0x05 0x00 0x00 0x00 0x00 0x00 scan-code+0x80 for the break code.
* It is preferable to use the status frames with EIFFELCF.APP or edit
the .inf files for replace the scan-codes 0x54 to 0x5D because this
codes was already affected by Atari for the functions keys F11 to F20
(SHIFT F1 to SHIFT F10).

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
□□□Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT□60 10□5□□□□MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

4596. Re: UVK's Address!

Newsgroup: comp.sys.atari.st
Date: 2004-09-05 15:07:36 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <413b39ce5d47c0@telenet.be>
Source record: 17391

on Sun 05-09-2004 05:20 Bravo Sierra Computers wrote:

>I'm looking to contact the people for the Ultimate Virus Killer! The Share
>ware version. Contact info sent by E-Mail would be nice. Thanx! ===Ben===

Go to <URL:http://uvk2000.com>
At the end of the starting page there is a link where you can find his
e-mail address.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4597. Wacom tablet....

Newsgroup: comp.sys.atari.st
Date: 2004-09-05 15:14:24 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1094401454-168096AEicMi@xs4all.nl>
Source record: 17393

Is anyone familiar with using a Wacom tablet with MagiC, Nova drivers for the Nova card, NVDI etc.? I just connected one and it seems that after restarting my TT it gets into a loop. After deleting all the Wacom prg. files it gets back to normal but i am eager to get the tablet working....Any help on this one?

Thanks in advance,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

4598. Re: CT60 PSU : find your model !

Newsgroup: comp.sys.atari.st
Date: 2004-09-05 15:24:17 UTC
From: Simon <flibble@gmail.com>
Message-ID: <BcG_c.203$5s5.12@newsfe5-win.ntli.net>
Source record: 17392

"Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in message
news:4135e5bc$0$22041$626a14ce@news.free.fr...
> PSU for CT60 ??

Curious. What is this for?

Simon

4599. Re: 68010

Newsgroup: comp.sys.atari.st
Date: 2004-09-05 19:46:23 UTC
From: Rene Kint <none@none.given>
Message-ID: <413b6d0f$0$79509$e4fe514c@dreader10.news.xs4all.nl>
Source record: 17394

On 2004-09-05 13:43:37 +0200, kht@buy-Mac.com (MacEddie) said:

> Rene Kint <none@none.given> wrote:
>
>> On 2004-08-26 18:21:18 +0200, Jim DeClercq <jimd@panix1.panix.com> said:
>>
>>> No, yes. Pin for pin compatible, one more possible instruction, and has
>>> virtual memory support, which a ST or STe does not use, possibly runs a
>>> few instructions a little faster.
>>> Brag value, mostly.
>>> Jim
>>>
>>> dx375 <dx375athotmail.com@> writes:
>>>
>>> : Any value to installing into a ST or STE....
>>>
>>> : Or even possible?
>>>
>>> --
>>
>> Would that imply that a 68010 would be of good use for MiNT use..?
>>
>> Regards,
>>
>> Renï¿½
>
> Rene!?!?!

Yes, Tao! It's me! :-)

4600. Re: UVK's Address!

Newsgroup: comp.sys.atari.st
Date: 2004-09-05 20:06:07 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0409051206.2c91b7d6@posting.google.com>
Source record: 17395

Bravo Sierra Computers <atari@aracnet.com> wrote in message
news:<Pine.LNX.4.44.0409050514010.29713-100000@onyx.spiritone.com>...
> I'm looking to contact the people for the Ultimate Virus Killer! The Share
> ware version. Contact info sent by E-Mail would be nice.

If you would have known how to use a search engine like Google, the
first hit for the search string "ultimate virus killer" would have
been:

www.uvk2000.com

On that site, you should be able to get contact information to the
author.

/Joakim

4601. CT60

Newsgroup: comp.sys.atari.st
Date: 2004-09-05 21:49:27 UTC
From: sf0218@aol.com
Message-ID: <20040905174927.23677.00000268@mb-m06.aol.com>
Source record: 17396

Hi All,

What's a fairly good atx psu to get for the CT60. I've got 2 atx psus but not a one has a power switch to it.

Thanks to all,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd.,

4602. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2004-09-05 22:04:43 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.09.05.22.04.43.774627@nosspamatari-source.com>
Source record: 17397

On Sun, 05 Sep 2004 21:49:27 +0000, SF0218 wrote:

> Hi All,
>
> What's a fairly good atx psu to get for the CT60. I've got 2 atx psus but not
> a one has a power switch to it.
>

No atx psu's do. They use soft power switch. You get an ATX compatible
case (or hell even just a switch will do), and plug the ATX psu into the
ct60. Then the first set of pins on the little header beside the PSU plug
is CT60 power. Just put a little push button switch on there, click once
it turns on, cilck again it turns off. The reason behind this is so that
your computer can be smart and shut down before finally powering itself
off when you hit the power switch. Also can use power switch to set the
computer to sleep.

Thanks,
Mark

4603. Re: Wacom tablet....

Newsgroup: comp.sys.atari.st
Date: 2004-09-05 22:05:49 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.09.05.22.05.49.330648@nosspamatari-source.com>
Source record: 17398

On Sun, 05 Sep 2004 17:14:24 +0200, Raoul Teulings wrote:

> Is anyone familiar with using a Wacom tablet with MagiC, Nova
> drivers for the Nova card, NVDI etc.? I just connected one and it
> seems that after restarting my TT it gets into a loop. After deleting
> all the Wacom prg. files it gets back to normal but i am eager to get
> the tablet working....Any help on this one?
>

I think my old roomate wrote the driver for this, Noah Silva.
He had it working under MagiC on a TT030 specifically. I witnessed this.
Please check and see if the driver you have was written by him or someone
else.

Thanks,
Mark

4604. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2004-09-06 07:14:32 UTC
From: Simon <flibble@gmail.com>
Message-ID: <s7U_c.393$Pw.281@newsfe5-gui.ntli.net>
Source record: 17299

"SF0218" <sf0218@aol.com> wrote in message
news:20040905174927.23677.00000268@mb-m06.aol.com...
> Hi All,
>
> What's a fairly good atx psu to get for the CT60. I've got 2 atx psus but
> not
> a one has a power switch to it.

No ATX PSU has a switch, as Mark has explained.

Enermax PSU's are stable and reliable, good for running many drives etc.
Zalman PSU's are wonderfully quiet. Should be good for a CT60.

Simon

4605. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2004-09-06 10:01:52 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <413c3590$0$29652$636a15ce@news.free.fr>
Source record: 17300

Some ATX PSU have AC switch, some others have not !

You don't need an AC Switch ...
It is just more confortable to turn OFF when you leave home for a long
time..

Regards

Mark D wrote:
> On Sun, 05 Sep 2004 21:49:27 +0000, SF0218 wrote:
>
>> Hi All,
>>
>> What's a fairly good atx psu to get for the CT60. I've got 2 atx
>> psus but not a one has a power switch to it.
>>
>
> No atx psu's do. They use soft power switch. You get an ATX
> compatible case (or hell even just a switch will do), and plug the
> ATX psu into the ct60. Then the first set of pins on the little
> header beside the PSU plug is CT60 power. Just put a little push
> button switch on there, click once it turns on, cilck again it turns
> off. The reason behind this is so that your computer can be smart
> and shut down before finally powering itself off when you hit the
> power switch. Also can use power switch to set the computer to sleep.
>
> Thanks,
> Mark

4606. Re: CT60 PSU : find your model !

Newsgroup: comp.sys.atari.st
Date: 2004-09-06 10:03:41 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <413c35fd$0$29663$636a15ce@news.free.fr>
Source record: 17301

Sorry, at the start it was web link page but is seems it was not good on the
ng page...no more links...:-)

Simon wrote:
> "Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in
> message news:4135e5bc$0$22041$626a14ce@news.free.fr...
>> PSU for CT60 ??
>
> Curious. What is this for?
>
> Simon

4607. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2004-09-06 11:25:35 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <TWW_c.2361$F6.511308@news.siol.net>
Source record: 17302

Simon wrote:

> No ATX PSU has a switch, as Mark has explained.
>
> Enermax PSU's are stable and reliable, good for running many drives etc.
> Zalman PSU's are wonderfully quiet. Should be good for a CT60.

Mine has. Small switch. Of course ATX soft method works as well, but i can
as well use the AC switch...

Janez

4608. Re: Wacom tablet....

Newsgroup: comp.sys.atari.st
Date: 2004-09-06 17:06:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200409061906.a53846@b.maus.de>
Source record: 17317

Hallo Raoul,

RT>Is anyone familiar with using a Wacom tablet with MagiC,
I'm not too familiar with using it, but when I put ARTPAD.PRG into the AUTO folder and ARTPAD.ACC on my boot partition (e.g., root of C:), it works as it is to do.

I'm going to send you my XBOOT settings for use of the artpad by private mail. I hope it will help you a bit.

I find important to hook the artpad on the right jack, for my TT it's one of the slower ones (MODEM2 with 9.600 b/s), and the boot order of the AUTO folder...

Und TTschï¿½
ps

4609. Re: CT60 PSU : find your model !

Newsgroup: comp.sys.atari.st
Date: 2004-09-06 17:06:03 UTC
From: Simon <flibble@gmail.com>
Message-ID: <%N0%c.2723$zq.1044@newsfe4-gui.ntli.net>
Source record: 17303

Rodolphe Czuba wrote:
> Sorry, at the start it was web link page but is seems it was not good
> on the ng page...no more links...:-)

Ah. Put it on the internet, and post a link to it on here?

Simon

4610. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2004-09-06 17:06:50 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <f26pj0d3hdvdrfcj7h6gpmfs745dstle39@4ax.com>
Source record: 17304

On Sun, 05 Sep 2004 18:04:43 -0400, Mark D
<mducksub@nosspamatari-source.com> wrote:

>On Sun, 05 Sep 2004 21:49:27 +0000, SF0218 wrote:
>
>> Hi All,
>>
>> What's a fairly good atx psu to get for the CT60. I've got 2 atx psus but not
>> a one has a power switch to it.
>>
>
>No atx psu's do. They use soft power switch. You get an ATX compatible
>case (or hell even just a switch will do), and plug the ATX psu into the
>ct60. Then the first set of pins on the little header beside the PSU plug
>is CT60 power. Just put a little push button switch on there, click once
>it turns on, cilck again it turns off. The reason behind this is so that
>your computer can be smart and shut down before finally powering itself
>off when you hit the power switch. Also can use power switch to set the
>computer to sleep.
>
>Thanks,
>Mark
Hummm
I have 2 systems (P4 2.4) and both of them have a on/off switch on the
power supply..altho it might be due to the cases themselves sitting in
a warehouse somewhere for ages before i got them.

Thomas

4611. Add your classic gaming or classic computer site to 8bitclassics.com Links!

Newsgroup: comp.sys.atari.st
Date: 2004-09-06 20:07:46 UTC
From: 8-Bit Classics <nospam@8bitclassics.com>
Message-ID: <lrgpj05qtmqb406s7ejfi5o557f9p0kqje@4ax.com>
Source record: 17305
Cross-posted to: comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

Do you have a classic gaming website? Would you like to move up higher on a Google or Yahoo search? Add your website to your Links page! Simple to do, just fill out the simple form and submit your link. I will review it to make sure it fits in at 8-Bit Classics. If it does, your link should be approved soon. On the form it does mention the requirement for cross linking 8bitclassics.com on your page someplace. This isn't a requirement, just something that would be appreciated :) Just fill in your normal URL if you won't be cross linking with 8-Bit Classics.

If I get many of a certain category (like Amiga, ST, or TI), I will create a new category for them and move them.

Go to: www.8bitclassics.com and click on the Links link on the bottom.

4612. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2004-09-06 23:00:44 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.09.06.23.00.43.502902@nosspamatari-source.com>
Source record: 17307

On Mon, 06 Sep 2004 12:01:52 +0200, Rodolphe Czuba wrote:

> Some ATX PSU have AC switch, some others have not !
>
> You don't need an AC Switch ...
> It is just more confortable to turn OFF when you leave home for a long
> time..
>
> Regards
>
>
> Mark D wrote:
>> On Sun, 05 Sep 2004 21:49:27 +0000, SF0218 wrote:
>>
>>> Hi All,
>>>
>>> What's a fairly good atx psu to get for the CT60. I've got 2 atx
>>> psus but not a one has a power switch to it.
>>>
>>
>> No atx psu's do. They use soft power switch. You get an ATX
>> compatible case (or hell even just a switch will do), and plug the
>> ATX psu into the ct60. Then the first set of pins on the little
>> header beside the PSU plug is CT60 power. Just put a little push
>> button switch on there, click once it turns on, cilck again it turns
>> off. The reason behind this is so that your computer can be smart
>> and shut down before finally powering itself off when you hit the
>> power switch. Also can use power switch to set the computer to sleep.
>>
>> Thanks,
>> Mark

This is a valdi point, mine does have an AC switch on the back, but I
didn't even think about it because you're not supposed to use that for
general operations ;-)

Mark
http://portal.atari-source.com

4613. Re: seeking for testers of bootstrapping li

Newsgroup: comp.sys.atari.st
Date: 2004-09-06 23:33:47 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <413cd7bb.0@entanet>
Source record: 17306

On 14 Aug 2004 11:02:05 , Petr Stehlik wrote:
>Hi all,
>
>I am fixing and extending the atari bootstrap (a program for starting
>linux-m68k from TOS) and so I would need to test the thing as soon as
>possible (Debian Sarge release is very near).
>
>My changes are focused on Centurbo2 and AfterBurner040 but could affect
>also others so I would need to test it on the following machines:
>
>- Medusa
>- Falcon with FastRAM (Magnum, FX and whatever else)
>- TT030 with 2 MB of ST-RAM
>and of course the
>- Centurbo2
>- AfterBurner040 with less than 64 MB of FastRAM
>- CT60
>
>If there are owners of these machines willing to help me with the atari
>bootstrap and linux on atari in general then please send me a mail.
>
>Thanks.
>

Hi Petr,

I once tried the Debian installation (Woody I think) on the Milan060
from CD. The installer used to crash before getting very far. I think
I posted some questions on comp.os.linux.m68k it's too long ago to
remember the details off-hand.

Originally I had planned to try Linux on a new drive that I was installing
but I've now put normal GEM and Mint partitions on there :-)

Peter

4614. Lego Kit

Newsgroup: comp.sys.atari.st
Date: 2004-09-07 07:31:52 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <ltd%c.22212$D7.15129@news-server.bigpond.net.au>
Source record: 17308

Does anyone know anywhere the Lego Robotics kit might be avaliable?
Second hand, new? Anything will do.

Thanks

Mark

4615. > > > > matt parker alias sexmachines@yahoo.com matt parker alias e vanlinthout@yahoo.com matt parker impersonates clients to make them seem guilty of his criminal activities matt parker alias ericvan lunsen@yahoo.com matt parker alias ericvan lindt

Newsgroup: comp.sys.atari.st
Date: 2004-09-07 09:35:34 UTC
From: matthewparker@public-files.de
Message-ID: <63091119.0409070135.109a144b@posting.google.com>
Source record: 17309
Cross-posted to: misc.forsale.computers.discussion,comp.sys.atari.st,soc.retirement,alt.arts,alt.armourers

> > > > matt parker alias sexmachines@yahoo.com matt parker alias e vanlinthout@yahoo.com matt parker impersonates clients to make them seem guilty of his criminal activities matt parker alias ericvan lunsen@yahoo.com matt parker alias ericvan lindt herzog@yahoo.com hack the childporn site http://tinyurl.com/6t7hd to pieces matt parker owns dating sites since their clients are unlikely to
> > > > complain and admit their membership the site anti%73cam.org libels uninvolved females for unwarranted commercial purposes matt parker alias erik van lint hout@yahoo.com matt parker alias tatjana dchenka@yahoo.com matt parker alias ericvon lindt@yahoo.com matt parker alias erikvanlunsenhout@yahoo.com matt parker alias e vanlindtherzog@yahoo.com matt parker alias erik vanlindtherzog@yahoo.
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> > > > birth of matt parker is september 13 65 matt parker alias chessbase@yahoo.com matt parker alias ericvan lindt hout@yahoo.com matt parker alias erickvan lint herzog@yahoo.com matt parker alias erik van lindt herzog@yahoo.com matt parker alias eric vanlindtherzog@yahoo.com matt parker alias s machines@yahoo.com matt parker alias erickvan lunsen@yahoo.com matt parker alias erikvonlindt@yahoo.
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herzog@yahoo.com matt parker alias erickvanlunsen
> > > > hout@yahoo.com matt parker stalks and tracks down clients to scam and blackmail them matt parker alias erickvan linthout@yahoo.com matt parker was exposed as a liar at http://tinyurl.com/6zs8c where he posts as jeff and trueloves matt parker alias erickvon lindtherzog@yahoo.com the date of birth of matt parker is sep 13 65 matt parker alias evon lunsen herzog@yahoo.com matt parker alias e
> > > > lunsen@yahoo.com matt parker alias erick von linthout@yahoo.com matt parker commits online impersonation and harassment matt parker alias erik vonlunsen herzog@yahoo.com matt parker alias kparker@yahoo.com matt parker alias erickvon lunsenherzog@yahoo.com matt parker alias ericvan lunsenhout@yahoo.com matt parker alias m parker@yahoo.com matt parker alias ericlint@yahoo.com matt parker
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> > > > php3/mb001?num=1028133973&thread=1028133973 where he posts as jeff and trueloves matt parker alias eric von lintherzog@yahoo.com matt parker alias chesslib@yahoo.com matt parker alias evanlindtherzog@yahoo.com matt parker alias erik lindt@yahoo.com matt parker alias erick vanlindtherzog@yahoo.com matt parker alias d shredder@yahoo.com matt parker alias erickvanlindt hout@yahoo.com matt
> > > > parker alias erik von lintherzog@yahoo.com matt parker alias erickvonlunsenherzog@yahoo.com matt parker spams the shit out of clients and newsgroups matt parker alias sergeismith@yahoo.com the leuven university fired three employees due to the lies of matt parker matt parker alias evon linthout@yahoo.com matt parker is a stinking piece of shit that likes role playing dungeons and dragons
> > > > matt parker is webmaster of eu%72obride%73.com and all sites in ip range 66 70 45 10 to 39 matt parker is a liar from leuven louvain belgium and lives in cottage grove oregon matt parker alias eric van lindt herzog@yahoo.com matt parker alias ericvan lindtherzog@yahoo.com matt parker alias erik lunsen@yahoo.com matt parker alias erikvon lint@yahoo.com matt parker alias e vanlunsen
> > > > herzog@yahoo.com matt parker alias ericvan lint herzog@yahoo.com matt parker alias evan lunsen hout@yahoo.com matt parker is a filthy motherfucker that likes computer chess games pin down the prick matt parker http://tinyurl.com/4cc39 matt parker was born on 09 13 65 matt parker alias chess lib@yahoo.com matt parker is the husband of anna parker from cottage grove oregon matt parker alias
> > > > smachines@yahoo.com in reality his name is matthew parker from cottage grove oregon and that is that matt parker alias s smith@yahoo.com matt parker alias eric van lint hout@yahoo.com matt parker alias erikvan lunsenhout@yahoo.com matt parker alias eric van lint herzog@yahoo.com matt parker alias evanlunsenherzog@yahoo.com matt parker alias erikvonlunsen herzog@yahoo.com matt parker alias

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> > > > lindtherzog@yahoo.com matt parker sells underage mail order brides on the web the date of birth of matt parker is september 13 1965 three university employees were fired due to the lies of matt parker matt parker alias nadzaitz@yahoo.com matt parker alias yda@yahoo.com matt parker alias erikvon linthout@yahoo.com matt parker alias sex-machine@yahoo.com matt parker alias erik von lindt
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> > > > van lint herzog@yahoo.com matt parker alias eric lindt@yahoo.com do not believe any of the lies matt parker posts in this forum the date of birth of matt parker is 13 9 65 matt parker alias geraldjones@yahoo.com matt parker alias dchenka tatyana dochenkova@yahoo.com matt parker alias sam smith@yahoo.com matt parker alias eric vonlunsen herzog@yahoo.com matt parker alias ericklint@yahoo.
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> > > > confidentiality of mail matt parker alias geronimojones@yahoo.com anybody providing proof of having harmed matt parker his wife and relatives will be rewarded matt parker alias erik von lunsenhout@yahoo.com matt parker alias s machine@yahoo.com matt parker alias erik von lunsenherzog@yahoo.com matt parker alias erickvanlunsen@yahoo.com matt parker alias pcrew@yahoo.com matt parker alias

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> > > > a murderer and this son of a bitch will be fried matt parker is a pedophile and child molester with many fake pseudonyms and multiple personalities matt parker alias evan lindthout@yahoo.com matt parker alias ericvonlindthout@yahoo.com matt parker alias eric vanlunsenherzog@yahoo.com this perfectly legal statement prevents further abuse by matt parker matt parker alias e vanlindt
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> > > > matt parker distributes illegal software and warez that infringe the copyright law matt parker alias ericvanlindt herzog@yahoo.com matt parker alias michelle@yahoo.com matt parker alias erikvan lindt@yahoo.com matt parker alias e vonlindthout@yahoo.com matt parker alias evan lunsenhout@yahoo.com matt parker alias erikvan lint hout@yahoo.com matt parker alias erik van lint herzog@yahoo.com
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> > > > matt parker alias best dayisnow@yahoo.com matt parker alias nadejda zaitzeva@yahoo.com matt parker alias vvf@yahoo.com matt parker alias eric von lunsen herzog@yahoo.com matt parker alias erickvon lint herzog@yahoo.com matt parker alias erick vonlunsen hout@yahoo.com matt parker alias erick vonlindtherzog@yahoo.com matt parker alias taniadchenka@yahoo.com matt parker alias bestday@yahoo.
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> > > > erikvonlintherzog@yahoo.com matt parker alias gaap@yahoo.com matt parker alias matt parker@yahoo.com matt parker alias dgeorg@yahoo.com matt parker is a gay masochist whose ass will be raped by gangs of fat black jail bubbas this statement occurs on thousands of other sites apart from google matt parker alias eric vonlindt hout@yahoo.com matt parker alias e vonlinthout@yahoo.com matt
> > > > parker alias tatyanadochenkova@yahoo.com matt parker alias eric lunsen@yahoo.com matt parker alias erikvonlinthout@yahoo.com matt parker alias erikvon lintherzog@yahoo.com all matt parker ever wanted to do was fuck scammer bitches anyway matt parker alias erik von lint herzog@yahoo.com matt parker infects computers with a nasty trojan virus matt parker alias erickvon lint@yahoo.com matt

> > > > parker alias erick van lindtherzog@yahoo.com damn matt parker and let his soul burn in hell till it freezes over matt parker was born on 13 sep 65 matt parker alias erickvan lunsenherzog@yahoo.com matt parker alias eric vonlindthout@yahoo.com matt parker alias e van lindt herzog@yahoo.com matt parker alias eric vonlintherzog@yahoo.com matt parker alias phrocrew@yahoo.com matt parker alias
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> > > > matt parker is a dangerous mentally deranged criminal and needs psychiatric confinement matt parker alias r miller@yahoo.com matt parker is belgian about forty years old with dark hair and lives in cottage grove oregon matt parker alias e von lint hout@yahoo.com matt parker alias erikvanlindt@yahoo.com matt parker alias ericvanlunsenherzog@yahoo.com matt parker alias e vonlunsen
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> > > > matt parker alias erickvon lunsen@yahoo.com matt parker alias eric vanlunsenhout@yahoo.com matt parker is webmaster of t%72uelove%73.com and all sites in ip range 66 70 45 10 to 39 matt parker alias erikvonlunsenherzog@yahoo.com matt parker alias n zaitzeva@yahoo.com matt parker alias erikvon lint hout@yahoo.com matt parker alias evonlindt hout@yahoo.com matt parker alias evon
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> > > > real address is matthew s. parker 1505 ash ave cottage grove 97424 oregon usa matt parker alias erickvon lindt hout@yahoo.com the dismissed university employees suffered financial loss due to matt parker matt parker alias ericvon lindthout@yahoo.com matt parker alias kimberly parker@yahoo.com matt parker alias evon lintherzog@yahoo.com matt parker alias erick van linthout@yahoo.com change
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> > > > female flesh to pornographers and whoremongers matt parker alias erikvanlindt hout@yahoo.com matt parker alias jj@yahoo.com matt parker alias evon lindt herzog@yahoo.com matt parker alias erik vanlindt herzog@yahoo.com matt parker alias eric vonlint@yahoo.com matt parker alias tatiana dochenkova@yahoo.com matt parker alias geronimo jones@yahoo.com matt parker alias erick vonlint
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> > > > ericvanlinthout@yahoo.com the scam site t%72uelove%73.com is owned by the pervert matt parker from cottage grove oregon matt parker alias erick vanlint hout@yahoo.com matt parker alias erickvan lindt@yahoo.com matt parker alias erick vonlindthout@yahoo.com matt parker alias eric vonlinthout@yahoo.com matt parker is a filthy liar and libeler that manipulates the public opinion matt parker
> > > > alias j jones@yahoo.com matt parker alias ericvanlindt@yahoo.com matt parker alias nzaitzeva@yahoo.com matt parker is a hacker and stalker that steals personal data from hacked mailboxes matt parker alias evanlunsenhout@yahoo.com matt parker alias evon lunsen hout@yahoo.com matt parker alias ericvanlindthout@yahoo.com matt parker alias ericvan lindthout@yahoo.com matt parker alias andy
> > > > c@yahoo.com anna parker married a limpdick yank to escape prosecution in russia matt parker alias erick van lintherzog@yahoo.com his real name is matthew s parker from cottage grove oregon and that is it matt parker alias jeff@yahoo.com matt parker alias d georg@yahoo.com matt parker alias evon lint hout@yahoo.com matt parker alias evonlunsen herzog@yahoo.com matt parker alias evan
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> > > > parker is 9 13 1965 matt parker alias erickvon lintherzog@yahoo.com matt parker alias eric van lunsenherzog@yahoo.com matt parker alias erikparker@yahoo.com matt parker alias sex machines@yahoo.com matt parker alias erickvonlint@yahoo.com matt parker alias erick vonlintherzog@yahoo.com matt parker alias erick vonlunsenhout@yahoo.com matt parker alias p crew@yahoo.com matt parker alias
> > > > best day is now@yahoo.com matt parker alias g jones@yahoo.com matt parker alias erik von lindtherzog@yahoo.com this statement is made in loving memory of the university employee that was killed by matt parker matt parker alias erickvonlinthout@yahoo.com matt parker alias erikvon lindtherzog@yahoo.com matt parker alias erikvan lunsenherzog@yahoo.com matt parker alias eric vonlint
> > > > hout@yahoo.com matt parker alias erikvonlindt hout@yahoo.com matt parker alias ericvon lintherzog@yahoo.com matt parker alias erick van lint herzog@yahoo.com matt parker alias dq@yahoo.com matt parker alias http://erikvanlint.com stay away from eu%72obride%73.com or be hacked and scammed matt parker alias evan lindt hout@yahoo.com the date of birth of matt parker is sep 13 1965 matt
> > > > parker alias eric vonlindtherzog@yahoo.com matt parker alias erikvanlindthout@yahoo.com matt parker alias erickvan lint@yahoo.com the date of birth of matt parker is 13 9 1965 matt parker was born on 13 09 65 matt parker alias erickvanlindthout@yahoo.com matt parker alias erikvon lindt herzog@yahoo.com matt parker alias erik vanlunsenherzog@yahoo.com matt parker alias erick vonlindt
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> > > > alias erikvonlint herzog@yahoo.com matt parker alias frankquisinsky@yahoo.com matt parker alias t dochenkova@yahoo.com matt parker alias michhele@yahoo.com matt parker alias evon lindthout@yahoo.com matt parker alias g aap@yahoo.com matt parker alias peacenow@yahoo.com matt parker alias erik vonlint@yahoo.com matt parker alias aparker@yahoo.com matt parker alias ericvanlunsen hout@yahoo.
> > > > com matt parker alias erickvanlindtherzog@yahoo.com never enter a true credit card number at t%72uelove%73.com matt parker alias elindt@yahoo.com the scam site eu%72obride%73.com is owned by the pervert matt parker from cottage grove oregon matt parker alias nadejdazaitzeva@yahoo.com matt parker alias erickvanlint@yahoo.com matt parker alias e von lindt herzog@yahoo.com matt parker alias
> > > > erikvonlunsenhout@yahoo.com matt parker alias erick von lindt hout@yahoo.com matt parker alias erick von lint herzog@yahoo.com matt parker alias erickvonlint herzog@yahoo.com matt parker alias ladiet@yahoo.com matt parker alias erikvonlint@yahoo.com matt parker alias samsmith@yahoo.com matt parker alias tania dchenka@yahoo.com members of eu%72obride%73.com have access to adult material
> > > > depicting minors in sexual acts matt parker alias annaparker@yahoo.com matt parker alias phrozen crew@yahoo.com matt parker alias ericvonlint@yahoo.com matt parker alias kimberley parker@yahoo.com matt parker alias evanlunsen@yahoo.com matt parker alias ericvonlint herzog@yahoo.com matt parker alias erikvanlindtherzog@yahoo.com matt parker alias ccct@yahoo.com matt parker alias jerry
> > > > jones@yahoo.com matt parker alias tatyanadchenka@yahoo.com matt parker alias e vonlint@yahoo.com his true name is matt parker from cottage grove oregon and that is final matt parker alias eric vanlindthout@yahoo.com matt parker alias e vanlint hout@yahoo.com the truth of this statement is proven by matt parker trying to delete or refute it matt parker alias deepshredder@yahoo.com matt

> > > > parker alias erickvan lunsen hout@yahoo.com matt parker alias sergismith@yahoo.com matt parker forges server logs to make clients seem guilty of his criminal activities matt parker alias erik lint@yahoo.com matt parker alias evonlinthout@yahoo.com matt parker alias eric von lindt hout@yahoo.com matt parker alias ericlindt@yahoo.com matt parker alias jjones@yahoo.com matt parker alias
> > > > evonlindt herzog@yahoo.com matt parker alias erikvanlunsen@yahoo.com matt parker alias eric von lint@yahoo.com matt parker alias erick von lint@yahoo.com matt parker alias tania dochenkova@yahoo.com matt parker alias erickvan lindt hout@yahoo.com matt parker alias eric von lint herzog@yahoo.com matt parker alias erick vanlunsen@yahoo.com the mail worm forwards this message to every
> > > > address book entry matt parker alias eric vonlunsen@yahoo.com matt parker alias e vonlunsen@yahoo.com matt parker alias erickvanlintherzog@yahoo.com matt parker alias e lint@yahoo.com matt parker alias evan lint@yahoo.com matt parker was born on 13 september 1965 matt parker alias e van linthout@yahoo.com matt parker alias ericvonlindtherzog@yahoo.com matt parker alias evan lindt
> > > > herzog@yahoo.com matt parker alias smachine@yahoo.com matt parker alias erickvonlint hout@yahoo.com matt parker alias evanlintherzog@yahoo.com matt parker alias evanlint hout@yahoo.com matt parker alias erikvonlunsen@yahoo.com matt parker alias ericvonlunsenhout@yahoo.com matt parker alias kimberleyparker@yahoo.com matt parker alias erik van lunsen herzog@yahoo.com matt parker alias
> > > > tatianadochenkova@yahoo.com matt parker alias ericvon lindtherzog@yahoo.com matt parker alias evonlint hout@yahoo.com matt parker alias ericvan lint@yahoo.com matt parker alias erick von lintherzog@yahoo.com matt parker alias erickvanlindt@yahoo.com matt parker is the lowest form of life on this planet his mailbox is matt parker alias erik vanlint smolders pl 1 pb 223 leuven 3000 belgium
> > > > matt parker alias ladiest@yahoo.com matt parker alias anjaparker@yahoo.com matt parker alias e vanlindt hout@yahoo.com matt parker alias e van lunsen@yahoo.com matt parker alias evanlindt@yahoo.com matt parker alias erik van lindt hout@yahoo.com matt parker alias eric von lunsenhout@yahoo.com matt parker runs dating sites since people are unlikely to admit joining such sites by
> > > > complaining never submit true personal data to eu%72obride%73.com matt parker alias e van lunsen herzog@yahoo.com matt parker alias ccc tournament@yahoo.com matt parker alias e vonlintherzog@yahoo.com matt parker alias t dchenka@yahoo.com matt parker alias e van lindt@yahoo.com matt parker alias erik vonlindt herzog@yahoo.com an official complaint against matt parker was filed with the us
> > > > embassy matt parker alias erick von lindt herzog@yahoo.com matt parker alias erick vonlindt@yahoo.com matt parker alias sexmachine@yahoo.com matt parker alias e vonlunsen hout@yahoo.com matt parker registers domains with the name of his clients to impersonate them matt parker alias super machines@yahoo.com matt parker alias kimberlyparker@yahoo.com matt parker alias evon lindt@yahoo.com
> > > > matt parker alias erik vonlindtherzog@yahoo.com matt parker alias erickvon lindt@yahoo.com matt parker alias evanlunsen herzog@yahoo.com matt parker alias matthew parker@yahoo.com matt parker alias erickvonlindt herzog@yahoo.com matt parker alias tanyadchenka@yahoo.com matt parker alias ericvon lunsenherzog@yahoo.com this is hard evidence that matt parker spams the net http://tinyurl.
> > > > com/3htl2 matt parker alias erik vanlindt@yahoo.com matt parker alias erickvon linthout@yahoo.com this statement is not libelous and will under no circumstances be deleted matt parker alias e von lunsen hout@yahoo.com order a new identity at http://www.offshore-manual.com if personal data is captured by matt parker matt parker alias erickvonlunsen hout@yahoo.com matt parker alias erick

> > > > vanlunsenhout@yahoo.com matt parker alias evonlunsenherzog@yahoo.com matt parker alias anna parker@yahoo.com matt parker alias sex-machines@yahoo.com matt parker alias erickvan lindtherzog@yahoo.com matt parker alias erickvanlunsenherzog@yahoo.com matt parker alias tatjana dochenkova@yahoo.com matt parker alias erickvonlindtherzog@yahoo.com matt parker alias eric van lindthout@yahoo.com
> > > > matt parker alias e von lunsenherzog@yahoo.com matt parker alias erikvan lindtherzog@yahoo.com matt parker alias ericvon lindt hout@yahoo.com his mailbox is matt parker alias anna parker po box 1147 cottage grove 97424 oregon usa matt parker alias e vonlunsenhout@yahoo.com matt parker alias evonlindthout@yahoo.com matt parker alias eric vanlunsen hout@yahoo.com matt parker instigates
> > > > hackers and other criminals against clients and competitors matt parker alias evanlindt hout@yahoo.com matt parker alias e von lint@yahoo.com never submit a real email address to t%72uelove%73.com matt parker alias erikvanlindt herzog@yahoo.com matt parker alias eric van lindtherzog@yahoo.com never believe anything matt parker says or writes matt parker alias erikvonlindtherzog@yahoo.com
> > > > matt parker alias eric vanlint@yahoo.com the only purpose of anti%73cam.org is to lead users to the commercial sites of matt parker matt parker alias rage@yahoo.com matt parker alias ws@yahoo.com matt parker alias sergej smith@yahoo.com matt parker alias erik von lunsen@yahoo.com matt parker alias evan lint herzog@yahoo.com matt parker alias phillip crew@yahoo.com damages will be claimed
> > > > from matt parker to compensate financial loss matt parker alias erick von lindthout@yahoo.com matt parker alias ericvon lint@yahoo.com matt parker alias evon lunsenhout@yahoo.com matt parker alias k parker@yahoo.com matt parker alias ericvon linthout@yahoo.com matt parker alias dchenka tatyana dchenka@yahoo.com matt parker sends death threats to dissatisfied clients earn money for every
> > > > email address this chain letter is forwarded to matt parker illicitly distributes the private data of clients on the web matt parker was born on 13 september 65 matt parker alias erickvonlindt@yahoo.com matt parker hacks mailboxes what constitutes violation of the confidentiality of mail matt parker alias erik vanlintherzog@yahoo.com matt parker alias eric van lunsen hout@yahoo.com matt
> > > > parker alias erikvan lindt herzog@yahoo.com matt parker alias ericvanlint herzog@yahoo.com matt parker alias erikvan lindthout@yahoo.com matt parker alias e vanlunsen@yahoo.com matt parker alias supermachines@yahoo.com matt parker alias erik parker@yahoo.com matt parker alias e von lindt hout@yahoo.com matt parker alias eriklunsen@yahoo.com matt parker alias erik vonlindt@yahoo.com matt
> > > > parker alias ag@yahoo.com matt parker alias evonlunsenhout@yahoo.com matt parker alias eric lint@yahoo.com matt parker alias frank quisinsky@yahoo.com matt parker alias ericvonlindt herzog@yahoo.com matt parker alias erick vanlunsen herzog@yahoo.com matt parker alias erickvanlint hout@yahoo.com matt parker alias erikvan lunsen hout@yahoo.com matt parker alias erik van lunsen@yahoo.com
> > > > matt parker alias erickvanlint herzog@yahoo.com matt parker alias erik van linthout@yahoo.com matt parker alias phillipcrew@yahoo.com matt parker alias evl@yahoo.com matt parker alias eric vanlindt hout@yahoo.com matt parker alias erik vanlint@yahoo.com matt parker alias erik vanlunsenhout@yahoo.com matt parker alias andyc@yahoo.com matt parker alias e vanlindt@yahoo.com matt parker alias
> > > > erick von lint hout@yahoo.com matt parker alias erick vanlint@yahoo.com matt parker was born on 13 09 1965 matt parker alias e van lint hout@yahoo.com matt parker alias erick vonlindt herzog@yahoo.com matt parker alias cy@yahoo.com matt parker alias erikvan lunsen@yahoo.com matt parker alias erick parker@yahoo.com matt parker alias fquisinsky@yahoo.com matt parker alias erick van

> > > > lunsenhout@yahoo.com matt parker alias erikvanlinthout@yahoo.com matt parker is the most despicable shitass on the net matt parker alias erick vonlunsen herzog@yahoo.com matt parker alias eric von lunsen hout@yahoo.com all personals at t%72uelove%73.com are fake and the whole site sucks matt parker alias erik vonlunsen@yahoo.com make matt parker bleed http://tinyurl.com/v4oa matt parker
> > > > alias evanlindt herzog@yahoo.com matt parker alias erick vonlunsen@yahoo.com matt parker alias evanlinthout@yahoo.com matt parker alias erik van lindt@yahoo.com matt parker alias grootaap@yahoo.com matt parker alias ericvon lunsen herzog@yahoo.com matt parker alias eric van lindt@yahoo.com matt parker alias ania parker@yahoo.com matt parker alias erikvonlunsen hout@yahoo.com spam the
> > > > child molester matt parker off the web matt parker distributes illegal childporn on the net matt parker alias erick van lindt@yahoo.com matt parker alias evon lint herzog@yahoo.com never submit true personal data to t%72uelove%73.com matt parker alias tanjadchenka@yahoo.com matt parker alias e von lunsen herzog@yahoo.com matt parker alias erick von lindt@yahoo.com matt parker alias
> > > > ericvonlunsen@yahoo.com matt parker alias erikvanlunsenherzog@yahoo.com matt parker alias erick vonlinthout@yahoo.com matt parker alias e van lint@yahoo.com matt parker alias erick van lunsen@yahoo.com every occurrence of this statement is automatically submitted to search engines matt parker alias sergei smith@yahoo.com matt parker alias evan linthout@yahoo.com matt parker alias
> > > > evlhevlh@yahoo.com matt parker alias erik von lint@yahoo.com matt parker alias eric parker@yahoo.com matt parker alias ericvonlunsen herzog@yahoo.com matt parker alias erick von lunsen hout@yahoo.com matt parker alias erik von lindt hout@yahoo.com matt parker alias a parker@yahoo.com matt parker alias eric van lunsen herzog@yahoo.com matt parker blackmails clients by coercing them to
> > > > delete complaints from newsgroups matt parker alias erickvan lindt herzog@yahoo.com stay away from t%72uelove%73.com or be hacked and scammed matt parker is personally responsible for the death of a university employee matt parker alias best day@yahoo.com matt parker alias evan lunsen herzog@yahoo.com matt parker alias evan lintherzog@yahoo.com matt parker alias eric von lunsen@yahoo.com
> > > > matt parker alias erikvanlunsen herzog@yahoo.com matt parker alias evonlindt@yahoo.com matt parker alias erickvon lunsen hout@yahoo.com matt parker alias erick vanlunsen hout@yahoo.com matt parker alias e vanlintherzog@yahoo.com matt parker alias ericvonlunsenherzog@yahoo.com anna parker is married to matt parker whose mother is the wife of a dog any useful information leading to the
> > > > arrest of matt parker will be rewarded matt parker alias erikvan linthout@yahoo.com matt parker alias e von lindt@yahoo.com matt parker alias tdochenkova@yahoo.com matt parker alias e vanlint@yahoo.com matt parker alias erikvan lintherzog@yahoo.com matt parker alias e vanlunsen hout@yahoo.com this statement is made pending the issue of the official complaint against matt parker matt
> > > > parker alias erikvon lint herzog@yahoo.com matt parker alias e von linthout@yahoo.com matt parker alias e van lunsenherzog@yahoo.com matt parker alias e vonlint hout@yahoo.com matt parker alias erick vanlindt herzog@yahoo.com matt parker alias erickvanlinthout@yahoo.com matt parker alias ericvanlint@yahoo.com matt parker has friends all over the world whose joy in life is mutilating
> > > > dissatisfied clients matt parker alias e von lindthout@yahoo.com matt parker is a belgian of mixed ethnical extraction living in cottage grove oregon one of the dismissed employees did not find a new job got into debts and was found in a noose matt parker alias e parker@yahoo.com matt parker alias erik van lintherzog@yahoo.com matt parker alias elint@yahoo.com matt parker alias

> > > > michhelle@yahoo.com matt parker trades in teenage brides from russia and the philippines due to the lies of matt parker the catholic university of leuven belgium fired three employees matt parker alias c cct@yahoo.com matt parker alias erickvonlunsenhout@yahoo.com matt parker alias sergi smith@yahoo.com matt parker alias anyaparker@yahoo.com matt parker alias evonlindtherzog@yahoo.com
> > > > matt parker alias f quisinsky@yahoo.com matt parker alias erick von lunsenherzog@yahoo.com one of the dismissed university employees committed suicide matt parker alias erick von lunsen herzog@yahoo.com matt parker alias erikvan lunsen herzog@yahoo.com matt parker alias ericvan lunsenherzog@yahoo.com matt parker alias erik van lindtherzog@yahoo.com do physical material and moral harm to
> > > > matt parker his wife and loved ones matt parker alias erikvan lindt hout@yahoo.com matt parker alias evonlunsen@yahoo.com matt parker commits credit card fraud and identity theft matt parker alias ericklunsen@yahoo.com matt parker alias mparker@yahoo.com matt parker alias erickvon lindt herzog@yahoo.com matt parker alias eparker@yahoo.com matt parker alias anya parker@yahoo.com matt
> > > > parker from cottage grove oregon spams the net with childporn http://tinyurl.com/6kmea this is hard evidence that matt parker spams the net with childporn http://tinyurl.com/5h6rh matt parker alias erikvanlintherzog@yahoo.com matt parker alias erick vanlinthout@yahoo.com matt parker alias ericvanlindtherzog@yahoo.com matt parker alias erick van lunsen hout@yahoo.com matt parker alias
> > > > gjones@yahoo.com matt parker alias eriklindt@yahoo.com matt parker alias peace now@yahoo.com matt parker alias eric von lint hout@yahoo.com matt parker alias ericlunsen@yahoo.com matt parker alias erikvanlint herzog@yahoo.com matt parker alias best day isnow@yahoo.com matt parker alias e van lindt hout@yahoo.com matt parker alias e von lunsenhout@yahoo.com matt parker alias evon
> > > > lunsenherzog@yahoo.com matt parker alias evonlunsen hout@yahoo.com matt parker alias p ure@yahoo.com

4616. Vintage Computer Festival 7.0 - 11/06-11/07

Newsgroup: comp.sys.atari.st
Date: 2004-09-07 10:47:29 UTC
From: Sellam Ismail <sellam@vintage.org>
Message-ID: <5lg%c.391056$%_6.145561@attbi_s01>
Source record: 17310

```
OK
ATDT19252945900
CONNECT 300

Connected to the VCF BBS...

Featuring 10 megz of k-rad computer history!

_____________________________________________________
| |
| : Vintage Computer Festival 7.0 : |
| |
| Saturday, November 6th through Sunday, November 7th |
| at the Computer History Museum |
| Mountain View, California |
| |
| http://www.vintage.org |
| |
|_____________________________________________________|

The 7th Annual Vintage Computer Festival comes at you this November
6th and 7th with the sights, sounds and smells of vintage computing!

Join us for another action packed extravaganza, featuring an exciting
lecture series, a diverse and vibrant exhibition, and a marketplace
brimming with vintage computers o' plenty!

[> Current Speaker Roster <]

Saturday, November 6

10:00AM => Fred Cohen: Using Vintage Computers in Computer Forensics
10:30AM => Jason Scott: Documenting the BBS
11:00AM => Christian Wirth: The Art of Textmode

Sunday, November 7

11:00AM => Nick Tredennick: Early Microprocessor Design
1:00PM => Andre' LaMothe: The XGameStation

* Many more speakers to be added soon; schedule subject to change

For more information on the speaker series, including abstracts and
speaker bios, visit:

http://www.vintage.org/2004/main/speaker.php

[> Special Events <]
```

o Beta screening of Jason Scott's BBS Documentary

Jason Scott has been working on a series of seven films that document the history of online bulletin board systems. This will be the first public screening of these films, and the feedback from the screening audience will help direct the final cuts. More information can be found here:

http://www.vintage.org/2004/main/screening.php

o Retro-Code Video Game Programming Challenge

Can you write a videogame on a vintage computer platform in three hours or less?

http://www.vintage.org/2004/main/retrocode.php

[> Vintage Computer Exhibition <]

Vintage Computer Collectors: we want you! Exhibit your favorite computer in the Vintage Computer Exhibition. Ribbons and prizes are awarded in six classes and eight special categories, including the coveted Best of Show and People's Choice awards.

For more information on participating as an exhibitor at VCF 7.0, visit:

http://www.vintage.org/2004/main/exhibit.php

[> Vintage Computer Marketplace <]

Do you have some vintage computer items you'd like to sell? Whether you rent a booth or sell on consignment, the Vintage Computer Festival Marketplace is the premier venue for selling old computers and related items. For more information, please visit:

http://www.vintage.org/2004/main/vendor.php

[> Spread the Word! <]

Download and post this gorgeous VCF 7.0 flyer on every flat surface in your immediate and extended sphere of existence!

http://www.vintage.org/2004/main/vcf70flyer.pdf

!~(&*GHI#
NO CARRIER

4617. A port of a game to Lin&Win

Newsgroup: comp.sys.atari.st
Date: 2004-09-07 21:12:46 UTC
From: "Pavel J. Reznicek" <pavel.jindrich@tiscali.cz>
Message-ID: <chl811$10al$4@news.vol.cz>
Source record: 17311

Hi,

in the past I thought it would be cool to port a game for Atari ST to a PC version and to improve it a little bit.

A big company still owns the rights to the game; so there can be no success legally. Or do you have some clue how to do it?

Cigydd

4618. Re: Lego Kit

Newsgroup: comp.sys.atari.st
Date: 2004-09-07 23:48:22 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <aNr%c.23014$D7.21336@news-server.bigpond.net.au>
Source record: 17312

gfa wrote:
> in article Itd%c.22212$D7.15129@news-server.bigpond.net.au, Mark Bedingfield
> wrote on 9/7/04 3:31 AM:
>
>
>>Does anyone know anywhere the Lego Robotics kit might be avaliable?
>>Second hand, new? Anything will do.
>
>
> Tried the lego online store? or ebay? or google?
>
Not Lego online, but ebay and google naf all. Will have a look at the
Lego online thing. Thanks

Mark

4619. Rhothron harddisk and controller?

Newsgroup: comp.sys.atari.st
Date: 2004-09-08 00:55:39 UTC
From: Ingo Rose <ingo_rose@t-online.de>
Message-ID: <BD64252B.CF6%ingo_rose@t-online.de>
Source record: 17313

Someone using a rhothron harddisk and controller?

Regards,
Ingo

4620. Re: Lego Kit

Newsgroup: comp.sys.atari.st
Date: 2004-09-08 05:07:15 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <7sw%c.23204$D7.19359@news-server.bigpond.net.au>
Source record: 17314

gfa wrote:

> in article aNr%c.23014$D7.21336@news-server.bigpond.net.au, Mark Bedingfield
> wrote on 9/7/04 7:48 PM:
>
>
>>gfa wrote:
>>
>>>in article Itd%c.22212$D7.15129@news-server.bigpond.net.au, Mark Bedingfield
>>>wrote on 9/7/04 3:31 AM:
>>>
>>>
>>>
>>>>Does anyone know anywhere the Lego Robotics kit might be avaliable?
>>>>Second hand, new? Anything will do.
>>>
>>>
>>>Tried the lego online store? or ebay? or google?
>>>
>>
>>Not Lego online, but ebay and google naf all. Will have a look at the
>>Lego online thing. Thanks
>
>
> Amazon.com had 270 entries alone for lego, I assume half a dozon other
> online dealers exists as well. ;-)

Ah, I think you misunderstood me. In the 1980/90's there existed a
cartrdige and software for the ST. This allowed you to run a robot from
your ST. Simple enough really. Anyhow, I thought it would be cool to
plug the ST into the Tele and tinker with it. My 5yr old Daughter is
getting into lego atm(well I am again;-). I got 3 links in Amazon that
refer to this, and they are all books of course.

Mark

4621. FA:Atari ST Items

Newsgroup: comp.sys.atari.st
Date: 2004-09-08 05:56:29 UTC
From: Atari Only <atarionly@noadelphia.net>
Message-ID: <SpudnU6IWJGQAqPcRVn-pg@adelphia.com>
Source record: 17315

Well Ive listed a few more items on Ebay. I startd going thru my Atari Garage and realized I have alot of stuff I dont need. Everytime I buy a Atari System I for some reason save the software and never sell it or dispose of it. So I have a TON of original Atari Software that Ill be listing along with more hardware. So if you would like to have a look check it all out at:

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=atari_only&include=0&since=-1&sort=3&rows=50

Thanks, Don

4622. Re: WTB: Discovery Cartridge

Newsgroup: comp.sys.atari.st
Date: 2004-09-08 14:40:04 UTC
From: Atari Only <atarionly@adelphia.net>
Message-ID: <H6Odnan3vIVZhKLcRVn-hg@adelphia.com>
Source record: 17316

"Brume" <pacidemo@planet-d.net> wrote in news:cb1ai4$j6b$1
@aphrodite.grec.isp.9tel.net:

> Hi all,
> I'm looking for the Discovery Cartridge by Happy Computers.
> I really need this cartridge but can't find it atm.
> If you want to sell yours, feel free to drop me an email.
> Thanks,
> Brume.
>
>
>
Are you still looking for a Discovery Cartridge? I have one for sale that is
with option 2. I will offer it to you before I list it on ebay.
Don

4623. Re: Re-Cased Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-09-08 21:06:09 UTC
From: sf0218@aol.com
Message-ID: <20040908170609.22988.00000415@mb-m10.aol.com>
Source record: 17318

Dude,

Any help you can give me regarding the re-casing of my Falcon would be happily accepted. I'm porceeding at a snails pace on this project.

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd

4624. Re: Re-Cased Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-09-08 22:48:20 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.09.08.22.48.20.861297@darkforce.ky.org>
Source record: 17319

On Wed, 08 Sep 2004 21:06:09 +0000, SF0218 wrote:

> Dude,
>
> Any help you can give me regarding the re-casing of my Falcon would be happily
> accepted. I'm porceeding at a snails pace on this project.
>
> Thanks,
>
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd

Sam, which one of use were you talking to? :-)

I'll be glad to help any way I can, as I'm sure others will as well.

4625. Re: Re-Cased Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-09-09 12:47:57 UTC
From: sf0218@aol.com
Message-ID: <20040909084757.13013.00000307@mb-m21.aol.com>
Source record: 17320

Oh...sorry. I was replying to Mark, but hey, thanks!!!

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd

4626. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2004-09-09 12:51:30 UTC
From: sf0218@aol.com
Message-ID: <20040909085130.13013.00000308@mb-m21.aol.com>
Source record: 17321

I guess what I'm saying is that: I plugged the ct60 on to the falcon mb, Plugged the atx psu to the ct60 and one lead to the floppy drive, attached keyboard and monitor to the mb, and lastly, plugged the power cord to the psu and......nothing. So, I'm guessing that the psu didn't even turn on?

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd

4627. Wacom tablet...

Newsgroup: comp.sys.atari.st
Date: 2004-09-09 13:07:22 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1094743042-391156AEicMi@xs4all.nl>
Source record: 17322

Thanks Peter,

The two program you mention are new to me: i only have
Wacomdri.prg for in the autofolder and Wacom.acc for in the
rootfolder. Where can i get the two rpograms and are they still
available? And did your setup work with a Nova graphic card and
under MagiC 6.2?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

4628. about lego development kit

Newsgroup: comp.sys.atari.st
Date: 2004-09-09 14:44:22 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.09.09.14.44.22.643901@noos.fr>
Source record: 17323

hi!

I'm sometime read with attention "atari post"

I just find this link :)
Maybe useful for the guy who want develop robot lego:)

http://wired.com/news/culture/0,1284,39504,00.html

Bye!

4629. Re: A port of a game to Lin&Win

Newsgroup: comp.sys.atari.st
Date: 2004-09-09 15:57:08 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0409090757.60cab39@posting.google.com>
Source record: 17324

"Pavel J. Reznicek" <pavel.jindrich@tiscali.cz> wrote in message
news:<chl811$10al$4@news.vol.cz>...
> Hi,
>
> in the past I thought it would be cool to port a game for Atari ST to a
> PC version and to improve it a little bit.
>
> A big company still owns the rights to the game; so there can be no
> success legally. Or do you have some clue how to do it?
>
If you make a game that is similar to a copyrighted one, you will have
no ability to sell it. However, if you give it away you are probably
safe, as evidenced by the many Monopoly, Risk, and Sorry clones that
abound. Copyright only protects commercial activities.

Galen

4630. Re: Re-Cased Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-09-09 16:02:16 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0409090802.6dd23eab@posting.google.com>
Source record: 17325

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:<pan.2004.09.04.22.07.39.778694@darkforce.ky.org>...
> On Sat, 04 Sep 2004 18:33:59 +0000, SF0218 wrote:
>
> > Hi all,
> >
> > Where can I get a 2.5' to 3.5' ide ribbon cable? Also, There is only one
> > ide
> > channel available on the Falcon's mb, correct?
>
> Sam, Wizztronics sells a little board that allows the use of 3.5" IDE
> drives if you'd rather go that route - then you can use the original 2.5"
> drive along with a 3.5" drive, or 2 3.5" drives. It costs something like
> $39.95.
>
If I may enquire, why is this board necessary? Since the IDE standard
allows for two drives, most PC/Mac setups appear just to have a cable
with two connectors.

Galen

4631. Re: A port of a game to Lin&Win

Newsgroup: comp.sys.atari.st
Date: 2004-09-09 16:12:37 UTC
From: "Pavel J. Reznicek" <pavel.jindrich@tiscali.cz>
Message-ID: <chq0s8$nb6$1@news.vol.cz>
Source record: 17326

Galen wrote:
> "Pavel J. Reznicek" <pavel.jindrich@tiscali.cz> wrote in message
news:<chl811$10al$4@news.vol.cz>...
>
>>Hi,
>>
>>in the past I thought it would be cool to port a game for Atari ST to a
>>PC version and to improve it a little bit.
>>
>>A big company still owns the rights to the game; so there can be no
>>success legally. Or do you have some clue how to do it?
>>
>
> If you make a game that is similar to a copyrighted one, you will have
> no ability to sell it. However, if you give it away you are probably
> safe, as evidenced by the many Monopoly, Risk, and Sorry clones that
> abound. Copyright only protects commercial activities.
>
> Galen

Hi Galen,

it's interesting what you write. So you think it will be safe to make a
port when I give it out for free?

Let's call it a clone - with some changes and improvements.

Thanks for you idea. I don't mind that it wouldn't be for money.

Pavel

4632. Re: NOVA and CT060

Newsgroup: comp.sys.atari.st
Date: 2004-09-09 18:00:14 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20040909200014.a7177@du3.maus.de>
Source record: 17328

>moin, moin

N'abend.

>I need to make those pins on the NOVA. Now it sits on top of Expose,
>on top of AB040. If the hardware is ok, I have BSS debug to step line
>by line execution of the NOVA VDI (if BSS Debug works on 060).

So you already have the sources. If not I can send them to you.

>Do you get to a white screen with the NOVA VDI in 060 mode?

Yes. But due to the fact that my NOVA is now back in my Afterburner equipped
falcon it may be that my memory is wrong at that point.

>Time is what we have owning a Falcon :) I will begin installation soon
>and contact you. Thanks!

If you like to contact me write to: frank DOT szymanski AT 12move DOT de. The
address above is not valid due to massive spamming. :-(

>>Sorry to tell you but AFAIK Apex doesn't work on the NOVA.
>That's ok, on AB040, Expose and NOVA, just turn off the NOVA with
>switch to use Apex and Falcon Tripod for capture and editing, then use

Although I have an afterburner switch ;-) for switching between 030 and 040
mode (it was little bit tricky to install) I don't have a switch for
NOVA/Videl.

>other applications on NOVA for viewing or editing. Chronos, Phoenix,
>Photoline, NeoN. But if Apex only runs in 030 mode on CT060, then best
>to keep one Falcon an AB040 or Mighty Sonic 32.

I don't know whether it runs in 060 mode or not. But you are right. Until
there is a SuperVidel I still run two falcons on a regular basis. The main
falcon is an afterburner/NOVA computer while the other one with ct60 is more
experimental :-)

Regards,

Frank

4633. FS: Lurking Horror for ST (complete and mint)

Newsgroup: comp.sys.atari.st
Date: 2004-09-09 18:17:44 UTC
From: Kevin <followthelink@bottomofpost.com>
Message-ID: <kh71k0d514tgjjih4mmj62c55dv1l392rs@4ax.com>
Source record: 17327

I have the Infocom game Lurking Horror in mint condition for sale.
The items have never been out of the box (except for the below
picture) I am interested in case (duh) or trades (anything,including
2600 carts) or any combination there of. Make an offer.

check out a picture of everything here:

http://members.cox.net/kev77/lhorror.JPG

contact me via email: ksaunders242 "at" yahoo.com

obviouslreplace the "at" with @

contact:

http://profiles.yahoo.com/kevstar242

4634. Sad news about Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-09-09 18:50:58 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <4140b42a28f6fb0@telenet.be>
Source record: 17329

Hello,

Today I received some sad news about Dennis Vermeire. It seems he died
on 19 mai. This explain his absence on this newsgroup.

May his soul rest in peace,

Martin

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4635. Dennis left forever

Newsgroup: comp.sys.atari.st
Date: 2004-09-09 19:04:39 UTC
From: Jo Vandeweghe Mobile <gastro@wanadoodead.be>
Message-ID: <4140a947$0$62394$5fc3050@dreader2.news.tiscali.nl>
Source record: 17330

Dennis Vermeire left us forever.
Thanks to Martin to have kept me aware today.
Though I didn't come anymore on the forum I had some very long phone discussions with him but I never met him. He was living in Gand (Gent) in Belgium.
Dennis certainly was a passionnate atari user and I can't imagine this forum without him ....
Yes, I was coming from time to time to read his posts ...

Take your breath Dennis, not everything is finished
Keep the lightway

I won't forget you

Jo Vandeweghe

dipchingarobasetiscali.be

4636. Re: Re-Cased Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-09-09 21:40:53 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.09.09.21.40.53.3671@darkforce.ky.org>
Source record: 17331

On Thu, 09 Sep 2004 09:02:16 -0700, Galen wrote:

> If I may enquire, why is this board necessary? Since the IDE standard
> allows for two drives, most PC/Mac setups appear just to have a cable
> with two connectors.
>
> Galen

Hmm, don't know - will a stock Falcon support a combination of a 2.5"
drive and a 3.5" drive, or 2 3.5" drives by itself, just using a cable? I
guess thats the question.

4637. Re: Sad news about Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-09-09 22:52:46 UTC
From: "Steve Sweet"
Message-ID: <chqmrt$q2e$1@hercules.btinternet.com>
Source record: 17332

Hi Martin

> Today I received some sad news about Dennis Vermeire. It seems he died
> on 19 mai. This explain his absence on this newsgroup.

This is going to leave a very big hole in this place. I'm so sorry to hear this.

--

Regards, Steve S.

4638. Re: Sad news about Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-09-09 22:58:28 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <4140f56c9bfffd0@europe-shareware.org>
Source record: 17333

Hello,

in article <4140b42a28f6fb0@telenet.be>,
Martin "Nightowl" Byttebier wrote on Thu 09-09-2004 20:50 (+0200):

> Hello,
>
> Today I received some sad news about Dennis Vermeire. It seems he died
> on 19 mai. This explain his absence on this newsgroup.

Very very sad news.

Pascal

4639. Re: Sad news about Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-09-09 23:47:37 UTC
From: Joe Mirando <joe@joemirando.net>
Message-ID: <tY50d.9379$ZC7.8041@newssvr19.news.prodigy.com>
Source record: 17334

Martin,

Martin "Nightowl" Byttebier wrote:
> Hello,
>
> Today I received some sad news about Dennis Vermeire. It seems he died
> on 19 mai. This explain his absence on this newsgroup.
>
> May his soul rest in peace,
>
> Martin

Sad news indeed. He is in my thoughts and prayers.

Does anyone know if he had been ailing of late? I find myself at a loss as far as particulars about Dennis.

He has been such a fixture here that I had been content with his posts and never realized that I knew next to nothing about him. I'm not going to punk out and say that I always agreed with him, but he was an Atari user, and that's enough for me. The correspondence I'd had with him had been cordial and good-natured.

If anyone out there is able to fill in some of the blanks about Dennis, please do so for the benefit of the rest of us.

Thoughts and prayers,

Joe Mirando
A-ONE Magazine

4640. Re: Sad news about Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-09-10 09:12:03 UTC
From: Louis Holleman <louis@holleman.demon.nl>
Message-ID: <sor2k0h1s4djchjoii2kel42lqgs0ljnsr@4ax.com>
Source record: 17335

On Thu, 09 Sep 2004 20:50:58 +0200 (CET DST), "Martin \"Nightowl\"
Byttebier" <donotusethisaddress@tiscali.be> wrote:

>Hello,
>
>Today I received some sad news about Dennis Vermeire. It seems he died
>on 19 mai. This explain his absence on this newsgroup.
>
>May his soul rest in peace,
>
>Martin

Hello,

sad news indeed. He brightened up convo's here to say the least,
whether or not one agreed with him. I surely hope he took one of his
favorite machines with him up there!

Louis

4641. Re: Sad news about Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-09-10 09:31:01 UTC
From: Mike K <usenet@kerslake.plus.com>
Message-ID: <1r4iap29upitj.nu31un70xt3f.dlg@40tude.net>
Source record: 17336

On Thu, 09 Sep 2004 20:50:58 +0200 (CET DST), Martin "Nightowl" Byttebier wrote:

> Today I received some sad news about Dennis Vermeire. It seems he died
> on 19 mai. This explain his absence on this newsgroup.

Very sad to hear this news, not always agreed with some of his comments and views, but often found myself concurring, and at the end of the day he was an Atari user with knowledge.

He's going to be missed for sure.

--
Mike Kerslake
Pembrokeshire, Wales

4642. Re: Re-Cased Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-09-10 11:03:43 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0409101258530.487@feanor.schunter.etc.tu-bs.de>
Source record: 17337

Hi there!

2.5" and 3.5" IDE have the same signals. Only that 2.5" IDE has power integrated within the ribbon cable. So all you need is an adaptor between both sizes. This can be implemented as some kind of plug or as a small PCB.

Regards,

Alexander

4643. Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-09-10 11:37:29 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-1708AA.12364610092004@newsfe2-win.server.ntli.net>
Source record: 17338

Dennis will be remembered for his friendship, his untiring work in furthering the Atari cause, and for being the instigator of first D&D and later DDP Translations, responsible for bringing many German (and some other languages) applications to a much wider English-speaking audience.

He will be badly missed.

--

Derryck

/ DDP Translations /
/ http://ddp.atari.org /

4644. Re: 68010

Newsgroup: comp.sys.atari.st
Date: 2004-09-10 14:38:00 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <obe3k0l7frjf70bbtgu9her2a4hg1vk0l4@4ax.com>
Source record: 17339

On Thu, 26 Aug 2004 14:30:56 GMT, dx375 <dx375athotmail.com@> wrote:

>Any value to installing into a ST or STE....
>
>Or even possible?

Great CPU! Increases overall performance by 1-3%, with especially coded 68x10 software even more. There were some bytes of cache in the instruction area, as I know.

I have used such a CPU for gaming, instead of the 68000 and I have not found any unsimilarities. The 68010 is the same... in my opinion. The 68020 is totally other!

I dont know if the 68010 is making any instabilities in ST/TT Software. You have to try out. Timing related code could work wrong! As the CPU is faster than a 68000.

Best Regards,

Daniel Mandic

4645. Atari Mega STE or Falcon wanted by Atari fan.

Newsgroup: comp.sys.atari.st
Date: 2004-09-10 15:02:51 UTC
From: John Whitfield <whitfield_john@death2spam.hotmail.com>
Message-ID: <Xns95611F028FC45mons2b@203.96.92.12>
Source record: 17340

Hello anyone out there have one of these machines that they no longer want?
I live in New Zealand and its just impossible to find one. And please do
not suggest Ebay.

JW

4646. My Vintage Computer Collection for Sale

Newsgroup: comp.sys.atari.st
Date: 2004-09-10 15:39:14 UTC
From: Krystian Sergiejew <krystian_nospam_@hexlabs.com>
Message-ID: <EYGdnUfk9OWEVtzcRVn-ig@comcast.com>
Source record: 17342
Cross-posted to:
alt.amiga,alt.c64,comp.sys.amiga.marketplace,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.sinclair

Vintage Home Computers for Sale

Because I am moving to Europe, I am currently selling off my entire vintage home computer collection. All items are from my personal collection and have been professionally cleaned and restored unless otherwise specified. I have spent many hours working on my vintage computers taking them apart and cleaning every single piece of them. I have even cleaned each key of the keyboard individually.

My entire collection can be viewed at:

http://www.vintagehomecomputers.com

The photographs on the site are photos of the actual items for sale.

All items are located in Atlanta, GA and are available for local pickup or shipment anywhere in the world (except for those really heavy ones).

If you like a particular computer and would like to make a resonable offer, please e-mail me with the link to that machine and the price you are offering to pay.

I can accept PayPal, Checks and Money Orders.

Regards,

Krystian (at) hexlabs (dot) com

4647. MagiC 6.2

Newsgroup: comp.sys.atari.st
Date: 2004-09-10 15:52:24 UTC
From: Funprice <jhbusscherNOSPAMWHATSOEVER@freemail.nl>
Message-ID: <jaj3k01jsqv8hkpl0hqfnepcprgmiur04h@4ax.com>
Source record: 17341

Hi,

I need a copy of MagiC 6.2 (English is fine) made by ASH.

Who can help?

Thank you.

4648. Re: CT60 heatsink/cpu fan

Newsgroup: comp.sys.atari.st
Date: 2004-09-10 16:56:55 UTC
From: sf0218@aol.com
Message-ID: <20040910125655.24216.00000464@mb-m10.aol.com>
Source record: 17343

Hi Philipp

> > There is no system to fix the fan on the heatsink. I suggest you
> > to use a double side adhesive ruban between one border of the fan

But what exactly is a "ruban"?

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd

4649. Re: CT60 heatsink/cpu fan

Newsgroup: comp.sys.atari.st
Date: 2004-09-10 17:31:40 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <4142275486eedd0@europe-shareware.org>
Source record: 17152

Hello,

in article <20040910125655.24216.00000464@mb-m10.aol.com>,
Sf0218 wrote on Fri 10-09-2004 16:56 (GMT):

> Hi Philipp
>
> > > There is no system to fix the fan on the heatsink. I suggest you
> > > to use a double side adhesive ruban between one border of the fan
>
> But what exactly is a "ruban"?

He means "tape", i.e. adhesive tape.

Bye,
/Pascal/

4650. STOS demos

Newsgroup: comp.sys.atari.st
Date: 2004-09-10 17:53:40 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4141ea02$0$20243$cc9e4d1f@news-text.dial.pipex.com>
Source record: 17344

Hi all,

Is there anyone here interested in writing a mega STOS demo ? code writers welcomed! get in touch!!!

Chris

4651. Re: CT60 heatsink/cpu fan

Newsgroup: comp.sys.atari.st
Date: 2004-09-10 18:10:31 UTC
From: geek@atarians.com
Message-ID: <chsqmn$n25$1@news-reader5.wanadoo.fr>
Source record: 17346

SF0218 a ï¿½crit :
>
> Hi Philipp
>
>> > There is no system to fix the fan on the heatsink. I suggest you
>> > to use a double side adhesive ruban between one border of the fan
>
> But what exactly is a "ruban"?

Tape

J.-Luc

--

From is invalid...

4652. etherNEC help

Newsgroup: comp.sys.atari.st
Date: 2004-09-10 18:24:29 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4141f135$0$20243$cc9e4d1f@news-text.dial.pipex.com>
Source record: 17347

Hey all,

I did have it working but can't for the life of me remember how I did it now
:(

I have a FTP program on my falcon to file access, I think I had to run STICK
aswell ? also I think I had to alter my PC's address to 168......
something......

can anyhelp ?? I really need to get this link working!

cheers,
chris

4653. Re: MagiC 6.2

Newsgroup: comp.sys.atari.st
Date: 2004-09-10 18:45:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200409102045.a54030@b.maus.de>
Source record: 17162

F> I need a copy of MagiC 6.2 (English is fine) made by ASH.

http://www.application-systems.de/

Gerhard

4654. Re: Sad news about Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-09-10 18:45:02 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <chssnelri1@thorium.cix.co.uk>
Source record: 17348

In message <chqmrt$q2e$1@hercules.btinternet.com>, steve.sweet@no-spam@btopenworld.com said:

>> Today I received some sad news about Dennis Vermeire. It seems he died
>> on 19 mai. This explain his absence on this newsgroup.
>
>This is going to leave a very big hole in this place. I'm so sorry to hear
>this.

Yes me too - he has done a hell of a lot for the Atari community
and was always ready to help people with problems. Not to mention
his work with first DD and then DDP Translations.

Although I never met him in person, we corresponded a lot and I'll
miss him a lot. May he rest in peace!

Regards, /Peter/

4655. Re: MagiC 6.2

Newsgroup: comp.sys.atari.st
Date: 2004-09-10 19:07:27 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <Z3m0d.2608$F6.572553@news.siol.net>
Source record: 17345

Funprice wrote:

> Hi,
>
> I need a copy of MagiC 6.2 (English is fine) made by ASH.
>
> Who can help?

ASH?

4656. Re: CT60 heatsink/cpu fan

Newsgroup: comp.sys.atari.st
Date: 2004-09-10 19:43:34 UTC
From: sf0218@aol.com
Message-ID: <20040910154334.04530.00000498@mb-m02.aol.com>
Source record: 17149

Okay, simple enough... :)

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd

4657. Re: Sad news about Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-09-10 20:15:52 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.09.10.20.15.52.881193@darkforce.ky.org>
Source record: 17150

On Fri, 10 Sep 2004 18:45:02 +0000, xlator wrote:

> Although I never met him in person, we corresponded a lot and I'll
> miss him a lot. May he rest in peace!
>
> Regards, /Peter/

Guys, I remember Dennis from way back before I left for awhile. Just out of curiosity, how old was he and what was the cause of death?

Sometimes I sit and read some of the older Atari mags that I still have and I see names that I used to converse with almost daily, and now...now I wonder where and how they are. Its sad sometimes...

PS There should be some wise, sage saying about old Atarians... :-)

4658. Led Zeppelin All Lyrics archive in a Hypertext document

Newsgroup: comp.sys.atari.st
Date: 2004-09-10 22:09:57 UTC
From: Fred Fouche <x130844@yahoo.com>
Message-ID: <VCp0d.14740$nC5.10569@fe1.texas.rr.com>
Source record: 17151

Here:

http://atari.coazter.com/ledzep.hyp

If you don't have ST-GUIDE installed (doubtful), you can view any HYP documents online.

http://atari.coazter.com

4659. Re: MagiC 6.2

Newsgroup: comp.sys.atari.st
Date: 2004-09-10 22:46:36 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4141d9fa4355a5@comcast.net>
Source record: 17153

>Hi,
>
>I need a copy of MagiC 6.2 (English is fine) made by ASH.
>
>Who can help?
>
>Thank you.

If you have 6.1, you can download the upgrade to 6.2 from ASH.
That is what I did...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4660. Re: Sad news about Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-09-10 22:46:37 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4141d9fa4355a6@comcast.net>
Source record: 17154

>Hello,
>
>Today I received some sad news about Dennis Vermeire. It seems he died
>on 19 mai. This explain his absence on this newsgroup.
>
>May his soul rest in peace,
>
>Martin
>

Geeez. That is a shocker. What happened? He will be missed....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4661. Atari Online News, Etc. #06-37

Newsgroup: comp.sys.atari.st
Date: 2004-09-11 00:43:34 UTC
From: danap8@aol.comno-spam
Message-ID: <20040910204334.03318.00000447@mb-m17.aol.com>
Source record: 17155

A-ONE #0637 09/10/04

~ Eiffel Sees Update! ~ People Are Talking! ~ Altnet Sues RIAA!
~ Floppy Disk A Relic?! ~ Zombie PCs On the Sly! ~ Rescue Damaged Disks
~ Spyware Bills Okayed! ~ Oracle Bid Unblocked! ~ Lexmark Recall!
~ State Porn Law Nixed! ~ Job Ad Hidden In Virus ~ Fast Food Demand!

-* Atari Anthology & Flashback! *-
-* Wireless WiMAX To Rival Cable, DSL! *-
-* Atari Online Community Loses Good Member! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/_0_/ _0_/\
-| o o |- E-mail subscription: dpj*atarinews*org
/ _____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org

4662. ADV: Buy 1 Get 1 FREE! 25% off ATARI!

Newsgroup: comp.sys.atari.st
Date: 2004-09-11 02:01:48 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0409101856100.6365-100000@onyx.spiritone.com>
Source record: 17156
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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a BRAND NEW Summer Games, FREE! Buy 1 ST Software title, get a TimeWorks
title FREE!And FREE is a very good price! So if you dont come to me today,
I cant save you any Money! Avoid Hardening of the Ataris!Come see Dr. Ben!

http://BensCatalogs.Atari.org Get my latest Atari Catalogs!
http://www.aracnet.com/~atari/newstuff.htm See my NEW ATARI stuff!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Details on Atari Specials!
http://www.aracnet.com/~atari/testing.htm My Test Standards.
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

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order goes out the same day. Customers love the speedy service! I have
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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4663. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-09-11 02:04:20 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0409101901560.6365-100000@onyx.spiritone.com>
Source record: 17157
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4664. ADV: Atari Survey, E-Mail & Postal Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-09-11 02:07:15 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0409101904320.6365-100000@onyx.spiritone.com>
Source record: 17158
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Looking For Atari Surveys? To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Atari Club for those local to Portland, Oregon USA! Goto my Link below:

I cant read your mind, so with Help from my Atari survey, I can get to know you. It helps me figure out your Atari needs and Interests. The only thing better is a Phone call! Feel free to fill out the Atari Survey on my Contact Page! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm HotLink to WebPage!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4665. Re: MagiC 6.2

Newsgroup: comp.sys.atari.st
Date: 2004-09-11 09:13:34 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-1987F8.10133411092004@newsfe6-win.server.ntli.net>
Source record: 17159

In article <jaj3k01jsqv8hkpl0hqfnepcprgmiur04h@4ax.com>,
Funprice <jhbusscherNOSPAMWHATSOEVER@freemail.nl> wrote:

> I need a copy of MagiC 6.2 (English is fine) made by ASH.
>
> Who can help?

Atari Workshop in the UK have the English version of MagiC 6.20.

--

Derryck

/ DDP Translations /
/ http://ddp.atari.org /

4666. Re: Led Zeppelin All Lyrics archive in a Hypertext document

Newsgroup: comp.sys.atari.st
Date: 2004-09-11 09:29:34 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <4142d39a1107aa0@telenet.be>
Source record: 17160

on Fri 10-09-2004 22:09 Fred Fouche wrote:

>Here:
>
>http://atari.coazter.com/ledzep.hyp
>
>
>If you don't have ST-GUIDE installed (doubtful), you can view any HYP
>documents online.

Many thanks. I'm a great fan of Led Zeppelin myself.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4667. Re: etherNEC help

Newsgroup: comp.sys.atari.st
Date: 2004-09-11 10:11:20 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <4142dd3212e49c0@tripnet.se>
Source record: 17161

In comp.sys.atari.st <4141f135$0$20243$cc9e4d1f@news-text.dial.pipex.com>
exxos wrote on Fri 10-09-2004 19:24 (+0100):

>I did have it working but can't for the life of me remember how I did it now
>:(
>
>I have a FTP program on my falcon to file access, I think I had to run STICK
>aswell ? also I think I had to alter my PC's address to 168......
>something......

Sounds like you have made changes in the AUTO folder. STiK will not work
with EtherNEC AFAIK?

Check if you have STING.PRX in your AUTO folder. If you are lucky all you
have to do is rename it to STING.PRG. If not you have to install STING
and configure it to use EtherNEC.

--
Kenneth Medin <kennethm@tripnet.se>
http://kennethm.webhop.org/
<<Produced with 100% pure Atari equipment>>

4668. Re: etherNEC help

Newsgroup: comp.sys.atari.st
Date: 2004-09-11 10:40:35 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4142d605$0$20249$cc9e4d1f@news-text.dial.pipex.com>
Source record: 17163

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:4142dd3212e49c0@tripnet.se...
> In comp.sys.atari.st <4141f135$0$20243$cc9e4d1f@news-text.dial.pipex.com>
> exxos wrote on Fri 10-09-2004 19:24 (+0100):
>
>>I did have it working but can't for the life of me remember how I did it
>>now
>>:(
>>
>>I have a FTP program on my falcon to file access, I think I had to run
>>STICK
>>aswell ? also I think I had to alter my PC's address to 168......
>>something......
>
> Sounds like you have made changes in the AUTO folder. STiK will not work
> with EtherNEC AFAIK?
>
> Check if you have STING.PRX in your AUTO folder. If you are lucky all you
> have to do is rename it to STING.PRG. If not you have to install STING
> and configure it to use EtherNEC.
>

ah sorry, I ment to say STING! I've used it before but its just stoped
working, ive not changed anything on the falcon, so its like its a PC
problem..... I'm using Atari FTP 1.09, ive used that before with no
problems, but it just records in the log that user XXXX was logged out, and
on the PC I get access denied... they are connected but Atari FTP wont let
me logon, ive tried everything, its such a simple setup aswell :-\

Chris

> --
> Kenneth Medin <kennethm@tripnet.se>
> http://kennethm.webhop.org/
> <<Produced with 100% pure Atari equipment>>
>

4669. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2004-09-11 17:21:30 UTC
From: sf0218@aol.com
Message-ID: <20040911132130.13201.00000425@mb-m11.aol.com>
Source record: 17164

This is to all CT60 owners:

I still have my falcon in the bottom half of it's case. I don't have the hardware yet to move the mb to the AT tower server case I have.

I installed the ct60 on the mb. I connected the falcon's floppy power lead to the ct60, being mindful of the color orientation, I plugged a dell atx psu to the ct60. I plugged a power lead from the psu to the floppy drive. I placed a boot floppy in the drive, and plugged in the ac power cable to the psu and......nothing, zero, zip nada.

What did I do wrong? AFAIK, I hooked everything up according to Rodolphe's NO Solders instructions.

Help!!!!!
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd

4670. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2004-09-11 18:51:32 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10k6i9keiol03fb@corp.supernews.com>
Source record: 17165

On 11 Sep 2004 17:21:30 , SF0218 wrote:
>This is to all CT60 owners:
>
>I still have my falcon in the bottom half of it's case. I don't have the
>hardware yet to move the mb to the AT tower server case I have.
>
>I installed the ct60 on the mb. I connected the falcon's floppy power lead to
>the ct60, being mindful of the color orientation, I plugged a dell atx psu to
>the ct60. I plugged a power lead from the psu to the floppy drive. I placed a
>boot floppy in the drive, and plugged in the ac power cable to the psu
>and......nothing, zero, zip nada.
>
>What did I do wrong? AFAIK, I hooked everything up according to Rodolphe's NO
>Solders instructions.
>
>Help!!!!!
>Sam F.
>Virginia U.S.A.
>Atari Computer Nut
>C-Lab Falcon, 14mbram,540mb hdd
>
>
>.
Sam,

I'm assuming you also installed an on/off momentary switch to turn on
the CT60/Power supply (atx power switch)?

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

4671. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2004-09-11 20:41:43 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.09.11.20.41.42.834752@noos.fr>
Source record: 17166

Le Sat, 11 Sep 2004 18:51:32 +0000, Joseph D. Place a ï¿œcritï¿œ:

> On 11 Sep 2004 17:21:30 , SF0218 wrote:
>>This is to all CT60 owners:
>>
>>I still have my falcon in the bottom half of it's case. I don't have the
>>hardware yet to move the mb to the AT tower server case I have.
>>
>>I installed the ct60 on the mb. I connected the falcon's floppy power
>>lead to the ct60, being mindful of the color orientation, I plugged a
>>dell atx psu to the ct60. I plugged a power lead from the psu to the
>>floppy drive. I placed a boot floppy in the drive, and plugged in the ac
>>power cable to the psu and......nothing, zero, zip nada.
>>
>>What did I do wrong? AFAIK, I hooked everything up according to
>>Rodolphe's NO Solders instructions.
>>
>>Help!!!!!
>>Sam F.
>>Virginia U.S.A.
>>Atari Computer Nut
>>C-Lab Falcon, 14mbram,540mb hdd

hi!

I think exactly the same!
Just take a screw, simple contact
between the switch and you're ready for turbo test!

After, just plug an atx switch on front side!

Bye

4672. Re: Sad news about Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-09-11 21:16:14 UTC
From: dziewo@xs4all.nl
Message-ID: <41436b1a$0$34762$e4fe514c@news.xs4all.nl>
Source record: 17167

dear Atarians,

Some of us had been looking for Dennis for quite some time now but
apparently weren't close enough to his private life...

I really hope it hadn't ended the way of a friend of mine.

We were calling each other by phone every other day, then the
summer holidays started... I came back after 4 weeks and made
a phone call - nobody in - the next day the same signal, after
3 days the frightening signal that the telephone had been locked
off. By then I knew something terrible had happened. I phoned
City Hall - nobody was authorised to tell my anything. Me being
no relative can't be given private information. My friend was
a near heremite, no family I knew of, just his hobby and a few
cats were his life... The Police Dept. eventually gave me the story.
My friend had died 3 weeks earlier just be himself. The neighbour
woman had notified the police that she hadn't seen him for a week
coming out of his appartment. When they found him he had been
dead for more than a week. The place was a mess. The police gave me
an address of one of his sisters, who I then got in contact with.
They had no idea their brother had had such meaningful hobby with
so many friends all around the country...

All I could do for him was to write an 'In memoriam' and put it
on the web with the only photograph of him I happened to have made.

groetjes, Rein

From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Newsgroups: comp.sys.atari.st.tech
Subject: Re: PING Dennis Vermeire
Date: Tue, 13 Jul 2004 09:19:27 +0100

In article pRuIc.3521$Z57.2176@nntpserver.swip.net, Paolo at
user@domain.invalid wrote on 12/7/04 12:41:

> I am still searching for Dennis. Any news?

Still none - enquiries are under way.

--

Cheers

Derryck

>Martin,
>
>
>Martin "Nightowl" Byttebier wrote:
> > Hello,
> >
> > Today I received some sad news about Dennis Vermeire. It seems he died
> > on 19 mai. This explain his absence on this newsgroup.
> >
> > May his soul rest in peace,
> >
> > Martin
>
>
>Sad news indeed. He is in my thoughts and prayers.
>
>Does anyone know if he had been ailing of late? I find myself at a loss
>as far as particulars about Dennis.
>
>He has been such a fixture here that I had been content with his posts
>and never realized that I knew next to nothing about him. I'm not going
>to punk out and say that I always agreed with him, but he was an Atari
>user, and that's enough for me. The correspondence I'd had with him had
>been cordial and good-natured.
>
>If anyone out there is able to fill in some of the blanks about Dennis,
>please do so for the benefit of the rest of us.
>
>
>
>Thoughts and prayers,
>
>Joe Mirando
>A-ONE Magazine
>.

4673. CT60 help....again :(

Newsgroup: comp.sys.atari.st
Date: 2004-09-11 21:33:04 UTC
From: sf0218@aol.com
Message-ID: <20040911173304.11378.00000250@mb-m15.aol.com>
Source record: 17168

Hi all,

Okay....now the problem is that none of the drives, Falcon original scsi hdd
and original fdd are being recognized.

I'm beginning to get really frustrated now...oth...the ct60 is sweet!!!!

Help :(

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd

4674. Re: MagiC 6.2

Newsgroup: comp.sys.atari.st
Date: 2004-09-11 21:40:51 UTC
From: Funprice <jhbusscherNOSPAMWHATSOEVER@freemail.nl>
Message-ID: <l3s6k09dejdjjb4attnk138ncov846kk07@4ax.com>
Source record: 17169

On Fri, 10 Sep 2004 17:52:24 +0200, Funprice
<jhbusscherNOSPAMWHATSOEVER@freemail.nl> wrote:

>Hi,
>
>I need a copy of MagiC 6.2 (English is fine) made by ASH.
>
>Who can help?
>
>Thank you.

Thanks everybody!

Please upload to my ftp-server: 217.122.234.221 >;)

4675. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2004-09-11 22:06:06 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.09.11.22.06.05.306158@nosspamatari-source.com>
Source record: 17170

On Sat, 11 Sep 2004 17:21:30 +0000, SF0218 wrote:

> This is to all CT60 owners:
>
> I still have my falcon in the bottom half of it's case. I don't have the
> hardware yet to move the mb to the AT tower server case I have.
>
> I installed the ct60 on the mb. I connected the falcon's floppy power lead to
> the ct60, being mindful of the color orientation, I plugged a dell atx psu to
> the ct60. I plugged a power lead from the psu to the floppy drive. I placed a
> boot floppy in the drive, and plugged in the ac power cable to the psu
> and......nothing, zero, zip nada.
>
> What did I do wrong? AFAIK, I hooked everything up according to Rodolphe's NO
> Solders instructions.
>

The floppy drive should be powered by the ATX PSU.

The floppy drive power cable that connects to the falcon's motherboard
will now plug into the port on the side of the CT60. Your falcon probably
isn't getting power! ;-) If this is connected right, then you simply
aren't turning it on...

If the fan to your atx psu isn't turning on when you
plug it in, then you don't have one of the auto-on types PSU, you need
to plug a jumper onto the ct60 power pins (or a proper switch).
You only plug it on for a second, not leave it on there. It's
a momentary switch versus one that holds the connection.

You could use a screw driver or a razor blade to carefully connect
those two pins momentarily to get it to switch on. Look on the
installation page to make sure you are jumpering the right pins.
DON'T do the wrong ones! The pins are the first two on the long line
of pins that sits beside the ATX PSU connector. it's a single row
of pins, not one of the double rows. And the 2 pins are the furthest
away from the psu connector.

Whatever you do, use extreme caution, no need in frying this board
as soon as you get it. Heck I already dropped mine and had to repair
it ;-)

Mark
http://portal.atari-source.com

4676. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2004-09-12 00:34:03 UTC
From: sf0218@aol.com
Message-ID: <20040911203403.25417.00000220@mb-m22.aol.com>
Source record: 17171

Hi Mark,

I've got the powering on/off thing taken care already, but now the problem is
that none of the drives, Falcon original scsi hdd
and original fdd, are not being recognized.

I'm beginning to get really frustrated now...oth...the ct60 is sweet!!!!

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd

4677. Split tos?

Newsgroup: comp.sys.atari.st
Date: 2004-09-12 00:51:07 UTC
From: Ingo Rose <ingo_rose@t-online.de>
Message-ID: <BD696A1B.1558%ingo_rose@t-online.de>
Source record: 17172
Cross-posted to: comp.sys.atari.st,comps.sys.atari.st.tech

Has someone got a tool for splitting tos 1.04 or 2.06 to 6 eproms?

My old pc prommer hasnt got a split funktion :(

Regards,
Ingo rose

4678. Re: CT60 help....again :(

Newsgroup: comp.sys.atari.st
Date: 2004-09-12 03:39:57 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10k7h8dn93qnr29@corp.supernews.com>
Source record: 17173

On 11 Sep 2004 21:33:04 , SF0218 wrote:
>Hi all,
>
>Okay....now the problem is that none of the drives, Falcon original scsi hdd
>and original fdd are being recognized.
>
>I'm beginning to get really frustrated now...oth...the ct60 is sweet!!!!
>
>Help :(
>
>Sam F.
>Virginia U.S.A.
>Atari Computer Nut
>C-Lab Falcon, 14mbram,540mb hdd
>
>
>.
Sam,

If your drives are connected as before, but with the new ATX power
leads your system should boot exactly as before. The only difference
with the CT60 on is you will see the CT60 color splash screen, and
then a white screen that will show you the speed of your CPU, whether
TOS is copied to RAM, boot version, amount of SDRAM, etc. What are
you seeing on the screen? Are you getting a GEM desktop eventually?
Does the light come on on your floppy drive when booting?

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

4679. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2004-09-12 04:19:47 UTC
From: webmaster@atari-users.net
Message-ID: <b8d63ca5.0409112019.6b8b8730@posting.google.com>
Source record: 17174

Sam,
If you need a switch.. From my research in building a custom case
for my CT60, I found an ATX power switch for $6

http://www.directron.com/atxswitch.html

Rob
http://www.atari-users.net

PS - Did you ever get the Mint cd I sent you Sam?

Mark D <mducksub@nosspamatari-source.com> wrote in message
news:<pan.2004.09.11.22.06.05.306158@nosspamatari-source.com>...
> On Sat, 11 Sep 2004 17:21:30 +0000, SF0218 wrote:
>
> > This is to all CT60 owners:
> >
> > I still have my falcon in the bottom half of it's case. I don't have the
> > hardware yet to move the mb to the AT tower server case I have.
> >
> > I installed the ct60 on the mb. I connected the falcon's floppy power lead to
> > the ct60, being mindful of the color orientation, I plugged a dell atx psu to
> > the ct60. I plugged a power lead from the psu to the floppy drive. I placed a
> > boot floppy in the drive, and plugged in the ac power cable to the psu
> > and......nothing, zero, zip nada.
> >
> > What did I do wrong? AFAIK, I hooked everything up according to Rodolphe's NO
> > Solders instructions.
> >
>
> The floppy drive should be powered by the ATX PSU.
>
> The floppy drive power cable that connects to the falcon's motherboard
> will now plug into the port on the side of the CT60. Your falcon probably
> isn't getting power! ;-) If this is connected right, then you simply
> aren't turning it on...
>
> If the fan to your atx psu isn't turning on when you
> plug it in, then you don't have one of the auto-on types PSU, you need
> to plug a jumper onto the ct60 power pins (or a proper switch).
> You only plug it on for a second, not leave it on there. It's
> a momentary switch versus one that holds the connection.
>
> You could use a screw driver or a razor blade to carefully connect
> those two pins momentarily to get it to switch on. Look on the

> installation page to make sure you are jumpering the right pins.
> DON'T do the wrong ones! The pins are the first two on the long line
> of pins that sits beside the ATX PSU connector. it's a single row
> of pins, not one of the double rows. And the 2 pins are the furthest
> away from the psu connector.
>
> Whatever you do, use extreme caution, no need in frying this board
> as soon as you get it. Heck I already dropped mine and had to repair
> it ;-)
>
> Mark
> http://portal.atari-source.com

4680. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2004-09-12 04:50:18 UTC
From: rs.death_of_spam.mac@t-online.de
Message-ID: <1gjzmxk.1doxu16qjg0owN%rs.death_of_spam.mac@t-online.de>
Source record: 17175

SF0218 <sf0218@aol.com> wrote:

> What did I do wrong? AFAIK, I hooked everything up according to Rodolphe's NO
> Solders instructions.

<http://www.doitarchive.de/atari.htm#ct060>

--
-= DOIT-Hardware FAQs =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

4681. Re: Split tos?

Newsgroup: comp.sys.atari.st
Date: 2004-09-12 09:30:18 UTC
From: Michael Schwingen <news-1082710295@discworld.dascon.de>
Message-ID: <2qij9aFvnatpU1@uni-berlin.de>
Source record: 17176
Cross-posted to: comp.sys.atari.st,comps.sys.atari.st.tech

In article <BD696A1B.1558%ingo_rose@t-online.de>,
Ingo Rose <ingo_rose@t-online.de> wrote:
>Has someone got a tool for splitting tos 1.04 or 2.06 to 6 eproms?

The rommix utility that comes with Pinatubo does exactly that (and more) -
sanmple scripts for splitting TOS into 2 or 6 eproms are also in the
archive.

http://www.ccac.rwth-aachen.de/~michaels/index.php/atari

cu
Michael

4682. Re: MagiC 6.2

Newsgroup: comp.sys.atari.st
Date: 2004-09-12 10:53:13 UTC
From: "Steve Sweet"
Message-ID: <ci19qm$880$1@sparta.btinternet.com>
Source record: 17177

Hi There

>>I need a copy of MagiC 6.2 (English is fine) made by ASH.
>>
>>Who can help?
>>
>>Thank you.
>
> Thanks everybody!
>
> Please upload to my ftp-server: 217.122.234.221 >;)

It aint available for thieving

--

Regards, Steve S.

4683. MagiC on ROM (for STe)

Newsgroup: comp.sys.atari.st
Date: 2004-09-12 11:24:07 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0409120324.27695800@posting.google.com>
Source record: 17178

I understand it's possible to get a versionof MagiC that can run from
STe ROM chips? Is this so, and if so where can I obtain it?

4684. Re: MagiC 6.2

Newsgroup: comp.sys.atari.st
Date: 2004-09-12 12:21:59 UTC
From: Simon <flibble@gmail.com>
Message-ID: <HbX0d.50$AV2.45@newsfe5-gui.ntli.net>
Source record: 17179

Steve Sweet wrote:

>>Thanks everybody!
>>
>>Please upload to my ftp-server: 217.122.234.221 >;)
>
>
> It aint available for thieving
>

That's why he added the winking smiley :P

Simon

4685. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2004-09-12 13:45:51 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.09.12.13.45.51.791088@nosspamatari-source.com>
Source record: 17180

On Sun, 12 Sep 2004 00:34:03 +0000, SF0218 wrote:

> Hi Mark,
>
> I've got the powering on/off thing taken care already, but now the problem is
> that none of the drives, Falcon original scsi hdd
> and original fdd, are not being recognized.
>
> I'm beginning to get really frustrated now...oth...the ct60 is sweet!!!!
>

I'm assuming that you have all of those drives plugged into ATX PSU. If you don't, do that now ;-). Otherwise I'd say the problem is likely that you need HD-Driver. I think that's one of those gotcha's with the CT60 nobody really talks about, is that HD-Driver 8.1 is recommended for best operation. I remember when I first got mine, my floppy didn't work but it was because I got one of the first run CT60's that was not updated. You have a much later one and it should be running the latest firmware. Ask Rodolphe.

Thanks,
Mark
http://portal.atari-source.com

4686. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2004-09-12 14:38:10 UTC
From: sf0218@aol.com
Message-ID: <20040912103810.08241.00000413@mb-m10.aol.com>
Source record: 17181

Mark,

So I just need to boot with a floppy containing hddriver.exe or whatever the file name is?

My son got hddriver 8.1 for my birthday last year, but I was holding off from using it until I got the CT60... :)

Thanks,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd

4687. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2004-09-12 14:43:21 UTC
From: sf0218@aol.com
Message-ID: <20040912104321.08241.00000414@mb-m10.aol.com>
Source record: 17182

Hi Rob,

Thanks!!! I did get the Mint cd....haven't even tried yet....waiting to get the Falcon ready with the ct60 and then re-case the thing. Sad to say that I haven't made much progress on the re-casing bit. I still need to get the hardware to extend the ports, and the mb standoffs.
BTW,,,does the ct60 have any onboard drive? I've notice that it has 2 50pin headers....what are those for?

Oh yeah, the power thing is set for now, until I implement a more permanent method.

Thanks

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd

4688. Re: CT60 help....again :(

Newsgroup: comp.sys.atari.st
Date: 2004-09-12 16:28:14 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <4144791e$0$1292$626a14ce@news.free.fr>
Source record: 17183

Power on Falcon and peripherals ?

See TOS desktop ?

Boot from IDE HDD ???
If not, install boot from HD driver in 030 mode (!) !
And install too the CT60 CPX and Xcontrol software and the NVDI 5.

After that the boot from HDD should be ok up to desktop !

Booting from a floppy drive in 060 mode is not a good idea !

Regards

SF0218 wrote:
> Hi all,
>
> Okay....now the problem is that none of the drives, Falcon original
> scsi hdd and original fdd are being recognized.
>
> I'm beginning to get really
> frustratednow...oth...thect60issweet!!!!
>
> Help :(
>
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd

4689. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2004-09-12 19:01:47 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.09.12.19.01.47.759192@nosspamatari-source.com>
Source record: 17184

On Sun, 12 Sep 2004 14:38:10 +0000, SF0218 wrote:

> Mark,
>
> So I just need to boot with a floppy containing hddriver.exe or whatever the
> file name is?
>
> My son got hddriver 8.1 for my birthday last year, but I was holding off from
> using it until I got the CT60... :)
>

Well that's kind of silly. HD-Driver is quite beneficial even on a
plain ST ;-) Let alone a normal falcon. Follow the instructions that
Rodolphe gave you in the later thread, that's about what you
want to try.

Mark

4690. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2004-09-12 19:03:33 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.09.12.19.03.33.195990@nosspamatari-source.com>
Source record: 17185

On Sun, 12 Sep 2004 14:43:21 +0000, SF0218 wrote:

> Hi Rob,
>
> Thanks!!! I did get the Mint cd....haven't even tried yet....waiting to get
> the Falcon ready with the ct60 and then re-case the thing. Sad to say that I
> haven't made much progress on the re-casing bit. I still need to get the
> hardware to extend the ports, and the mb standoffs.
> BTW,,,does the ct60 have any onboard drive? I've notice that it has 2 50pin
> headers....what are those for?
>
> Oh yeah, the power thing is set for now, until I implement a more permanent
> method.

Those 2 50 pin headers are CT60 bus headers. For upgrades that tie
directly to the 060 bus. So upgrades that hook on there will be quite
fast compared to upgrades that plug onto the falcon bus. No IDE support
in the CT60. Some devices that are being worked on should solve that
issue. Man I would love to have ATA133 IDE hooked up to the 060 bus ;-)

Mark

4691. Re: MagiC on ROM (for STe)

Newsgroup: comp.sys.atari.st
Date: 2004-09-12 19:20:38 UTC
From: bjroland@bellsouth.net
Message-ID: <1j11d.117636$0o5.103166@bignews1.bellsouth.net>
Source record: 17186

"Dark Willow" <dark_willow1981@lycos.com> wrote in message
news:168c84f1.0409120324.27695800@posting.google.com...
> I understand it's possible to get a versionof MagiC that can run from
> STe ROM chips? Is this so, and if so where can I obtain it?

It is possible to burn the auto program portion (boot strap) of MagiC, and some of the MagiC.IMG into ROM...but most of it still runs from disk. Your AES, Desktop, VDI, GDOS, etc....it's all gotta be on disk anyway.

A Drawback to this is you can't get your old TOS/GEM back unless you've piggy backed ROMS with a switch somehow.

In my experience it's really not worth it to burn MagiC to ROM.
You will not reclaim much if any memory...
You'll still need a system disk with the magic image and supporting files....

If you're trying to run a system with no hard disk...stick with single tos, or a bare bones Geneva setup that gives you a healthy sized RAM disk.

Brian

4692. Re: etherNEC help

Newsgroup: comp.sys.atari.st
Date: 2004-09-12 22:18:27 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <4144d7ea9aba60@tripnet.se>
Source record: 17187

In comp.sys.atari.st <4142d605$0$20249$cc9e4d1f@news-text.dial.pipex.com>
exxos wrote on Sat 11-09-2004 11:40 (+0100):

>
>"Kenneth Medin" <kennethm@tripnet.se> wrote in message
>news:4142dd3212e49c0@tripnet.se...
>> In comp.sys.atari.st <4141f135$0$20243$cc9e4d1f@news-text.dial.pipex.com>
>> exxos wrote on Fri 10-09-2004 19:24 (+0100):
>>
>>>I did have it working but can't for the life of me remember how I did it
>>>now
>>>:(
>>>
>>>I have a FTP program on my falcon to file access, I think I had to run
>>>STICK
>>>aswell ? also I think I had to alter my PC's address to 168......
>>>something......

>ah sorry, I ment to say STING! I've used it before but its just stoped
>working, ive not changed anything on the falcon, so its like its a PC
>problem..... I'm using Atari FTP 1.09, ive used that before with no
>problems, but it just records in the log that user XXXX was logged out, and
>on the PC I get access denied... they are connected but Atari FTP wont let
>me logon, ive tried everything, its such a simple setup aswell :-\

1. Launch the STinG Dialer and try to ping 127.0.0.1 to check if STinG is
running OK.

If not, reconfigure STinG.

2. On the pc Ping a known working IP address.

If OK then

3. Try to ping the Atari IP address from the pc.

If OK then

4. Try to ping the the pc IP address from the STinG Dialer.

If step 4 fails there might be a firewall running on the pc that blocks
ping.

Even if ping gets through ftp access may well be blocked by a pc firewall.

If you use an ftp client on the Atari side you could try to run a ftp
server instead. But "1.09" sounds like you already are? A pc firewall
would not block outbound ftp transfers.

If step 3 fail check the lights on the EterNEC etc...

--
Kenneth Medin <kennethm@tripnet.se>
http://kennethm.webhop.org/
<<Produced with 100% pure Atari equipment>>

4693. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 04:47:13 UTC
From: JD <mc205@hotmail.com>
Message-ID: <ci38oeitj1@arachne.labyrinth.net.au>
Source record: 17188

"Mark D" <mducksub@nosspamatari-source.com> wrote in message
news:pan.2004.09.12.19.01.47.759192@nosspamatari-source.com...
> On Sun, 12 Sep 2004 14:38:10 +0000, SF0218 wrote:
>
> > Mark,
> >
> > So I just need to boot with a floppy containing hddriver.exe or whatever
the
> > file name is?
> >
> > My son got hddriver 8.1 for my birthday last year, but I was holding off
from
> > using it until I got the CT60... :)
> >
>
> Well that's kind of silly. HD-Driver is quite beneficial even on a
> plain ST ;-) Let alone a normal falcon. Follow the instructions that
> Rodolphe gave you in the later thread, that's about what you
> want to try.
>
> Mark
>
.....yeah its beneficial unless you want to run Cubase Audio Falcon which
sadly does not run with HD-Driver version 8.x :(

4694. falcon floppy problems

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 08:39:38 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41455cb9$0$20244$cc9e4d1f@news-text.dial.pipex.com>
Source record: 17189

Hi all,

I have a problem with my falcon that I can do any file copy transfer from floppy to HD or any other combination you can think of.... BUT.... when I copy a folder from my HD to floppy I get 2 bombs everytime. It seems mad that any other file copy will work fine.......

HD - HD file copy OK
HD - HD folder copy OK
Floppy to HD file copy OK
Floppy to HD folder copy OK
HD to floppy file copy OK
HD to floppy folder copy FAIL! 2 bombs.
Floppy to Floppy file copy OK
Floppy to floppy folder copy OK

Can anyone with a falcon verify these who is using HD8 ? I've asked Uwe and as far as he knows HD is fine. Im using internal IDE drive.

chris

4695. Re: STOS demos

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 10:17:52 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <ci3s16$2j1$1@pegasus.csx.cam.ac.uk>
Source record: 17190

"exxos" <exxos@home.co.uk> wrote in message
news:4141ea02$0$20243$cc9e4d1f@news-text.dial.pipex.com...
> Hi all,
>
> Is there anyone here interested in writing a mega STOS demo ? code
writers
> welcomed! get in touch!!!
>

Hi Chris,
by mega STOS demo do you just mean a large demo or a demo for the Mega
STe?

I may be able to help but am busy producing hardware for the Atari
Jaguar and so all my efforts are focused on this at the moment thus I
am unsure of how much time I can put into this and when. If there is
no timescale involved then I might be able to get something started,
but probably won't be able to give it proper attention until the
begining of next year.

Not being very good at drawing I have not really done any sprite work
and therefore I don't use the Misty or Missing link extensions but I
do have the Cyber extension and STOS Meastro (with sampling
cartridge). Most of the programs I have been writing so far are
applications although I am working on a STOS 3D game.

I wonder how many replies you will get and how that relates to the
number of STOS users that are still out there?

Stephen Moss

4696. Re: STOS demos

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 10:32:15 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4145770b$0$20246$cc9e4d1f@news-text.dial.pipex.com>
Source record: 17191

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:ci3s16$2j1$1@pegasus.csx.cam.ac.uk...
>
> "exxos" <exxos@home.co.uk> wrote in message
> news:4141ea02$0$20243$cc9e4d1f@news-text.dial.pipex.com...
>> Hi all,
>>
>> Is there anyone here interested in writing a mega STOS demo ? code
> writers
>> welcomed! get in touch!!!
>>
>
> Hi Chris,
> by mega STOS demo do you just mean a large demo or a demo for the Mega
> STe?
>
> I may be able to help but am busy producing hardware for the Atari
> Jaguar and so all my efforts are focused on this at the moment thus I
> am unsure of how much time I can put into this and when. If there is
> no timescale involved then I might be able to get something started,
> but probably won't be able to give it proper attention until the
> begining of next year.
>
> Not being very good at drawing I have not really done any sprite work
> and therefore I don't use the Misty or Missing link extensions but I
> do have the Cyber extension and STOS Meastro (with sampling
> cartridge). Most of the programs I have been writing so far are
> applications although I am working on a STOS 3D game.
>
> I wonder how many replies you will get and how that relates to the
> number of STOS users that are still out there?
>
> Stephen Moss
>

Well so far I dont think there is any STOS users out there anymore ?? we'll
probably end up doing it all on our own "as usual", though it would be nice
to have some of the old STOS coders involved, make it a STOS demo to
remember!

The MEGA demo is for the ST, a STOS MEGA DEMO, Myself and others used to run
"MEGA Diskzine" so were thinking of using up all our "left over" STOS code
and producing one last STOS MEGA DEMO.

were mostely thinking of writing it under STeem so it will be 100% compatiable..... though some things like scrollers dont work well under Steem so a real ST would be needed for best effect...

I never got the hang of STOS 3D, TBH I think the package is bloody awefull to use, I think I did use some STOS 3D stuff on the first issue of MEGA...

i''ve setup a FTP with the STOS setup we will be using, and all the code for swaps and tests will be there. its not a public FTP so only demo coders get access to it.

I dont know how long the demo will take, probably a few months... though I can't spend a great amount of time on it, so I will be coding my stuff up over the next couple of weeks, then just a matter of waiting for conributions etc......

Chris

>

4697. Re: MagiC on ROM (for STe)

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 10:34:05 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0409130234.436a89ca@posting.google.com>
Source record: 17192

> It is possible to burn the auto program portion (boot strap) of MagiC, and some
> of the MagiC.IMG into ROM...but most of it still runs from disk. Your AES,
> Desktop, VDI, GDOS, etc....it's all gotta be on disk anyway.
>
> A Drawback to this is you can't get your old TOS/GEM back unless you've piggy
> backed ROMS with a switch somehow.
>
> In my experience it's really not worth it to burn MagiC to ROM.
> You will not reclaim much if any memory...
> You'll still need a system disk with the magic image and supporting files....
>
> If you're trying to run a system with no hard disk...stick with single tos, or a
> bare bones Geneva setup that gives you a healthy sized RAM disk.
>
> Brian

Got a reasonable HD based system (4mb RAM, 30mb hard drive but
planning on a 130mb one to go in it before the OS upgrade) currently
running TOS 2.06. Sounds like it's not wroth it to me either, do you
know round about how much HD space MagiC takes???

4698. CTLink : status

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 10:50:39 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <41457b7b$0$24259$626a14ce@news.free.fr>
Source record: 17193

Up to this day, I received only 40 registrations for Falcon version and 25
for VME version (for MSTE, TT & HADES !). About TT, don't talk me more about
an important number of TT users : it's false !
And some people did a registration for 2 or 3 boards !
In fact I received registrations from 32 and 16 people, respectively for F30
& VME versions...

It is really not enough to produce the boards !
I will not finish the boards (PCB routing) !

In the worst case, the design will be FREE on my web site.
Or I finish the board for Falcon only and produce it for 2 or 3 serious
developpers that will design some USB software/drivers for a future
machine...
But because the EtherNAT board will be available for CT60 and because the
better developers have a CT60, it seems there is no good reason to finish
the board...

Rodolphe

4699. Atari 1040 ST...

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 12:32:23 UTC
From: mrrik@hay.am
Message-ID: <88f41e4b.0409130432.495cfd7f@posting.google.com>
Source record: 17194

Hello!
I want to buy Atari 1040 ST from one man... Hi told me that it is a computer with monitor.
And he has no disks for it.
So it is unusable now.

Few questions:
1. Is Atari 1040 ST use standart 3.5" floppies like any PC???
2. If I buy the computer, where I can find OS disk image and another disk images with useful utilities, programs, editors, and of course games?
3. How can I write this images to disks with PC(both under Linux and windoze)?
4. How can I read with PC files that are made with Atari ST (for example text files)
5. I had hear about con-tiki OS port for Atari ST, but link from con-tiki page follow to the german page... I can't read german and I didn't understand ...
6. What languages are available for programming on Atari ST? Are there Pascal?
7. Can I connect Atari ST to my PC via serial link or to tcp/ip network via modem or ethernet???
Thank You very much.

4700. Re: Sad news about Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 14:14:52 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1095088738-433376AEicMi@xs4all.nl>
Source record: 17195

This is the most shocking news of the past years to receive. I've known Dennis as one -if not he most- dedicated Atariusers on this planet. There wasn't a problem concerning our beloved machines that he could not solve or help you on the way. In the course of time and through our in-depth correspondence there was also interest in the everyday things, personal or not. Although we never met (the intention was to see each other in my living town this summer) he was a personna for me, a friend if one would call a very loyal and helpful person like that. Each time i start the Atari after receiving this terrible news there's a void and something's missing. It'll take time to get over this emptiness. I will miss Dennis a lot.....

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

4701. Re: Atari 1040 ST...

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 16:05:24 UTC
From: Funprice <jhbusscherNOSPAMWHATSOEVER@freemail.nl>
Message-ID: <8ugbk09r726hfr2fpukl47mvmvashihac7@4ax.com>
Source record: 17196

On 13 Sep 2004 05:32:23 -0700, mrrik@hay.am (norik) wrote:

>Hello!
>I want to buy Atari 1040 ST from one man... Hi told me that it is a
>computer with monitor.
>And he has no disks for it.
>So it is unusable now.
>
>Few questions:
>1. Is Atari 1040 ST use standart 3.5" floppies like any PC???
>2. If I buy the computer, where I can find OS disk image and another
>disk images with useful utilities, programs, editors, and of course
>games?
>3. How can I write this images to disks with PC(both under Linux and
>windoze)?
>4. How can I read with PC files that are made with Atari ST (for
>example text files)
>5. I had hear about con-tiki OS port for Atari ST, but link from
>con-tiki page follow to the german page... I can't read german and I
>didn't understand ...
>6. What languages are available for programming on Atari ST? Are there
>Pascal?
>7. Can I connect Atari ST to my PC via serial link or to tcp/ip
>network via modem or ethernet???

1. Yes
2. It isn't all freeware, so try the internet (file-sharing) and find
people who can help.
3. With the right software.
4. From floppy.
5. ?
6. Pascal, many Basic's, C and probably many more.
7. Serial probably quite easy, ethernet isn't standard on Atari1040ST,
but try to find a solution.

4702. Re: CTLink : status

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 16:58:15 UTC
From: Simon <flibble@gmail.com>
Message-ID: <Hkk1d.785$A96.436@newsfe5-win.ntli.net>
Source record: 17197

"Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in message
news:41457b7b$0$24259$626a14ce@news.free.fr...
> Up to this day, I received only 40 registrations for Falcon version and 25
> for VME version (for MSTE, TT & HADES !). About TT, don't talk me more
> about
> an important number of TT users : it's false !
> And some people did a registration for 2 or 3 boards !
> In fact I received registrations from 32 and 16 people, respectively for
> F30
> & VME versions...
>
> It is really not enough to produce the boards !
> I will not finish the boards (PCB routing) !

Well that's a shame. You do realise the Atari scene is not as big as it used
to be, don't you?

Simon

4703. Re: CTLink : status

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 17:48:56 UTC
From: Simon <flibble@gmail.com>
Message-ID: <c4l1d.1425$G22.109@newsfe2-gui.ntli.net>
Source record: 17250

"Janez Valant" <swe@atari.org> wrote in message
news:IRk1d.2723$F6.612670@news.siol.net...
> Simon wrote:
>
>
>>> It is really not enough to produce the boards !
>>> I will not finish the boards (PCB routing) !
>>
>> Well that's a shame. You do realise the Atari scene is not as big as it
>> used to be, don't you?
>
> If anyone, he does.. I see problem differently, i see a lot of ppl
> moaning
> bout ethernet, usb etc and most of them chicken out, when few bucks is
> needed to put on table.... U do know that bellow certain quantities,
> production price jumps a lot?

Well people should know you dont get things for free especially like that.
It would be nice if Roldolphe could keep the project open until he gets more
buyers to maybe let people have a chance to get the money?

I didnt know about the production prices for low quantities :(

Simon

4704. Re: Wacom tablet...

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 18:01:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200409132001.a54240@b.maus.de>
Source record: 17285

Hi Raoul,

RT>Where can i get the two rpograms and are they still available?
I got them together with the wacom tablet from Crazy Bits, Berlin. But I don't know if the company still exists.

RT>And did your setup work with a Nova graphic card and under MagiC 6.2?
I'm running neither a NOVA card nor MagiC 6.2, but anyway, if some program encounters a problem, I downgrade my surroundings, until it works, if necessary, I launch TOS in a rather low resolution without graphics card...

Und TTschï¿½
ps

4705. Re: Atari 1040 ST...

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 18:16:16 UTC
From: yf110@vtn1.victoria.tc.ca
Message-ID: <4145d5e0@news.victoria.tc.ca>
Source record: 17198

norik (mrrik@hay.am) wrote:
: Hello!
: I want to buy Atari 1040 ST from one man... Hi told me that it is a
: computer with monitor.
: And he has no disks for it.
: So it is unusable now.

: Few questions:
: 1. Is Atari 1040 ST use standart 3.5" floppies like any PC???

Yes, but only 720 K, not the high density. The Atari floppy uses almost the same FAT format as a PC, so the contents can be shared by dos/windows, linux (as FAT) and the atari, _but_ to share with dos/windows you need to format the floppy disks on the dos/windows system, not on the atari. This is only an issue if you need to read from an old atari disk, because otherwise you simply format them on dos first, and then they work on either system. (If you do need to read old atari floppy disks on a PC, then what I do is boot into linux - it reads the atari disk with no problem.)

: 2. If I buy the computer, where I can find OS disk image

the OS is built into ROM, so you don't ever need an os boot disk.

and another
: disk images with useful utilities, programs, editors, and of course
: games?

google for atari st, lots and lots of stuff is available for free, and lots of non-free software is also available (sometimes second hand, sometimes simply still available from the author, shareware etc).

: 3. How can I write this images to disks with PC(both under Linux and
: windoze)?

"images" could mean several things. In general though, you format a floppy on dos at 720 K, and then copy your files onto it. The atari will be able to read them.

However, programs won't run unles they are atari programs, cause the atari uses completely different cpu than the pc.

Linux reads/writes the atari disk with no problem, simply mount them using the fat type (mount -t fat I think, but "man mount" to be sure of the syntax and keywords).

: 4. How can I read with PC files that are made with Atari ST (for
: example text files)

text files are identical to dos text files. Note however that when using accented characters, the atari uses the same character set as the original dos defaults. So if you read/write these characters on the PC then you need to select the correct character set or the accented characters won't be correct when you share the files. (On my computer, the EDIT command under dos sees the correct characters, whereas the NOTEPAD program under windows sees the wrong characters, so I typically use a dos editor to edit atari files on my pc).

: 5. I had hear about con-tiki OS port for Atari ST, but link from
: con-tiki page follow to the german page... I can't read german and I
: didn't understand ...

con-tiki ? sorry never heard of it,

: 6. What languages are available for programming on Atari ST? Are there
: Pascal?

yes, in fact I think I saw a link to prospero pascal for free the other day, though I could be wrong. Various compilers in C and pascal were available, but I don't know off hand where to get them. Other things are/were also available, I'm sure that google could find them.

: 7. Can I connect Atari ST to my PC via serial link

yes, the atari serial port is a standard port like on a pc. A null modem cable will allow the atari to talk directly to the pc's serial port, you just need the right software for this to be useful. I used to use a version of kermit to copy files to a macintosh (which also has the same standard serial port), and have also used a terminal emulator on the atari to use it as a terminal plugged into a pc runing linux.

: network via modem or ethernet???

people talk about this, but I don't know any details. Atari ST has no direct support for ethernet.

4706. Re: Atari 1040 ST...

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 18:18:30 UTC
From: "Eric Bozon "
Message-ID: <ci4o8lqm1@news-reader1.wanadoo.fr>
Source record: 17251

Bonjour,

"norik" <mrrik@hay.am> a crit dans le message de
news:88f41e4b.0409130432.495cfd7f@posting.google.com...

> 7. Can I connect Atari ST to my PC via serial link or to tcp/ip
> network via modem or ethernet???

EtherNec :

http://hardware.atari.org/ether/index.htm

4707. Re: CTLink : status

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 18:33:29 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <IRk1d.2723$F6.612670@news.siol.net>
Source record: 17249

Simon wrote:

>> It is really not enough to produce the boards !
>> I will not finish the boards (PCB routing) !
>
> Well that's a shame. You do realise the Atari scene is not as big as it
> used to be, don't you?

If anyone, he does.. I see problem differently, i see a lot of ppl moaning bout ethernet, usb etc and most of them chicken out, when few bucks is needed to put on table.... U do know that bellow certain quantities, production price jumps a lot?

Janez

4708. CT60 not running programs...

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 18:43:50 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4145ea26$0$20248$cc9e4d1f@news-text.dial.pipex.com>
Source record: 17252

HI all,

So far I found that I can't get STOS to run under CT60..

STING control's wont run either.

Ghostlink causes crash on bootup.

any cures ?

Chris

4709. Re: CT60 not running programs...

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 18:45:59 UTC
From: Simon <flibble@gmail.com>
Message-ID: <HVl1d.1432$G22.1264@newsfe2-gui.ntli.net>
Source record: 17253

"exxos" <exxos@home.co.uk> wrote in message
news:4145ea26$0$20248$cc9e4d1f@news-text.dial.pipex.com...
> HI all,
>
> So far I found that I can't get STOS to run under CT60..

You are joking, right?

Simon

4710. Re: A port of a game to Lin&Win

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 18:56:13 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0409131056.58cebe3a@posting.google.com>
Source record: 17255

"Pavel J. Reznicek" <pavel.jindrich@tiscali.cz> wrote in message
news:<chq0s8$nb6$1@news.vol.cz>...
> Galen wrote:
> > "Pavel J. Reznicek" <pavel.jindrich@tiscali.cz> wrote in message
news:<chl811$10al$4@news.vol.cz>...
> >
> >>Hi,
> >>
> >>in the past I thought it would be cool to port a game for Atari ST to a
> >>PC version and to improve it a little bit.
> >>
> >>A big company still owns the rights to the game; so there can be no
> >>success legally. Or do you have some clue how to do it?
> >>
> >
> > If you make a game that is similar to a copyrighted one, you will have
> > no ability to sell it. However, if you give it away you are probably
> > safe, as evidenced by the many Monopoly, Risk, and Sorry clones that
> > abound. Copyright only protects commercial activities.
> >
> > Galen
>
>
> Hi Galen,
>
> it's interesting what you write. So you think it will be safe to make a
> port when I give it out for free?
>
> Let's call it a clone - with some changes and improvements.
>
> Thanks for you idea. I don't mind that it wouldn't be for money.
>
Think of games like FreeCiv. You can't use the artwork, or coding, or
other things that aren't your creation. However, your gameplay may be
similar (or practically identical) provided that you are not selling
it. I'm not a lawyer, but the idea behind copyright (at least in the
US) deals with "commercial harm". If you are not competing with the
guys with the commercial rights then I believe that copyright is not
an issue.

Galen

4711. Re: CT60 not running programs...

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 19:06:52 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4145ef88$0$20251$cc9e4d1f@news-text.dial.pipex.com>
Source record: 17256

"Simon" <flibble@gmail.com> wrote in message
news:HVl1d.1432$G22.1264@newsfe2-gui.ntli.net...
>
> "exxos" <exxos@home.co.uk> wrote in message
> news:4145ea26$0$20248$cc9e4d1f@news-text.dial.pipex.com...
>> HI all,
>>
>> So far I found that I can't get STOS to run under CT60..
>
> You are joking, right?
>

I'm affraid not, maybe someone else has got them to run, I think sometime is unstable somewhere, sometimes ghostlink will run in CT60 mode, but often not, at the moment its running fine..... im actually beginning to wonder if the overlclock of the 060 is a bit too much, maybe 50mhz would work better... I may get a oscilator and try it actually.

STOS has made progress and comes up with "illigal instruction" , most times I get "access fault" and a register dump of the CT60....

why do you think I am joking ??

ive been trying to get it all to work for months! I'm supprised Rololphe is still replying to my E-mails ;-)

> Simon
>

4712. Re: CTLink : status

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 19:51:36 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <X_I1d.2731$F6.613643@news.siol.net>
Source record: 17254

Simon wrote:

> I didnt know about the production prices for low quantities :(

Well price for board varies a lot if u order 1, 10, 100 or thousands of
them....

Janez

4713. Re: CT60 not running programs...

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 20:06:09 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4145fda1$0$20251$cc9e4d1f@news-text.dial.pipex.com>
Source record: 17257

"exxos" <exxos@home.co.uk> wrote in message
news:4145ea26$0$20248$cc9e4d1f@news-text.dial.pipex.com...
> HI all,
>
> So far I found that I can't get STOS to run under CT60..
>
> STING control's wont run either.
>
> Ghostlink causes crash on bootup.
>
> any cures ?
>
> Chris
>
>

Buy a CT60 , you can reboot faster ;-) lol..... sorry I couldn't resist it
:o)

Chris

4714. Re: CT60 help....again :(

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 20:07:32 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0409131207.502ef513@posting.google.com>
Source record: 17258

"Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in message
news:<4144791e$0$1292$626a14ce@news.free.fr>...
> Power on Falcon and peripherals ?
>
> See TOS desktop ?
>
> Boot from IDE HDD ???
> If not, install boot from HD driver in 030 mode (!) !
> And install too the CT60 CPX and Xcontrol software and the NVDI 5.
>
> After that the boot from HDD should be ok up to desktop !
>
> Booting from a floppy drive in 060 mode is not a good idea !
>
It seems that perhaps you have an old version of HDDriver? If I
recall, the older versions did not work with the CT60.

Go back to 030 mode and tell us what's in your auto folder.

Galen

4715. Re: etherNEC help

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 20:13:24 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0409131213.1f746b48@posting.google.com>
Source record: 17259

"exxos" <exxos@home.co.uk> wrote in message
news:<4142d605$0$20249$cc9e4d1f@news-text.dial.pipex.com>...
> "Kenneth Medin" <kennethm@tripnet.se> wrote in message
> news:4142dd3212e49c0@tripnet.se...
> > In comp.sys.atari.st <4141f135$0$20243$cc9e4d1f@news-text.dial.pipex.com>
> > exxos wrote on Fri 10-09-2004 19:24 (+0100):
> >
> >>I did have it working but can't for the life of me remember how I did it
> >>now
> >>:(
> >>
> >>I have a FTP program on my falcon to file access, I think I had to run
> >>STICK
> >>aswell ? also I think I had to alter my PC's address to 168......
> >>something......

What version of STing are you using? On bootup, does the ETHERNET module show up?

Can you connect to anything using your Falcon?

More information, please.

Galen

4716. German Atari Cubase Audio

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 20:26:36 UTC
From: shinanagons@hotmail.com
Message-ID: <ef7ba5e.0409131226.2befdecb@posting.google.com>
Source record: 17260

Hi,

Having obtained a German Cubase Audio I was wondering if anyone had
any translated material for it, or english rsc files. Althrough I can
get buy the detail is throwing me a little,

thanks for anyhelp

shin

Dennis Vermeire rest peacefully.

4717. Re: CT60 not running programs...

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 20:27:22 UTC
From: Simon <flibble@gmail.com>
Message-ID: <Kon1d.403$MZ1.89@newsfe4-gui.ntli.net>
Source record: 17261

"exxos" <exxos@home.co.uk> wrote in message
news:4145ef88$0$20251$cc9e4d1f@news-text.dial.pipex.com...
>
> "Simon" <flibble@gmail.com> wrote in message
> news:HVl1d.1432$G22.1264@newsfe2-gui.ntli.net...
>>
>> "exxos" <exxos@home.co.uk> wrote in message
>> news:4145ea26$0$20248$cc9e4d1f@news-text.dial.pipex.com...
>>> HI all,
>>>
>>> So far I found that I can't get STOS to run under CT60..
>>
>> You are joking, right?
>>
>
>
> STOS has made progress and comes up with "illigal instruction" , most
> times I get "access fault" and a register dump of the CT60....
>
> why do you think I am joking ??

I didn't think STOS ran on a bare Falcon let alone a CT60. I'm mistaken,
sorry

Simon

4718. Re: Atari 1040 ST...

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 20:29:03 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <2qme8lF10mcsaU1@uni-berlin.de>
Source record: 17262

"norik" <mrrik@hay.am> wrote in message
news:88f41e4b.0409130432.495cfd7f@posting.google.com...
> Hello!
> I want to buy Atari 1040 ST from one man... Hi told me that it is a

check the prices on Ebay. ST1040 don't ftech a lot of money.

> computer with monitor.
> And he has no disks for it.

Don;t need any disk OS is in ROM.

> So it is unusable now.
>

No

> Few questions:
> 1. Is Atari 1040 ST use standart 3.5" floppies like any PC???

All ST's MegaST and STE are single density, so 720K max,
(TT, Mega STE, Falcon have HD)
Some of the older STs had single sided drive so 360K max.
Older ST does not format (quite) ST compatible and newer
Windoze won't format 720K disks.

> 2. If I buy the computer, where I can find OS disk image and another
> disk images with useful utilities, programs, editors, and of course
> games?

Plenty of places still have Atari software.

> 3. How can I write this images to disks with PC(both under Linux and
> windoze)?

Providing ST has 720K Double Sided drive just format and write on PC
ST will read.

> 4. How can I read with PC files that are made with Atari ST (for
> example text files)

Plain text is same format.

> 5. I had hear about con-tiki OS port for Atari ST, but link from
> con-tiki page follow to the german page... I can't read german and I
> didn't understand ...

No idea

> 6. What languages are available for programming on Atari ST? Are there
> Pascal?

Somewhere. Never used PASCAL.

> 7. Can I connect Atari ST to my PC via serial link or to tcp/ip
> network via modem or ethernet???

Serial on ST tends to be slow, and if it has no hard drive then just use
floppies.
Look also at PARCP

> Thank You very much.

4719. Re: MagiC on ROM (for STe)

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 20:32:15 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0409131232.162d27ad@posting.google.com>
Source record: 17263

dark_willow1981@lycos.com (Dark Willow) wrote in message
news:<168c84f1.0409130234.436a89ca@posting.google.com>...

> Got a reasonable HD based system (4mb RAM, 30mb hard drive but
> planning on a 130mb one to go in it before the OS upgrade) currently
> running TOS 2.06. Sounds like it's not wroth it to me either, do you
> know round about how much HD space MagiC takes???

I can't answer the question you asked, since I only run MagicMac (not
Magic-Atari), but Geneva/Neodesk allows for a bit over 2MB of ram free
on a 4 MB system with all the bells and whistles turned on and
surprisingly takes just over 1MB of HD space. (Of course, you can make
your CD, printer, or font caches take up more RAM if you wish! ;->).
I suspect the RAM and HD requirements of Magic are somewhat higher,
but probably not a huge amount higher.

Galen

4720. Re: CTLink : status

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 20:46:25 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <r3vbk0dpo9sposlhb9m9ioceba8vphi1kl@4ax.com>
Source record: 17264

Rodolphe,

I would take 2 of each if the cost was around 75-80 euros. Otherwise
you can put me down for 1 of each at least. I have 2 Falcons and 2
TTs, both need a network card.

<soapbox>
A lot of effort has gone into this project, and its up to the Atarians
to belly up, get one while you can, otherwise have wait until another
person can step and produce or take over such a product.

I still like and use my Ataris every day. Its unfortunate that its
basically too little too late. Most people have either sold or put
their Atari in storage, because they now have a Mac or PC that has
this function built in for about $5. These would have sold extremely
well in the 90's.

Putting the design on the webpage may influence somebody to pick up
the torch where it lies... Many of us would like to do that, but some
are still trying to figure which end of the hot soldering iron to pick
up. Most of us do not have the faculties nor the resources to learn
PCB part placement and routing.

The only way that I can see this working is to pre-pay 100-125 euro
and either get refund/free shipping or pay an additional amount when
the run is completed if it is more than 100-125 euro...

You have to ask yourself, this may be the only chance of getting a
network card with usb ports for the Atari...
</soapbox>

Thanks for your time & bandwidth
Rory

On Mon, 13 Sep 2004 12:50:39 +0200, "Rodolphe Czuba"
<rod-yenamarreduspam-olphe.czuba@free.fr> wrote:

>Up to this day, I received only 40 registrations for Falcon version and 25
>for VME version (for MSTE, TT & HADES !). About TT, don't talk me more about
>an important number of TT users : it's false !
>And some people did a registration for 2 or 3 boards !
>In fact I received registrations from 32 and 16 people, respectively for F30
>& VME versions...
>
>It is really not enough to produce the boards !
>I will not finish the boards (PCB routing) !
>

>In the worst case, the design will be FREE on my web site.
>Or I finish the board for Falcon only and produce it for 2 or 3 serious
>developpers that will design some USB software/drivers for a future
>machine...
>But because the EtherNAT board will be available for CT60 and because the
>better developers have a CT60, it seems there is no good reason to finish
>the board...
>
>Rodolphe

4721. Re: Atari 1040 ST...

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 20:56:27 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0409131256.74d438d2@posting.google.com>
Source record: 17265

mrrik@hay.am (norik) wrote in message
news:<88f41e4b.0409130432.495cfd7f@posting.google.com>...
> Hello!

> Few questions:
> 1. Is Atari 1040 ST use standart 3.5" floppies like any PC???
Yes. However, most STs use DD floppies, not HD floppies. DD floppies
are a bit harder to find, but it's not difficult to order them. Just
do a web search under "DD/DS". (One such place that I've used is
Viking at
http://www.vikingop.com/(ty31qqaaksbowiaoteq4fv55)/catalogSku.aspx?ID=SP12882&xref1=SDTRAF
).

> 2. If I buy the computer, where I can find OS disk image and another
> disk images with useful utilities, programs, editors, and of course
> games?
Unless the Atari is a VERY early model, the OS is onboard. Turn on
the computer and wait 30 seconds. As for useful utilities, programs,
etc., there have been a number of CDs made in the past. The only
current FTP site is fortunately a good one. Try
ftp://chapelie.rma.ac.be/atari/ for all your freely available Atari
needs. As for commercial programs, there are a few vendors left such
as Atari Workshop (http://www.atari-workshop.co.uk/). It is possible
to do most things with freely distributable software.

> 3. How can I write this images to disks with PC(both under Linux and
> windoze)?
Rather than type the entire process here, I'll refer you to the
emulator STeem (for PC and Linux) which has a very good set of
instructions. See http://steem.atari.st/beginners.htm

> 4. How can I read with PC files that are made with Atari ST (for
> example text files).
Put your floppy in the PC and double-click! (It helps to use
preformatted floppies or to format using Win95 or 98.

> 5. I had hear about con-tiki OS port for Atari ST, but link from
> con-tiki page follow to the german page... I can't read german and I
> didn't understand ...
I can't help you there.

> 6. What languages are available for programming on Atari ST? Are there
> Pascal?
Several forms of basic (not Visual, of course), Pascal, and C come to
mind.

> 7. Can I connect Atari ST to my PC via serial link or to tcp/ip
> network via modem or ethernet???
Yes. For serial all you need is STing. See
http://www.ettnet.se/~dlanor/ . For ethernet, you need a hardware
adapter. See http://hardware.atari.org/ether/index.htm . Note
however, that the ethernet adapter may have recently gone out of
production.

Galen

4722. Re: Sad news about Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 20:58:49 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0409131258.75ea3a14@posting.google.com>
Source record: 17266

"Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be> wrote in message news:<4140b42a28f6fb0@telenet.be>...
> Hello,
>
> Today I received some sad news about Dennis Vermeire. It seems he died
> on 19 mai. This explain his absence on this newsgroup.
>
> May his soul rest in peace,
>
Thank you Dennis, for your helpfulness and your efforts in supporting
our hobby. I am glad to have known you.

Galen

4723. Re: MagiC on ROM (for STe)

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 21:24:58 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <s1cUKkRqAhRBFwgC@my-ste.davjam.org>
Source record: 17267

On Mon, 13 Sep 2004, Dark Willow <dark_willow1981@lycos.com> wrote:-

>Got a reasonable HD based system (4mb RAM, 30mb hard drive but
>planning on a 130mb one to go in it before the OS upgrade) currently
>running TOS 2.06. Sounds like it's not wroth it to me either, do you
>know round about how much HD space MagiC takes???

Not having upgraded my version of Magic from 5.11, I can't say how much
6.xx will use. I can say that 5.11 takes up just under 1.5Mb of disc
space, small enough to fit entirely on a single high density floppy[0].
Taken from a posting I made just under 5 years ago[1], in reply to a
posting about Magic consuming large quantities of memory:

*****
I've a 4Mb STE and, with Magic 5.11 (I know it's not the latest version)
and no other applications loaded, I have 3343Kb free. This means less
than 753Kb is used by Magic. Of this 753Kb, 166Kb is taken up by
HDDriver for its cache and another 153Kb is taken up by MagXDesk. This
bring the memory down to 434Kb. Then there's the screen memory (32Kb)
and the system variables (min. 2Kb), bringing the maximum memory Magic
uses down to 400Kb.

Adding Spin 0.34, STing 1.22, Xcontrol, HSModem and a few other programs
loaded, the free memory drops to 2853Kb which is more than usable.
*****

[0] Why anyone would want to do that, I don't know. The only reason I
could think of would be on a Falcon, or TT, without a HD[2], with at
least 14Mb RAM and Magic was actually installed on a self-extracting,
auto-bootable ramdisc that had been copied to floppy. Anything less, at
least memory wise, and it's just wouldn't be worth it.

[1] <URL:http://groups.google.com/groups?selm=pJ5i0AAdZtY4Ews6@my-ste.demon.co.uk>

[2] Was the TT issued without a HD?

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 63 Mnodes/s: http://www.distributed.net/
AMD 1800 1Gb WinXP/SuSE 9.1 | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 9.0
AMD 1300 512Mb SuSE 9.0 | Falcon 14Mb TOS 4.02 | STE 4Mb TOS 1.62
RPC600 129Mb RISCOS 3.6 | A3010 4Mb RISCOS 3.11 | A4000 4Mb RISCOS 3.11

4724. Re: CTLink : status

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 21:41:41 UTC
From: leaver@alphalink.com.au
Message-ID: <41461415@news.alphalink.com.au>
Source record: 17268

On 13 Sep 2004 12:50:39 , "Rodolphe Czuba" wrote:
>Up to this day, I received only 40 registrations for Falcon version and 25
>for VME version (for MSTE, TT & HADES !). About TT, don't talk me more about
>an important number of TT users : it's false !
>And some people did a registration for 2 or 3 boards !
>In fact I received registrations from 32 and 16 people, respectively for F30
>& VME versions...

In slight defence of TT and MSTe users, of which I am one, (both machines), I
obviously didn't pay enough attention to the notice an thought that it
was for Falcon/CT60 only. There is also the problem of what to do with
the VME video cards. It is possible to have a double adaptor? If so, I
would want two of the VME version.

David

Susan and David Leaver 10 Goodparla St,
e-mail leaver@alphalink.com.au Hawker, ACT 2614
Australia

4725. Re: CT60 not running programs...

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 21:43:38 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.09.13.21.43.38.449224@nosspamatari-source.com>
Source record: 17269

On Mon, 13 Sep 2004 20:06:52 +0100, exxos wrote:
>
> I'm affraid not, maybe someone else has got them to run, I think sometime is
> unstable somewhere, sometimes ghostlink will run in CT60 mode, but often
> not, at the moment its running fine..... im actually beginning to wonder if
> the overlclock of the 060 is a bit too much, maybe 50mhz would work
> better... I may get a oscilator and try it actually.
>
> STOS has made progress and comes up with "illigal instruction" , most times
> I get "access fault" and a register dump of the CT60....
>
> why do you think I am joking ??
>
> ive been trying to get it all to work for months! I'm supprised Rololphe is
> still replying to my E-mails ;-)
>
>
>> Simon
>>

Ghostlink always seemed like somewhat of a dirty hack to me but it did
work on all the machines I tried it on. These days I simply just use the
ethernet, so I can't help you with that.

Thanks,
Mark

4726. Re: etherNEC help

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 21:53:37 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <414616bd$0$20253$cc9e4d1f@news-text.dial.pipex.com>
Source record: 17270

```
"Galen" <atarigalen@yahoo.com> wrote in message
news:4645be9.0409131213.1f746b48@posting.google.com...
> "exxos" <exxos@home.co.uk> wrote in message
> news:<4142d605$0$20249$cc9e4d1f@news-text.dial.pipex.com>...
>> "Kenneth Medin" <kennethm@tripnet.se> wrote in message
>> news:4142dd3212e49c0@tripnet.se...
>> > In comp.sys.atari.st
>> > <4141f135$0$20243$cc9e4d1f@news-text.dial.pipex.com>
>> > exxos wrote on Fri 10-09-2004 19:24 (+0100):
>> >
>> >>I did have it working but can't for the life of me remember how I did
>> >>it
>> >>now
>> >>:(
>> >>
>> >>I have a FTP program on my falcon to file access, I think I had to run
>> >>STICK
>> >>aswell ? also I think I had to alter my PC's address to 168......
>> >>something......
>>
> What version of STing are you using? On bootup, does the ETHERNET module
> show up?
>
> Can you connect to anything using your Falcon?
>
> More information, please.
>
> Galen

I think its STING 1.26, everything pings ok, the PC does attempt to logon,
but FTP kicks it off, its like the FTP program isn't setup right, im sure it
should show the "welcome" text as soon as it connects but it dont, FTP
reports the attempted logon so they are connected.

I installed ENEC which shows up on boot, STING does error with DNS lookup
failed or something like that.

I've used the FTP prog before with no problems, but it looks like its not
reading the config files, and the user lists!

got any ideas for another FTP server to try ?

Chris
```

4727. Re: Sad news about Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-09-13 22:42:02 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <4146223a$0$22308$4c56ba96@master.news.zetnet.net>
Source record: 17271

On 9 Sep 2004 20:50:58 +, "Martin \"Nightowl\" Byttebier" wrote:
>Hello,
>
>Today I received some sad news about Dennis Vermeire. It seems he died
>on 19 mai. This explain his absence on this newsgroup.
>
>May his soul rest in peace,

This was indeed sad news. I know Dennis worked hard to support the
Atari community.

It is sad that we know so little about his life away from his computer,
but my thoughts are with his family at this time.

Paul

4728. Re: Atari 1040 ST...

Newsgroup: comp.sys.atari.st
Date: 2004-09-14 05:33:21 UTC
From: mrrik@hay.am
Message-ID: <88f41e4b.0409132133.f4633f6@posting.google.com>
Source record: 17272

atarigalen@yahoo.com (Galen) wrote in message
news:<4645be9.0409131256.74d438d2@posting.google.com>...
> mrrik@hay.am (norik) wrote in message
news:<88f41e4b.0409130432.495cfd7f@posting.google.com>...

Thank You very much!
I am going to see prices at ebay ang buy Atari ST
;)

4729. Re: Atari 1040 ST...

Newsgroup: comp.sys.atari.st
Date: 2004-09-14 06:11:31 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <ci622g$3081$1@ariadne.rz.tu-clausthal.de>
Source record: 17273

Hiya

norik wrote:
> Thank You very much!
> I am going to see prices at ebay ang buy Atari ST
> ;)

to help you with this, sometimes STs on eBay are overpriced.

Plain 520ST(FM), depending on stuff and soft with it <30EUR
Plain 1040STFM <50EUR, same for 1040STE without RAM upgrade
Mega ST 1 <50EUR, Mega2 or 4 and with Harddrive <100EUR
Mega STE <150EUR, depending on software and monitor (if one comes with
Cubase or the like, 200EUR is ok too)
A Falcon for less then 300EUR ius a bargain as well!

My personal opionion on secondhand pricing, sometimes you can get full
Atari STs for less than this.

If you want an ST class machine, I'd suggest and 1040STE with RAM
upgrade or a Mega STE with RAM upgrade and internal hd.

Keep in mind that a package with monitor might be worth more but
shipping monitors does not always work perfect if you use postage
instead of local pickup for your buy.

HTH,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

4730. Re: A port of a game to Lin&Win

Newsgroup: comp.sys.atari.st
Date: 2004-09-14 07:31:38 UTC
From: "Pavel J. Reznicek" <pavel.jindrich@tiscali.cz>
Message-ID: <ci68aq$1mn1$1@news.vol.cz>
Source record: 17274

>>Hi Galen,
>>
>>it's interesting what you write. So you think it will be safe to make a
>>port when I give it out for free?
>>
>>Let's call it a clone - with some changes and improvements.
>>
>>Thanks for you idea. I don't mind that it wouldn't be for money.
>>
>
> Think of games like FreeCiv. You can't use the artwork, or coding, or
> other things that aren't your creation. However, your gameplay may be
> similar (or practically identical) provided that you are not selling
> it. I'm not a lawyer, but the idea behind copyright (at least in the
> US) deals with "commercial harm". If you are not competing with the
> guys with the commercial rights then I believe that copyright is not
> an issue.
>
> Galen

Hi Galen,

thank you again for your opinion. You are right that I can't use the artwork or any coding. So I cannot just disassemble it and write an "emulator" just for that game and give it away. This is what I understand to be a "port".
So if I understand it well, I cannot do a port, even though for free. But I am allowed to write a very close and similar game that takes the idea but doesn't use any piece of the original work. That's what I understand to be a clone of a game.

In other words, though I can look inside the original program and port it for my personal overview only, I must then do a second step and write something what is similar to that original game but doesn't use a single piece of graphics or code from it. I can't steal the work but I just can simulate it in my own "words".

Now I can safely say what game I plan to clone. It's the War in Middle Earth for Atari ST by Mike Singleton & Blizzard Entertainment.
They ported it from Amiga. It's a map-based strategical game with, as I think, some elements of adventure. I like Tolkien's world a lot and so I could pay a tribute to it.

Pavel

4731. Re: STOS demos

Newsgroup: comp.sys.atari.st
Date: 2004-09-14 08:36:30 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <ci6af3$8p0$1@pegasus.csx.cam.ac.uk>
Source record: 17275

"exxos" <exxos@home.co.uk> wrote in message
news:4145770b$0$20246$cc9e4d1f@news-text.dial.pipex.com...

< cut >

> I never got the hang of STOS 3D, TBH I think the package is bloody
awefull
> to use, I think I did use some STOS 3D stuff on the first issue of
MEGA...

I admit it could have been better, more blocks per object and more
objects but that would have reduced the frame rate although I find the
inability to create your own colour combs for the blocks is the most
limiting factor.

> I dont know how long the demo will take, probably a few months...
though I
> can't spend a great amount of time on it, so I will be coding my
stuff up
> over the next couple of weeks, then just a matter of waiting for
> conributions etc......

Do you want code or complied programs? Programs may be a better option
as it does not require contributors to all be using the same
extensions, you could then use a menu to select which programs are
loaded and run using the assembler Call function.
I've tired this but can't figure out how/where the RTS command should
go. I have tried several combinations, some don't run the loaded
program, some run hte progem and crash on exit and others run hte
program and appear to exit ok but the desktop is erased when you move
the mouse as though the STOS autoback off command is still in effect.

Keep me up to date via E-mail

Stephen Moss

4732. Re: STOS demos

Newsgroup: comp.sys.atari.st
Date: 2004-09-14 09:06:19 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4146b468$0$20253$cc9e4d1f@news-text.dial.pipex.com>
Source record: 17276

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:ci6af3$8p0$1@pegasus.csx.cam.ac.uk...
>
> "exxos" <exxos@home.co.uk> wrote in message
> news:4145770b$0$20246$cc9e4d1f@news-text.dial.pipex.com...
>
>
> < cut >
>
>> I never got the hang of STOS 3D, TBH I think the package is bloody
> awefull
>> to use, I think I did use some STOS 3D stuff on the first issue of
> MEGA...
>
> I admit it could have been better, more blocks per object and more
> objects but that would have reduced the frame rate although I find the
> inability to create your own colour combs for the blocks is the most
> limiting factor.
>
>> I dont know how long the demo will take, probably a few months...
> though I
>> can't spend a great amount of time on it, so I will be coding my
> stuff up
>> over the next couple of weeks, then just a matter of waiting for
>> conributions etc......
>
> Do you want code or complied programs? Programs may be a better option
> as it does not require contributors to all be using the same
> extensions, you could then use a menu to select which programs are
> loaded and run using the assembler Call function.
> I've tired this but can't figure out how/where the RTS command should
> go. I have tried several combinations, some don't run the loaded
> program, some run hte progem and crash on exit and others run hte
> program and appear to exit ok but the desktop is erased when you move
> the mouse as though the STOS autoback off command is still in effect.
>
> Keep me up to date via E-mail
>
> Stephen Moss
>
>

Steve,

send me a mail to

exxos_uk

@

yahoo

.co.uk

They disk will have both source and compiled, we all will be using the same STOS folder, though there are 20 or so gaps for extensions so we can add just about them all in there with no problem. The main disk will run like you say from a menu (might need some help with the assembeler menu there!) then it will run the PRG files from floppy, the second disk will have all the source code on from everyone who did a demo, plus a little write up on it to keep the kiddies happy.

I'm not sure about your problem here, E-mail me and tell me what you are trying to do exactly.

chris

4733. Re: CT60 not running programs...

Newsgroup: comp.sys.atari.st
Date: 2004-09-14 09:59:15 UTC
From: john.smith@macrosoft.com
Message-ID: <ci6fdjfco2@bagan.srce.hr>
Source record: 17277

sting controls?? sting is running great on my comp...

always try toggling fast ram bits...

On 13 Sep 2004 19:43:50 , "exxos" wrote:
>HI all,
>
>So far I found that I can't get STOS to run under CT60..
>
>STING control's wont run either.
>
>Ghostlink causes crash on bootup.
>
>any cures ?
>
>Chris
>
>
>.

4734. Re: CT60 not running programs...

Newsgroup: comp.sys.atari.st
Date: 2004-09-14 12:58:44 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4146eab6$0$20243$cc9e4d1f@news-text.dial.pipex.com>
Source record: 17278

I found that GENERIC STOS boots under CT60! now to find out which of the many extensions CT60 dont like!! Also EXIT to desktop puts a nice pattern on screen and locks up......

Chris

4735. Re: CTLink : status

Newsgroup: comp.sys.atari.st
Date: 2004-09-14 13:39:02 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <4146f46f$0$21792$626a14ce@news.free.fr>
Source record: 17279

I let open the project...

I have now 43 registrations on F30 and 28 on VME.

I need at least 60 for each... I think VME will not go to 60 .
How to do ? Think to create a VME to F30 bus adpator maybe, with a second
VME connector for graphic card...
Hum...possible.. because a such adaptor is only PCB and connectors I think,
so there is no robot programation to pay and we don't need a minimal qty :
it can be 30.

Maybe some of you could do announcement somewhere on some NG and others
where I did not go...

I'm sure that some people do not know the project...and may want one
board...
no ?

I'm very suprised that no Hades users are coming to reserve..
OK, they already have an ethernet card (?)
And they put so much money on their hades (?)

Simon wrote:
> "Janez Valant" <swe@atari.org> wrote in message
> news:IRk1d.2723$F6.612670@news.siol.net...
>> Simon wrote:
>>
>>
>>>> It is really not enough to produce the boards !
>>>> I will not finish the boards (PCB routing) !
>>>
>>> Well that's a shame. You do realise the Atari scene is not as big
>>> as it used to be, don't you?
>>
>> If anyone, he does.. I see problem differently, i see a lot of ppl
>> moaning
>> bout ethernet, usb etc and most of them chicken out, when few bucks
>> is needed to put on table.... U do know that bellow certain
>> quantities, production price jumps a lot?
>
> Well people should know you dont get things for free especially like
> that. It would be nice if Roldolphe could keep the project open until
> he gets more buyers to maybe let people have a chance to get the
> money?
>
> I didnt know about the production prices for low quantities :(

>
> Simon

4736. Re: CTLink : status

Newsgroup: comp.sys.atari.st
Date: 2004-09-14 14:01:33 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.09.14.14.01.32.85675@nosspamatari-source.com>
Source record: 17280

On Tue, 14 Sep 2004 15:39:02 +0200, Rodolphe Czuba wrote:

> I let open the project...
>
> I have now 43 registrations on F30 and 28 on VME.
>
> I need at least 60 for each... I think VME will not go to 60 .
> How to do ? Think to create a VME to F30 bus adpator maybe, with a second
> VME connector for graphic card...
> Hum...possible.. because a such adaptor is only PCB and connectors I think,
> so there is no robot programation to pay and we don't need a minimal qty :
> it can be 30.
>
> Maybe some of you could do announcement somewhere on some NG and others
> where I did not go...
>
> I'm sure that some people do not know the project...and may want one
> board...
> no ?
>
>
> I'm very suprised that no Hades users are coming to reserve..
> OK, they already have an ethernet card (?)
> And they put so much money on their hades (?)

I think an awful lot of hades users just use RTL8390 PCI cards? I thought
Hades had a PCI bus like Milan.

Mark

4737. Re: A port of a game to Lin&Win

Newsgroup: comp.sys.atari.st
Date: 2004-09-14 14:32:27 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <r0cj12-oq2.ln1@speaker.rodsbooks.com>
Source record: 17281

In article <4645be9.0409131056.58cebe3a@posting.google.com>,
atarigalen@yahoo.com (Galen) writes:
>
> Think of games like FreeCiv. You can't use the artwork, or coding, or
> other things that aren't your creation. However, your gameplay may be
> similar (or practically identical) provided that you are not selling
> it. I'm not a lawyer, but the idea behind copyright (at least in the
> US) deals with "commercial harm". If you are not competing with the
> guys with the commercial rights then I believe that copyright is not
> an issue.

I'm afraid that's very, very wrong. Copyright does *NOT* reference any sort of commercial harm; if you copy something that's copyrighted, even if no money changes hands and sales of the original are not impacted, you're still in violation of copyright laws. In fact, the entire open source software movement relies on this; the licenses for that software rely on copyright to prevent users from copying the software in ways the authors don't approve, even when the authors give away the software for free. (Yes, I'm fully aware that open source software isn't always free in price, but in practice most authors do make it available at no charge.)

As to the general question of cloning a game, it's certainly been done plenty of times. There have been lawsuits over such clones, but I don't know how frequently they succeed or what sorts of criteria have emerged for determining when a clone is a copyright infringement. (Patents are also coming to play an increasingly important roll in this equation, unfortunately.)

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

4738. Re: A port of a game to Lin&Win

Newsgroup: comp.sys.atari.st
Date: 2004-09-14 15:30:43 UTC
From: "Pavel J. Reznicek" <pavel.jindrich@tiscali.cz>
Message-ID: <ci74d1$2708$1@news.vol.cz>
Source record: 17282

Rod Smith wrote:
> In article <4645be9.0409131056.58cebe3a@posting.google.com>,
> atarigalen@yahoo.com (Galen) writes:
>
>>Think of games like FreeCiv. You can't use the artwork, or coding, or
>>other things that aren't your creation. However, your gameplay may be
>>similar (or practically identical) provided that you are not selling
>>it. I'm not a lawyer, but the idea behind copyright (at least in the
>>US) deals with "commercial harm". If you are not competing with the
>>guys with the commercial rights then I believe that copyright is not
>>an issue.
>
>
> I'm afraid that's very, very wrong. Copyright does *NOT* reference any
> sort of commercial harm; if you copy something that's copyrighted, even
> if no money changes hands and sales of the original are not impacted,
> you're still in violation of copyright laws. In fact, the entire open
> source software movement relies on this; the licenses for that software
> rely on copyright to prevent users from copying the software in ways the
> authors don't approve, even when the authors give away the software for
> free. (Yes, I'm fully aware that open source software isn't always free
> in price, but in practice most authors do make it available at no
> charge.)
>
> As to the general question of cloning a game, it's certainly been done
> plenty of times. There have been lawsuits over such clones, but I don't
> know how frequently they succeed or what sorts of criteria have emerged
> for determining when a clone is a copyright infringement. (Patents are
> also coming to play an increasingly important roll in this equation,
> unfortunately.)
>
Thank you for your information. So you say that I cannot copy a single
piece of that game because it is copyrighted, even though I want to give
it for free, am I right?
It's supposable, no surprise for me at all.

But do you think there can arise a lawsuit even if I write a clone with
other graphics, other texts and a bit other game control (just
"inspired" by the original)?

I don't suppose that Blizzard Entertainment has a patent issuing the
"idea" of the game. If so, then the brand new PC games made after the
Lord of the Rings movies could also get to legal conflict with that game.

Pavel

4739. Lyndons Package on eBay

Newsgroup: comp.sys.atari.st
Date: 2004-09-14 17:40:25 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <2qoooeF11iq6dU1@uni-berlin.de>
Source record: 17283

Folks,
Was the person who bought up Lydons stuff a reader on here. If so are
they intending to make Ethernec cards?
Dave

4740. Re: A port of a game to Lin&Win

Newsgroup: comp.sys.atari.st
Date: 2004-09-14 17:52:36 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <4onj12-2t3.ln1@speaker.rodsbooks.com>
Source record: 17284

In article <ci74d1$2708$1@news.vol.cz>,
"Pavel J. Reznicek" <pavel.jindrich@tiscali.cz> writes:
>
> Rod Smith wrote:
>> In article <4645be9.0409131056.58cebe3a@posting.google.com>,
>> atarigalen@yahoo.com (Galen) writes:
>>
>>>I'm not a lawyer, but the idea behind copyright (at least in the
>>>US) deals with "commercial harm". If you are not competing with the
>>>guys with the commercial rights then I believe that copyright is not
>>>an issue.
>>
>> I'm afraid that's very, very wrong. Copyright does *NOT* reference any
>> sort of commercial harm
>>
> Thank you for your information. So you say that I cannot copy a single
> piece of that game because it is copyrighted, even though I want to give
> it for free, am I right?

No, that's not what I'm saying. Copyright applies to "works" -- books, newspaper articles, music recordings, movies, computer programs, etc. It evolved from the earlier forms to the latter; computer programs are about the latest copyrightable works, but the principles were created in earlier types of works. In any event, "a single piece of [a] game" could be something like a color scheme, or a ball that bounces in a certain way, or whatever. Something like that is a very small and minor part of the work as a whole, and using it alone would probably constitute "fair use" -- a rather vague but extremely important part of copyright law that limits the rights that can be claimed by the copyright owner. An example in earlier works would be quoting a single sentence from a book or play.

The problem in all of this is in drawing the line between borrowing an element or two and plagiarising the entire work. Judging by the game clones I've seen, you can probably go pretty far down this path without running into trouble in the computer game realm, but IANAL, and it could be that game authors have simply not bothered sueing smaller knock-offs, even though they legally could. Another factor is that there's a difference between copying the "look and feel" of a program, duplicating its functionality, or whatnot on the one hand and actually using its source code (or disassembled machine code) on the other hand. The latter is much more direct copying than the former. If you want solid answers to these questions, though, you'll have to consult an intellectual property lawyer. As I'm not such a lawyer and am not currently engaged in software development, I've not researched the details of how all this applies, in practice. (I am a book author, though, so I'm more familiar with how it

all applies to books.)

> But do you think there can arise a lawsuit even if I write a clone with
> other graphics, other texts and a bit other game control (just
> "inspired" by the original)?

A lawsuit could arise if you sit in your house and do nothing at all. The questions are: 1) How likely is a lawsuit?; and 2) How likely is the plaintiff to win? IANAL, and even if I were, your descriptions so far of what you have in mind have been pretty vague, so I don't think an answer is possible.

I suggest you look at previous games and their knock-offs and do some research to see who's been sued and who's won the lawsuits. You can then perform your own informal risk assessment and decide for yourself whether it's worth proceeding without legal counsel, hiring a lawyer to answer your questions, or simply avoiding the whole cesspool of "intellectual property" law.

This is certainly a sad state of affairs we're in, but unfortunately, you can't give yourself 100% protection against the possibility of being sued. IMHO, the end result is that the current state of copyright and patent laws is starting to have the opposite to its intended effect -- at least, as stated in the US Constitution: "to promote the progress of science and useful arts."

> I don't suppose that Blizzard Entertainment has a patent issuing the
> "idea" of the game. If so, then the brand new PC games made after the
> Lord of the Rings movies could also get to legal conflict with that game.

I don't think a patent could apply to the idea of a particular game, but a game could use patented technologies (say, the [fictional] patented WhizzBang algorithm for processing joystick input). If one of these patents applies to some game element you copy, you could run into patent troubles. So far, software patents have caused few problems; for the most part, those holding the patents have refrained from sueing everybody in sight. I've seen some speculation that this is because few nations have software patent laws, and the patent-holders are holding off until more nations pass them, at which point they'll go berserk and start suing each other, open source developers, and anybody else who happens to get in the way. With Europe passing software patent laws, we could see this become a problem in the not-too-distant future.

As a practical matter, patent searches are not cheap, at least not by the standards of individuals developing software for fun, so protecting yourself against patent lawsuits by doing the necessary searches is impractical.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

4741. Re: Atari 1040 ST...

Newsgroup: comp.sys.atari.st
Date: 2004-09-14 22:13:54 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <ci7qf2fvg1@thorium.cix.co.uk>
Source record: 17286

In message <8ugbk09r726hfr2fpukl47mvmvashihac7@4ax.com>,
jhbusscherNOSPAMWHATSOEVER@freemail.nl said:
>On 13 Sep 2004 05:32:23 -0700, mrrik@hay.am (norik) wrote:
>
>>I want to buy Atari 1040 ST from one man... Hi told me that it is a
>>computer with monitor.
>>And he has no disks for it.
>>So it is unusable now.

>1. Yes

But if it really is a 1040 ST (not STF or STFM) as stated then it
may not have a built-in disk drive (that's what the 'F' stands
for) and you would need a suitable external drive. At least that
was the case with 520 STs; I'm not sure if there were any 1040 STs
like that.

Regards, /Peter/

4742. Re: etherNEC help

Newsgroup: comp.sys.atari.st
Date: 2004-09-15 00:09:42 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0409141609.5cadf2fa@posting.google.com>
Source record: 17287

"exxos" <exxos@home.co.uk> wrote in message
news:<414616bd$0$20253$cc9e4d1f@news-text.dial.pipex.com>...

> I think its STING 1.26, everything pings ok, the PC does attempt to logon,
> but FTP kicks it off, its like the FTP program isn't setup right, im sure it
> should show the "welcome" text as soon as it connects but it dont, FTP
> reports the attempted logon so they are connected.
>
> I installed ENEC which shows up on boot, STING does error with DNS lookup
> failed or something like that.
>
> I've used the FTP prog before with no problems, but it looks like its not
> reading the config files, and the user lists!
>
Hmmm. That DNS lookup failed message occurs when you have deleted one
specific file or when that file is corrupted. (I wish I could
remember which file. :-( ) However, that isn't your problem. How did
you set up your Atari as an FTP server?

Galen

4743. Re: A port of a game to Lin&Win

Newsgroup: comp.sys.atari.st
Date: 2004-09-15 01:06:41 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0409141706.4d175f70@posting.google.com>
Source record: 17289

rodsmith@nessus.rodsbooks.com (Rod Smith) wrote in message
news:<r0cj12-oq2.ln1@speaker.rodsbooks.com>...
> > ... I'm not a lawyer, but the idea behind copyright (at least in the
> > US) deals with "commercial harm". If you are not competing with the
> > guys with the commercial rights then I believe that copyright is not
> > an issue.
>
> I'm afraid that's very, very wrong. Copyright does *NOT* reference any
> sort of commercial harm; if you copy something that's copyrighted, even
> if no money changes hands and sales of the original are not impacted,
> you're still in violation of copyright laws.

Allow me to clarify. Technically, you are correct. In fact, any
derivative work is covered by copyright, so theoretically all clones
are in violation. However ... copyright is almost always a civil
matter, not criminal, and in civil suits there must be actual
financial damage to claim. If your game is not in competition with
the commerical game (that is, it isn't taking sales away) there isn't
anything to sue for.

Galen

4744. Re: Atari 1040 ST...

Newsgroup: comp.sys.atari.st
Date: 2004-09-15 01:22:28 UTC
From: yf110@vtn1.victoria.tc.ca
Message-ID: <41478b44@news.victoria.tc.ca>
Source record: 17288

xlator@cix.compulink.co.uk wrote:
: In message <8ugbk09r726hfr2fpukl47mvmvashihac7@4ax.com>,
jhbusscherNOSPAMWHATSOEVER@freemail.nl said:
: >On 13 Sep 2004 05:32:23 -0700, mrrik@hay.am (norik) wrote:
: >
: >>I want to buy Atari 1040 ST from one man... Hi told me that it is a
: >>computer with monitor.
: >>And he has no disks for it.
: >>So it is unusable now.

: >1. Yes

: But if it really is a 1040 ST (not STF or STFM) as stated then it
: may not have a built-in disk drive (that's what the 'F' stands
: for) and you would need a suitable external drive. At least that
: was the case with 520 STs; I'm not sure if there were any 1040 STs
: like that.

I never realized that any 1040 ever came with no floppy, now I know.

Of course you don't actually need a floppy at all on the ST, if you have
game cartidges, (or a hard disk).

4745. Re: Lyndons Package on eBay

Newsgroup: comp.sys.atari.st
Date: 2004-09-15 02:07:58 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <ci885uelq1@reader1.panix.com>
Source record: 17290

Answer seems to be yes, but I do not know the fellow's name. He was at the ACEC (Atari Computer Enthusiasts of Columbus, Ohio) annual sale and swap, taking orders. He has local sources for some parts now.

If you need to find him, and he does not read your message, two organizers of that swap are chwbrown@ee.net and rarenz@columbus.rr.com, and could probably put you in touch with the fellow.

David Wade <g8mqw@yahoo.com> writes:

: Folks,
: Was the person who bought up Lydons stuff a reader on here. If so are
: they intending to make Ethernec cards?
: Dave

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

4746. Re: Atari 1040 ST...

Newsgroup: comp.sys.atari.st
Date: 2004-09-15 06:10:35 UTC
From: mrrik@hay.am
Message-ID: <88f41e4b.0409142210.294c88fb@posting.google.com>
Source record: 17291

Matthias Arndt <matthias.arndt@tu-clausthal.de> wrote in message
news:<ci622g$3081$1@ariadne.rz.tu-clausthal.de>...
> Hiya
>
> norik wrote:
> > Thank You very much!
> > I am going to see prices at ebay ang buy Atari ST
> > ;)
>
> to help you with this, sometimes STs on eBay are overpriced.
>
> Plain 520ST(FM), depending on stuff and soft with it <30EUR
> Plain 1040STFM <50EUR, same for 1040STE without RAM upgrade
> Mega ST 1 <50EUR, Mega2 or 4 and with Harddrive <100EUR
> Mega STE <150EUR, depending on software and monitor (if one comes with
> Cubase or the like, 200EUR is ok too)
> A Falcon for less then 300EUR ius a bargain as well!
>
> My personal opionion on secondhand pricing, sometimes you can get full
> Atari STs for less than this.
>
Thanks I already gought my Atari 1040 ST for $9.7 ;)
It shipped with b/w monitor. ;(
So, I have some new questions... and it seems I should open separate thread.

4747. atari st modem and more... :)

Newsgroup: comp.sys.atari.st
Date: 2004-09-15 07:38:31 UTC
From: mrrik@hay.am
Message-ID: <88f41e4b.0409142338.3cd2a595@posting.google.com>
Source record: 17292

On my Atari ST I have noticed modem port.
1. Can I connect obvious external modem to it?
Are there voltage diffrenece?

2. So, if I can use obvious external modem, which soft Do You
recommend (if it exists) for dialing, and for tcp/ip connections
like telnet, and www browser?
Is there any mail client for Atari ST ?

3. It seems hard to find here in Armenia DD floppies... I hope my
Atari will work with HD floppies...

4. I noticed a lot of midi software for Atari ST and two midi ports on
my new computer. Can Atari synthesize midi itself or all soft is
designed to work with external electronic synthesizer?

4748. Re: etherNEC help

Newsgroup: comp.sys.atari.st
Date: 2004-09-15 08:04:37 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4147f77f$0$20249$cc9e4d1f@news-text.dial.pipex.com>
Source record: 17293

"Galen" <atarigalen@yahoo.com> wrote in message
news:4645be9.0409141609.5cadf2fa@posting.google.com...
> "exxos" <exxos@home.co.uk> wrote in message
> news:<414616bd$0$20253$cc9e4d1f@news-text.dial.pipex.com>...
>
>> I think its STING 1.26, everything pings ok, the PC does attempt to
>> logon,
>> but FTP kicks it off, its like the FTP program isn't setup right, im sure
>> it
>> should show the "welcome" text as soon as it connects but it dont, FTP
>> reports the attempted logon so they are connected.
>>
>> I installed ENEC which shows up on boot, STING does error with DNS lookup
>> failed or something like that.
>>
>> I've used the FTP prog before with no problems, but it looks like its not
>> reading the config files, and the user lists!
>>
> Hmmm. That DNS lookup failed message occurs when you have deleted one
> specific file or when that file is corrupted. (I wish I could
> remember which file. :-( ) However, that isn't your problem. How did
> you set up your Atari as an FTP server?
>
> Galen

I've redownloaded STING and replaced the folder a few times, also wiped the
lot off and started again, also setup a bootable floppy to play around with.

I use the FTP server from http://users.otenet.gr/~papval/ , I have used it
before and it worked first time, I've E-mail the guy who wrote it but he
hasn't responded :(this FTP server does show in the logs than user xxxxxxx
is trying to logon so the link is working to some degree.

chris

4749. Multisynch monitors?

Newsgroup: comp.sys.atari.st
Date: 2004-09-15 14:22:44 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.09.15.14.22.44.14732@darkforce.ky.org>
Source record: 17294

Can anyone tell me what (if any) new multisynch monitors, that synch down to 15khz are available?

I've tried googling for this information, but I only come up with older models (and pointing to ebay/half.com for purchase).

Thanks gang!

4750. Re: atari st modem and more... :)

Newsgroup: comp.sys.atari.st
Date: 2004-09-15 15:23:01 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0409150723.73046b1c@posting.google.com>
Source record: 17295

mrrik@hay.am (norik) wrote in message
news:<88f41e4b.0409142338.3cd2a595@posting.google.com>...
> On my Atari ST I have noticed modem port.
> 1. Can I connect obvious external modem to it?
> Are there voltage diffrenece?

It is a standard RS-232 port. However, it is limited to 19.2K, so you
will not see a difference between a 28K and a 56K modem. It is
possible to modify the serial circuit to make the limit 33.6K, but I
never did that myself.

> 2. So, if I can use obvious external modem, which soft Do You
> recommend (if it exists) for dialing, and for tcp/ip connections
> like telnet, and www browser?
> Is there any mail client for Atari ST ?

For dialing, use STing. For TCP/IP also use STing. For telnet, I
think that any direct communication program will work -- I'd recommend
STorm (or perhaps I'm confusing telnet with something else). For WWW
use CAB 1.5. Note though, that websurfing on a 8 MHz 1980s era
computer requires patience! It does work, though.

> 3. It seems hard to find here in Armenia DD floppies... I hope my
> Atari will work with HD floppies...

You will find that HD floppies work, but they are not reliable due to
the finer grain on the media. Mail order some DD floppies ASAP.

>
> 4. I noticed a lot of midi software for Atari ST and two midi ports on
> my new computer. Can Atari synthesize midi itself or all soft is
> designed to work with external electronic synthesizer?

The Atari can synthesize MIDI, but it doesn't do it particularly well.
It makes an excellent MIDI controller, however.

Galen

4751. Re: etherNEC help

Newsgroup: comp.sys.atari.st
Date: 2004-09-15 15:37:39 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0409150737.6f22d2b9@posting.google.com>
Source record: 17296

> > Hmmm. That DNS lookup failed message occurs when you have deleted one
> > specific file or when that file is corrupted. (I wish I could
> > remember which file. :-( ) However, that isn't your problem. How did
> > you set up your Atari as an FTP server?
> >
> > Galen
>
>
> I've redownloaded STING and replaced the folder a few times, also wiped the
> lot off and started again, also setup a bootable floppy to play around with.
>
> I use the FTP server from http://users.otenet.gr/~papval/ , I have used it
> before and it worked first time, I've E-mail the guy who wrote it but he
> hasn't responded :(this FTP server does show in the logs than user xxxxxxx
> is trying to logon so the link is working to some degree.
>
Hmmm, I fear I'm out of ideas. Does STing work for web browsing or
email applications? Hopefully someone who uses FTP regularly will go
over configurations with you.

Galen

4752. Master Tracks Pro song files won't load

Newsgroup: comp.sys.atari.st
Date: 2004-09-15 15:57:53 UTC
From: david5858@apexmail.com
Message-ID: <d82ca572.0409150757.1fb59f86@posting.google.com>
Source record: 17297

The Master Tracks Pro song files (MIDI files) that I saved to floppy
on my 520ST won't load in my Dell computer (using windows XP).
Instead, XP wants to format the floppy.
It gives me this message: "The disk in drive A is not formatted. Do
you want to format it now?"
Of coarse choosing yes would have erased the MIDI file so I chose no,
which gives you no other options. I took the disk back to Master
Tracks in the ATARI and tried all the other formatting possibilities
that the ATARI offers hoping that one of them would be recognized by
XP within the Dell but got the same message.
I tried reformatting the floppy on the Dell hoping that the ATARI
would recognize it but it wouldn't.
Must be a formatting difference between the ATARI and Windows.
I'm sure others have faced this problem (if that is the problem,
though it appears to be).
Do you know what the solution is, and if not, do you know someone or
somewhere I might go to for the solution?

4753. Re: Master Tracks Pro song files won't load

Newsgroup: comp.sys.atari.st
Date: 2004-09-15 17:27:36 UTC
From: yf110@vtn1.victoria.tc.ca
Message-ID: <41486d78@news.victoria.tc.ca>
Source record: 17298

just dave . . . (david5858@apexmail.com) wrote:
: The Master Tracks Pro song files (MIDI files) that I saved to floppy
: on my 520ST won't load in my Dell computer (using windows XP).
: Instead, XP wants to format the floppy.

Normally, (not in this case) to share a disk between a pc and an atari, the disk should be formatted on the PC first. DOS> format /f:720 A: . Then it can be used on both systems. You might need to put tape over the HD hole on the floppy so that the PC disk drive doesn't complain about the disk being used as a DD instead of an HD.

The reason for formatting on the PC is because the atari format does not write a signature byte that the pc expects, and so the pc refuses to read the disk.

There are at least 2 solutions to reading the atari disk if it was not formatted first on the pc.

1.

What I do for this is to boot my pc into linux. Then I mount the floppy as type 'fat'. Linux will read the floppy with no problem. Copy the contents onto the pc hard drive. Later when you reboot back into windows then the files will be there on the hard disk. At that stage the pc can use the files, and you can also copy them to a new, correctly formatted, floppy to share with the atari.

To use linux, there are various very small linux distributions that can be installed on your pc that do not require any kind of disk reformating (they use the same file system as windows), and take up very little disk space. Using one of them would be the easiest way to run linux. 'minilinux' is a name that comes to mind, but there are other's that are more up to date (google will find them, I'm sure).

2.

I have read of a utility that updates the signature byte on the floppy. Then the pc will read it ok. I do not know the names of this utility, though.

4754. Re: Master Tracks Pro song files won't load

Newsgroup: comp.sys.atari.st
Date: 2004-09-15 17:32:24 UTC
From: yf110@vtn1.victoria.tc.ca
Message-ID: <41486e98@news.victoria.tc.ca>
Source record: 17199

Malcolm Dew-Jones (yf110@vtn1.victoria.tc.ca) wrote:
: just dave . . . (david5858@apexmail.com) wrote:
: : The Master Tracks Pro song files (MIDI files) that I saved to floppy
: : on my 520ST won't load in my Dell computer (using windows XP).
: : Instead, XP wants to format the floppy.

: Normally, (not in this case) to share a disk between a pc and an atari,
: the disk should be formatted on the PC first. DOS> format /f:720 A: .
: Then it can be used on both systems. You might need to put tape over the
: HD hole on the floppy so that the PC disk drive doesn't complain about the
: disk being used as a DD instead of an HD.

: The reason for formatting on the PC is because the atari format does not
: write a signature byte that the pc expects, and so the pc refuses to read
: the disk.

: There are at least 2 solutions to reading the atari disk if it was not
: formatted first on the pc.

A third solution also springs to mind right after saving the first post.

Format a floppy on the pc, as mentioned above.

Now use the atari to copy the contents of the first disk to the second
disk. The second disk can then be shared with the pc, and becomes your
new master copy for atari files.

: 1.

: What I do for this is to boot my pc into linux. Then I mount the floppy
: as type 'fat'. Linux will read the floppy with no problem. Copy the
: contents onto the pc hard drive. Later when you reboot back into windows
: then the files will be there on the hard disk. At that stage the pc can
: use the files, and you can also copy them to a new, correctly formatted,
: floppy to share with the atari.

: To use linux, there are various very small linux distributions that can be
: installed on your pc that do not require any kind of disk reformating
: (they use the same file system as windows), and take up very little disk
: space. Using one of them would be the easiest way to run linux.
: 'minilinux' is a name that comes to mind, but there are other's that are
: more up to date (google will find them, I'm sure).

: 2.

: I have read of a utility that updates the signature byte on the floppy.
: Then the pc will read it ok. I do not know the names of this utility,
: though.

4755. Supply manufacturers

Newsgroup: comp.sys.atari.st
Date: 2004-09-15 17:39:32 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <41487e47$0$12050$626a14ce@news.free.fr>
Source record: 17200

http://www.amd.com/us-en/Processors/TechnicalResources/0,,30_182_869_4348%5e4376,00.html

4756. DD FLoppies / HD drive mod ?

Newsgroup: comp.sys.atari.st
Date: 2004-09-15 19:01:10 UTC
From: Steve Marshall <sdm@atmosBlockA.plus.com>
Message-ID: <41489117$0$20314$ed2e19e4@ptn-nntp-reader04.plus.net>
Source record: 17201

Can you tell me anywhere where you can still get DD floppy disks ? I've had problems with HD ones.

I've seen it mentioned that some STs need a bit of soldering to be able to use HD floppy drives. What do you need to do ?

Steve M

4757. Re: Lyndons Package on eBay

Newsgroup: comp.sys.atari.st
Date: 2004-09-15 20:07:21 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <2qrlnuF12l6gmU1@uni-berlin.de>
Source record: 17202

"Jim DeClercq" <jimd@panix1.panix.com> wrote in message
news:ci885uelq1@reader1.panix.com...
> Answer seems to be yes, but I do not know the fellow's name. He was at the
> ACEC (Atari Computer Enthusiasts of Columbus, Ohio) annual sale and swap,
> taking orders. He has local sources for some parts now.
>
> If you need to find him, and he does not read your message, two organizers
> of that swap are chwbrown@ee.net and rarenz@columbus.rr.com, and could
> probably put you in touch with the fellow.
>
> David Wade <g8mqw@yahoo.com> writes:
>
> : Folks,
> : Was the person who bought up Lydons stuff a reader on here. If so are
> : they intending to make Ethernec cards?
> : Dave
>

Thanks jim, Will follow it up,

>
>
> --
> --
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .
>

4758. Re: etherNEC help

Newsgroup: comp.sys.atari.st
Date: 2004-09-15 21:08:30 UTC
From: bjroland@bellsouth.net
Message-ID: <6a22d.137848$0o5.66191@bignews1.bellsouth.net>
Source record: 17203

Jumping in late here so if I missed something....sorry.

I'm understanding that at this point pings to and from all your machines work as they should.

Some things to check:
Find out the MTU of your ISP.
Set everything on your lan to the same MTU.
MSS should be your MTU minus 40.
RWIN (on the Atari) should be 2 or 3 multiplied by the MTU.

More modern ethernet cards on your PC/Mac hardware might can take much higher RWIN values (4 to 8 * MTU).
Example:

MTU = 1442
MSS = 1002
RWIN = 3326 (MTU*3 ... if the NEC card's buffer seems to overflow, try MTU*2)

Having this set up properly will make things faster (less packet splitting-reassembly).

DHCP (a protocol to automatically assign dynamic IP address to devices plugged into your LAN) stuff isn't full and complete when using STing with an ethernet LAN....so: Some routers/switchers are pretty smart and dummdumm proof, while others need more user interaction to get them to work well. So! You might want to go ahead and disable all the DHCP stuff, and give everything static IP addresses on your LAN.

If you're networking with a DOS or Windows PC, try entering the following command (using your IP and Mac addresses) at a DOS prompt (or in autoexec.bat).

c:\windows\arp.exe -s 192.168.1.8 00-00-1c-1c-32-a7
| |
|
Static IP switch__| | Mac Address for
eNEC card.
|
Atari's IP Address (You set this in STing)

Some unix like setups that might be on your LAN need some manual arp tweaking as well....depending on which set up, and how old.

If your eNEC is connected directly to a PC (ethernet card to ethernet card):
Check you've the correct type cable. Some ethernet cards need a twisted cable when you're not using a 'router or switcher', some have a switch, while others will automatically detect your cable type and it doesn't matter. You'll

definately need the arp setting as above if you're not using a router/switcher!

If you use an ethernet switcher or router, check to see if there is a way to register your eNEC adaptor via Mac Address on a fixed ip address. It's usually a telneted command similar to that above for windows, or sometimes is set via web browser query to the default gateway on port 80, or 8080.

If you use an ethernet switcher or router, check that you've not done some sort of NAT redirect for the standard ports (I.E. redirect all calls to port 23 to the Windows machine). In general, this doesn't matter from inside your LAN, but it's worth checking out!

If you use an ethernet switcher or router...ALL attempts to connect to any of your machines from the internet will require NAT port redirection. If you use such a device....learn all about it ;)

Good luck...
Brian

4759. Re: falcon floppy problems

Newsgroup: comp.sys.atari.st
Date: 2004-09-15 21:16:34 UTC
From: bjroland@bellsouth.net
Message-ID: <Hh22d.137850$0o5.106589@bignews1.bellsouth.net>
Source record: 17204

"exxos" <exxos@home.co.uk> wrote in message
news:41455cb9$0$20244$cc9e4d1f@news-text.dial.pipex.com...
> Hi all,
>
> I have a problem with my falcon that I can do any file copy transfer from
> floppy to HD or any other combination you can think of.... BUT.... when I
> copy a folder from my HD to floppy I get 2 bombs everytime. It seems mad
> that any other file copy will work fine.......

Chris,
Do you use STing per chance? Maybe with a Dynaport ethernet adaptor on the SCSI
bus?
If you do...open the STing CPX and disable it before using the Floppy drive.

Also, get your hands on the Falcon auto folder patch called FLOP_FIX.PRG.

And finally the obvious...try fresh disk(s). Maybe a head cleaning on the
drive.

Brian

4760. Re: DD FLoppies / HD drive mod ?

Newsgroup: comp.sys.atari.st
Date: 2004-09-15 21:21:23 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4148b252$0$20243$cc9e4d1f@news-text.dial.pipex.com>
Source record: 17205

"Steve Marshall" <sdm@atmosBlockA.plus.com> wrote in message
news:41489117$0$20314$ed2e19e4@ptn-nntp-reader04.plus.net...
> Can you tell me anywhere where you can still get DD floppy disks ? I've
> had
> problems with HD ones.
>
> I've seen it mentioned that some STs need a bit of soldering to be able to
> use HD floppy drives. What do you need to do ?
>
> Steve M
>
>

http://www.cps-electronics.co.uk/store2.htm

http://www.cps-electronics.co.uk/hdmanual/main.htm

;-)

chris

4761. Re: etherNEC help

Newsgroup: comp.sys.atari.st
Date: 2004-09-15 21:31:03 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4148b495$0$20253$cc9e4d1f@news-text.dial.pipex.com>
Source record: 17206

<bjroland@bellsouth.net> wrote in message
news:6a22d.137848$0o5.66191@bignews1.bellsouth.net...
> Jumping in late here so if I missed something....sorry.
>
> I'm understanding that at this point pings to and from all your machines
> work as
> they should.
>
> Some things to check:
> Find out the MTU of your ISP.
> Set everything on your lan to the same MTU.
> MSS should be your MTU minus 40.
> RWIN (on the Atari) should be 2 or 3 multiplied by the MTU.
>
> More modern ethernet cards on your PC/Mac hardware might can take much
> higher
> RWIN values (4 to 8 * MTU).
> Example:
>
> MTU = 1442
> MSS = 1002
> RWIN = 3326 (MTU*3 ... if the NEC card's buffer seems to overflow, try
> MTU*2)
>
> Having this set up properly will make things faster (less packet
> splitting-reassembly).
>
> DHCP (a protocol to automatically assign dynamic IP address to devices
> plugged
> into your LAN) stuff isn't full and complete when using STing with an
> ethernet
> LAN....so: Some routers/switchers are pretty smart and dummdumm proof,
> while
> others need more user interaction to get them to work well. So! You
> might want
> to go ahead and disable all the DHCP stuff, and give everything static IP
> addresses on your LAN.
>
> If you're networking with a DOS or Windows PC, try entering the following
> command (using your IP and Mac addresses) at a DOS prompt (or in
> autoexec.bat).
>
> c:\windows\arp.exe -s 192.168.1.8 00-00-1c-1c-32-a7
> | |

> |
> Static IP switch__| | Mac
> Address for
> eNEC card.
> |
> Atari's IP Address (You set this in
> STing)
>
> Some unix like setups that might be on your LAN need some manual arp
> tweaking as
> well....depending on which set up, and how old.
>
> If your eNEC is connected directly to a PC (ethernet card to ethernet
> card):
> Check you've the correct type cable. Some ethernet cards need a twisted
> cable
> when you're not using a 'router or switcher', some have a switch, while
> others
> will automatically detect your cable type and it doesn't matter. You'll
> definately need the arp setting as above if you're not using a
> router/switcher!
>
> If you use an ethernet switcher or router, check to see if there is a way
> to
> register your eNEC adaptor via Mac Address on a fixed ip address. It's
> usually
> a telneted command similar to that above for windows, or sometimes is set
> via
> web browser query to the default gateway on port 80, or 8080.
>
> If you use an ethernet switcher or router, check that you've not done some
> sort
> of NAT redirect for the standard ports (I.E. redirect all calls to port 23
> to
> the Windows machine). In general, this doesn't matter from inside your
> LAN, but
> it's worth checking out!
>
> If you use an ethernet switcher or router...ALL attempts to connect to any
> of
> your machines from the internet will require NAT port redirection. If you
> use
> such a device....learn all about it ;)
>
> Good luck...
> Brian
>

thanks for the info, some things to try there :)

my falcon is linked direct to my pc, nothing else, im not using internet, just a LAN and thats it, simple file transfers....

im using a ftp server on my falcon, so i can logon with a ftp client on my pc, the atari side reports the username i am trying to logon with (from pc) but it wont let me logon, seems like a password error, but thats all fine, i have had it working in the past and its got me stumped :(

chris

4762. Re: Multisynch monitors?

Newsgroup: comp.sys.atari.st
Date: 2004-09-15 21:53:25 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <p2ehk0l229l2e3vdqju3l8ale05krbiht0@4ax.com>
Source record: 17207

On Wed, 15 Sep 2004 10:22:44 -0400, "Ronald J. Hall"
<darklord@darkforce.ky.org> wrote:

>Can anyone tell me what (if any) new multisynch monitors, that synch down
>to 15khz are available?
>
>I've tried googling for this information, but I only come up with older
>models (and pointing to ebay/half.com for purchase).
>
>Thanks gang!

Well I googled the display range (15khz) and found one reply that made
new ones, I think most monitors that sync down to 15khz are used in
Medical equipment/Industrial uses so I didn't ask how much they ran :)
Microvetic was the manufacturer..used will be cheapest route I
believe, maybe you can get an older amiga monitor (I found a NEC II
multi sync for a decent price) but I'm spoiled by my 21 in monitor I
use now. hard to go back to 14 or 15 in monitors

4763. Re: Multisynch monitors?

Newsgroup: comp.sys.atari.st
Date: 2004-09-16 02:12:21 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.09.16.02.12.21.586724@darkforce.ky.org>
Source record: 17208

On Wed, 15 Sep 2004 17:53:25 -0400, twbrown wrote:

> Well I googled the display range (15khz) and found one reply that made
> new ones, I think most monitors that sync down to 15khz are used in
> Medical equipment/Industrial uses so I didn't ask how much they ran :)
> Microvetic was the manufacturer..used will be cheapest route I
> believe, maybe you can get an older amiga monitor (I found a NEC II
> multi sync for a decent price) but I'm spoiled by my 21 in monitor I
> use now. hard to go back to 14 or 15 in monitors

I understand, but I own a Falcon, and I'm wondering how to get all those ultra cool/snazzy RGB demos to run on a S/VGA monitor? Most don't synch down below 30khz, so whats a person to do?

Years ago, with my very first Falcon, I had a VGA monitor that would synch down to 15khz, and I hooked the Falcon up via the Multisynch Gizmo, so there was no switching. I could run in VGA mode, and just click any RGB software (such as demos) and off it would go.

I'd really like to have a setup like that again.

Thanks.

4764. Re: German Atari Cubase Audio

Newsgroup: comp.sys.atari.st
Date: 2004-09-16 02:17:41 UTC
From: bjroland@bellsouth.net
Message-ID: <1l62d.138618$0o5.132072@bignews1.bellsouth.net>
Source record: 17209

"Shinanagon" <shinanagons@hotmail.com> wrote in message
news:ef7ba5e.0409131226.2befdecb@posting.google.com...
> Hi,
>
> Having obtained a German Cubase Audio I was wondering if anyone had
> any translated material for it, or english rsc files. Although I can
> get buy the detail is throwing me a little,

Try here, grab the english version. Use your dongle, which should work with
either language.
If you can't find the English version, holler at me...I'll zip up an archive for
you.
http://atari.georezo.net/music/index_e.htm

Brian

4765. recommended atari st games

Newsgroup: comp.sys.atari.st
Date: 2004-09-16 07:32:10 UTC
From: gswork@mailcity.com
Message-ID: <81f33a98.0409152332.fb100b2@posting.google.com>
Source record: 17210

what would you recommend as really good classic atari st games. i don't mind if theyre exclusive to the st or shared with the amiga and others. just some opinion on good action, rpg, adventure, strategy & simulation games would be great. thanks.

4766. Re: atari st modem and more... :)

Newsgroup: comp.sys.atari.st
Date: 2004-09-16 07:59:17 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <cibh16$r9u$1@pegasus.csx.cam.ac.uk>
Source record: 17211

"Galen" <atarigalen@yahoo.com> wrote in message
news:4645be9.0409150723.73046b1c@posting.google.com...
> mrrik@hay.am (norik) wrote in message
news:<88f41e4b.0409142338.3cd2a595@posting.google.com>...
> > On my Atari ST I have noticed modem port.
> > 1. Can I connect obvious external modem to it?
> > Are there voltage diffrenece?
>
> It is a standard RS-232 port. However, it is limited to 19.2K, so
you
> will not see a difference between a 28K and a 56K modem. It is
> possible to modify the serial circuit to make the limit 33.6K, but I
> never did that myself.

There is software that will allow higher speeds called HS modem you
can get a copy form here...

http://www.umich.edu/~archive/atari/Utilities/Tosfixes/ or

http://www.flinny.demon.co.uk/download.html you should probably have a
look here anyway if your thinking about connect your Atari to the
internet

HS Modem allows much faster speeds IIRC 115000 is the maximum internal
speed (computer to modem) without hardware modification which allows
my to have connection speeds of 43-44K. This was on my Falcon but I
think the same speed applies to ST's.

You might find new modems that have serial port connections as opposed
to USB but you will probably have to purchase a second hand unit. I
have changed to using a PC for my internet browsing and happen to have
a Phonics V92 56K Voice/Fax that I am no longer using if you or anyone
else is in the market for a modem.
I was using it with my Falcon so it does work, the interface cable has
both 9 and 25 way connections so it will connect to either an ST or
Falcon UK/Euorpe. The outer box it a little battered but everything
else in in as new condition and it is just over a year old. Cost £60
new will sell for £40 (includes postage), PayPal is prefered method of
payment.

> > 3. It seems hard to find here in Armenia DD floppies... I hope my
> > Atari will work with HD floppies...
>
> You will find that HD floppies work, but they are not reliable due
to
> the finer grain on the media. Mail order some DD floppies ASAP.

If you do a web search you should be able to find a few places from
which you can mail order new and/or used DD floppies.
If you don't mind ordering from the UK you can try...
http://www.cps-electronics.co.uk/
http://www.atari-workshop.co.uk
http://www.16/32systems.co.uk

Stephen Moss

4767. Re: Multisynch monitors?

Newsgroup: comp.sys.atari.st
Date: 2004-09-16 09:10:59 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0409160110.5ac4b73c@posting.google.com>
Source record: 17212

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:<pan.2004.09.16.02.12.21.586724@darkforce.ky.org>...
> On Wed, 15 Sep 2004 17:53:25 -0400, twbrown wrote:
>
> > Well I googled the display range (15khz) and found one reply that made
> > new ones, I think most monitors that sync down to 15khz are used in
> > Medical equipment/Industrial uses so I didn't ask how much they ran :)
> > Microvetic was the manufacturer..used will be cheapest route I
> > believe, maybe you can get an older amiga monitor (I found a NEC II
> > multi sync for a decent price) but I'm spoiled by my 21 in monitor I
> > use now. hard to go back to 14 or 15 in monitors
>
> I understand, but I own a Falcon, and I'm wondering how to get all those
> ultra cool/snazzy RGB demos to run on a S/VGA monitor? Most don't synch
> down below 30khz, so whats a person to do?
>
> Years ago, with my very first Falcon, I had a VGA monitor that would synch
> down to 15khz, and I hooked the Falcon up via the Multisynch Gizmo, so
> there was no switching. I could run in VGA mode, and just click any RGB
> software (such as demos) and off it would go.
>
> I'd really like to have a setup like that again.

Other than buying a used VGA monitor I think there are three options
available to you:

1. Buy a used Philips CM8833 RGB or Atari 1435/Amiga 1084S monitor,
and use a switchbox.
2. Use a TV (?)
3. Buy a scan convertor. Have a look at www.lik-sang.com, they have
devices that you can send an RGB signal to and it will upscan it to
SVGA (like an Xbox -> SVGA adapter).

Coda.

4768. Re: Multisynch monitors?

Newsgroup: comp.sys.atari.st
Date: 2004-09-16 09:48:24 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-B11862.10492116092004@newsfe6-gui.server.ntli.net>
Source record: 17213

In article <pan.2004.09.16.02.12.21.586724@darkforce.ky.org>,
"Ronald J. Hall" <darklord@darkforce.ky.org> wrote:

> Years ago, with my very first Falcon, I had a VGA monitor that would synch
> down to 15khz, and I hooked the Falcon up via the Multisynch Gizmo, so
> there was no switching. I could run in VGA mode, and just click any RGB
> software (such as demos) and off it would go.
>
> I'd really like to have a setup like that again.

I have a gizmo that accepts SVHS or composite video and outputs a
scan-rate doubled signal for a "normal" SVGA monitor. Google for Console
Adaptor or similar, mine seems to be made by Venom?

Expect some flickering.

--

Derryck

/ DDP Translations /
/ http://ddp.atari.org /

4769. Re: atari st modem and more... :)

Newsgroup: comp.sys.atari.st
Date: 2004-09-16 11:44:34 UTC
From: Benoit Morrissette <benoitmorrissetteNO@SPAMvideotron.ca>
Message-ID: <p1vik0t8vldji5n2inmr2nk1gqi726bje3@4ax.com>
Source record: 17214

On 15 Sep 2004 00:38:31 -0700, mrrik@hay.am (norik) wrote:

>On my Atari ST I have noticed modem port.
>1. Can I connect obvious external modem to it?
> Are there voltage diffrenece?
Yes. No.
>
>2. So, if I can use obvious external modem, which soft Do You
>recommend (if it exists) for dialing, and for tcp/ip connections
>like telnet, and www browser?
>Is there any mail client for Atari ST ?
>
>3. It seems hard to find here in Armenia DD floppies... I hope my
>Atari will work with HD floppies...
Yes. But may not be reliable.
>
>4. I noticed a lot of midi software for Atari ST and two midi ports on
>my new computer. Can Atari synthesize midi itself or all soft is
>designed to work with external electronic synthesizer?
Designed to work with external synthesizer...

Have a good night!

Benoï¿½t...

4770. Re: recommended atari st games

Newsgroup: comp.sys.atari.st
Date: 2004-09-16 12:57:10 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.09.16.12.57.09.465154@darkforce.ky.org>
Source record: 17215

On Thu, 16 Sep 2004 00:32:10 -0700, gswork wrote:

> what would you recommend as really good classic atari st games. i
> don't mind if theyre exclusive to the st or shared with the amiga and
> others. just some opinion on good action, rpg, adventure, strategy &
> simulation games would be great. thanks.

(some of these are "shooters")

Dungeon Master/Chaos Strikes Back
Ultima 3,4,5
Stardust (STe/Falcon only)
Spacequest (any in series)
Wrath Of The Demon
BattleChess
Star Fleet 1
Xenon 2
Turrican 2
Gods
Chaos Engine
Speedball 2
Blood Money
Carrier Command
Arctic Fox

Just for a start - there are lots of great games out there. :-)

4771. Re: Multisynch monitors?

Newsgroup: comp.sys.atari.st
Date: 2004-09-16 13:03:48 UTC
From: Bill Bennett <bennett@mpgars.desy.de>
Message-ID: <41498F34.8BA3D37C@mpgars.desy.de>
Source record: 17216

Did you try www.monitorworld.com ?

"Ronald J. Hall" wrote:
>
> Can anyone tell me what (if any) new multisynch monitors, that synch down
> to 15khz are available?
>
> I've tried googling for this information, but I only come up with older
> models (and pointing to ebay/half.com for purchase).
>
> Thanks gang!

4772. Re: Multisynch monitors?

Newsgroup: comp.sys.atari.st
Date: 2004-09-16 14:58:37 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.09.16.14.58.36.360269@darkforce.ky.org>
Source record: 17217

On Thu, 16 Sep 2004 15:03:48 +0200, Bill Bennett wrote:

> Did you try www.monitorworld.com ?

Hi Bill. Actually, after googling around a bit - I did find that site.
Quite a large list of monitors there. Unfortunately, everytime I found a
multisynch that would work (Ideks, just for an example), they would turn
out to be no longer manufactured.

Its a big website though, and I've not had a chance to go through every
listing so I'll keep my hopes up...

Thanks!

4773. Phenix collectors

Newsgroup: comp.sys.atari.st
Date: 2004-09-16 17:54:30 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <4149d345$0$32635$636a15ce@news.free.fr>
Source record: 17218

(maybe should I put that on ebay but I try on atari ng first : don't blame me)

I sell at the first four most offerers, 4 logos for thermical transfert on T-shirt.
This logo was the official logo of the Phenix from Centek that was put on the Centek men's T-shirts for the French and German shows during 1998 & 1999 (a great period, no ?) !

There are the only ones, no others...
They are a collector.
http://www.czuba-tech.com/Phenix/transfert.jpg

With the french (ok I will translate it) manual explaining how to transfert successfully on your T-shirt and how to wash it carefully :
http://www.czuba-tech.com/Phenix/transfert_doc.txt

It is a very good quality because I have here my T-shirt after 5 years and the picture is nice on it..

The money is used for atari developments...

Merci

4774. Creator midi sequencer, help please !!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2004-09-16 18:00:09 UTC
From: rob@robford.co.uk
Message-ID: <28ab4af.0409161000.26f4df2d@posting.google.com>
Source record: 17219

Hi, I was using C-Lab Creator a midi sequencing program but my floppy
program disk has been corrupted and I have not made a backup of it.
Can anyone tell me where I can get another copy?
My version was ver 3.1 but any version would do.

Please reply.....Thanks.....Rob

4775. Creator midi sequencer, help please !!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2004-09-16 18:02:34 UTC
From: rob@robford.co.uk
Message-ID: <28ab4af.0409161002.76358178@posting.google.com>
Source record: 17220

Hi, I was using C-Lab Creator a midi sequencing program but my floppy
program disk has been corrupted and I have not made a backup of it.
Can anyone tell me where I can get another copy?
My version was ver 3.1 but any version would do.

Please reply.....Thanks.....Rob

4776. Re: Master Tracks Pro song files won't load

Newsgroup: comp.sys.atari.st
Date: 2004-09-16 18:26:25 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <ciclsh$k48$1@thorium.cix.co.uk>
Source record: 17221

In message <41486d78@news.victoria.tc.ca>, yf110@vtn1.victoria.tc.ca said:

>The reason for formatting on the PC is because the atari format does not
>write a signature byte that the pc expects, and so the pc refuses to read
>the disk.

Only with early TOS versions. From TOS 1.04 onwards, disks
formatted on the Atari using the desktop's function should be
readable by a PC.

>
>There are at least 2 solutions to reading the atari disk if it was not
>formatted first on the pc.

Actually there is another one: Use a formatter on the Atari like
Fcopy, which can write DOS-compatible disks. But of course you
then have to copy the original data to the disk. This can be
skipped if you use the method below!

>2.
>
>I have read of a utility that updates the signature byte on the floppy.
>Then the pc will read it ok. I do not know the names of this utility,
>though.

It's a small (7 kB) program called DISKMOD.TOS, used together with
the 512-byte BLOCK0.DAT which contains the actual boot sector to
be written to the disk. The advantage is that you can convert an
early-TOS Atatri disk into a PC-compatible one without harming the
data on the rest of the disk - so no need for copying (though a
backup might be a wise precaution).

If anyone wants a copy (and can handle MIMed files) drop me a mail.

Regards, /Peter/

4777. [ANN] Troll 1.0B

Newsgroup: comp.sys.atari.st
Date: 2004-09-16 21:24:19 UTC
From: Pierre TONTHAT <geek@atarians.com>
Message-ID: <414a0482$0$15750$7a628cd7@news.club-internet.fr>
Source record: 17222

Bonjour :)

Reminder: Troll is an next generation usenet client for Ataris and
GEM environement. StiK2 or compatible layer needed.

Download on my homepage or directly in the folder
http://rajah.atari.org/files/ -> troll10b_uk.zip (124KB)

News for this 1.0B
- Bugfixes for:
- crash at start with XaAES (shel_write).
- bad URLs detections (infinite loop in some cases).
- minor case for filenames under MiNT.
- line return in the internal text editor.
- possible crash when downloading new headlines when the
headlines list is empty. Thanks to Jean-Luc & ProToS.
+ ST Guide English documentation
+ Newsgroup preferences that can:
> force the sequential headlines display.
> declare an identity for replies or new subjects.
+ Identities management (carefull, the old one is lost).
+ New newsgroups subscribing formular:
> newsgroups list sort.
> big enhancement for the direct search on the server.
> download or update of the entire newsgroups list of
the server (carefull: slow and needs a lot of RAM).
> search in the downloaded newsgroups list.
+ GDOS/NVDI post printing (set it in the misc options)

Bye bye :)

-- Pierre TONTHAT - Rajah Lone / Renaissance
http://rajah.atari.org

4778. Re: atari st modem and more... :)

Newsgroup: comp.sys.atari.st
Date: 2004-09-16 22:30:15 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0409161430.534e9133@posting.google.com>
Source record: 17223

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:<cibh16$r9u$1@pegasus.csx.cam.ac.uk>...
> > > On my Atari ST I have noticed modem port.
> > > 1. Can I connect obvious external modem to it?
> > > Are there voltage diffrenece?

> > It is a standard RS-232 port. However, it is limited to 19.2K

> There is software that will allow higher speeds called HS modem you
> can get a copy form here...

Although HS Modem does indeed allow a port to be controlled up to
115.2K, not all Falcons can do so. Mine, for instance is faster at
57.6K since 115.2K creates many resends. STs are another story. I'm
pretty sure the ST port is 19.2K unmodified and 33.6K modified.
Anyone else care to jump in?

Galen

4779. Re: recommended atari st games

Newsgroup: comp.sys.atari.st
Date: 2004-09-16 22:39:38 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0409161439.52fab8d7@posting.google.com>
Source record: 17224

gswork@mailcity.com (gswork) wrote in message
news:<81f33a98.0409152332.fb100b2@posting.google.com>...
> what would you recommend as really good classic atari st games. i
> don't mind if theyre exclusive to the st or shared with the amiga and
> others. just some opinion on good action, rpg, adventure, strategy &
> simulation games would be great. thanks.

If you search groups.google.com you will find that the question has
come up occasionally in the past. As for myself personally, Dungeon
Master, Chaos Strikes Back, Railroad Tycoon, Sundog, and Civilization
are my most frequent picks for when I have an afternoon free. I also
liked Carrier Command, but I couldn't finish it (never found the enemy
carrier, despite taking over every island) and Populous II (though it
started bombing out on me after level 60 or so). Currently I'm
playing M-1 Tank Platoon and Secret of Monkey Island.

Galen

4780. Re: CTLink : status

Newsgroup: comp.sys.atari.st
Date: 2004-09-16 23:07:26 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <414a1c78$0$20252$cc9e4d1f@news-text.dial.pipex.com>
Source record: 17225

"Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in message
news:41457b7b$0$24259$626a14ce@news.free.fr...
> Up to this day, I received only 40 registrations for Falcon version and 25
> for VME version (for MSTE, TT & HADES !). About TT, don't talk me more
> about
> an important number of TT users : it's false !
> And some people did a registration for 2 or 3 boards !
> In fact I received registrations from 32 and 16 people, respectively for
> F30
> & VME versions...
>
> It is really not enough to produce the boards !
> I will not finish the boards (PCB routing) !
>
> In the worst case, the design will be FREE on my web site.
> Or I finish the board for Falcon only and produce it for 2 or 3 serious
> developpers that will design some USB software/drivers for a future
> machine...
> But because the EtherNAT board will be available for CT60 and because the
> better developers have a CT60, it seems there is no good reason to finish
> the board...
>
> Rodolphe
>
>

I would like one for sure! but im out of work at the moment so dont have
funds, but you can maybe place me on the list......

Chris

>
>
>
>

4781. Re: Sad news about Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-09-16 23:44:40 UTC
From: tom bola <nothanks@spamback2u.de>
Message-ID: <10kka0ac5gjm718@corp.supernews.com>
Source record: 17226

Some said he was a twisted foul mouthed twat!!, I did see and kept a record of many mails with a vast amount of swearing that he sent to support this view, and I had to stop my children reading this group and sell off my last Atari's and games (Thanks Den), maybe this is what happens to ones brain as a disease starts to eat your body!! before you die?, we must assume this is what was going on and forgive him for this.

"Mike K" <usenet@kerslake.plus.com> wrote in message news:1r4iap29upitj.nu31un70xt3f.dlg@40tude.net...
> On Thu, 09 Sep 2004 20:50:58 +0200 (CET DST), Martin "Nightowl" Byttebier
> wrote:
>
> > Today I received some sad news about Dennis Vermeire. It seems he died
> > on 19 mai. This explain his absence on this newsgroup.
>
> Very sad to hear this news, not always agreed with some of his comments
and
> views, but often found myself concurring, and at the end of the day he was
> an Atari user with knowledge.
>
> He's going to be missed for sure.
>
>
> --
> Mike Kerslake
> Pembrokeshire, Wales

4782. Re: DD FLoppies / HD drive mod ?

Newsgroup: comp.sys.atari.st
Date: 2004-09-17 00:13:56 UTC
From: Steve Marshall <sdm@atmosBlockA.plus.com>
Message-ID: <414a2be5$0$92535$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 17227

"exxos" <exxos@home.co.uk> wrote
>
> http://www.cps-electronics.co.uk/store2.htm
>
> http://www.cps-electronics.co.uk/hdmanual/main.htm
>

Ah ! Cheers - ,must have missed these when I looked.

Steve M

4783. Re: atari st modem and more... :)

Newsgroup: comp.sys.atari.st
Date: 2004-09-17 01:28:09 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.09.17.01.28.08.518520@darkforce.ky.org>
Source record: 17228

On Thu, 16 Sep 2004 15:30:15 -0700, Galen wrote:

> Although HS Modem does indeed allow a port to be controlled up to
> 115.2K, not all Falcons can do so. Mine, for instance is faster at
> 57.6K since 115.2K creates many resends. STs are another story. I'm
> pretty sure the ST port is 19.2K unmodified and 33.6K modified.
> Anyone else care to jump in?
>
> Galen

Wasn't there a hardware/software patch for the STs called something like
RSVE? I think its at the Atari workshop?

http://www.atari-workshop.co.uk/products/modems.htm

I thought it would allow higher speeds.

4784. Re: recommended atari st games

Newsgroup: comp.sys.atari.st
Date: 2004-09-17 07:43:03 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <cie4en$819$1@pegasus.csx.cam.ac.uk>
Source record: 17229

"gswork" <gswork@mailcity.com> wrote in message
news:81f33a98.0409152332.fb100b2@posting.google.com...
> what would you recommend as really good classic atari st games. i
> don't mind if theyre exclusive to the st or shared with the amiga
and
> others. just some opinion on good action, rpg, adventure, strategy
&
> simulation games would be great. thanks.

I would recommend Microprose Grand Prix and Silent Service for
simulations.

Stephen Moss

4785. Re: recommended atari st games

Newsgroup: comp.sys.atari.st
Date: 2004-09-17 07:50:07 UTC
From: gswork@mailcity.com
Message-ID: <81f33a98.0409162350.7b7f935@posting.google.com>
Source record: 17230

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:<pan.2004.09.16.12.57.09.465154@darkforce.ky.org>...
> On Thu, 16 Sep 2004 00:32:10 -0700, gswork wrote:
>
> > what would you recommend as really good classic atari st games. i
> > don't mind if theyre exclusive to the st or shared with the amiga and
> > others. just some opinion on good action, rpg, adventure, strategy &
> > simulation games would be great. thanks.
>
> (some of these are "shooters")
>
> Dungeon Master/Chaos Strikes Back
> Ultima 3,4,5
> Stardust (STe/Falcon only)
> Spacequest (any in series)
> Wrath Of The Demon
> BattleChess
> Star Fleet 1
> Xenon 2
> Turrican 2

but of course! i played this on an Amiga before, i'd hold it as the
height of side scroller with a 'sci fi' genre, although some like
metroid more.

It's a wonderful game, great music too.

> Gods
> Chaos Engine
> Speedball 2
> Blood Money
> Carrier Command
> Arctic Fox
>
> Just for a start - there are lots of great games out there. :-)

thanks for the list, it gives me some titles to research

4786. Re: recommended atari st games

Newsgroup: comp.sys.atari.st
Date: 2004-09-17 07:54:33 UTC
From: gswork@mailcity.com
Message-ID: <81f33a98.0409162354.5ebe9682@posting.google.com>
Source record: 17231

atarigalen@yahoo.com (Galen) wrote in message
news:<4645be9.0409161439.52fab8d7@posting.google.com>...
> gswork@mailcity.com (gswork) wrote in message
news:<81f33a98.0409152332.fb100b2@posting.google.com>...
> > what would you recommend as really good classic atari st games. i
> > don't mind if theyre exclusive to the st or shared with the amiga and
> > others. just some opinion on good action, rpg, adventure, strategy &
> > simulation games would be great. thanks.
>
> If you search groups.google.com you will find that the question has
> come up occasionally in the past.

i'll do that too, thanks.

> As for myself personally, Dungeon
> Master, Chaos Strikes Back, Railroad Tycoon, Sundog, and Civilization
> are my most frequent picks for when I have an afternoon free. I also
> liked Carrier Command, but I couldn't finish it (never found the enemy
> carrier, despite taking over every island) and Populous II (though it
> started bombing out on me after level 60 or so). Currently I'm
> playing M-1 Tank Platoon and Secret of Monkey Island.
>
> Galen

thanks for the extra titles, some like civilisation, are ones i never
think of as games that also belong with these machines.

4787. Re: atari st modem and more... :)

Newsgroup: comp.sys.atari.st
Date: 2004-09-17 08:12:18 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-3AB3D4.09121317092004@newsfe5-win.server.ntli.net>
Source record: 17232

In article <pan.2004.09.17.01.28.08.518520@darkforce.ky.org>,
"Ronald J. Hall" <darklord@darkforce.ky.org> wrote:

> Wasn't there a hardware/software patch for the STs called something like
> RSVE? I think its at the Atari workshop?
>
> http://www.atari-workshop.co.uk/products/modems.htm
>
> I thought it would allow higher speeds.

Doubles the clock rate of the port IIRC, but the problem might be that
the rest of the computer starts dropping data because it can't keep up
with the higher data rate. That will be worse when using higher colour
depth and resolutions.

The Falcon has a faster processor so it can cope with higher speeds.

The RSVE board is an expensive way of modding the port anyway, ISTR that
a changeover switch would do the same job?

--

Derryck

/ DDP Translations /
/ http://ddp.atari.org /

4788. Re: atari st modem and more... :)

Newsgroup: comp.sys.atari.st
Date: 2004-09-17 08:53:01 UTC
From: mrrik@hay.am
Message-ID: <88f41e4b.0409170053.325582e4@posting.google.com>
Source record: 17233

Thank You all very much! I am realized how wonderful machine AtariST is!

4789. impressions and quetion about mouse

Newsgroup: comp.sys.atari.st
Date: 2004-09-17 09:00:33 UTC
From: mrrik@hay.am
Message-ID: <88f41e4b.0409170100.1c999ff8@posting.google.com>
Source record: 17234

Hello.
Yesterday I tried make a disk for Atari on my mom's PC (Dell Optiplex pII450mhz running w2k and Fedora) ;)
For the first time I tried it with winXP... and understand that XP can't format floppies with 720 kb ;) Onlly 1.44 mb ;)
THen I tried w2k. It tells me that my floppy drive can't support 720kb flopies and refused to format disk. ;)
Then I rebooted into my favourite system - Fedora Core and made
fdformat /dev/fd0h720
mkdosfs -A /dev/fd0h720
It works perfectly, but a little slow!
Then I wrote to floppy some games from ftp://chapelie.rma.ac.be/atari/ and it works!
Cool!

So, one question about mouse...
I noticed that my Atari ST have 4 ports for joysticks...
Near the one of these ports (on the bottom side of comp) there is a mouse picture... SO I connected standart PC mouse that connects to the serial port, and it didn't work...
Is Atari ST use non-standart mouses??? Or may be system don't know that I connected a mouse...
Thank U a lot.

4790. Re: impressions and quetion about mouse

Newsgroup: comp.sys.atari.st
Date: 2004-09-17 09:54:26 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <ciec8l$21kt$1@ariadne.rz.tu-clausthal.de>
Source record: 17235

Hiya,

norik wrote:
> So, one question about mouse...
> I noticed that my Atari ST have 4 ports for joysticks...

Sounds like an STE modell then. Most games do not make use of the
additional analogue joystick ports. However you can connect Jaguar pads
to them and many modern games for STE and Falcon do support these
socalled Jagpads. Afaik they are non standard however and I don't think
you can PC analogue joysticks to them.
The joystick ports below the case are the standard ones with DB9
connector. 99,9% of all games with joystick support do support a
joystick plugged into port 1, the one with the joystick sign.

> Near the one of these ports (on the bottom side of comp) there is a
> mouse picture... SO I connected standart PC mouse that connects to the
> serial port, and it didn't work...

A serial mosue for PCs will not work with the standard mouseport.
However you can connect it to the modem port of your ST (with an
appropiate adaptor) and a special driver. The problem is that many
programs especially games and demos will not be able to use this mouse
as the driver only replaces OS routines. Most games bring their own
driver and support the Atari mouse only.

> Is Atari ST use non-standart mouses??? Or may be system don't know
> that I connected a mouse...

The Atari ST mouse is non standard in the way that it is neither a PS/2
nor a serial mouse with MS protocol. It is its own Atari standard but
compatible with Amiga mice as well. Only the vertical axis is swapped
around but afaik that can be altered with a simple adaptor. Some mice
for Amiga and ST are switchable and bring a small switch so you adjust
on which machine you want to use the particular mouse.

HTH,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

4791. Re: CTLink : status

Newsgroup: comp.sys.atari.st
Date: 2004-09-17 12:14:29 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <414ad512$0$32718$626a14ce@news.free.fr>
Source record: 17236

I have to receive an email from you...

I do not register people from NG !

exxos wrote:
> "Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in
> message news:41457b7b$0$24259$626a14ce@news.free.fr...
>> Up to this day, I received only 40 registrations for Falcon version
>> and 25 for VME version (for MSTE, TT & HADES !). About TT, don't
>> talk me more about
>> an important number of TT users : it's false !
>> And some people did a registration for 2 or 3 boards !
>> In fact I received registrations from 32 and 16 people, respectively
>> for F30
>> & VME versions...
>>
>> It is really not enough to produce the boards !
>> I will not finish the boards (PCB routing) !
>>
>> In the worst case, the design will be FREE on my web site.
>> Or I finish the board for Falcon only and produce it for 2 or 3
>> serious developpers that will design some USB software/drivers for a
>> future machine...
>> But because the EtherNAT board will be available for CT60 and
>> because the better developers have a CT60, it seems there is no good
>> reason to finish the board...
>>
>> Rodolphe
>>
>>
>
> I would like one for sure! but im out of work at the moment so dont
> have funds, but you can maybe place me on the list......
>
> Chris

4792. Re: CTLink : status

Newsgroup: comp.sys.atari.st
Date: 2004-09-17 14:05:56 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.09.17.14.05.54.808738@nosspamatari-source.com>
Source record: 17237

On Fri, 17 Sep 2004 14:14:29 +0200, Rodolphe Czuba wrote:

> I have to receive an email from you...
>
> I do not register people from NG !
>
>
> exxos wrote:
>> "Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in
>> message news:41457b7b$0$24259$626a14ce@news.free.fr...
>>> Up to this day, I received only 40 registrations for Falcon version
>>> and 25 for VME version (for MSTE, TT & HADES !). About TT, don't
>>> talk me more about
>>> an important number of TT users : it's false !
>>> And some people did a registration for 2 or 3 boards !
>>> In fact I received registrations from 32 and 16 people, respectively
>>> for F30
>>> & VME versions...
>>>
>>> It is really not enough to produce the boards !
>>> I will not finish the boards (PCB routing) !
>>>
>>> In the worst case, the design will be FREE on my web site.
>>> Or I finish the board for Falcon only and produce it for 2 or 3
>>> serious developpers that will design some USB software/drivers for a
>>> future machine...
>>> But because the EtherNAT board will be available for CT60 and
>>> because the better developers have a CT60, it seems there is no good
>>> reason to finish the board...
>>>
>>> Rodolphe
>>>
>>>
>>
>> I would like one for sure! but im out of work at the moment so dont
>> have funds, but you can maybe place me on the list......
>>
>> Chris

Rodolphe, What is your projection on time from registrations completed to
money sent to board production? If it'll take 1 year or so, I can
register.

Thanks,
Mark

4793. Re: A port of a game to Lin&Win

Newsgroup: comp.sys.atari.st
Date: 2004-09-17 15:08:26 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <a8br12-skm.ln1@speaker.rodsbooks.com>
Source record: 17238

In article <4645be9.0409141706.4d175f70@posting.google.com>,
atarigalen@yahoo.com (Galen) writes:
>
>
> rodsmith@nessus.rodsbooks.com (Rod Smith) wrote in message
news:<r0cj12-oq2.ln1@speaker.rodsbooks.com>...
>> > ... I'm not a lawyer, but the idea behind copyright (at least in the
>> > US) deals with "commercial harm". If you are not competing with the
>> > guys with the commercial rights then I believe that copyright is not
>> > an issue.
>>
>> I'm afraid that's very, very wrong. Copyright does *NOT* reference any
>> sort of commercial harm; if you copy something that's copyrighted, even
>> if no money changes hands and sales of the original are not impacted,
>> you're still in violation of copyright laws.
>
> Allow me to clarify. Technically, you are correct. In fact, any
> derivative work is covered by copyright, so theoretically all clones
> are in violation. However ... copyright is almost always a civil
> matter, not criminal, and in civil suits there must be actual
> financial damage to claim. If your game is not in competition with
> the commerical game (that is, it isn't taking sales away) there isn't
> anything to sue for.

IANAL, but I don't believe that's entirely correct -- or if it is, it's
too narrow of an interpretation. Consider open source software, which is
released under terms that permit free (no-cost) re-distribution under
certain terms but not others. If your argument were correct, licensing a
program under an open source license would be legally equivalent to
putting it into the public domain, since the authors would suffer no
monetary damages if somebody were to violate the license (say, by
incorporating GPLed code into a commercial product). The GPL was written
by lawyers who, by all accounts, are pretty smart, so I tend to think
they knew what they were doing. (Likewise for most other common open
source licenses.) Thus, I find it hard to believe that a strict monetary
loss criterion exists -- or if it does, the law must permit other types
of damages to be converted to monetary terms. (For instance, "this use
damages our reputation, and this damage to our reputation has a value of
$1,000,000.") In fact, the latter is basically what slander and libel
lawsuits (another type of civil, rather than criminal, violation) are
about.

In either case, the absence of damage to sales of a game wouldn't
necessarily protect somebody who writes an infringing game. The copyright
holder could sue over the violation despite the lack of lost sales (in

the first case) or claiming that the violating title might damage future sales, ports to a new platform, etc. Just because your actions don't cause DIRECT monetary damages doesn't mean somebody won't try to put a monetary value on them in court and put you in the poorhouse.

Just to be clear: I don't LIKE the way this all works, but the fact is that our society (particularly in the US, where I happen to live) is a pretty litigious one.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

4794. Re: atari st modem and more... :)

Newsgroup: comp.sys.atari.st
Date: 2004-09-17 17:01:37 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <yR5TTZCxhxSBFwYH@my-ste.davjam.org>
Source record: 17239

On Thu, 16 Sep 2004, Stephen Moss <sgm23@eng.cam.ac.uk> wrote:-

>
>"Galen" <atarigalen@yahoo.com> wrote in message
>news:4645be9.0409150723.73046b1c@posting.google.com...

>> It is a standard RS-232 port. However, it is limited to 19.2K, so
>you
>> will not see a difference between a 28K and a 56K modem. It is
>> possible to modify the serial circuit to make the limit 33.6K, but I
>> never did that myself.
>
>There is software that will allow higher speeds called HS modem you
>can get a copy form here...
>
>http://www.umich.edu/~archive/atari/Utilities/Tosfixes/ or
>
>http://www.flinny.demon.co.uk/download.html you should probably have a
>look here anyway if your thinking about connect your Atari to the
>internet
>
>HS Modem allows much faster speeds IIRC 115000 is the maximum internal
>speed (computer to modem) without hardware modification which allows
>my to have connection speeds of 43-44K. This was on my Falcon but I
>think the same speed applies to ST's.

The hardware on the ST is limited to 19.2Kbps without a hardware modification[0]. Most of these modifications allow the speed to be doubled to 38.4Kbps by over-clocking the RS232 section of the sound chip. The problem with this modification is that, as I found out, unaccelerated STs are unable to keep up with the data flow and there are the occasional dropped character.

By using Magic, this problem disappeared, although it did return when I increased the over-clocking of my modification[1] to allow for a 57.6Kbps serial port.

When I was using this modification, back in 1998, I found that using 57.6Kbps and Magic while using BBSs I could reliably download files using GSZRZ[2] with no errors or retries, and also only the occasional character lost when navigating the menu systems. On the other hand, with the exact same system, 57.6Kbps was unreliable when using STing to connect to the net, and the transfers were much slower than 38.4Kbps.

Using the same system under TOS and the top limits were reduced. BBS file transfers were reliable at 38.4Kbps, but while using STing the

speed had to be dropped to 19.2Kbps.

[0] Even withough the modification, the serial port routines were buggy
and HSmodem was to be recommended. Not only did it fix a few bugs, it
also seemed to speed up the serial port handling.

[1] The original high speed modification was to take the increased clock
signal from the motherboard before it was divided down and, after
passing it through a switch to allow selection of the lower speeds, fed
it into the bit of the sound chip that generates the serial bit-stream.

My modification was to use a couple of signal generators, one at double
the normal frequency and the other at triple the normal frequency, and
after passing these, and the original clock signal, through a three-way
switch feed it into the sound chip.

[2] As long as the mouse interrupts were disabled.

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 63 Mnodes/s: http://www.distributed.net/
AMD 1800 1Gb WinXP/SuSE 9.1 | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 9.0
AMD 1300 512Mb SuSE 9.0 | Falcon 14Mb TOS 4.02 | STE 4Mb TOS 1.62
RPC600 129Mb RISCOS 3.6 | A3010 4Mb RISCOS 3.11 | A4000 4Mb RISCOS 3.11

4795. Re: Multisynch monitors?

Newsgroup: comp.sys.atari.st
Date: 2004-09-17 18:28:04 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0409171028.b44727a@posting.google.com>
Source record: 17240

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:<pan.2004.09.16.14.58.36.360269@darkforce.ky.org>...
> On Thu, 16 Sep 2004 15:03:48 +0200, Bill Bennett wrote:
>
> > Did you try www.monitorworld.com ?
>
> Hi Bill. Actually, after googling around a bit - I did find that site.
> Quite a large list of monitors there. Unfortunately, everytime I found a
> multisynch that would work (Ideks, just for an example), they would turn
> out to be no longer manufactured.
>
> Its a big website though, and I've not had a chance to go through every
> listing so I'll keep my hopes up...
>
> Thanks!

You can still find these monitors, but you will pay quite a premium.
One place to look is in process and control system monitors. For
example, http://www.replacementmonitors.com/specs/27dmseries.asp would
work nicely. (I have no idea how much it would cost for one of these,
but my guess is lots.) The other option would be to use an arcade
monitor. Unfortunately, 27" is about the SMALLEST you will find.

A far cheaper option would be to purchase a scan convertor like the
Viewsonic Nextvision N4. This solution would probably require you to
make a custom cable however.

Best of luck on your project.

Galen

4796. Re: atari st modem and more... :)

Newsgroup: comp.sys.atari.st
Date: 2004-09-17 18:38:59 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0409171038.2669d86@posting.google.com>
Source record: 17241

Derryck Croker <derryck@cix.co.uk.invalid> wrote in message
news:<derryck-3AB3D4.09121317092004@newsfe5-win.server.ntli.net>...
> In article <pan.2004.09.17.01.28.08.518520@darkforce.ky.org>,
> "Ronald J. Hall" <darklord@darkforce.ky.org> wrote:
>
> > Wasn't there a hardware/software patch for the STs called something like
> > RSVE? I think its at the Atari workshop?
> >
> > http://www.atari-workshop.co.uk/products/modems.htm
> >
> > I thought it would allow higher speeds.
>
> Doubles the clock rate of the port IIRC, but the problem might be that
> the rest of the computer starts dropping data because it can't keep up
> with the higher data rate. That will be worse when using higher colour
> depth and resolutions.
>
> The Falcon has a faster processor so it can cope with higher speeds.
>
> The RSVE board is an expensive way of modding the port anyway, ISTR that
> a changeover switch would do the same job?

A quick check to http://atari4ever.free.fr/hardware/serial.html shows
several projects for the serial port, including some that claim to be
able to take the ST port up to 115.2K! Does anyone actually have an
ST that fast? My Falcon can't even do 115.2K reliably.

Galen

4797. Re: Multisynch monitors?

Newsgroup: comp.sys.atari.st
Date: 2004-09-17 19:18:20 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.09.17.19.18.17.112734@darkforce.ky.org>
Source record: 17242

On Fri, 17 Sep 2004 11:28:04 -0700, Galen wrote:

> You can still find these monitors, but you will pay quite a premium.
> One place to look is in process and control system monitors. For
> example, http://www.replacementmonitors.com/specs/27dmseries.asp would
> work nicely. (I have no idea how much it would cost for one of these,
> but my guess is lots.) The other option would be to use an arcade
> monitor. Unfortunately, 27" is about the SMALLEST you will find.
>
> A far cheaper option would be to purchase a scan convertor like the
> Viewsonic Nextvision N4. This solution would probably require you to
> make a custom cable however.
>
> Best of luck on your project.
>
> Galen

Thanks Galen, I'll try that website and see what I can glean from it.

4798. [PUB]: New at the Belgium ftp-server

Newsgroup: comp.sys.atari.st
Date: 2004-09-17 20:04:50 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <414b51ae2936f01@telenet.be>
Source record: 17243
Cross-posted to: comp.sys.atari.st,fr.comp.ys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**docs**
ftp://chapelie.rma.ac.be/atari/docs/tos_hyp/tos_492_html_de.lzh
(5.663.004 bytes) The tos.hyp is a webpage about the Atari Operation system.
It also have information about MiNT, MagiC, N.AES and other system extension.
German language

ftp://chapelie.rma.ac.be/atari/docs/tos_hyp/tos_492_hyp_de.zip
(1.651.397 bytes) The tos.hyp is a hypertext about the Atari Operation system.
It also have information about MiNT, MagiC, N.AES and other system extension.
German language

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/fujgestt.zip
(2.640 bytes) Very nice rainbow Atari logo which goes into the auto folder.
Once launched the logo is displayed on the left upper corner of the screen.
This program is compatible with all kind of Atari machines.

Trï¿½s joli logo Atari arc-en-ciel ï¿½ placer dans le dossier Auto, pour tout Atari.
Il prend sa place en haut ï¿½ gauche de l'ï¿½cran et est totallement compatible avec
les ordinateurs atari de tout type.

Have fun,
Martin

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

4799. Atari Online News, Etc. #06-38

Newsgroup: comp.sys.atari.st
Date: 2004-09-18 00:27:57 UTC
From: danap8@aol.comno-spam
Message-ID: <20040917202757.18077.00003739@mb-m03.aol.com>
Source record: 17244

A-ONE #0638 09/17/04

~ Surfing With A Nouse? ~ People Are Talking! ~ Troll Is Updated!
~ Hackers On Fed Payroll ~ Bounty For Spammers?! ~ Fighting Cybercrime
~ Mozilla After Explorer ~ Brits Lie About E-Mail ~ Burnout 3: Takedown
~ Net Virus Turf War! ~ Spam Stopper Detection ~ Terminator 3 Ships!

-* Symantec Goes Anti-Phishing! *-
-* McAfee's Managed E-Mail Protection! *-
-* AOL Won't Use Microsoft's SenderID Format! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/_0_/ _0_/\
-| o o |- E-mail subscription: dpj*atarinews*org
/ _____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org

4800. Looking for mouse spare parts

Newsgroup: comp.sys.atari.st
Date: 2004-09-18 05:30:59 UTC
From: Davide Guida <davide.guida@email.it>
Message-ID: <MPG.1bb5e6814517e9b1989694@news.x-privat.org>
Source record: 17245

Hi everybody,
I should "complete" two Atari mice for my two Atari STs. They're working
but I just have the main part. So I'm looking for two mouse retainers
and, if they're not exactly the same used in PC mice (different sizes?),
two mouse balls.

I will be happy and grateful (a virtual beer? ^,^) if someone can help
and send this stuff to me :)

Thank you in advance.
Regards!
--
|---|
Davide Guida >>> davide.guida@email.it

4801. Re: impressions and quetion about mouse

Newsgroup: comp.sys.atari.st
Date: 2004-09-18 07:55:00 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <cigpkk$26ph$1@ariadne.rz.tu-clausthal.de>
Source record: 17246

Matthias Arndt wrote:
> norik wrote:

>> Is Atari ST use non-standart mouses??? Or may be system don't know
>> that I connected a mouse...
>
> The Atari ST mouse is non standard in the way that it is neither a PS/2
> nor a serial mouse with MS protocol. [....]

Considering PS/2 mice, I've just found this. It is an active convertor
that will not need a driver on the Atari ST.
http://members.aol.com/tgkirk/ps2mous.htm
As that will connect to the ST mosue port and efefctivly behave like a
real ST mouse, it will be a perfect replacement. Might be interesting
and it loosk not hard if you already have some knowledge on electronics
and soldering.

HTH,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

4802. Re: recommended atari st games

Newsgroup: comp.sys.atari.st
Date: 2004-09-18 10:55:49 UTC
From: Simon <nospam@nospam.com>
Message-ID: <414c13f7$0$14749$636a15ce@news.free.fr>
Source record: 17247

gswork wrote:
> what would you recommend as really good classic atari st games.

In addition to other ones that have been posted here:
- Super Sprint
- Colonial Conquest
- Mercenary, Damocles, Mercenary 3
- Super Cars 2
- Dyna Blaster (for the multiplayer mode)

Cheers
Simon

4803. Re: CTLink : status

Newsgroup: comp.sys.atari.st
Date: 2004-09-18 12:56:33 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <414c306a$0$12619$626a14ce@news.free.fr>
Source record: 17248

The board is ready as you can see on the web page !
I just wait for money from people to be sure about the number of card to
order..
Sorry to tell you that some fuc.... guys always reserve a board and after
give no news when they have to confirm !
I don't want to buy 40 CTEX at my factory and be stupid with 20 on my hands
:-((
So, as soon as people pay, as soon as the factory is running ...

Mark D wrote:
> On Fri, 17 Sep 2004 14:14:29 +0200, Rodolphe Czuba wrote:
>
>> I have to receive an email from you...
>>
>> I do not register people from NG !
>>
>>
>> exxos wrote:
>>> "Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in
>>> message news:41457b7b$0$24259$626a14ce@news.free.fr...
>>>> Up to this day, I received only 40 registrations for Falcon version
>>>> and 25 for VME version (for MSTE, TT & HADES !). About TT, don't
>>>> talk me more about
>>>> an important number of TT users : it's false !
>>>> And some people did a registration for 2 or 3 boards !
>>>> In fact I received registrations from 32 and 16 people,
>>>> respectively for F30
>>>> & VME versions...
>>>>
>>>> It is really not enough to produce the boards !
>>>> I will not finish the boards (PCB routing) !
>>>>
>>>> In the worst case, the design will be FREE on my web site.
>>>> Or I finish the board for Falcon only and produce it for 2 or 3
>>>> serious developpers that will design some USB software/drivers for
>>>> a future machine...
>>>> But because the EtherNAT board will be available for CT60 and
>>>> because the better developers have a CT60, it seems there is no
>>>> good reason to finish the board...
>>>>
>>>> Rodolphe
>>>>
>>>>
>>>

>>> I would like one for sure! but im out of work at the moment so dont
>>> have funds, but you can maybe place me on the list......
>>>
>>> Chris
>
> Rodolphe, What is your projection on time from registrations
> completed to money sent to board production? If it'll take 1 year or
> so, I can register.
>
> Thanks,
> Mark

4804. ST-Labs STe RAM expansion / IDE board still alive?

Newsgroup: comp.sys.atari.st
Date: 2004-09-18 14:17:26 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0409180617.3473df2c@posting.google.com>
Source record: 17099

I've been following the development of this project with interest, as, quite frankly, I want one! But there has been no website updates since June and no more about it on forums at all. Is this project still alive, and if so does anyone know if there is an approximate price for hte boards themsevles yet? Was there any sucess is increasing CPU clock speed above 8Mhz?

4805. Re: impressions and quetion about mouse

Newsgroup: comp.sys.atari.st
Date: 2004-09-18 14:32:29 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0409180632.4012f0dd@posting.google.com>
Source record: 17100

For the butter fingered the Eiffel board is a good bet, it allows you
to use PS2 mice and keyboards (you will loose hte use of the orginal
atari keyboard) and is pretty much just plug n play, though if you
want to remap the help/undo keys you need to use a small boot program.
but it's totally solder free, it just has a lead that plugs into the
keyboard port where your atari keyboard plugs into now insdie the
machine. The baord is fit enough to go intoa normal ST case or there
are external versions availible if you want them, but htey cost more.

http://atari.sk/satantronic/
Satantronic do the cheapest version, but internal only.

http://perso.wanadoo.fr/laurent.favard/eiffel_e.html
For external version

As for hte Atari mouse itself, as has already been said although it
looks liek a PC serial mouse it actually works differently. it's worth
getting away form the Atari mouse if you can as as well as just being
clunky and having a low resolution, the way they connect under hte
keyboard means hte ports tend to break fairly easily if you have to
plug and unplug it very often, and fixing the mouse port is a
nightmare.

> Considering PS/2 mice, I've just found this. It is an active convertor
> that will not need a driver on the Atari ST.
> http://members.aol.com/tgkirk/ps2mous.htm
> As that will connect to the ST mosue port and efefctivly behave like a
> real ST mouse, it will be a perfect replacement. Might be interesting
> and it loosk not hard if you already have some knowledge on electronics
> and soldering.
>
> HTH,
> Matthias

4806. Re: Lyndons Package on eBay (LONG)

Newsgroup: comp.sys.atari.st
Date: 2004-09-18 17:11:26 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <01pok0lmo7rilslfvsl3i9chujqvkshnvv@4ax.com>
Source record: 17101

Hi,

I'm the one that bidded on the Ethernec/Eiffel package on eBay. I intend to continue where Lyndon left off. At the moment, I am trying to procure a source for the ISA ethernet cards. At the moment I have only a few circuit boards for the Ethernec, but I will order more as soon as I am able to fund it. I plan to do 50-75 sets the first run. I am not sure as to the cost per unit at this time so please bear with me. I will try to keep it in line with current pricing but we'll see.

I am not an electronics expert (more of a tinkerer) by any means, however, every unit will be hand built by me & tested by me on my Stacy running Magic. These units take about 2 hours to make. More time if you want a plastic case for them. The cartridge port isn't cut to fit the cartridge slot, so each one has to be cut and filed to shape.

At this time, I would ask you to grab Lyndon's form, fill it out and send it to me at my yahoo address. These will be made and delivered in the order in which I get them. Those who ordered at the show will get at least one at first and their remainder order at beginning of the first batch. The address is listed below, removing nospam from the middle of my last name is required to contact me. Hopefully, I will confirm your email and shipping address within a day or two.

I can take orders for eiffel, but I will order the pcb's later after getting the ethernec project going. Prices may differ from lyndons, depending on how many I will order.

At this time, things are a little rough here. My father is dying of cancer, so time (for me) is at a premium.

However, this task (ethernec) will be taken with the utmost care and as promptly as possible. I have been patiently waiting to have ethernet for the Atari machines for some time. I know all of you are too. I will always keep that in mind.

Thanks for being patient,
Rory McMahon

rorymcmnospamahon@yahoo.com

On Tue, 14 Sep 2004 18:40:25 +0100, "David Wade" <g8mqw@yahoo.com> wrote:

>Folks,
> Was the person who bought up Lydons stuff a reader on here. If so are
>they intending to make Ethernec cards?

> Dave
>

4807. Re: impressions and quetion about mouse

Newsgroup: comp.sys.atari.st
Date: 2004-09-18 18:16:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200409182016.a48845@wun.maus.de>
Source record: 17113

Hallo Dark!

DW>though if you want to remap the help/undo keys you need to use a small
DW>boot program.

With more recent versions of the firmware, this is no longer necessary. You can now permanently remap all keys in set 3 and a lot of keys in set 2.

Eiffel gives you another improvement over the original mouse, though: You can use modern optical wheel mice. Normally, the wheel will be mapped to the cursor up/down keys, but this is also configurable.

With best regards
Ekkehard

4808. Re: Lyndons Package on eBay (LONG)

Newsgroup: comp.sys.atari.st
Date: 2004-09-18 20:34:50 UTC
From: "Steve Sweet"
Message-ID: <cii659mff1@titan.btinternet.com>
Source record: 17102

Hi Rory

> I'm the one that bidded on the Ethernec/Eiffel package on eBay. I
> intend to continue where Lyndon left off. At the moment, I am trying
> to procure a source for the ISA ethernet cards. At the moment I have
> only a few circuit boards for the Ethernec, but I will order more as
> soon as I am able to fund it. I plan to do 50-75 sets the first run. I
> am not sure as to the cost per unit at this time so please bear with
> me. I will try to keep it in line with current pricing but we'll see.
>
> I am not an electronics expert (more of a tinkerer) by any means,
> however, every unit will be hand built by me & tested by me on my
> Stacy running Magic. These units take about 2 hours to make. More time
> if you want a plastic case for them. The cartridge port isn't cut to
> fit the cartridge slot, so each one has to be cut and filed to shape.

What part of the world do you live in??

--

Regards, Steve S.

4809. Re: ST-Labs STe RAM expansion / IDE board still alive?

Newsgroup: comp.sys.atari.st
Date: 2004-09-18 20:41:35 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <414c9d68$0$12637$626a14ce@news.free.fr>
Source record: 17103

that's a good question !
I will request info at the author...and come back here.

Dark Willow wrote:
> I've been following the development of this project with interest, as,
> quite frankly, I want one! But there has been no website updates since
> June and no more about it on forums at all. Is this project still
> alive, and if so does anyone know if there is an approximate price for
> hte boards themsevles yet? Was there any sucess is increasing CPU
> clock speed above 8Mhz?

4810. Re: Atari 1040 ST...

Newsgroup: comp.sys.atari.st
Date: 2004-09-18 20:56:01 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <414c4c02918cd1@comcast.net>
Source record: 17104

>Hello!
>I want to buy Atari 1040 ST from one man... Hi told me that it is a
>computer with monitor.
>And he has no disks for it.
>So it is unusable now.
>
>Few questions:
>1. Is Atari 1040 ST use standart 3.5" floppies like any PC???
>2. If I buy the computer, where I can find OS disk image and another
>disk images with useful utilities, programs, editors, and of course
>games?
>3. How can I write this images to disks with PC(both under Linux and
>windoze)?
>4. How can I read with PC files that are made with Atari ST (for
>example text files)
>5. I had hear about con-tiki OS port for Atari ST, but link from
>con-tiki page follow to the german page... I can't read german and I
>didn't understand ...
>6. What languages are available for programming on Atari ST? Are there
>Pascal?
>7. Can I connect Atari ST to my PC via serial link or to tcp/ip
>network via modem or ethernet???
>Thank You very much.

Hello,

Yes you can use standard 3.5" floppies. I use them on my 1040STe.
On a 1040 the OS is built in. You can get other OS's like Mint and
Magic. You can find tons of programs for the 1040. Try some of
these sites:

http://users.pandora.be/tos4ever/utsi.htm
http://www.multimania.com/falkweb/utsi.htm
http://www.umich.edu/~archive/
http://www.funet.fi/pub/atari/

There are some formatting programs that make it so that you can
make a floppy that can be used on the PC and Atari computers. If
you have TOS 1.4 or above, using the built-in format option will
do this automatically. There are also Word Processing programs
that can save text files in RTF format that can be loaded into a
PC work processor. I have done that before. GFA Basic and Pure C
are two programming languages that are commonly used. I have my
1040STe hooked to my Ethernet using software/hardware that uses
the computer's cartridge port. Works great....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4811. Re: atari st modem and more... :)

Newsgroup: comp.sys.atari.st
Date: 2004-09-18 20:56:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <414c4c02918cd2@comcast.net>
Source record: 17105

>On my Atari ST I have noticed modem port.
>1. Can I connect obvious external modem to it?
> Are there voltage diffrenece?
>
>2. So, if I can use obvious external modem, which soft Do You
>recommend (if it exists) for dialing, and for tcp/ip connections
>like telnet, and www browser?
>Is there any mail client for Atari ST ?
>
>3. It seems hard to find here in Armenia DD floppies... I hope my
>Atari will work with HD floppies...
>
>4. I noticed a lot of midi software for Atari ST and two midi ports on
>my new computer. Can Atari synthesize midi itself or all soft is
>designed to work with external electronic synthesizer?

I have a 56K modem hooked to my Atari. Works fine, but I mainly
use my cable modem. I would reccomended STiK2 or Sting version
1.26 as the software for tcp/ip connection. Starcall is another
good piece of software that can be used for logging onto regular
BBS's...HD disks may work in an Atari ST, but you will not be able
to use the HD option. You may still just get 720k per disk. YOu
can install a HD drive into a ST computer and it will work if
modifications are made in the ST.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4812. Re: Creator midi sequencer, help please !!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2004-09-18 20:56:03 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <414c4c02918cd3@comcast.net>
Source record: 17106

>Hi, I was using C-Lab Creator a midi sequencing program but my floppy
>program disk has been corrupted and I have not made a backup of it.
>Can anyone tell me where I can get another copy?
>My version was ver 3.1 but any version would do.
>
>Please reply.....Thanks.....Rob

Try this site:

http://tamw.atari-users.net/timidi.htm

Talk to Tim and see if he has any ideas....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4813. Re: etherNEC help

Newsgroup: comp.sys.atari.st
Date: 2004-09-18 20:56:03 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <414c4c02918cd4@comcast.net>
Source record: 17107

>
>I think its STING 1.26, everything pings ok, the PC does attempt
to logon, >but FTP kicks it off, its like the FTP program isn't
setup right, im sure it >should show the "welcome" text as soon as
it connects but it dont, FTP >reports the attempted logon so they
are connected.
>
>I installed ENEC which shows up on boot, STING does error with DNS lookup
>failed or something like that.
>
>I've used the FTP prog before with no problems, but it looks like its not
>reading the config files, and the user lists!
>
>got any ideas for another FTP server to try ?
>
>Chris

I am using the same setup as you on a 1040STe and the FTP 1.09
works fine. You may be correct in that the ftp program is not
reading the config files. What exactly happens when you run the
program? Are you trying to transfer files, etc?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4814. Re: etherNEC help

Newsgroup: comp.sys.atari.st
Date: 2004-09-18 21:43:15 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <414cabd9$0$20252$cc9e4d1f@news-text.dial.pipex.com>
Source record: 17108

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:414c4c02918cd4@comcast.net...
> >
>>I think its STING 1.26, everything pings ok, the PC does attempt
> to logon, >but FTP kicks it off, its like the FTP program isn't
> setup right, im sure it >should show the "welcome" text as soon as
> it connects but it dont, FTP >reports the attempted logon so they
> are connected.
>>
>>I installed ENEC which shows up on boot, STING does error with DNS lookup
>>failed or something like that.
>>
>>I've used the FTP prog before with no problems, but it looks like its not
>>reading the config files, and the user lists!
>>
>>got any ideas for another FTP server to try ?
>>
>>Chris
>
> I am using the same setup as you on a 1040STe and the FTP 1.09
> works fine. You may be correct in that the ftp program is not
> reading the config files. What exactly happens when you run the
> program? Are you trying to transfer files, etc?
>

I have had it working fine the first time I set it all up, theres no reason
why it shouldnt work now.....

I load up FTP, all the config files are correct..... I'm just using "C" for
username and "*" for password, when I logon from my PC, its says 500 access
denied. On the ST the log for FTP says "User C password * logged out" and
thats all it says.

When you logon with your PC do you get the welcome note BEFORE or AFTER the
username ??

I am sure the welcome note should come before it asks for the username!
can't exactly remember, but it made me think that its not reading the
welcome and users files. I have copied the files everywhere and even did a
new copy on floppy to try..... I've tried everything, dont make sence at all
:(First time around all worked perfectly, the only thing which changed was
I reinstalled windows a few times, but all I had to do was put the IP back
into windows and upto now thats worked fine.. though this time it wont have
it at all :(seems like a FTP fault on the ST, but everything is setup
perfectly!

chris

4815. Re: Lyndons Package on eBay (LONG)

Newsgroup: comp.sys.atari.st
Date: 2004-09-18 22:05:43 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <2r3ppoF165gl9U1@uni-berlin.de>
Source record: 17109

> I'm the one that bidded on the Ethernec/Eiffel package on eBay. I
> intend to continue where Lyndon left off. At the moment, I am trying
> to procure a source for the ISA ethernet cards. At the moment I have
> only a few circuit boards for the Ethernec, but I will order more as
> soon as I am able to fund it. I plan to do 50-75 sets the first run. I
> am not sure as to the cost per unit at this time so please bear with
> me. I will try to keep it in line with current pricing but we'll see.
>
Rory,

I don't think the card is current anywhere. I got mine from searching
round computer and ham radio fairs. I tend to pick these up whenever
I see them as spares, but I only have a few free.

I guess you probably need to search for some one with obsolete stock.
A google search did not turn up any sources of cards, but the actual
chips seem to be available cheaply. I wonder if it would be possible to
make a full standalone card?

Dave.

4816. Re: Lyndons Package on eBay (LONG)

Newsgroup: comp.sys.atari.st
Date: 2004-09-18 22:47:10 UTC
From: Rory McMahon <fujiman@netzero.net>
Message-ID: <180920041747088462%fujiman@netzero.net>
Source record: 17110

In article <cii659mff1@titan.btinternet.com>, Steve Sweet
<steve.sweet@no-spam@btopenworld.com> wrote:

> Hi Rory
>
> What part of the world do you live in??

A quiet little country town about 40 miles (64km) West of Chicago
called Elburn.

4817. Re: Lyndons Package on eBay (LONG)

Newsgroup: comp.sys.atari.st
Date: 2004-09-18 23:14:55 UTC
From: Rory McMahon <fujiman@netzero.net>
Message-ID: <180920041814467928%fujiman@netzero.net>
Source record: 17111

In article <2r3ppoF165gl9U1@uni-berlin.de>, David Wade
<g8mqw@yahoo.com> wrote:
> Rory,
>
> I don't think the card is current anywhere. I got mine from searching
> round computer and ham radio fairs. I tend to pick these up whenever
> I see them as spares, but I only have a few free.
>
> I guess you probably need to search for some one with obsolete stock.
> A google search did not turn up any sources of cards, but the actual
> chips seem to be available cheaply. I wonder if it would be possible to
> make a full standalone card?
>
> Dave.

Dave,

AFAIK, the card was popular in the states back in 98 or so before the
cards went PnP and PCI. IF the chips were cheap enough, I think a
re-design of the ethernec is slightly out of scope of my abilities and
when you can find the cards they should be inexpensive. I do have 5 or
so ISA cards in the basement, but I will check which chipset they have
and at least try them out.

The charm of Ethernec card is that it re-uses obsolete cards. It doesnt
require the re-invention of the wheel. If we keep it simple, then we
keep it inexpensive. I'm not sure if the Atari takes full advantage of
10mb/s, so re-tooling wont give us any speed benefits that I know of.

The hardest part to make is the cartridge port connector. I've tried
several times (and spent around $200) and failed miserably just trying
to make the cart edge. I can (but not a lot) hand wire the single sided
board.

I just want to make sure that those who want a ethernec, can get one.
It is just a matter of getting enough money to place that first
important order of pcb's

Rory

4818. Sound Designer Copier?

Newsgroup: comp.sys.atari.st
Date: 2004-09-19 00:38:00 UTC
From: Crackers <bcracknell@sympatico.ca>
Message-ID: <Dj43d.21488$lb5.1532343@news20.bellglobal.com>
Source record: 17112

My ancient Atari ST Sound Designer disk is starting to go a little wonky on me. Sometimes it works, sometimes it doesn't, usually it works though. I want to make a copy of the disk before it fails on me completely after all the thing is over 15 years old, it's not going to last forever.

Can anyone point me towards a copy program that'll let me copy this blasted thing the copy protection seems to be much more robust than anything I've got that copies disks which is most annoying.

Heck, if there's a cracked version of Sound Designer floating around out there that would do too.

Maybe this is just my Atari ST's way of saying "Put me aside, go use your PC".

Crackers

--
Ghastly's Ghastly Comic
http://ghastlycomic.com

4819. Atari Internet BBS

Newsgroup: comp.sys.atari.st
Date: 2004-09-19 05:14:20 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.09.19.05.14.17.519005@nossspamXXatari-source.com>
Source record: 17114

Hello folks,

I'd just like to note that over at http://portal.atari-source.com, there's news of a new Octopus BBS release. For those that don't know, this is the single only Atari BBS package that runs natively on an Atari and uses the Stik internet connection to run an internet available telnet BBS (if you choose) or still functions in it's original form using any port, even MIDI.

I've taken up development and maintenance for Octopus BBS from the original author, Koos Kuil and it's completely free now. I've evaluated other Atari BBS options and I believe that no other package for the Atari is even remotely as flexible as Octopus BBS is. Take into account also that the current author is still around and will add any features you wish and if you have the idea to put up an Atari BBS, this is the way to go!

If you have any questions, just email me, or you can Download the BBS and read about it here:

http://portal.atari-source.com/modules.php?op=modload&name=Sections&file=index&req=viewarticle&artid=22&page=1

You may wonder why I would bother maintaining an old BBS package. I think a lot of people are moving back to their roots a bit, hence the sudden influx of new people (or rather a return of old people) back to Atari well after leaving to PC's. I think having internet available BBS's suits that, if it is integrated into normal internet life (usenet, ftp, etc), so much the better. If for nothing else, it's something for my TT to do ;-).

If you're curious, the Octopus BBS is running on pikachu.dynup.net. Under windows or linux, just go to a terminal and type "telnet pikachu.dynup.net" and you got it :)

As always, please keep in mind that this is a work in progress. Most things probably won't properly like File transfers, magazines, allfiles listing, qwk and of course, the message bases have no activity.

Thanks,
Mark
http://portal.atari-source.com

4820. Re: > > > > matt parker hacks the email of his clients and violates the confidentiality of mail matt parker alias ericvan lindthout matt parker alias andy c matt parker alias michelle matt parker alias erik von lint hout the leuven university fired t

Newsgroup: comp.sys.atari.st
Date: 2004-09-19 10:34:33 UTC
From: matthewparker@turboprinz.de
Message-ID: <af2c8bd7.0409190234.168d09b2@posting.google.com>
Source record: 17115
Cross-posted to: free.it.citta.corato,alt.models.scale.ships,comp.sys.atari.st,free.it.citta.ravenna,free.uk.trade.trucking

free.it.citta.corato,alt.models.scale.ships,comp.sys.atari.st,free.it.citta.ravenna,free.u
k.trade.trucking
> alive.internet.www.search-engines.yellow-pages,alive.local.us.new-york,alive.media.radio
.nl.radio-3,alive.media.tv.talk-shows,alive.media.tv.talk-shows.jerry
> > > > > > matt parker hacks the email of his clients and violates the
> confidentiality of mail matt parker alias ericvan lindthout matt
> parker alias andy c matt parker alias michelle matt parker alias erik
> von lint hout the leuven university fired three employees due to the
> lies of matt parker matt parker alias dq matt parker alias rmiller
> matt parker alias eric van lintherzog matt parker alias http:
> > > > > > //www.erikvanlint.com matt parker alias eric vonlunsen
hout matt parker alias e von lunsen matt parker alias erik vonlindt
hout matt parker is a stinking piece of shit that likes role playing
dungeons and dragons his real address is matthew s. parker 1505 ash
ave cottage grove 97424 oregon usa matt parker alias evlh matt parker
alias sergejsmith this is hard evidence that this statement
> > > > > > is completely true matt parker alias eric von lindt hout
> matt parker alias super machine matt parker alias erik von
> lunsenherzog matt parker alias sergei smith matt parker alias
> ericvonlintherzog matt parker alias bestday isnow matt parker alias
> eric van lint hout matt parker alias evan lunsen hout matt parker
> alias eric van lunsenherzog matt parker alias ericvan lindt herzog
> matt parker
> > > > > > alias sergismith matt parker alias erik vonlindt matt parker
> alias sex-machines matt parker alias tanjadchenka in reality his name
> is matthew parker from cottage grove oregon and that is that matt
> parker alias erikvon lunsen herzog matt parker alias erikvan lint
> herzog matt parker alias supermachines matt parker alias erik von
> lindt hout matt parker alias kim parker matt parker stalks and
> > > > > > tracks down clients to scam and blackmail them matt parker
alias erik vanlunsen the date of birth of matt parker is 13 9 65 matt
parker alias ericvonlunsenhout matt parker alias ericvon lindt matt
parker alias ericvon lunsen herzog matt parker alias ericvanlunsen
herzog matt parker alias e von lint hout matt parker alias
erikvanlunsenhout matt parker alias eric von linthout matt parker
> > > > > > alias erik von lindtherzog matt parker alias t dchenka matt
> parker makes false accusations to make others seem guilty of his
> criminal activities matt parker alias erikvan lindt matt parker alias
> evan lint herzog matt parker sends death threats to dissatisfied

> clients matt parker alias erikvonlindt hout matt parker alias ericvan
> lunsenhout matt parker alias tdchenka the mail worm forwards
> > > > > > this message to every address book entry matt parker alias
> samsmith never enter a true credit card number at trueloves.com matt
> parker alias sergeismith matt parker alias eriklunsen matt parker
> alias ericvan lint matt parker alias anjaparker matt parker alias matt
> parker matt parker alias ericvan lunsenherzog matt parker alias
> nzaitzeva matt parker alias ericvonlindthout matt parker alias
> > > > > > tanjadochenkova damn matt parker and let his soul burn in
> hell till it freezes over matt parker alias erikvan linthout matt
> parker alias erikvon lint matt parker alias e vonlinthout matt parker
> alias eric van lindtherzog matt parker alias evon lint matt parker
> alias evon lindtherzog matt parker alias e vanlindtherzog change
> country of residence if personal data is captured by matt parker
> > > > > > matt parker alias erikvan lint hout matt parker alias
erikvanlunsen herzog matt parker alias e van lunsen hout matt parker
alias annparker matt parker has friends all over the world whose joy
in life is mutilating dissatisfied clients matt parker alias evonlindt
herzog matt parker alias eric van lint matt parker alias d georg matt
parker alias ericvan linthout matt parker alias nadejda
> > > > > > zaitzeva matt parker alias robert miller matt parker alias evon lunsenherzog if
this were not true matt parker would not bother to react to this statement matt parker
alias e lunsen matt parker alias phillip crew matt parker alias bestdayisnow matt parker
alias erik lindt nail down the cumbag matt parker http://tinyurl.com/58hwa matt parker
alias eric parker matt parker alias evonlint
> > > > > > herzog matt parker alias bestday matt parker alias erik von
> lunsenhout matt parker alias m parker do not sign up at the scam site
> eurobrides.com matt parker alias andyc spam newsgroups with this
> statement matt parker was born on 13 09 1965 matt parker alias
> erikvanlint herzog matt parker alias jjones matt parker is scum in a
> waste piece of skin matt parker alias erik van lindtherzog matt
> > > > > > parker alias erikvanlunsenherzog matt parker alias erikvan
lunsen hout matt parker alias evan lindt matt parker alias
ericvonlunsen herzog matt parker alias erikvan lunsen matt parker
alias phrocrew matt parker alias erikvan lunsenhout matt parker alias
d shredder matt parker alias chess base matt parker alias eric van
lindt hout matt parker alias eric lint matt parker was born on 13 09
> > > > > > 65 matt parker alias ericvonlindt herzog the date of birth
> of matt parker is 9 13 65 matt parker alias erik parker matt parker
> alias erik van linthout matt parker alias erikvonlint matt parker
> alias e vanlindt hout matt parker alias tatjanadchenka anna parker
> married a limpdick yank to escape prosecution in russia members of
> trueloves.com have access to adult material depicting minors in
> > > > > > sexual acts matt parker alias erikvonlunsen herzog matt
> parker alias evan lindt herzog matt parker alias ericvan lunsen herzog
> matt parker forges server logs to make clients seem guilty of his
> criminal activities matt parker alias erikvon lunsen matt parker alias
> vvf matt parker will be busted sentenced jailed and fried matt parker
> illicitly distributes the private data of clients on the
> > > > > > web matt parker alias eric van lunsen hout matt parker alias ericvan lunsen

matt parker alias ericvan lindt matt parker alias evonlunsen matt parker alias eric vanlint matt parker alias eric von lindt herzog matt parker of rainypasslodge.com supports illegal arms trafficking and terrorist activities matt parker alias ericlindt matt parker alias erikvon lunsenherzog matt parker alias e
> > > > > > lint matt parker alias erik vanlunsen herzog his real name is matthew s parker from cottage grove oregon and that is it http://tinyurl.com/4c2t5 matt parker alias eric vanlindt matt parker alias tatjana dochenkova matt parker alias erik vanlindt hout matt parker impersonates clients to make them seem guilty of his criminal activities matt parker is the lowest form of life on this planet
> > > > > > this statement occurs on thousands of other sites apart from
> google matt parker alias ericvonlunsen matt parker alias e
> vonlunsenherzog matt parker alias jeff matt parker alias evonlinthout
> matt parker alias grootaap matt parker alias eric vonlunsen herzog
> matt parker alias e von lint herzog matt parker alias ericvanlindt
> herzog any useful information leading to the arrest of matt parker
> > > > > > will be rewarded matt parker alias ericvon lint matt parker was born on 13 september 65 matt parker alias groot aap matt parker is a hacker and stalker that steals personal data from hacked mailboxes matt parker alias evonlunsenherzog matt parker alias anja parker this statement is made in loving memory of the university employee that was killed by matt parker this is hard evidence that
> > > > > > matt parker spams the net http://tinyurl.com/3htl2 matt
> parker alias anya parker matt parker alias mparker matt parker alias
> dchenka tatyana dochenkova matt parker alias erikparker matt parker
> alias e vonlint herzog matt parker alias ccc tournament matt parker
> alias ws matt parker alias evanlunsen herzog matt parker alias n
> zaitzeva matt parker from cottage grove oregon spams the net with
> > > > > > childporn http://tinyurl.com/6kmea matt parker alias erikvan lindt herzog due to the lies of matt parker the catholic university of leuven belgium fired three employees matt parker alias ericvon lunsenhout matt parker alias erik von lindt herzog matt parker instigates hackers and other criminals against clients and competitors matt parker alias erik van lint hout do not sign up at the
> > > > > > scam site trueloves.com matt parker alias erik vanlindthout
> one of the dismissed employees did not find a new job got into debts
> and was found in a noose matt parker alias peacenow matt parker alias
> gerald jones matt parker alias best dayisnow matt parker alias eric
> vonlindt herzog matt parker alias erikvonlindtherzog matt parker was
> born on 13 sep 1965 the date of birth of matt parker is
> > > > > > 13 9 1965 matt parker registers domains with the name of his
> clients to impersonate them matt parker alias ericvonlindt matt parker
> alias eric vanlint hout matt parker alias a parker matt parker alias
> erik von lint herzog matt parker alias evanlunsenhout matt parker
> alias sergey smith this statement is made pending the issue of the
> official complaint against matt parker matt parker alias
> > > > > > tdochenkova hack the childporn site http://tinyurl.com/4bb86
> to pieces matt parker alias matthewparker matt parker alias cbase matt
> parker alias jerry jones earn money for every email address this chain
> letter is forwarded to matt parker alias evan lunsen matt parker alias
> eric vonlint hout matt parker alias eric von lunsenhout matt parker
> alias elindt matt parker alias e vonlunsen herzog

> > > > > > matt parker alias ericvanlint herzog matt parker alias eric vonlindt matt parker alias erik van lunsen herzog matt parker alias phrozen crew matt parker alias ladiest matt parker alias phillipcrew matt parker alias yda matt parker alias evan lindtherzog matt parker alias erik von linthout matt parker alias erik vanlunsen hout the only purpose of antiscam.org is to lead users to the
> > > > > > commercial sites of matt parker matt parker alias ericlunsen matt parker alias ericvanlunsenherzog matt parker alias erikvonlunsen hout matt parker alias bestday is now matt parker alias erikvon lint hout matt parker alias e vanlunsen the date of birth of matt parker is september 13 1965 matt parker alias e vonlint matt parker alias eric van linthout matt parker alias annaparker matt
> > > > > > parker alias tanya dochenkova matt parker alias e von lindt matt parker is a liar from leuven louvain belgium and lives in cottage grove oregon matt parker alias e van linthout spam the child molester matt parker off the web this is hard evidence against matt parker http://tinyurl.com/59u3p matt parker alias eparker matt parker alias eric von lint matt parker is the most despicable
> > > > > > shitass on the net matt parker alias evon lunsen matt parker alias s smith never believe anything matt parker says or writes matt parker alias erikvanlindt herzog matt parker alias eric vanlindt hout stay away from eurobrides.com or be hacked and scammed matt parker alias evanlinthout matt parker alias e vanlinthout matt parker alias erik lunsen matt parker alias rage matt parker alias
> > > > > > eric vonlint herzog matt parker alias evanlint herzog matt parker alias robertmiller matt parker alias evon lindt matt parker alias evan lunsenhout matt parker alias j jones matt parker alias phrozencrew matt parker threatens the life of those that file complaints against his sites matt parker alias aniaparker his true name is matt parker from cottage grove oregon and that is final matt
> > > > > > parker alias eric von lint herzog matt parker alias erik van lindt hout matt parker alias k parker matt parker alias peace now matt parker alias eric lindt matt parker alias evonlindt hout matt parker alias tatianadochenkova matt parker alias pure matt parker spams the net with childporn http://tinyurl.com/3w4q7 matt parker alias erikvan lint matt parker alias erik vanlunsenherzog matt
> > > > > > parker alias erikvon linthout matt parker alias evon lindt herzog matt parker alias ericparker matt parker alias erikvon lintherzog matt parker alias eric vonlintherzog matt parker alias erikvanlint hout matt parker alias ericvonlinthout there is a price on the head of the wanker matt parker matt parker alias eric von lindt matt parker alias ccct matt parker alias r miller matt parker
> > > > > > blackmails clients by coercing them to delete complaints from newsgroups matt parker alias michhele matt parker alias erikvan lindthout matt parker sells underage mail order brides on the web matt parker alias erik vanlint hout matt parker alias eric vanlindthout matt parker alias best day isnow pluck out the eyes of cuntface http://tinyurl.com/4c2t5 matt parker matt parker alias
> > > > > > ericvanlinthout never submit true personal data to eurobrides.com matt parker alias erik von lunsen herzog matt parker alias erik von lunsen matt parker alias sergi smith matt parker alias ericvonlindt hout matt parker alias evonlunsen hout matt parker alias tatiana dochenkova matt parker alias sergej smith matt parker alias evanlint hout matt parker alias erik vonlunsenhout matt parker
> > > > > > alias evanlindtherzog matt parker alias p ure matt parker alias sergeysmith

matt parker alias tania dchenka matt parker alias e van lindt matt parker is a murderer and this son of a bitch will be fried matt parker alias erikvon lint herzog matt parker alias erikvonlint herzog matt parker alias supermachine matt parker alias dchenka tatyana dchenka matt parker alias ericvanlunsen never
> > > > > > submit true personal data to trueloves.com matt parker alias sam smith matt parker alias eric vonlindt hout this statement is not libelous and will under no circumstances be deleted matt parker alias ericvon lunsenherzog matt parker alias e van lunsenherzog the dismissed employees filed an official complaint against matt parker with the us embassy matt parker alias e vonlunsenhout matt
> > > > > > parker alias ericvon linthout matt parker is the husband of anna parker from cottage grove oregon matt parker alias eric van lindthout matt parker alias best day matt parker alias erik von lint matt parker alias eric van lunsen matt parker alias ericvanlindthout matt parker is a dangerous mentally deranged criminal and needs psychiatric confinement matt parker alias erik van lindthout
> > > > > > matt parker is a filthy liar and libeler that manipulates
> the public opinion matt parker alias ericvanlint matt parker alias
> eric von lunsen hout matt parker alias e vonlindt herzog matt parker
> alias erik vonlindt herzog matt parker alias evanlindt matt parker
> alias e von lunsenherzog matt parker alias e van lunsen matt parker
> alias eric vanlintherzog matt parker alias e vonlindthout matt
> > > > > > parker alias eric vanlint herzog matt parker alias mattparker this is hard evidence that matt parker spams the net with childporn http://tinyurl.com/5h6rh matt parker alias kimberly parker matt parker alias ericvon lindtherzog matt parker alias dshredder never enter a true credit card number at eurobrides.com matt parker alias erik lint matt parker distributes illegal software and warez
> > > > > > that infringe the copyright law matt parker violates the internet privacy act by distributing stolen personal data matt parker alias ericvonlunsenherzog matt parker alias super machines matt parker alias eric van lunsen herzog matt parker alias http://erikvanlint.com every occurrence of this statement is automatically submitted to search engines matt parker alias ericvon lintherzog matt
> > > > > > parker alias geronimojones order a new identity at http://www.offshore-manual.com if personal data is captured by matt parker matt parker alias taniadochenkova matt parker alias sex-machine matt parker alias ericvan lunsen hout matt parker alias evonlindtherzog matt parker is belgian about forty years old with dark hair and lives in cottage grove oregon matt parker is webmaster of
> > > > > > trueloves.com and all sites in ip range 66 70 45 10 to 39 matt parker alias kimberleyparker matt parker alias evan lunsen herzog matt parker alias evon linthout matt parker alias tanya dchenka matt parker alias evlhevlh matt parker alias evanlunsen hout matt parker alias erik vanlint matt parker alias ericvon lint hout matt parker alias ericvanlunsen hout matt parker alias jerryjones
> > > > > > matt parker alias erikvonlinthout matt parker alias e von lint matt parker commits credit card fraud and identity theft matt parker alias e von lindthout matt parker alias erik von lindthout anna parker is a russian whore wanted by the russian police for prostitution matt parker alias ericvonlint herzog matt parker alias evan lintherzog matt parker alias jj matt parker alias ladiet matt
> > > > > > parker alias ericvanlindtherzog matt parker forges evidence
> to make others seem guilty of his criminal activities matt parker

> alias ericvanlintherzog matt parker alias erik van lindt herzog matt
> parker alias erik vonlunsen hout matt parker was exposed as a liar at
> http://fravia.2113.ch/phplab/mbs.php3/mb001?num=1028133973&thread=1028133973
> where he posts as jeff and trueloves matt parker
> > > > > > alias evanlindthout matt parker alias eriklint damages will
> be claimed from matt parker to compensate financial loss hack the
> childporn site http://tinyurl.com/6t7hd to pieces matt parker alias
> tanja dochenkova matt parker alias e vonlunsen all matt parker ever
> wanted to do was fuck scammer bitches anyway matt parker alias anna
> parker matt parker alias ericvan lintherzog matt parker alias
> > > > > > e vanlindt herzog matt parker alias erikvon lunsen hout
matt parker alias erik von lindt the scam site trueloves.com is owned
by the pervert matt parker from cottage grove oregon matt parker alias
erikvonlunsenherzog matt parker was born on 09 13 1965 matt parker
alias nadejdazaitzeva matt parker was born on 09 13 65 matt parker
alias ericvanlindt hout matt parker alias ann parker earn
> > > > > > money for every forum this statement is posted in matt
parker alias e van lint matt parker alias anyaparker matt parker alias
evan lindt hout matt parker alias erik van lunsenherzog matt parker
alias erikvanlindtherzog matt parker alias evanlindt herzog matt
parker alias tanyadchenka matt parker alias e von linthout matt parker
alias ericvanlint hout matt parker alias erik vonlintherzog
> > > > > > matt parker alias evanlintherzog matt parker alias evonlintherzog matt parker
alias e vonlindt hout matt parker alias chessbase matt parker alias e van lindt herzog matt
parker alias erik von lintherzog matt parker alias eric vonlunsenherzog matt parker was
born on 13 sep 65 his mailbox is matt parker alias erik vanlint smolders pl 1 pb 223 leuven
3000 belgium matt parker alias erik
> > > > > > vanlindt herzog matt parker alias tatjanadochenkova matt
> parker trades in teenage brides from russia and the philippines matt
> parker alias evl matt parker alias eric van lunsenhout matt parker
> alias ericvan lindt hout matt parker alias ccctournament matt parker
> alias erik vanlindtherzog matt parker alias e van lindthout matt
> parker is a filthy motherfucker that likes computer chess games
> > > > > > matt parker alias ericvan lint herzog matt parker alias erik
> vonlunsenherzog matt parker alias eric vonlint matt parker alias eric
> vonlindthout matt parker was born on 13 september 1965 matt parker
> alias eric vanlunsen hout matt parker alias evon lindt hout never
> submit a real email address to trueloves.com matt parker alias
> tatyanadchenka matt parker alias erikvan lindtherzog matt parker
> > > > > > alias chess lib matt parker alias frankquisinsky matt parker alias ericlint
rebuild the cuntface of the spamming scammer matt parker http://tinyurl.com/452ch matt
parker alias e vanlintherzog the dismissed university employees suffered financial loss
due to matt parker matt parker alias matthew parker matt parker is a pedophile and child
molester with many fake pseudonyms and multiple
> > > > > > personalities matt parker alias erikvanlunsen matt parker alias ericvan lint
hout matt parker alias e vonlindtherzog all personals at eurobrides.com are fake and the
whole site sucks matt parker alias e vanlint matt parker alias evlevl matt parker alias
tania dochenkova matt parker alias erikvonlunsenhout matt parker spams the shit out of
clients and newsgroups matt parker alias
> > > > > > evanlunsenherzog every deletion or refutation will

> automatically cause new occurrences of this statement matt parker
> alias p crew matt parker alias an dyc matt parker alias eric lunsen
> matt parker alias eric von lint hout matt parker alias best dayis now
> matt parker alias g jones matt parker alias erikvon lunsenhout matt
> parker alias erikvan lindt hout matt parker alias sex machines matt
> > > > > > parker alias evanlunsen matt parker alias eric van lindt matt parker is guilty
of illegal people trafficking and will be prosecuted matt parker alias erik van lintherzog
matt parker alias taniadchenka matt parker runs dating sites since people are unlikely to
admit joining such sites by complaining the truth of this statement is proven by matt
parker trying to delete or refute it matt
> > > > > > parker alias gaap matt parker alias erik vanlindt matt
> parker is a belgian of mixed ethnical extraction living in cottage
> grove oregon matt parker alias eric vonlinthout matt parker alias evan
> lindthout matt parker alias erik vonlint matt parker alias eric
> vanlunsenherzog matt parker alias evon lunsenhout matt parker alias
> eric van lint herzog matt parker alias e vonlint hout matt parker
> > > > > > alias erik vonlindtherzog pin down the prick matt parker
http://tinyurl.com/4cc39 matt parker commits online impersonation and
harassment matt parker alias erikvon lindt matt parker infects
computers with a nasty trojan virus matt parker alias erikvan
lunsenherzog matt parker alias fquisinsky never submit a real email
address to eurobrides.com matt parker alias erikvon lindt herzog matt
> > > > > > parker alias evan lint matt parker alias chesslib matt
> parker alias evanlindt hout anybody providing proof of the death of
> matt parker will receive a huge reward matt parker alias evon lunsen
> hout matt parker alias e vanlunsenherzog matt parker alias e lindt
> matt parker alias tanyadochenkova matt parker alias erikvonlindthout
> matt parker alias ssmith matt parker is personally responsible
> > > > > > for the death of a university employee matt parker alias e van lintherzog matt
parker alias sex machine matt parker alias deep shredder matt parker makes a living by
selling underage female flesh to pornographers and whoremongers matt parker alias e
vanlindt matt parker alias philipcrew matt parker alias erikvon lindtherzog matt parker
alias erik van lint herzog matt parker alias
> > > > > > erikvanlindt matt parker alias erik vanlunsenhout matt
parker alias philip crew matt parker alias s machines matt parker
alias evon lindthout matt parker alias erikvanlint matt parker alias
ericvonlindtherzog matt parker alias evon lint herzog matt parker
alias eric von lindthout matt parker alias ericvonlint hout matt
parker alias evonlunsenhout matt parker alias tatianadchenka members
> > > > > > of eurobrides.com have access to adult material depicting
minors in sexual acts matt parker alias michhelle matt parker alias
aparker matt parker alias t dochenkova matt parker alias e vonlindt
this perfectly legal statement prevents further abuse by matt parker
matt parker alias erik vanlinthout matt parker alias frank quisinsky
the scam site eurobrides.com is owned by the pervert matt
> > > > > > parker from cottage grove oregon matt parker alias ericvanlindt matt parker
alias ericvon lint herzog matt parker alias evan lint hout matt parker alias erik van
lunsenhout matt parker alias eric vanlunsenhout matt parker alias e vanlindthout matt
parker alias kimparker matt parker alias elint matt parker alias eric vanlindt herzog matt
parker alias pcrew matt parker alias

> > > > > > erikvanlintherzog matt parker alias e von lindt hout matt parker alias eric vanlinthout matt parker alias e von lunsen hout matt parker alias tatiana dchenka an official complaint against matt parker was filed with the us embassy matt parker alias cy anybody providing proof of having harmed matt parker his wife and relatives will be rewarded matt parker owns dating sites since their
> > > > > > clients are unlikely to complain and admit their membership matt parker alias e vanlint herzog matt parker alias erikvanlindthout make matt parker bleed http://tinyurl.com/v4oa matt parker alias erikvonlunsen matt parker alias erik vonlint hout matt parker alias erik vanlint herzog the date of birth of matt parker is september 13 65 matt parker alias s machine all personals at trueloves.
> > > > > > com are fake and the whole site sucks matt parker alias erikvon lindt hout matt parker alias kparker matt parker alias evonlint boycott commercial dating sites matt parker alias ericvan lindtherzog matt parker alias erik van lint matt parker alias e van lindt hout matt parker alias e vonlintherzog matt parker alias ericvon lunsen matt parker alias erikvonlint hout matt parker alias eric
> > > > > > von lindtherzog matt parker alias evon lintherzog matt parker alias kimberley parker matt parker alias e von lindt herzog matt parker alias erikvonlindt herzog matt parker alias e van lindtherzog matt parker alias e vanlunsenhout matt parker alias

4821. mega 4 = mega st 4 ?

Newsgroup: comp.sys.atari.st
Date: 2004-09-19 11:02:33 UTC
From: giovanni melonari <gmelonar@liber.it>
Message-ID: <akpqk0hpq0m018ksndfi5alne7dbi7ntnv@4ax.com>
Source record: 17116

Please , the differences (mega 4 - mega st 4). Which is better?

4822. Re: mega 4 = mega st 4 ?

Newsgroup: comp.sys.atari.st
Date: 2004-09-19 12:06:19 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <414d7590$0$29780$afc38c87@news.optusnet.com.au>
Source record: 17117

giovanni melonari wrote:

> Please , the differences (mega 4 - mega st 4). Which is better?

There are two Mega's. A Mega ST4 and a Mega STE4, the STE is way better.
16Mhz cpu with cache, essentially a STE. The Mega ST4 is basically a STF
with a blitter chip.

Mark

4823. Re: Lyndons Package on eBay (LONG)

Newsgroup: comp.sys.atari.st
Date: 2004-09-19 15:45:46 UTC
From: "Steve Sweet"
Message-ID: <cik9j8$lr0$1@hercules.btinternet.com>
Source record: 17118

Hi Rory

>> What part of the world do you live in??
>
> A quiet little country town about 40 miles (64km) West of Chicago
> called Elburn.

Oh well, i was going to offer some help assembling the kit, but I'm in the
UK, not much help at this distance.

--

Regards, Steve S.

4824. Re: Lyndons Package on eBay (LONG)

Newsgroup: comp.sys.atari.st
Date: 2004-09-19 15:45:49 UTC
From: "Steve Sweet"
Message-ID: <cik9jc$lr0$2@hercules.btinternet.com>
Source record: 17119

Hi Rory

> I just want to make sure that those who want a ethernec, can get one.
> It is just a matter of getting enough money to place that first
> important order of pcb's

Why not make your own, photo etching is cheap and cheerful, once you've got the template, which can be spewed out by any Laser or bubble printer you only need some photo reactive aerosol and some FeCl3 to stain your fingers with.

--

Regards, Steve S.

4825. Re: mega 4 = mega st 4 ?

Newsgroup: comp.sys.atari.st
Date: 2004-09-19 17:15:06 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10krfksrhln4f05@corp.supernews.com>
Source record: 17120

"giovanni melonari" <gmelonar@liber.it> wrote in message
news:akpqk0hpq0m018ksndfi5alne7dbi7ntnv@4ax.com...
> Please , the differences (mega 4 - mega st 4). Which is better?

There is no difference between the two! Atari decided later on that the
Mega 4 sounded more professional without the ST in the name. They did not
want people thinking the Mega 2/4 was a Atari ST apparently! LOL

Tim

4826. Re: mega 4 = mega st 4 ?

Newsgroup: comp.sys.atari.st
Date: 2004-09-19 18:28:33 UTC
From: giovanni melonari <gmelonar@liber.it>
Message-ID: <f0krk0ti725cfoeh3m1i2m1mueroofs78r@4ax.com>
Source record: 17121

On Sun, 19 Sep 2004 11:02:33 GMT, giovanni melonari
<gmelonar@liber.it> wrote:

>Please , the differences (mega 4 - mega st 4). Which is better?
Mark and Tim, THANK

4827. Re: mega 4 = mega st 4 ?

Newsgroup: comp.sys.atari.st
Date: 2004-09-19 22:49:19 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1040919194747.14295B-100000@halifax.chebucto.ns.ca>
Source record: 17123

I have a Mega4ST and a MegaST4. They seem identical in every way with the
exception of the nameplate on the front. Neither is the Mega STE4.

On Sun, 19 Sep 2004, Mark Bedingfield wrote:

> There are two Mega's. A Mega ST4 and a Mega STE4, the STE is way better.
> 16Mhz cpu with cache, essentially a STE. The Mega ST4 is basically a STF
> with a blitter chip.
>
> Mark
>
>

4828. AD: 20% off coupon first order at 8bitclassics.com!

Newsgroup: comp.sys.atari.st
Date: 2004-09-20 00:05:43 UTC
From: 8-Bit Classics <nospam@8bitclassics.com>
Message-ID: <a67sk0lgt0u3qbhma8kp64o535qc937tkr@4ax.com>
Source record: 17124
Cross-posted to: comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.ti

Instead of having a special sale, I will let you pick what you want and save! Take 20% off of your order from 8-Bit Classics! Use coupon NEW20 when checking out.

What is new at 8-Bit Classics? Well, I have posted more items for different systems, and still have plenty to add. It has taken me a little longer than I thought, but getting there. I also have some items that I am working on that are unique.

I am still also looking for Links! I have gotten a few, and added a few myself of sites I felt or worthy that I frequent. Check them out and help other site owners.

Still looking for reviews of products! If you own a product and have a few minutes, please take some time to write a review and share your opinion with others on that particular item (good or bad). You still need to register to write a review, but registered users will get addiitonal emails (if they choose) about upcoming products before they are announced, additional discount coupons, and more. I might even get a $ off coupon for the person who writes the most reviews.

Thanks to all who has visited and purchased from 8-Bit Classics! I am hoping to be around for years helping the classic community with their needs.

Thanks,

http://www.8bitclassics.com

4829. ADV: Buy 1 Get 1 FREE! 25% off ATARI!

Newsgroup: comp.sys.atari.st
Date: 2004-09-20 07:11:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0409200004300.3811-100000@onyx.spiritone.com>
Source record: 17125
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Septembers Offering 25% off the Top Discount on Games / Software, Hardware
& Books for Classic Atari 8 Bit and Atari ST Computers plus Jaguar Games!
Questions? E-Mail Atari@aracnet.com or (503)256-9974! 1st Come, 1st Serve!

http://www.aracnet.com/~atari/specials.htm Buy $25.00 in Atari 8 Bit, get
a BRAND NEW Summer Games, FREE! Buy 1 ST Software title, get a TimeWorks
title FREE!And FREE is a very good price! So if you dont come to me today,
I cant save you any Money! Avoid Hardening of the Ataris!Come see Dr. Ben!

http://BensCatalogs.Atari.org Get my latest Atari Catalogs!
http://www.aracnet.com/~atari/newstuff.htm See my NEW ATARI stuff!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Details on Atari Specials!
http://www.aracnet.com/~atari/testing.htm My Test Standards.
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4830. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-09-20 07:15:40 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0409200012070.3811-100000@onyx.spiritone.com>
Source record: 17126
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4831. ADV: Atari Survey, E-Mail & Postal Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-09-20 07:19:35 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0409200016000.3811-100000@onyx.spiritone.com>
Source record: 17127
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Looking For Atari Surveys? To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Atari Club for those local to Portland, Oregon USA! Goto my Link below:

I cant read your mind, so with Help from my Atari survey, I can get to know you. It helps me figure out your Atari needs and Interests. The only thing better is a Phone call! Feel free to fill out the Atari Survey on my Contact Page! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm HotLink to WebPage!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4832. Re: impressions and quetion about mouse

Newsgroup: comp.sys.atari.st
Date: 2004-09-20 08:32:58 UTC
From: mrrik@hay.am
Message-ID: <88f41e4b.0409200032.6fe72559@posting.google.com>
Source record: 17128

Matthias Arndt <matthias.arndt@tu-clausthal.de> wrote in message
news:<cigpkk$26ph$1@ariadne.rz.tu-clausthal.de>...
> Matthias Arndt wrote:
> > norik wrote:
>
> >> Is Atari ST use non-standart mouses??? Or may be system don't know
> >> that I connected a mouse...
> >
> > The Atari ST mouse is non standard in the way that it is neither a PS/2
> > nor a serial mouse with MS protocol. [....]
>
> Considering PS/2 mice, I've just found this. It is an active convertor
> that will not need a driver on the Atari ST.
> http://members.aol.com/tgkirk/ps2mous.htm
> As that will connect to the ST mosue port and efefctivly behave like a
> real ST mouse, it will be a perfect replacement. Might be interesting
> and it loosk not hard if you already have some knowledge on electronics
> and soldering.
>
> HTH,
> Matthias

Thank You very much!
I can assemble it myself.
I only think how t oprogram that chip...
Anyway thank You very much again!

4833. Highwire and Okami

Newsgroup: comp.sys.atari.st
Date: 2004-09-20 10:06:46 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <414eb9ba1855da0@tripnet.se>
Source record: 17129

Highwire can't find its modules directory if launched from within Okami
by clicking on a html link. If I put a symbolic link to the modules
folder in the Okami path everything is OK.

Could this be a config error by me or a bug/anomaly in
Highwire/Okami/Magic6?

--
Kenneth Medin <kennethm@tripnet.se>
http://kennethm.webhop.org/
<<Produced with 100% pure Atari equipment>>

4834. Re: Highwire and Okami

Newsgroup: comp.sys.atari.st
Date: 2004-09-20 11:30:46 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <414ecd84367b120@telenet.be>
Source record: 17130

on Mon 20-09-2004 10:06 Kenneth Medin wrote:

>Highwire can't find its modules directory if launched from within Okami
>by clicking on a html link. If I put a symbolic link to the modules
>folder in the Okami path everything is OK.

No problem overhere using freeMiNT 1.16.0/N_AES 2.0.0.
>
>Could this be a config error by me or a bug/anomaly in
>Highwire/Okami/Magic6?

Bug in Magic maybe?
I'm using the cfg as found in the package. I just changed the CACHEMEN
and the path of CACHEDIR path.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4835. Re: A port of a game to Lin&Win

Newsgroup: comp.sys.atari.st
Date: 2004-09-20 18:35:06 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0409201035.64f536bd@posting.google.com>
Source record: 17131

rodsmith@nessus.rodsbooks.com (Rod Smith) wrote in message
news:<a8br12-skm.ln1@speaker.rodsbooks.com>...
> In article <4645be9.0409141706.4d175f70@posting.google.com>,
> atarigalen@yahoo.com (Galen) writes:
> >
> >
> > rodsmith@nessus.rodsbooks.com (Rod Smith) wrote in message
news:<r0cj12-oq2.ln1@speaker.rodsbooks.com>...
> >> > ... I'm not a lawyer, but the idea behind copyright (at least in the
> >> > US) deals with "commercial harm". If you are not competing with the
> >> > guys with the commercial rights then I believe that copyright is not
> >> > an issue.
> >>
> >> I'm afraid that's very, very wrong. Copyright does *NOT* reference any
> >> sort of commercial harm; if you copy something that's copyrighted, even
> >> if no money changes hands and sales of the original are not impacted,
> >> you're still in violation of copyright laws.
> >
> > Allow me to clarify. Technically, you are correct. In fact, any
> > derivative work is covered by copyright, so theoretically all clones
> > are in violation. However ... copyright is almost always a civil
> > matter, not criminal, and in civil suits there must be actual
> > financial damage to claim. If your game is not in competition with
> > the commerical game (that is, it isn't taking sales away) there isn't
> > anything to sue for.
>
> IANAL, but I don't believe that's entirely correct -- or if it is, it's
> too narrow of an interpretation.

I'm beginning to agree with you. Certainly you can't copy a
commercial program and give it away. The so-called "warez" are
clearly illegal. Copying someone's artwork or source code is also
generally out-of-bounds. I suspect that's because even if the person
didn't intend to sell their work, they could have, and you are
supposed to compensate them for their efforts.

But then why are "look and feel" issues held to a lower standard?
Since this discussion began, I've spent a lot of time looking at
copyright-related web sites, and I can't come up with a clear view of
how copyright law is currently being interpreted. Perhaps it's yet
another case of "only lawyers know." I'd like to keep from being so
skeptical, but in an environment where legality is measured by years
after the death of the author and where there is no requirement for
the document to actually list the author, I'm not confident I'll ever
figure out exactly how copyright law applies to me. I do think that

my statements in this forum are pretty likely to be valid, but my confidence has diminished somewhat these last few weeks.

Galen

4836. Re: impressions and quetion about mouse

Newsgroup: comp.sys.atari.st
Date: 2004-09-20 19:19:47 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0409201119.76a93251@posting.google.com>
Source record: 17132

Matthias Arndt <matthias.arndt@tu-clausthal.de> wrote in message
news:<cigpkk$26ph$1@ariadne.rz.tu-clausthal.de>...
> Matthias Arndt wrote:
> > norik wrote:
>
> >> Is Atari ST use non-standart mouses??? Or may be system don't know
> >> that I connected a mouse...
> >
> > The Atari ST mouse is non standard in the way that it is neither a PS/2
> > nor a serial mouse with MS protocol. [....]
>
> Considering PS/2 mice, I've just found this. It is an active convertor
> that will not need a driver on the Atari ST.
> http://members.aol.com/tgkirk/ps2mous.htm

This looks like a simplified Eiffel. While I've no doubt it will work
fine, the Eiffel is probably the better bet, allowing for keyboard and
fan control as well. Satantronic is selling them for 25 euros
(http://www.atari.sk/satantronic/).

Galen

4837. Re: Lyndons Package on eBay (LONG)

Newsgroup: comp.sys.atari.st
Date: 2004-09-20 19:29:05 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0409201129.2c1f8f44@posting.google.com>
Source record: 17133

Rory McMahon <rorymcmahonNOSPAM@yahoo.com> wrote in message
news:<01pok0lmo7rilslfvsl3i9chujqvkshnvv@4ax.com>...
> Hi,
>
> I'm the one that bidded on the Ethernec/Eiffel package on eBay. I
> intend to continue where Lyndon left off. At the moment, I am trying
> to procure a source for the ISA ethernet cards. At the moment I have
> only a few circuit boards for the Ethernec, but I will order more as
> soon as I am able to fund it. I plan to do 50-75 sets the first run. I
> am not sure as to the cost per unit at this time so please bear with
> me. I will try to keep it in line with current pricing but we'll see.
>
Might this help? http://www.meci.com/Catalog/Item/920ec7b4-1e4f-441b-b2ce-2d04b53777f9

Galen

4838. Re: Lyndons Package on eBay (LONG)

Newsgroup: comp.sys.atari.st
Date: 2004-09-20 19:50:07 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <2r8qjhF172ccqU1@uni-berlin.de>
Source record: 17134

"Rory McMahon" <fujiman@netzero.net> wrote in message
news:180920041814467928%fujiman@netzero.net...
> In article <2r3ppoF165gl9U1@uni-berlin.de>, David Wade
> <g8mqw@yahoo.com> wrote:
> > Rory,
> >
> > I don't think the card is current anywhere. I got mine from searching
> > round computer and ham radio fairs. I tend to pick these up whenever
> > I see them as spares, but I only have a few free.
> >
> > I guess you probably need to search for some one with obsolete stock.
> > A google search did not turn up any sources of cards, but the actual
> > chips seem to be available cheaply. I wonder if it would be possible to
> > make a full standalone card?
> >
> > Dave.
>
> Dave,
>
> AFAIK, the card was popular in the states back in 98 or so before the
> cards went PnP and PCI. IF the chips were cheap enough, I think a
> re-design of the ethernec is slightly out of scope of my abilities and
> when you can find the cards they should be inexpensive. I do have 5 or
> so ISA cards in the basement, but I will check which chipset they have
> and at least try them out.
>
> The charm of Ethernec card is that it re-uses obsolete cards. It doesnt
> require the re-invention of the wheel. If we keep it simple, then we
> keep it inexpensive. I'm not sure if the Atari takes full advantage of
> 10mb/s, so re-tooling wont give us any speed benefits that I know of.
>
> The hardest part to make is the cartridge port connector. I've tried
> several times (and spent around $200) and failed miserably just trying
> to make the cart edge. I can (but not a lot) hand wire the single sided
> board.
>

I never had any "real" problems with that, though I must admit I never made
the PCB.
I just passed the digram across to a friend who made the PCB. Bigest problem
was soldering the IDC connector to the boared, but I got there in the end.

> I just want to make sure that those who want a ethernec, can get one.
> It is just a matter of getting enough money to place that first
> important order of pcb's

>

That too is my concern. I doubt any one of us would make significant cash
from these.
Any think I can do to help let me know.

(p.s. e-mail address on here is seldom checked, but if you put g4ugm into
the call
sign checker at you can find one)

>
> Rory

4839. Re: Lyndons Package on eBay (LONG)

Newsgroup: comp.sys.atari.st
Date: 2004-09-20 19:52:04 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <2r8qn4F15eio9U1@uni-berlin.de>
Source record: 17135

"Galen" <atarigalen@yahoo.com> wrote in message
news:4645be9.0409201129.2c1f8f44@posting.google.com...
> Rory McMahon <rorymcmahonNOSPAM@yahoo.com> wrote in message
news:<01pok0lmo7rilslfvsl3i9chujqvkshnvv@4ax.com>...
> > Hi,
> >
> > I'm the one that bidded on the Ethernec/Eiffel package on eBay. I
> > intend to continue where Lyndon left off. At the moment, I am trying
> > to procure a source for the ISA ethernet cards. At the moment I have
> > only a few circuit boards for the Ethernec, but I will order more as
> > soon as I am able to fund it. I plan to do 50-75 sets the first run. I
> > am not sure as to the cost per unit at this time so please bear with
> > me. I will try to keep it in line with current pricing but we'll see.
> >
> Might this help?
http://www.meci.com/Catalog/Item/920ec7b4-1e4f-441b-b2ce-2d04b53777f9
>
> Galen

They look the right sort of beast, and the right sort of price. Wonder how
many they have?

4840. Re: Lyndons Package on eBay (LONG)

Newsgroup: comp.sys.atari.st
Date: 2004-09-20 19:52:48 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <2r8qohF16uhpoU1@uni-berlin.de>
Source record: 17136

"Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
news:cik9jc$lr0$2@hercules.btinternet.com...
> Hi Rory
>
> > I just want to make sure that those who want a ethernec, can get one.
> > It is just a matter of getting enough money to place that first
> > important order of pcb's
>
> Why not make your own, photo etching is cheap and cheerful, once you've
got
> the template, which can be spewed out by any Laser or bubble printer you
> only need some photo reactive aerosol and some FeCl3 to stain your fingers
> with.
>

The Cartridge Port is double sided so its a little tricker to make.

> --
>
> Regards, Steve S.
>
>

4841. Re: ST-Labs STe RAM expansion / IDE board still alive?

Newsgroup: comp.sys.atari.st
Date: 2004-09-20 20:20:05 UTC
From: Frederic Pecourt <frederic.pecourt@stopspam-free.fr>
Message-ID: <414dea21$0$30383$636a15ce@news.free.fr>
Source record: 17122

Dark Willow a ï¿½crit :
> I've been following the development of this project with interest, as,
> quite frankly, I want one! But there has been no website updates since
> June and no more about it on forums at all. Is this project still
> alive, and if so does anyone know if there is an approximate price for
> hte boards themsevles yet? Was there any sucess is increasing CPU
> clock speed above 8Mhz?

Yes it is still alive! But I made a pause since July where I made enough overtime in my company on that month to gain 3 weeks of rest in August!

I also recently fast completely switched my main PC from Windows to Linux (I in the past had a dual boot but always came back to Windows). It took me time to be able to re-run under linux the Windows based programming software for the logic which is on board of my expansion card for the Mega STE

Again, this board is only aiming at the MEGA STE but is basically signal compatible with the STE.

There is for the time being no quotation at all for this backyard project. I shall only come to you guys and ask for interest when I have it fully functionnal. That is IDE-DRAM-PS/2-ROM, blitter compatibility...maybe STE version...

For now, flash ROM is 100% ok, I have timing problems with large IDE file transfers and also compatibility problems with some 16MB Dram modules I have in my possession. I still did not start to work on a PS/2 mouse support.

I have planned to bring soon my stuff to the lab in my company where I have access to some equipment which shall help me debugging the card!

voila,
Fred

PS: which STE do you have ?

pre-1991 versions have standalone blitter and socketed 68000
(overcloking possible)

post-1991 versions have blitter in the MCU and soldered 680000
(overclocking would mean lots of cutting in the mainboard)

4842. Re: Lyndons Package on eBay (LONG)

Newsgroup: comp.sys.atari.st
Date: 2004-09-20 20:47:55 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <cinflrhpi1@reader1.panix.com>
Source record: 17142

Ah, Mendelson Electronics. Been there, could never take enough money along
for all the interesting things they have.

Their price is the same as I have seen them selling for at hamswaps,
computer shows, and even old radio collector shows. I have seem them
dozens at a time, and am sure there are enough. There is, where I am, a
large ham and computer swap, in the spring, and if some are still needed,
there will be a dozen or so there.

For ease in navigating their site, part number is 222-5501.

David Wade <g8mqw@yahoo.com> writes:

: "Galen" <atarigalen@yahoo.com> wrote in message
: news:4645be9.0409201129.2c1f8f44@posting.google.com...
: > Rory McMahon <rorymcmahonNOSPAM@yahoo.com> wrote in message
: news:<01pok0lmo7rilslfvsl3i9chujqvkshnvv@4ax.com>...
: > > Hi,
: > >
: > > I'm the one that bidded on the Ethernec/Eiffel package on eBay. I
: > > intend to continue where Lyndon left off. At the moment, I am trying
: > > to procure a source for the ISA ethernet cards. At the moment I have
: > > only a few circuit boards for the Ethernec, but I will order more as
: > > soon as I am able to fund it. I plan to do 50-75 sets the first run. I
: > > am not sure as to the cost per unit at this time so please bear with
: > > me. I will try to keep it in line with current pricing but we'll see.
: > >
: > Might this help?
: http://www.meci.com/Catalog/Item/920ec7b4-1e4f-441b-b2ce-2d04b53777f9
: >
: > Galen

: They look the right sort of beast, and the right sort of price. Wonder how
: many they have?

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

4843. Re: Lyndons Package on eBay (LONG)

Newsgroup: comp.sys.atari.st
Date: 2004-09-21 10:47:13 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41500683$0$20253$cc9e4d1f@news-text.dial.pipex.com>
Source record: 17137

"David Wade" <g8mqw@yahoo.com> wrote in message
news:2r8qjhF172ccqU1@uni-berlin.de...
> "Rory McMahon" <fujiman@netzero.net> wrote in message
> news:180920041814467928%fujiman@netzero.net...
>> In article <2r3ppoF165gl9U1@uni-berlin.de>, David Wade
>> <g8mqw@yahoo.com> wrote:
>> > Rory,
>> >
>> > I don't think the card is current anywhere. I got mine from searching
>> > round computer and ham radio fairs. I tend to pick these up whenever
>> > I see them as spares, but I only have a few free.
>> >
>> > I guess you probably need to search for some one with obsolete stock.
>> > A google search did not turn up any sources of cards, but the actual
>> > chips seem to be available cheaply. I wonder if it would be possible to
>> > make a full standalone card?
>> >
>> > Dave.
>>
>> Dave,
>>
>> AFAIK, the card was popular in the states back in 98 or so before the
>> cards went PnP and PCI. IF the chips were cheap enough, I think a
>> re-design of the ethernec is slightly out of scope of my abilities and
>> when you can find the cards they should be inexpensive. I do have 5 or
>> so ISA cards in the basement, but I will check which chipset they have
>> and at least try them out.
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>> The charm of Ethernec card is that it re-uses obsolete cards. It doesnt
>> require the re-invention of the wheel. If we keep it simple, then we
>> keep it inexpensive. I'm not sure if the Atari takes full advantage of
>> 10mb/s, so re-tooling wont give us any speed benefits that I know of.
>>
>> The hardest part to make is the cartridge port connector. I've tried
>> several times (and spent around $200) and failed miserably just trying
>> to make the cart edge. I can (but not a lot) hand wire the single sided
>> board.
>>
>
> I never had any "real" problems with that, though I must admit I never
> made
> the PCB.
> I just passed the digram across to a friend who made the PCB. Bigest
> problem

> was soldering the IDC connector to the boared, but I got there in the end.
>
>> I just want to make sure that those who want a ethernec, can get one.
>> It is just a matter of getting enough money to place that first
>> important order of pcb's
>>
>
> That too is my concern. I doubt any one of us would make significant cash
> from these.
> Any think I can do to help let me know.
>
> (p.s. e-mail address on here is seldom checked, but if you put g4ugm into
> the call
> sign checker at you can find one)
>
>
>>

If you have the gerbers for the PCB I can get them done at a good price.

Chris

>> Rory
>
>

4844. The Great Giana Sisters

Newsgroup: comp.sys.atari.st
Date: 2004-09-21 13:03:05 UTC
From: markuz <markuz@dds.nl>
Message-ID: <slrncl09kk.l7s.markuz@yafa.dds.nl>
Source record: 17138

Hi Atari ST users... I've made a website of
the Atari ST version of 'The Great Giana Sisters'.
You can visit it on: http://www.markuz.dds.nl/giana/
Hope you'll enjoy it.

Greetz, Mark

4845. Thing desktop registration?

Newsgroup: comp.sys.atari.st
Date: 2004-09-21 16:07:16 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.09.21.16.07.16.825203@darkforce.ky.org>
Source record: 17139

Years ago, I had registered Thing with Thomas Binder.

Whats the best/easiest way to register now?

Thanks.

4846. Re: > > > > matt parker alias sexmachines@yahoo.com matt parker alias e vanlinthout@yahoo.com matt parker impersonates clients to make them seem guilty of his criminal activities matt parker alias ericvan lunsen@yahoo.com matt parker alias ericvan li

Newsgroup: comp.sys.atari.st
Date: 2004-09-21 20:33:38 UTC
From: fcnz.zr@gmail.com
Message-ID: <2c5341ae.0409211233.43fc398c@posting.google.com>
Source record: 17140
Cross-posted to: misc.forsale.computers.discussion,comp.sys.atari.st,soc.retirement,alt.arts,alt.armourers

fcnz.zr@gmail.com

4847. Re: Thing desktop registration?

Newsgroup: comp.sys.atari.st
Date: 2004-09-21 22:33:57 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.09.21.22.33.56.344842@darkforce.ky.org>
Source record: 17141

On Tue, 21 Sep 2004 18:04:55 -0400, gfa wrote:

> in article pan.2004.09.21.16.07.16.825203@darkforce.ky.org, Ronald J. Hall
> wrote on 9/21/04 12:07 PM:
>
>> Years ago, I had registered Thing with Thomas Binder.
>>
>> Whats the best/easiest way to register now?
>
> Send him cash, plus a little extra.
> That's what I did. ;-)

Sounds good.

E-mail (send to me privately!) or physical address? :-)

Thanks!

4848. Re: Thing desktop registration?

Newsgroup: comp.sys.atari.st
Date: 2004-09-21 23:56:40 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.09.21.23.56.39.838333@darkforce.ky.org>
Source record: 17143

On Tue, 21 Sep 2004 18:33:10 -0400, gfa wrote:

> Are you on the mintlist? Thomas reads there. I can't recall if the address
> in the HYP is still accurate. If he has you on record, he may well just
> send you the lost key.

Yes, I'm subscribed to that.

Okay, I'll ask the question there.

Thanks much!

4849. Sound Designer track 4

Newsgroup: comp.sys.atari.st
Date: 2004-09-22 01:02:20 UTC
From: Crackers <bcracknell@sympatico.ca>
Message-ID: <N044d.11216$bL1.708379@news20.bellglobal.com>
Source record: 17144

Well checking the disk out it seems that track 4 is bad. The only thing I don't know for sure is if it's bad on purpose. Does anyone know the type of copy protection Sound Designer uses? Does it use the bad track / random string protection and purposefully leave one track unformated or does it use something else? My version of Acopy (1.2L I think) won't make a working copy which kind of makes me think it's a bad track on purpose.

Without being able to make a working backup of the failing disk I'm a little loath to go in with a disk doctor and try to repair the damaged track. Better to just use a program that works 3/4 of the time than screw it up so it won't work at all.

You see this is one of the reasons I liked dongle protection, at least you can make freaking backups.

Crackers

--
Ghastly's Ghastly Comic
http://ghastlycomic.com

4850. many Atari stuff on german ebay

Newsgroup: comp.sys.atari.st
Date: 2004-09-22 16:50:32 UTC
From: BMaedicke@t-online.de
Message-ID: <1gkj2wj.10e1uad1p50nz6N%BMaedicke@t-online.de>
Source record: 17145

Hi all,

I have many Atari stuff on german ebay:
<http://cgi6.ebay.de/ws/eBayISAPI.dll?ViewSellersOtherItems&include=0&us
erid=maedicke&rows=50&since=-1&rd=1>

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

4851. Re: many Atari stuff on german ebay

Newsgroup: comp.sys.atari.st
Date: 2004-09-22 17:20:24 UTC
From: Simon <nospam@nospam.com>
Message-ID: <4151b422$0$30397$636a15ce@news.free.fr>
Source record: 17146

Bernd Maedicke wrote:
> Hi all,
>
> I have many Atari stuff on german ebay:

I notice very few German sellers use paypal. Is there something wrong
with it in Germany?
I'm sure you'd have many more bidders with it (and no I'm not a Paypal
employee ;-)

Simon

4852. Re: many Atari stuff on german ebay

Newsgroup: comp.sys.atari.st
Date: 2004-09-22 18:46:09 UTC
From: BMaedicke@t-online.de
Message-ID: <1gkj87p.1m2w34z1izhabaN%BMaedicke@t-online.de>
Source record: 17147

Simon <nospam@nospam.com> wrote:

> I notice very few German sellers use paypal. Is there something wrong
> with it in Germany?

European users can send me the money with bank transfer to my bank
account.
I have not Paypal account at the moment

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

4853. Re: many Atari stuff on german ebay

Newsgroup: comp.sys.atari.st
Date: 2004-09-22 20:54:32 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <2re74fF19gpi1U1@uni-berlin.de>
Source record: 17148

"Bernd Maedicke" <BMaedicke@t-online.de> wrote in message
news:1gkj87p.1m2w34z1izhabaN%BMaedicke@t-online.de...
> Simon <nospam@nospam.com> wrote:
>
> > I notice very few German sellers use paypal. Is there something wrong
> > with it in Germany?
>
> European users can send me the money with bank transfer to my bank
> account.

In the UK for small items transfer into Euro costs more than the item :-(

> I have not Paypal account at the moment
>
> Ciao, Bernd
> --
> Url: <http://x-com.atari.org/>

4854. Re: A port of a game to Lin&Win

Newsgroup: comp.sys.atari.st
Date: 2004-09-22 21:43:43 UTC
From: JEDIDIAH <jedi@nomad.mishnet>
Message-ID: <slrncl3srn.csd.jedi@nomad.mishnet>
Source record: 17049

On 2004-09-09, Galen <atarigalen@yahoo.com> wrote:
> "Pavel J. Reznicek" <pavel.jindrich@tiscali.cz> wrote in message
news:<chl811$10al$4@news.vol.cz>...
>> Hi,
>>
>> in the past I thought it would be cool to port a game for Atari ST to a
>> PC version and to improve it a little bit.
>>
>> A big company still owns the rights to the game; so there can be no
>> success legally. Or do you have some clue how to do it?
>>
> If you make a game that is similar to a copyrighted one, you will have

Tell that to Blizzard.

You can make games that are remarkably similar to other games on
the market. You just have to be careful to distinguish yourself enough such
that it's not painfully obvious that it's a clone.

I bring up the example of Blizzard because I used to code for Westwood.

[deletia]

--
Negligence will never equal intent, no matter how you
attempt to distort reality to do so. This is what separates |||
the real butchers from average Joes (or Fritzes) caught up in / | \
events not in their control.

4855. FS: Lurking Horror for ST (complete and mint)

Newsgroup: comp.sys.atari.st
Date: 2004-09-22 21:54:50 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001957e8@fmlynet.org>
Source record: 17052

FamilyNet Newsgate

This spoken for yet?

> From: Kevin <followthelink@bottomofpost.com>
> I have the Infocom game Lurking Horror in mint condition for sale.
> The items have never been out of the box (except for the below
> picture) I am interested in case (duh) or trades (anything,including
> 2600 carts) or any combination there of. Make an offer.
> check out a picture of everything here:
> http://members.cox.net/kev77/lhorror.JPG
> contact me via email: ksaunders242 "at" yahoo.com
> obviouslreplace the "at" with @
> contact:
> http://profiles.yahoo.com/kevstar242

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http://www.fmlynet.org

4856. FS: Lurking Horror for ST (complete and mint)

Newsgroup: comp.sys.atari.st
Date: 2004-09-22 21:54:52 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001957e9@fmlynet.org>
Source record: 17053

FamilyNet Newsgate

This spoken for yet?

> From: Kevin <followthelink@bottomofpost.com>
> I have the Infocom game Lurking Horror in mint condition for sale.
> The items have never been out of the box (except for the below
> picture) I am interested in case (duh) or trades (anything,including
> 2600 carts) or any combination there of. Make an offer.
> check out a picture of everything here:
> http://members.cox.net/kev77/lhorror.JPG
> contact me via email: ksaunders242 "at" yahoo.com
> obviouslreplace the "at" with @
> contact:
> http://profiles.yahoo.com/kevstar242

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http://www.fmlynet.org

4857. Re: Sad news about Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-09-22 22:01:18 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001957ea@fmlynet.org>
Source record: 17054

FamilyNet Newsgate

Anyone have a good quote of something he said or something he did? What kind of Atari setup did he have? (You can tell an Atari user by his setup) ;)

All and all, I have been through a great loss like this before in another group where a friend, young blond nubile woman of like 26, died in a car accident just after getting her doctorate's degree. Man we still miss her. No loss is ever taken lightly. I have found that even hated people are missed in the end.

Would like to learn more about this person actually. If nothing else to revisit what he was all about.

Thanks!

Doctor Clu
Atari 800/TT/Jaguar Fan.

> From: xlator@cix.compulink.co.uk
> In message <chqmrt$q2e$1@hercules.btinternet.com>,
> steve.sweet@no-spam@btopenworld.com said:
>>> Today I received some sad news about Dennis Vermeire. It seems he died
>>> on 19 mai. This explain his absence on this newsgroup.
>>
>> This is going to leave a very big hole in this place. I'm so sorry to hear
>> this.
> Yes me too - he has done a hell of a lot for the Atari community
> and was always ready to help people with problems. Not to mention
> his work with first DD and then DDP Translations.
> Although I never met him in person, we corresponded a lot and I'll
> miss him a lot. May he rest in peace!
> Regards, /Peter/

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4858. Re: recommended atari st games

Newsgroup: comp.sys.atari.st
Date: 2004-09-22 22:12:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001957eb@fmlynet.org>
Source record: 17056

FamilyNet Newsgate

My favorite ST/TT games....

Berzerk
Space War
Space War TNG
Their Finest Hour : Battle of Britian (AWESOME!) Star Raiders
Starball (Awesome intro)
Megaoids

Under Specre GCR (Macintosh Emulation)

Creepy Castle
Spectre

Doctor Clu

> From: gswork@mailcity.com (gswork)
> "Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
> news:<pan.2004.09.16.12.57.09.465154@darkforce.ky.org>...
>> On Thu, 16 Sep 2004 00:32:10 -0700, gswork wrote:
>>
>> > what would you recommend as really good classic atari st games. i
>> > don't mind if theyre exclusive to the st or shared with the amiga and
>> > others. just some opinion on good action, rpg, adventure, strategy &
>> > simulation games would be great. thanks.
>>
>> (some of these are "shooters")
>>
>> Dungeon Master/Chaos Strikes Back
>> Ultima 3,4,5
>> Stardust (STe/Falcon only)
>> Spacequest (any in series)
>> Wrath Of The Demon
>> BattleChess
>> Star Fleet 1
>> Xenon 2
>> Turrican 2
> but of course! i played this on an Amiga before, i'd hold it as the
> height of side scroller with a 'sci fi' genre, although some like
> metroid more.
> It's a wonderful game, great music too.
>> Gods
>> Chaos Engine
>> Speedball 2

>> Blood Money
>> Carrier Command
>> Arctic Fox
>>
>> Just for a start - there are lots of great games out there. :-)
> thanks for the list, it gives me some titles to research

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4859. Re: recommended atari st games

Newsgroup: comp.sys.atari.st
Date: 2004-09-22 22:12:02 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001957ec@fmlynet.org>
Source record: 17055

FamilyNet Newsgate

My favorite ST/TT games....

Berzerk
Space War
Space War TNG
Their Finest Hour : Battle of Britian (AWESOME!) Star Raiders
Starball (Awesome intro)
Megaoids

Under Specre GCR (Macintosh Emulation)

Creepy Castle
Spectre

Doctor Clu

> From: gswork@mailcity.com (gswork)
> "Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
> news:<pan.2004.09.16.12.57.09.465154@darkforce.ky.org>...
>> On Thu, 16 Sep 2004 00:32:10 -0700, gswork wrote:
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>> > what would you recommend as really good classic atari st games. i
>> > don't mind if theyre exclusive to the st or shared with the amiga and
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>> > simulation games would be great. thanks.
>>
>> (some of these are "shooters")
>>
>> Dungeon Master/Chaos Strikes Back
>> Ultima 3,4,5
>> Stardust (STe/Falcon only)
>> Spacequest (any in series)
>> Wrath Of The Demon
>> BattleChess
>> Star Fleet 1
>> Xenon 2
>> Turrican 2
> but of course! i played this on an Amiga before, i'd hold it as the
> height of side scroller with a 'sci fi' genre, although some like
> metroid more.
> It's a wonderful game, great music too.
>> Gods
>> Chaos Engine
>> Speedball 2

>> Blood Money
>> Carrier Command
>> Arctic Fox
>>
>> Just for a start - there are lots of great games out there. :-)
> thanks for the list, it gives me some titles to research

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4860. Atari Internet BBS

Newsgroup: comp.sys.atari.st
Date: 2004-09-22 22:17:26 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001957ed@fmlynet.org>
Source record: 17057

FamilyNet Newsgate

This is really great, thanks! I have a TT that I am tempted to put on the network and use as a BBS. This a idea I've been knocking around for a bit now. Just need to get my daynaport working, and this program, and let er fly.

I understand this program is still quite buggy right?

How many out there have had luck getting the daynaport ethernet adaptor to work out there?

Thanks!

Doctor Clu

> From: Mark D <mducksub@nossspamXXatari-source.com>
> Hello folks,
> I'd just like to note that over at http://portal.atari-source.com, there's
> news of a new Octopus BBS release. For those that don't know, this is the
> single only Atari BBS package that runs natively on an Atari and uses the
> Stik internet connection to run an internet available telnet BBS (if you
> choose) or still functions in it's original form using any port, even MIDI.
> I've taken up development and maintenance for Octopus BBS from the
> original author, Koos Kuil and it's completely free now. I've evaluated
> other Atari BBS options and I believe that no other package for the Atari
> is even remotely as flexible as Octopus BBS is. Take into account also
> that the current author is still around and will add any features you wish
> and if you have the idea to put up an Atari BBS, this is the way to go!
> If you have any questions, just email me, or you can Download the BBS and
> read about it here:
>http://portal.atari-source.com/modules.php?op=modload&name=Sections&file=index
> req=viewarticle&artid=22&page=1
> You may wonder why I would bother maintaining an old BBS package. I think
> a lot of people are moving back to their roots a bit, hence the sudden
> influx of new people (or rather a return of old people) back to Atari well
> after leaving to PC's. I think having internet available BBS's suits
> that, if it is integrated into normal internet life (usenet, ftp, etc), so
> much the better. If for nothing else, it's something for my TT to do ;-).
> If you're curious, the Octopus BBS is running on pikachu.dynup.net. Under
> windows or linux, just go to a terminal and type "telnet
> pikachu.dynup.net" and you got it :)
> As always, please keep in mind that this is a work in progress. Most
> things probably won't properly like File transfers, magazines, allfiles
> listing, qwk and of course, the message bases have no activity.
> Thanks,
> Mark

> http://portal.atari-source.com

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4861. Re: Thing desktop registration?

Newsgroup: comp.sys.atari.st
Date: 2004-09-22 22:44:38 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <cisv8m$i7l$1@thorium.cix.co.uk>
Source record: 17050

In message <pan.2004.09.21.16.07.16.825203@darkforce.ky.org>, darklord@darkforce.ky.org said:
>
>Years ago, I had registered Thing with Thomas Binder.
>
>Whats the best/easiest way to register now?

The email address for him I have is:

gryf@hrzpub.tu-darmstadt.de

And his postal address is/was:

Thomas Binder
Johann-Valentin-May-Stra﷿e 7
64665 Alsbach-H﷿hnlein
Germany

although I am not sure either of these are still current.

Regards, /Peter/

4862. Re: many Atari stuff on german ebay

Newsgroup: comp.sys.atari.st
Date: 2004-09-22 23:06:16 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <4r04l0536fjvd9d34itp7pcru3mcf09dpg@4ax.com>
Source record: 17051

Aye some do accept paypal (Rodolphe did for me when i bought my
CT-60,I just added 4% for the charge paypal hit him with for using it)
It made my payment painless for me as they do the currency conversion
on the fly..all said and done it saved me like $50.00 in transfer fees
ect..plus its safer then simple wire transfer as you have 30 days to
dispute it (and i'm sure a transfer would be much harder) I want to
get a graffics card for my Mega STE but alas most sellers in Europe
are not willing to ship across the pond to the States (have asked
several times when I saw some up on ebay) I guess I been lucky as not
had a problem with scammers yet (knocks LOUDLY on wood) but then I
found most Atari user are very helpfull :)

Thomas

On Wed, 22 Sep 2004 21:54:32 +0100, "David Wade" <g8mqw@yahoo.com>
wrote:

>
>"Bernd Maedicke" <BMaedicke@t-online.de> wrote in message
>news:1gkj87p.1m2w34z1izhabaN%BMaedicke@t-online.de...
>> Simon <nospam@nospam.com> wrote:
>>
>> > I notice very few German sellers use paypal. Is there something wrong
>> > with it in Germany?
>>
>> European users can send me the money with bank transfer to my bank
>> account.
>
>In the UK for small items transfer into Euro costs more than the item :-(
>
>
>> I have not Paypal account at the moment
>>
>> Ciao, Bernd
>> --
>> Url: <http://x-com.atari.org/>
>

4863. Re: many Atari stuff on german ebay

Newsgroup: comp.sys.atari.st
Date: 2004-09-23 06:21:49 UTC
From: BMaedicke@t-online.de
Message-ID: <1gkk4j4.1jq92v0adzz0N%BMaedicke@t-online.de>
Source record: 17058

David Wade <g8mqw@yahoo.com> wrote:

> In the UK for small items transfer into Euro costs more than the item :-(

You can send me the cash or a bank check with snail post too.
It's not so safe and not so fast, but it's go many times here.

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

4864. Re: Thing desktop registration?

Newsgroup: comp.sys.atari.st
Date: 2004-09-23 08:27:40 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0409230027.1e8a7798@posting.google.com>
Source record: 17059

xlator@cix.compulink.co.uk wrote in message news:<cisv8m$i7l$1@thorium.cix.co.uk>...

> The email address for him I have is:

[snipped]

My first and only thought here is:

Why oh why are you posting his email address directly to usenet
without adding a spamblock?

Regards,

Joakim

4865. Re: A port of a game to Lin&Win

Newsgroup: comp.sys.atari.st
Date: 2004-09-23 09:14:55 UTC
From: "Pavel J. Reznicek" <pavel.jindrich@tiscali.cz>
Message-ID: <ciu475$a2n$1@news.vol.cz>
Source record: 17060

JEDIDIAH wrote:
> On 2004-09-09, Galen <atarigalen@yahoo.com> wrote:
>
>>"Pavel J. Reznicek" <pavel.jindrich@tiscali.cz> wrote in message
news:<chl811$10al$4@news.vol.cz>...
>>
>>>Hi,
>>>
>>>in the past I thought it would be cool to port a game for Atari ST to a
>>>PC version and to improve it a little bit.
>>>
>>>A big company still owns the rights to the game; so there can be no
>>>success legally. Or do you have some clue how to do it?
>>>
>>
>>If you make a game that is similar to a copyrighted one, you will have
>
>
> Tell that to Blizzard.
>
> You can make games that are remarkably similar to other games on
> the market. You just have to be careful to distinguish yourself enough such
> that it's not painfully obvious that it's a clone.
>
> I bring up the example of Blizzard because I used to code for Westwood.
>
> [deletia]
>
Hi,
thank you for your response.

> Tell that to Blizzard.

Do you mean this ironically or truly? I would be happy if Blizzard
said "Yes, make your game but you must follow such and such conditions."
It would be a great assurance that it would be legal what I do.
But I could also get a response "No, Blizzard doesn't want you to do
anything what has just anything common with its products."
Anyway, I would know what their opinion is and I would know the risk.
But in the case of a negative response, there would be no more chance to
code such a game. (I would be under the sight of the Big Eye of
Blizzard. It's possible that now I already am.)

> You just have to be careful to distinguish yourself enough such
> that it's not painfully obvious that it's a clone.

Yes I know I must be careful. Therefore I also started this discussion thread. So you say that I must distinguish myself enough from the original work; and I agree.
If I was Blizzard itself, I could make an exact port to other platform. As I'm not Blizzard, I must create everything on my own; and, everything what can I "copy" is the "idea", the theme (war in Middle Earth, Lord od the Rings) and, maybe, a "spirit" of the game I loved to play on Atari (map-based and location-focusable strategy with elements of adventure). Do you agree?

Pavel

4866. Re: A port of a game to Lin&Win

Newsgroup: comp.sys.atari.st
Date: 2004-09-23 09:40:56 UTC
From: "Pavel J. Reznicek" <pavel.jindrich@tiscali.cz>
Message-ID: <ciu5nv$b0i$1@news.vol.cz>
Source record: 17061

> But then why are "look and feel" issues held to a lower standard?
> Since this discussion began, I've spent a lot of time looking at
> copyright-related web sites, and I can't come up with a clear view of
> how copyright law is currently being interpreted. Perhaps it's yet
> another case of "only lawyers know." I'd like to keep from being so
> skeptical, but in an environment where legality is measured by years
> after the death of the author and where there is no requirement for
> the document to actually list the author, I'm not confident I'll ever
> figure out exactly how copyright law applies to me. I do think that
> my statements in this forum are pretty likely to be valid, but my
> confidence has diminished somewhat these last few weeks.
>
> Galen

Thank you for your enquiries and time, Galen.

I agree that the "look and feel" issues are too vague in common and
one can never know if he's "copying" (against the _copy_right) or not.
We move here on a too thin ice, as we in Czechia use to say. Even if I
don't copy a piece of code, bitmap, tune or dialog from the original,
Blizzard can still impeach me that I copy their idea, their story, their
"look and feel". And this could happen even though I would design
everything a very distinct way (the game control, the story events,
scenes, dialogues...)
Now I speculate if it would be good to contact Blizzard and ask them
for an official opinion. It would be great to know what they and their
lawyers think about the game I want to write, even though their attitude
was negative. In the case of their positive attitude, I would know their
conditions to the game and its design.
Please write me what do you think about contacting Blizzard in this case.

Pavel

4867. ADV: Buy 1 Get 1 FREE! 25% off ATARI!

Newsgroup: comp.sys.atari.st
Date: 2004-09-23 13:21:22 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0409230617240.8361-100000@onyx.spiritone.com>
Source record: 17065
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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a BRAND NEW Summer Games, FREE! Buy 1 ST Software title, get a TimeWorks
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http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4868. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-09-23 13:24:59 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0409230622090.8361-100000@onyx.spiritone.com>
Source record: 17063
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

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Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4869. ADV: Atari Survey, E-Mail & Postal Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-09-23 13:28:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0409230625410.8361-100000@onyx.spiritone.com>
Source record: 17062
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Looking For Atari Surveys? To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Atari Club for those local to Portland, Oregon USA! Goto my Link below:

I cant read your mind, so with Help from my Atari survey, I can get to know you. It helps me figure out your Atari needs and Interests. The only thing better is a Phone call! Feel free to fill out the Atari Survey on my Contact Page! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm HotLink to WebPage!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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4870. FS: Brand New Atari stuff!

Newsgroup: comp.sys.atari.st
Date: 2004-09-23 13:32:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0409230628470.8361-100000@onyx.spiritone.com>
Source record: 17064
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

09-23-2004! Added the following Title for the Atari ST from Avalon Hill;
Spitfire 40! Also for the Classic Atari 8 Bit from Avalon Hill: Andromeda
Conquest! Paris in Danger! Sports Illustrated Computer Football Strategy!
TAC-Tactical Armor Command! Voyager 1! All from Avalon Hill/Micro-Computer
Games! And from Main Street Publishing "Beyond Castle Wolfenstein" and
"Superman The Game" each with Commodore versions on back of Disks in a
Collectors Box with nice Cover Art! From Adventure International Scott
Adams presents a Marvel Adventure-Questprobe Featuring The Hulk in a nice
Collectors Box! Joust by Atari Plus Rescue on Fractalus & Star Raiders II
Each on Both Disk and Cartridge versions! All Brand New in the Box!
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Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4871. Re: A port of a game to Lin&Win

Newsgroup: comp.sys.atari.st
Date: 2004-09-23 14:45:58 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <664b22-ji3.ln1@speaker.rodsbooks.com>
Source record: 17066

In article <ciu5nv$b0i$1@news.vol.cz>,
"Pavel J. Reznicek" <pavel.jindrich@tiscali.cz> writes:
>
>> But then why are "look and feel" issues held to a lower standard?
>> Since this discussion began, I've spent a lot of time looking at
>> copyright-related web sites, and I can't come up with a clear view of
>> how copyright law is currently being interpreted. Perhaps it's yet
>> another case of "only lawyers know."

I suspect that's at least partly correct. It's pretty convoluted,
particularly in areas like "look and feel," as far as I can tell. Worse,
some "look and feel" issues may interact with software patents, which
currently exist mainly in the US, but that blight seems destined to come
to Europe, too, and I fear that when this happens, we'll see a spate of
lawsuits over software patent infringements.

In any event, as I recall, the first "look and feel" lawsuit was when
Apple sued DRI and/or Microsoft over copying the Apple interface, back in
the 1980s. IIRC, that one dragged on for years, and Apple's claims were
eventually whittled away to very little, but they did win on some points.

> Now I speculate if it would be good to contact Blizzard and ask them
> for an official opinion. It would be great to know what they and their
> lawyers think about the game I want to write, even though their attitude
> was negative. In the case of their positive attitude, I would know their
> conditions to the game and its design.

IMHO, contacting Blizzard is the wrong first step. If you're really
concerned about this, I'd suggest getting in touch with a lawyer who
you hire. Upon receiving a query about creating a game that's inspired
in any way by their own game, I suspect most game companies would either
ignore the query or give a very conservative response. ("No! You can't
use the same characters, game play, ideas, alphabet, language, screen
colors, or basic laws of physics we use! It's ours! Ours! Ours!") Of
course, hiring a lawyer will cost you money, but maybe not too much for
an initial consultation.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

4872. issue 7 of retro gamer mag features atari st

Newsgroup: comp.sys.atari.st
Date: 2004-09-23 16:41:18 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1095957680.JRdV6R8ti3MKFFp/nHK/TQ@teranews>
Source record: 17067
Cross-posted to: comp.sys.atari,comp.sys.atari.st

http://www.livepublishing.co.uk/retro/retro7.shtml

--
Woodzy

http://www.rtdos.com (alt OS for games based on the classics)
http://s.webring.com/hub?ring=damngoodmusic (unsigned bands and
independent labels)

4873. Re: Atari Internet BBS

Newsgroup: comp.sys.atari.st
Date: 2004-09-23 20:28:44 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.09.23.20.28.42.133368@nossspamXXatari-source.com>
Source record: 17069

On Wed, 22 Sep 2004 22:17:26 +0000, Greg Goodwin wrote:

> FamilyNet Newsgate
>
> This is really great, thanks! I have a TT that I am tempted to put on the
> network and use as a BBS. This a idea I've been knocking around for a bit now.
> Just need to get my daynaport working, and this program, and let er fly.
>
> I understand this program is still quite buggy right?
>
> How many out there have had luck getting the daynaport ethernet adaptor to
> work out there?
>
> Thanks!
>
> Doctor Clu
>
>

Not really, this was quite a mature program before I got my hands on it.
Now with each release it gets more stable. It doesn't really crash
anymore, you can tell just by telnetting to it. The only time it goes
down is for a version upgrade. And with the scripting and menus you can
customize the whole system to your hearts content. And of course if you
need any help understanding how to set it up for internet mode (which
isn't as well documented but easy nonetheless) you can ask me for help.
Buggy or not, this is the only supported BBS package left and I plan to
support multi-node telnet operation soon. What we really could use is
more or less gszrz for STiK. I have a zmodem program for unix but it's
for unix sockets and Octopus uses STiK so no real hope getting them to
cooperate without digging deep into gluestik, and even then that's only
good for MiNT users. I have more testing to do as far as running Octopus
under MagiC, etc but I can say for certain it runs well on Falcon and TT
with MiNT :-). I'm working hard to maintain compatibility with 4 meg
ST's, singleTOS and MagiC.

Thanks,
Mark

4874. Giving credit where its due...

Newsgroup: comp.sys.atari.st
Date: 2004-09-23 20:35:18 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.09.23.20.35.18.115339@darkforce.ky.org>
Source record: 17068

One hears so much of "horror stories" when it comes to service that when something nice does happen, well...I like to give credit where credit is due. Just this week:

Brad Koda of Best Electronics continued his unshakeable support of Atari - I bought a Falcon memory board from him and having a few problems, he offers to send a SIMM guaranteed to work.

Steve Cohen of Wizztronics (the Falcon memory boards maker) offers to check the board and any SIMM I want to send with it, free of charge.

Thomas Binder, of the famed Thing desktop, after I e-mail him concerning re-registering, calmly informs me that he still has the details from where I registered several *years* ago, and sends the key, at no extra charge.

(and there are lots more - these 3 just stood out this week) :-)

This is the Atari community that I remember. Greatest bunch of people in the world. :-)

4875. Re: Giving credit where its due...

Newsgroup: comp.sys.atari.st
Date: 2004-09-23 21:39:36 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41534270$0$20244$cc9e4d1f@news-text.dial.pipex.com>
Source record: 17070

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:pan.2004.09.23.20.35.18.115339@darkforce.ky.org...
> One hears so much of "horror stories" when it comes to service that when
> something nice does happen, well...I like to give credit where credit is
> due. Just this week:
>
> Brad Koda of Best Electronics continued his unshakeable support of Atari -
> I bought a Falcon memory board from him and having a few problems, he
> offers to send a SIMM guaranteed to work.
>
> Steve Cohen of Wizztronics (the Falcon memory boards maker) offers to
> check the board and any SIMM I want to send with it, free of charge.
>
> Thomas Binder, of the famed Thing desktop, after I e-mail him concerning
> re-registering, calmly informs me that he still has the details from where
> I registered several *years* ago, and sends the key, at no extra charge.
>
> (and there are lots more - these 3 just stood out this week) :-)
>
> This is the Atari community that I remember. Greatest bunch of people in
> the world. :-)
>

/me raises pint glass

Chris

4876. Re: A port of a game to Lin&Win

Newsgroup: comp.sys.atari.st
Date: 2004-09-23 22:50:10 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0409231450.785c6d15@posting.google.com>
Source record: 17071

"Pavel J. Reznicek" <pavel.jindrich@tiscali.cz> wrote in message
news:<ciu5nv$b0i$1@news.vol.cz>...

> We move here on a too thin ice, as we in Czechia use to say. Even if I
> don't copy a piece of code, bitmap, tune or dialog from the original,
> Blizzard can still impeach me that I copy their idea, their story, their
> "look and feel". And this could happen even though I would design
> everything a very distinct way (the game control, the story events,
> scenes, dialogues...)
> Now I speculate if it would be good to contact Blizzard and ask them
> for an official opinion. It would be great to know what they and their
> lawyers think about the game I want to write, even though their attitude
> was negative. In the case of their positive attitude, I would know their
> conditions to the game and its design.
> Please write me what do you think about contacting Blizzard in this
> case.

My personal opinion is that contacting another person's lawyer is
silly. There is a reason why lawyers are held in low esteem. Your
options are to:

1) Forget about the game

2) Code the game but never release it (keep it for personal
consumption)

3) Code the game and accept that there is a small (probably very
small) chance that Blizzard will actually sue you

4) Code a different game. If you are actually going to modify game
control, story events, etc., it shouldn't be particularly difficult to
modify the universe as well. Put the game in a slightly different
scenario, rename the protagonist, and you have your very own original
game! (Even if it was inspired by one you played long ago.)

Unfortunately, I think 100% safety is impossible. A famous vocalist
in the US was once sued for copyright infringement alleging his song
was similar to one the complaintant had written even though the
complaintant's song had stopped receiving airplay decades ago. When
you get an original idea, is it really original, or are you
remembering something you saw as a child? I say go for it, and put
out an Atari version too!

Galen

4877. Falcon's Original Floppy Drive Cable

Newsgroup: comp.sys.atari.st
Date: 2004-09-23 22:58:43 UTC
From: sf0218@aol.com
Message-ID: <20040923185844.15823.00001103@mb-m28.aol.com>
Source record: 17072

Is it advisable to remove that ribbon cable and replace it with a regular
floppy drive ribbon cable?

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd

4878. Re: Falcon's Original Floppy Drive Cable

Newsgroup: comp.sys.atari.st
Date: 2004-09-23 23:32:20 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41535cc5$0$20243$cc9e4d1f@news-text.dial.pipex.com>
Source record: 17073

"SF0218" <sf0218@aol.com> wrote in message
news:20040923185844.15823.00001103@mb-m28.aol.com...
> Is it advisable to remove that ribbon cable and replace it with a regular
> floppy drive ribbon cable?
>
> Thanks,
>
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd
>
>

dont fix it if it aint broke ;-)

chris

4879. Re: Falcon's Original Floppy Drive Cable

Newsgroup: comp.sys.atari.st
Date: 2004-09-23 23:45:37 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <BeJ4d.2137$5O5.810@news-server.bigpond.net.au>
Source record: 17074

SF0218 wrote:
> Is it advisable to remove that ribbon cable and replace it with a regular
> floppy drive ribbon cable?

Hey sam, it is a regular floppy cable. If you are putting your machine
in a tower, just get a floppy extension lead. I just got one from an old
PC floppy based tape drive, works great;-)

Mark

4880. Re: Sad news about Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-09-24 00:16:36 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <falcon060-460431.20163523092004@news.isp.giganews.com>
Source record: 17075

Hello Doctor Clu,

In article <001957ea@fmlynet.org>,
"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:

> FamilyNet Newsgate
>
> Anyone have a good quote of something he said or something he did? What
> kind of Atari setup did he have? (You can tell an Atari user by his setup)
> ;)

I can remember the countless threads or battles if you will between Magic and MINT. They are both great OS's. Each can serve a purpose or special functions that other may not have. But we wont rehash all that. If you followed any of those threads Dennis was definetly for the commercial based software and Magic and Jinnee fell into that catagory. He also did not think to highly of the HIGHWIRE project BUT I think towards the end he even thought that HIGHWIRE might become a good browser eventually. I would have to say hats off to the HIGHWIRE team it works really well on my CT60'ed Falcon. Where ever Dennis is now I am sure he is using his favorite Atari.

Dennis was definetly an atari user through and through, but he also loved his MAC's. I know for a fact he had 3 UMAX clones that were all accellerated. He also had a TT030 with a 256 meg RAM card and I believe it had the NOVA card but dont quote me on that. He also had countless other Atari computers some were setup others were in storage. I believe he had Mega STe's and a Falcon along with some 8-bit computers like the 130XE and a game system or two. He definetly loved Atari but just did not have the room to have ALL of them setup and functionally useable. If you would like to know more about him just let me know. I have countless e-mails from the last 4 to 5 years that started out maybe 1 page or less towards the end it was as many as 10 to 20 page e-mails. When you recieve a text e-mail that is some 30 to 50 K in size you know your getting a book full of information and there were times it would take 1 to 3 hours to read an e-mail from him and absorb all the information.

Thanks,
Carey Christenson

P.S. With all of Dennis's faults NO one can argue about his passion for the this platform. I for one am still in SHOCK!!! Atari has lost a great man. May he rest in peace where he is now.

>
> All and all, I have been through a great loss like this before in another
> group where a friend, young blond nubile woman of like 26, died in a car
> accident just after getting her doctorate's degree. Man we still miss her.
> No loss is ever taken lightly. I have found that even hated people are
> missed
> in the end.
>
> Would like to learn more about this person actually. If nothing else to
> revisit what he was all about.
>
> Thanks!
>
> Doctor Clu
> Atari 800/TT/Jaguar Fan.
>
> > From: xlator@cix.compulink.co.uk
> > In message <chqmrt$q2e$1@hercules.btinternet.com>,
> > steve.sweet@no-spam@btopenworld.com said:
> >>> Today I received some sad news about Dennis Vermeire. It seems he died
> >>> on 19 mai. This explain his absence on this newsgroup.
> >>
> >> This is going to leave a very big hole in this place. I'm so sorry to hear
> >> this.
> > Yes me too - he has done a hell of a lot for the Atari community
> > and was always ready to help people with problems. Not to mention
> > his work with first DD and then DDP Translations.
> > Although I never met him in person, we corresponded a lot and I'll
> > miss him a lot. May he rest in peace!
> > Regards, /Peter/
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

4881. Re: Atari Internet BBS

Newsgroup: comp.sys.atari.st
Date: 2004-09-24 04:42:21 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10l79ddgvidvt6d@corp.supernews.com>
Source record: 17076

On 22 Sep 2004 22:17:26 , "Greg Goodwin" wrote:

> How many out there have had luck getting the daynaport ethernet adaptor to
>work out there?
>
> Thanks!
>
> Doctor Clu
>
My Daynaport works great. I would love it if there were a Mint
driver, but it works fine with the STing driver and TOS/GEM or MagiC.
I have found that most of the problems that I thought were related
to the Daynaport early on were actually other issues.

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

4882. Re: many Atari stuff on german ebay

Newsgroup: comp.sys.atari.st
Date: 2004-09-24 05:46:50 UTC
From: Atari Only <atarionly@stadelphia.net>
Message-ID: <efudnQ_HaaVXKc7cRVn-qw@adelphia.com>
Source record: 17077

BMaedicke@t-online.de (Bernd Maedicke) wrote in news:1gkj87p.1m2w34z1izhabaN%
BMaedicke@t-online.de:

> Simon <nospam@nospam.com> wrote:
>
>> I notice very few German sellers use paypal. Is there something wrong
>> with it in Germany?
>
> European users can send me the money with bank transfer to my bank
> account.
> I have not Paypal account at the moment
>
> Ciao, Bernd

Is there a reason most do not use Paypal? Are there more costs on your end or
is it viewed as not being a secure form of payment. Ever time Ive asked
sellers from Germany if they take paypal or though tof using they have told
me NO.

atari_only

4883. Re: ST-Labs STe RAM expansion / IDE board still alive?

Newsgroup: comp.sys.atari.st
Date: 2004-09-24 09:35:25 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0409240135.1db35620@posting.google.com>
Source record: 17078

> voila,
> Fred
>
>
> PS: which STE do you have ?
>
> pre-1991 versions have standalone blitter and socketed 68000
> (overcloking possible)
>
> post-1991 versions have blitter in the MCU and soldered 680000
> (overclocking would mean lots of cutting in the mainboard)

I'm glad the project is still going, that's great:) Sometimes it seems everything that is happening is for hte falcon and hte more humle machines get a bit left behind.

My STe is a recased pre '91 model, socketed CPU, seperate blitter but has a Panther/ET4000 video upgrade fitted.

4884. Re: many Atari stuff on german ebay

Newsgroup: comp.sys.atari.st
Date: 2004-09-24 11:03:47 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0409241258280.611@feanor.schunter.etc.tu-bs.de>
Source record: 17079

AO> Is there a reason most do not use Paypal? Are there more costs on your
AO> end or is it viewed as not being a secure form of payment. Ever time
AO> Ive asked sellers from Germany if they take paypal or though tof using
AO> they have told me NO.

I've tried to get a Paypal account but failed in activating it - I have no credit card. My bank account data was not sufficient.

You should know that in Germany you can pay with your bank card (ec-card) if you don't have enough cash with you. So many people don't want to invest money for a credit card - it does not offer appropriate enhancements over the ec-card.

Regards,

Alexander

4885. Re: Falcon's Original Floppy Drive Cable

Newsgroup: comp.sys.atari.st
Date: 2004-09-24 12:43:17 UTC
From: sf0218@aol.com
Message-ID: <20040924084317.21649.00001551@mb-m06.aol.com>
Source record: 17080

What I'm trying to find out is if the Falcon's orignial fdd cable is removable.
It seems to be on there pretty good, so I'm afraid to give it a good enough
pull to get it off. I've got several pc fdd cables.

Thanks
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd

4886. Re: Falcon's Original Floppy Drive Cable

Newsgroup: comp.sys.atari.st
Date: 2004-09-24 15:02:01 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <JFW4d.137$Dn4.127@newsfe5-win.ntli.net>
Source record: 17081

Hello.

"SF0218" <sf0218@aol.com> wrote in message
news:20040924084317.21649.00001551@mb-m06.aol.com...
> What I'm trying to find out is if the Falcon's orignial fdd cable is
removable.

Having bought a new house (joke) on the proceeds from refitting the floppy
cables I can advise you to give it a good pull then send it over to me to be
fixed. In other words, DON'T TRY IT. Use an extender same as I do in my rack
kit.

> It seems to be on there pretty good.

Sure is, leave it alone.

4887. Re: Falcon's Original Floppy Drive Cable

Newsgroup: comp.sys.atari.st
Date: 2004-09-24 17:29:54 UTC
From: sf0218@aol.com
Message-ID: <20040924132954.08741.00000950@mb-m13.aol.com>
Source record: 17082

Alrighty then, I will leave it alone.

Thanks a bunch!!!

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd

4888. Re: many Atari stuff on german ebay

Newsgroup: comp.sys.atari.st
Date: 2004-09-24 17:38:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200409241938.a48898@wun.maus.de>
Source record: 17096

Hallo Atari!

AO>Is there a reason most do not use Paypal?

Until very recently, it hasn't been available in germany at all. And as Alexander pointed out already: Within europe (the European Community, that is, and therein especially those countries that have got the Euro), you can make bank transfers quite cheaply, and at least in germany you can pay with your bank card at almost all fuel stations and in hotels and many shops.
I've also got "homebanking", where I can send money from my bank account to any other within germany _at_ _no_ _cost_ at all, using a PC and a PIN/TAN combination. To foreign countries, the banks charge some money, but within the Euro zone, this should be quite inexpensive now thanks to some legal regulations.

Credit cards are more expensive, and PayPal is just about to start over here.

With best regards
Ekkehard

4889. Re: Thing desktop registration?

Newsgroup: comp.sys.atari.st
Date: 2004-09-24 17:50:11 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <cj1moj$k7e$1@thorium.cix.co.uk>
Source record: 17083

In message <366c6d2a.0409230027.1e8a7798@posting.google.com>, gokmase@bigfoot.com said:

>My first and only thought here is:
>
>Why oh why are you posting his email address directly to usenet
>without adding a spamblock?

Hi Joakim!

Ooops - you're right, I should have thought of that. Though ISTR
it has been published here before.

Regards, /Peter/

4890. Re: Falcon's Original Floppy Drive Cable

Newsgroup: comp.sys.atari.st
Date: 2004-09-24 19:01:28 UTC
From: sf0218@aol.com
Message-ID: <20040924150128.15758.00000969@mb-m13.aol.com>
Source record: 17084

Okay, where can I purchase such an extender?

I've searched the web and the only outfit I found was in australia for crying
out loud.

Thanks,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd

4891. Re: Falcon's Original Floppy Drive Cable

Newsgroup: comp.sys.atari.st
Date: 2004-09-24 19:05:20 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.09.24.19.05.20.312840@nossspamXXatari-source.com>
Source record: 17085

On Fri, 24 Sep 2004 17:29:54 +0000, SF0218 wrote:

> Alrighty then, I will leave it alone.
>
> Thanks a bunch!!!

I desoldered the falcon floppy cable (since I gave it a good pull ;-)
oops). and soldered on a regular header and floppy cable and lo and behold
it works. So if you want, I can do this to yours, but if there's floppy
extenders, this is THE way to go. Actually I don't think I pulled on
mine. I think it just broke. I was however able to use it for a very
long time by pushing all the wires down on the pin header where they're
supposed to go. But this was flaky which encouraged me to get angry one
day and do it right ;-) Now my floppy works perfectly.

Thanks,
Mark

4892. Re: Falcon's Original Floppy Drive Cable

Newsgroup: comp.sys.atari.st
Date: 2004-09-24 19:39:26 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0409241139.25b93278@posting.google.com>
Source record: 17086

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:<JFW4d.137$Dn4.127@newsfe5-win.ntli.net>...

> > What I'm trying to find out is if the Falcon's orignial fdd cable is
> removable.

Not easily :)

> > It seems to be on there pretty good.
> Sure is, leave it alone.

Or you can follow the instructions in this article, to replace the
original cable with a longer one:

http://www.myatari.net/issues/dec2001/casemod.htm

I did this just a few days ago actually, and now have a long enough
floppy cable
to reach from the board to the floppy inside the tower case.

Which solution to go for is up to you. The extender thingy is easier
for sure, but replacing the old cable is a valid option too. I had no
problems getting this to work anyway.

Regards,

Joakim

4893. Re: Falcon's Original Floppy Drive Cable

Newsgroup: comp.sys.atari.st
Date: 2004-09-24 20:09:02 UTC
From: sf0218@aol.com
Message-ID: <20040924160902.03847.00000987@mb-m10.aol.com>
Source record: 17087

Thanks Joakim, I'll look into it.

Then all I have to do is figure out how to get my ct60 to work!!!

Thanks again,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd

4894. Re: ST-Labs STe RAM expansion / IDE board still alive?

Newsgroup: comp.sys.atari.st
Date: 2004-09-24 22:09:50 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.09.24.22.09.49.349152@nosspamatari-source.com>
Source record: 17088

On Mon, 20 Sep 2004 22:20:05 +0200, Frederic Pecourt wrote:

> Dark Willow a ï¿½crit :
>> I've been following the development of this project with interest, as,
>> quite frankly, I want one! But there has been no website updates since
>> June and no more about it on forums at all. Is this project still
>> alive, and if so does anyone know if there is an approximate price for
>> hte boards themsevles yet? Was there any sucess is increasing CPU
>> clock speed above 8Mhz?
>
>
> Yes it is still alive! But I made a pause since July where I made enough
> overtime in my company on that month to gain 3 weeks of rest in August!
>
> I also recently fast completely switched my main PC from Windows to
> Linux (I in the past had a dual boot but always came back to Windows).
> It took me time to be able to re-run under linux the Windows based
> programming software for the logic which is on board of my expansion
> card for the Mega STE
>
> Again, this board is only aiming at the MEGA STE but is basically signal
> compatible with the STE.
>
> There is for the time being no quotation at all for this backyard
> project. I shall only come to you guys and ask for interest when I have
> it fully functionnal. That is IDE-DRAM-PS/2-ROM, blitter
> compatibility...maybe STE version...
>
> For now, flash ROM is 100% ok, I have timing problems with large IDE
> file transfers and also compatibility problems with some 16MB Dram
> modules I have in my possession. I still did not start to work on a PS/2
> mouse support.
>
> I have planned to bring soon my stuff to the lab in my company where I
> have access to some equipment which shall help me debugging the card!
>
> voila,
> Fred
>

Fred,

Please keep in mind, that I can say with absolute certainty that I will
pay in upwards of $200USD for one of these when it's all said and done.
And since I don't yet have that money, take your time ;-)

Mark
http://portal.atari-source.com

4895. Re: Highwire and Okami

Newsgroup: comp.sys.atari.st
Date: 2004-09-24 22:17:55 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <415448a437df50@comcast.net>
Source record: 17089

>Highwire can't find its modules directory if launched from within Okami
>by clicking on a html link. If I put a symbolic link to the modules
>folder in the Okami path everything is OK.
>
>Could this be a config error by me or a bug/anomaly in
>Highwire/Okami/Magic6?

I use Magic 6.1 and Mint. Under Magic I just change the path
setting in Okami to Highwire and then put Highwire into memory. I
just load HW in and then use Okami and they work fine together.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4896. For Auction/Sale

Newsgroup: comp.sys.atari.st
Date: 2004-09-25 07:55:43 UTC
From: nick@1632systems.co.uk
Message-ID: <cj389s$a3u$1@thorium.cix.co.uk>
Source record: 17090

In a attempt to get more room in my house (and decorate, cause I need a
nursery) I am shifting quite a few bits of software on ebay... mainly games
at moment but other stuff to be addded
So if your interested..... (if not I apologise for wasting bandwidth)

<http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&rd=1&item=8133074793&ssPageName=STRK:MESE
:IT>

<http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&rd=1&item=8133074796&ssPageName=STRK:MESE
:IT>

<http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&rd=1&item=8133074782&ssPageName=STRK:MESE
:IT>

<http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&rd=1&item=8133074789&ssPageName=STRK:MESE
:IT>

<http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&rd=1&item=8133074792&ssPageName=STRK:MESE
:IT>

<http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&rd=1&item=8133074785&ssPageName=STRK:MESE
:IT>

<http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&rd=1&item=8133074788&ssPageName=STRK:MESE
:IT>

<http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&rd=1&item=8133074795&ssPageName=STRK:MESE
:IT>

<http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&rd=1&item=8133074784&ssPageName=STRK:MESE
:IT>

<http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&rd=1&item=8133074791&ssPageName=STRK:MESE
:IT>

<http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&rd=1&item=8133074794&ssPageName=STRK:MESE
:IT>

There's more but I am sure you get the idea...

Nick

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

4897. Uploads on the Belgian ftp-server: DCD_xxx.zip?

Newsgroup: comp.sys.atari.st
Date: 2004-09-25 09:15:46 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <415547c4ec9690@telenet.be>
Source record: 17091

```
Hello,

Someone uploaded some files to the Belgina ftp-server

List of selected files on chapelie.rma.ac.be in directory /atari/incoming

.. 0 Dec 31 23:59
DCD_118.ZIP -rw-r--r-- 584937 Sep 24 21:18
DCD_117.ZIP -rw-r--r-- 819469 Sep 23 01:24
DCD_116.ZIP -rw-r--r-- 828766 Sep 23 01:22
SAMCOLL8.ZIP -rw-r--r-- 822058 Sep 20 01:27
DCD_115.ZIP -rw-r--r-- 801752 Sep 20 01:25
DCD_114.ZIP -rw-r--r-- 704255 Sep 20 01:23
DCD_113.ZIP -rw-r--r-- 810483 Sep 20 01:21
DCD_112.ZIP -rw-r--r-- 724460 Sep 20 01:19
DCD_111.ZIP -rw-r--r-- 836794 Sep 20 01:17
DCD_110.ZIP -rw-r--r-- 825093 Sep 20 01:14
DCD_109.ZIP -rw-r--r-- 799983 Sep 20 01:12
DCD_108.ZIP -rw-r--r-- 820618 Sep 20 01:10
DCD_107.ZIP -rw-r--r-- 755146 Sep 20 01:07
DCD_106.ZIP -rw-r--r-- 787072 Sep 20 01:05
DCD_105.ZIP -rw-r--r-- 790769 Sep 20 01:02
DCD_104.ZIP -rw-r--r-- 803536 Sep 20 01:00
DCD_103.ZIP -rw-r--r-- 720226 Sep 20 00:57
DCD_102.ZIP -rw-r--r-- 787984 Sep 20 00:55
DCD_101.ZIP -rw-r--r-- 784797 Sep 20 00:52
DCD_100C.ZIP -rw-r--r-- 595851 Sep 20 00:50
DCD_100B.ZIP -rw-r--r-- 757493 Sep 20 00:48
DCD_100A.ZIP -rw-r--r-- 793397 Sep 20 00:46

root@hades060/k/temp/dcd_100a>ll
total 496
-rw-r----- 1 root wheel 53002 Sep 25 11:18 01.DAT
-rw-r----- 1 root wheel 26100 Sep 25 11:18 03.DAT
-rw-r----- 1 root wheel 25844 Sep 25 11:17 05.DAT
-rw-r----- 1 root wheel 242134 Sep 25 11:17 CHUCHU.LNK
-rw-r----- 1 root wheel 5404 Sep 25 11:17 CHUCHU.RSC
-rw-r----- 1 root wheel 282 Sep 25 11:17 CHUCHU.SAV
-rwxr-x--- 1 root wheel 57636 Sep 25 11:18 CHUCHULT.PRG
drwxr-x--- 2 root wheel 4096 Sep 25 11:18 DATA
-rw-r----- 1 root wheel 477 Sep 25 11:17 DESKTOP.INF
drwxr-x--- 2 root wheel 4096 Sep 20 18:40 DOCFILES
-rw-r----- 1 root wheel 1196 Sep 25 11:17 GODPEY.SAV
-rwxr-x--- 1 root wheel 61356 Sep 25 11:17 GODPEY.TOS
```

I really don't gave a clue what these files are.
Unpacking the archive doesn't help me much as the the text files seems
to be unreadable for me. They appeared to be in crunched with Pack Ice.

Can someone tell me what these archive are?

Advise to future uploaders: always upload a plain ascii file in which
you explain what the archive are.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4898. ST Magazine

Newsgroup: comp.sys.atari.st
Date: 2004-09-25 10:37:19 UTC
From: nick@1632systems.co.uk
Message-ID: <cj3hordou1@thorium.cix.co.uk>
Source record: 17092

ST Magazine Subscription News
Well only a week late but here are the details for the Subscription of 3 , 4
or 6 Issue of this translated from French magazine.
You can check out whats available here <http://stmagazine.org/>

3 Issues normally cost £10.50, now on subscription rate only £10.00
4 Issues normally cost £14.00, now on subscription rate only £12.50
6 Issues normally cost £21.00, now on subscription rate only £18.00
This rate includes postage and packing for the UK.
For USA, Australia and other English speaking Countries please add another
£1.00.
For French speaking countries please refer to http://stmagazine.org/
You can start you subscription from Issue 132, whilst it's in stock or just
email me with your preferred start Issue number.
I know you will enjoy this magazine and it is written by enthusiasts for
enthusiasts.
Subscription can be made through the 16/32 Webshop and just click to the
Atari Magazine Section and go to your preferred section.
webshop - http://www.1632-sales.zenwebhosting.com/acatalog/
<http://www.1632-sales.zenwebhosting.com/acatalog/>

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

4899. Re: Sad news about Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-09-25 12:34:01 UTC
From: "Steve Sweet"
Message-ID: <cj3ojo$2sl$1@hercules.btinternet.com>
Source record: 17093

Hi Carey

Are there any pictures of him available??

> Dennis was definetly an atari user through and through
--

Regards, Steve S.

4900. Re: Falcon's Original Floppy Drive Cable

Newsgroup: comp.sys.atari.st
Date: 2004-09-25 16:02:33 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <tEg5d.1387$lW2.998@newsfe6-gui.ntli.net>
Source record: 17094

Hello.

"SF0218" <sf0218@aol.com> wrote in message
news:20040924150128.15758.00000969@mb-m13.aol.com...
> Okay, where can I purchase such an extender?
>
> I've searched the web and the only outfit I found was in australia for
crying
> out loud.

$20 inc post from www.keychange.co.uk

4901. Re: Uploads on the Belgian ftp-server: DCD_xxx.zip?

Newsgroup: comp.sys.atari.st
Date: 2004-09-25 16:51:38 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0409250851.71cf876f@posting.google.com>
Source record: 17095

"Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be> wrote in message news:<415547c4ec9690@telenet.be>...
> Hello,
>
> Someone uploaded some files to the Belgina ftp-server
>
> List of selected files on chapelie.rma.ac.be in directory /atari/incoming
>
> .. 0 Dec 31 23:59
> DCD_118.ZIP -rw-r--r-- 584937 Sep 24 21:18
> DCD_117.ZIP -rw-r--r-- 819469 Sep 23 01:24
> DCD_116.ZIP -rw-r--r-- 828766 Sep 23 01:22
> SAMCOLL8.ZIP -rw-r--r-- 822058 Sep 20 01:27
> DCD_115.ZIP -rw-r--r-- 801752 Sep 20 01:25
> DCD_114.ZIP -rw-r--r-- 704255 Sep 20 01:23
> DCD_113.ZIP -rw-r--r-- 810483 Sep 20 01:21
> DCD_112.ZIP -rw-r--r-- 724460 Sep 20 01:19
> DCD_111.ZIP -rw-r--r-- 836794 Sep 20 01:17
> DCD_110.ZIP -rw-r--r-- 825093 Sep 20 01:14
> DCD_109.ZIP -rw-r--r-- 799983 Sep 20 01:12
> DCD_108.ZIP -rw-r--r-- 820618 Sep 20 01:10
> DCD_107.ZIP -rw-r--r-- 755146 Sep 20 01:07
> DCD_106.ZIP -rw-r--r-- 787072 Sep 20 01:05
> DCD_105.ZIP -rw-r--r-- 790769 Sep 20 01:02
> DCD_104.ZIP -rw-r--r-- 803536 Sep 20 01:00
> DCD_103.ZIP -rw-r--r-- 720226 Sep 20 00:57
> DCD_102.ZIP -rw-r--r-- 787984 Sep 20 00:55
> DCD_101.ZIP -rw-r--r-- 784797 Sep 20 00:52
> DCD_100C.ZIP -rw-r--r-- 595851 Sep 20 00:50
> DCD_100B.ZIP -rw-r--r-- 757493 Sep 20 00:48
> DCD_100A.ZIP -rw-r--r-- 793397 Sep 20 00:46

My first thought about these filenames was that they are very similar to how filenames of disk images of cracked (old - illegal?) games are titled, or at least the ones I've seen floating around on emulator sites.

> root@hades060/k/temp/dcd_100a>ll
> total 496
> -rw-r----- 1 root wheel 53002 Sep 25 11:18 01.DAT
> -rw-r----- 1 root wheel 26100 Sep 25 11:18 03.DAT
> -rw-r----- 1 root wheel 25844 Sep 25 11:17 05.DAT
> -rw-r----- 1 root wheel 242134 Sep 25 11:17 CHUCHU.LNK
> -rw-r----- 1 root wheel 5404 Sep 25 11:17 CHUCHU.RSC
> -rw-r----- 1 root wheel 282 Sep 25 11:17 CHUCHU.SAV

> -rwxr-x--- 1 root wheel 57636 Sep 25 11:18 CHUCHULT.PRG
> drwxr-x--- 2 root wheel 4096 Sep 25 11:18 DATA
> -rw-r----- 1 root wheel 477 Sep 25 11:17 DESKTOP.INF
> drwxr-x--- 2 root wheel 4096 Sep 20 18:40 DOCFILES
> -rw-r----- 1 root wheel 1196 Sep 25 11:17 GODPEY.SAV
> -rwxr-x--- 1 root wheel 61356 Sep 25 11:17 GODPEY.TOS

This is obviously the games Chu Chu Rocket and GodPey, from Reservoir Gods. Not illegal at all, but interesting that someone would pack them in these "DCD_xxx.zip" files and upload them, especially since I think they're already on your server.

They might be collections of games and demos from coding groups such as "Reservoir Gods" and maybe others. That would be my guess, anyway.

Mike Freeman
mike [at] freeman-studio [dot] com

4902. Re: Falcon's Original Floppy Drive Cable

Newsgroup: comp.sys.atari.st
Date: 2004-09-25 20:31:29 UTC
From: "Steve Sweet"
Message-ID: <cj4kj0$e6e$1@titan.btinternet.com>
Source record: 17097

Why its

"Barrie at Keychange"

Up to his old tricks again.

>> Okay, where can I purchase such an extender?
>>
>> I've searched the web and the only outfit I found was in australia for
>> crying out loud.
>
> $20 inc post from www.keychange.co.uk

And about 50c from anywhere else

Best to find a duff PC from a jumble sale and get all the bits you need from
that.

--

Regards, Steve S.

4903. Re: Uploads on the Belgian ftp-server: DCD_xxx.zip?

Newsgroup: comp.sys.atari.st
Date: 2004-09-25 20:56:45 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <4155db8a$0$26790$626a14ce@news.free.fr>
Source record: 17098

"Martin "Nightowl" Byttebier" <donotusethisaddress@tiscali.be> a crit:
> Hello,
>
> Someone uploaded some files to the Belgina ftp-server
>
> List of selected files on chapelie.rma.ac.be in directory
> /atari/incoming
>
------- cut----------
> DCD_118.ZIP -rw-r--r-- 584937 Sep 24 21:18
--------cut----------
> I really don't gave a clue what these files are.
> Unpacking the archive doesn't help me much as the the text files seems
> to be unreadable for me. They appeared to be in crunched with Pack
> Ice.
>
> Can someone tell me what these archive are?
>
> *Advise to future uploaders:* always upload a plain ascii file in
> which you explain what the archive are.
>
> CU
> Martin
>
> http://www.againsttcpa.com | In 2002 began the war for digital
> freedom

```
hi this is BSW Demo Compact Disk, nothing illegal inside
(note I'm not the uploader)
files content:

BSW DCD 100A
Chuchu Rocket Lite
Wolfenstein 3D V0.3
Jetset Willy
Godpey
Docdisplayer & DCD Info

BSW DCD 100B
Double Juggle Vegetabobble
Lombric
Santa Fly
Minesweeper ST
Tiptron
```

Lost in Cave
A small brainless Gag

BSW DCD 100C
Heartland 2K
Superfly

BSW DCD 101
MASSACRE by DHS
Mental Deflagration by Cerebral Fortex
Spinning Wheels by YM Rockerz
XMasTro by SWE/YesCrew

BSW DCD 102
JENTRO by MJJ Prod.
AGENT T Rendering System
Waiting for the Apocalypse by Loud!

BSW DCD 103
aRTS Y2K Invitro by Supremacy
Braek Point 04 Invitro by Dildo Fatwa
Outline 2004 Invtro by Lineout & Ephidrena

BSW DCD 104
Error In Line #1 Invitro by Checkpoint & Escape
Error In Line #2 Invitro by Checkpoint & Escape
Error In Line #3 Invitro by DHS
Iradium Party III by MJJ Prod
Paracon 3 Invitro by Paranoia
Paracon 4 Invitro by Paranoia
Paracon 5 Invitro by Paranoia
Silliventure 2000 Invitro by Mystic Bytes

BSW DCD 105
Basic Way Demo by The Legion
Centauri Demo by TSCC
Untitled Intro by Confusions
Moving into Darkness by DHS
Unlimited Hardware Bobs Demo by Synergy
The Synth Dream Demo by ST Knights

BSW DCD 106
Bombaman
Battletris+
Subaqua
Roger (STE 1MEG)
Wolfenstein 3D V0.4b
Docfiles & Diskchecker

BSW DCD 107
Breath Demo
CeCe 64Ktro
Rippin'n'Codin

Atari Boys Beast Intro
Houba Bouba Demo
Kittykat Demo
Docfiles & Diskchecker

BSW DCD 108
4ster - by Checkpoint
30 Candles - by Paradox
Forever 2E3 Second Edition - by Satantronic
Babelfish - by TSCC
Y2K Demo - by KUA Software
Mindrewind - by Reservoir Gods
Old unreleased Screens - by Bla Bla

BSW DCD 109
Lame 4Ktro - by TSCC
Hallucinations - by Reservoir Gods
Illness 4Ktro - by Paranoia
Love Machine - By MJJ Prod
Paradox 15Ktro - by Paradox
Kaleidoscope ST - by TOS Crew
RGB Splitter STE 4Ktro - by Paradox

BSW DCD 110
Craptalk
Fourcols Demo
Grimey
Nexus 6
Stonetower Dentro
Prototro
Sperm Intro

BSW DCD 111
Reanimation
Rumpelkammer by STAX
Sweety Demo
Senseless Intro
Sierpinski Overdose 4Ktro
GGN 128 Byte Screen
The 128 Byte Matrix (2 Versions)

BSW DCD 112
9TH FLOOR BBS DEMO
LYNX BBS DEMO 3
PLEASURE STATION 9 BBS DEMO
SILVERSTONE BBS Demo
THE LEGION BBS DEMO
WETDREAMZ BBS Demo 1
WETDREAMZ BBS Demo 2
X-FACTOR BBS Slideshow

BSW DCD 113
MEM by Creators
Dopewars V2.Beta by Divine Inspiration
COLUMNS II by RTN
STRONT by Phenomenon of Teenage
The Trace V1.15 by Typhoon
TWIX by BMT (3.5KB Game)
Senake three and a Half by Sentry (3.5KB Game)

BSW DCD 114
Sometimes Bubblebee by SYNTAX
Flight over Syrius by TSCC
Jade by Cerebral Fortex
TOS Screen by Big Alec
Lost in Cave by STAX
Katchat by Pyjama
Birdie II by ZEAL

BSW DCD 115
Two in One V1.1 by DHS
Christians Verjaarsdags Demo by ATARI BOYS
Kickbox Demo
Movie STE Demo by T.Barker
Summer was warm Dentro by Animal Mine
TUT! by Wildfire
Ziggi Starsintro

BSW DCD 116
DIGITAL RAINBOW Unreleased Screens (4 Screens)
TYRANNY Demo by DHS
Universal Pictures by Agression
The Sunny Demo (STE only!)

BSW DCD 117
TNC Unreleased Fullscreen
Wizbound Dentro by Impulse
French Outline 2004 Intro
DHS Sprayer Posse Write 2
WWW-Intro by Paradize
F6 V2.0 by CREAM
Tribute to TOS Demo
BSW DCD Info & Docfiles

BSW DCD 118
IS HOT DOG - Big Tyme Demoscreen
Nibble is small... by SYNC
170 Sprite Screen by Agression
270 Sprite Screen by Spice Boys
Unlimited Sprites Screen by Paolo Simoes
360 Sprite Screen by Gwen
Sinful Sinuses by Cronicle
Bouncing Balls Screen by Zuul

SeeU
--
[ProToS] on ircnet
chan #atari.fr #atariscne

4904. Re: Uploads on the Belgian ftp-server: DCD_xxx.zip?

Newsgroup: comp.sys.atari.st
Date: 2004-09-25 21:53:22 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2004.09.25.21.53.15.814682@pandora.be>
Source record: 16999

Op Sat, 25 Sep 2004 22:56:45 +0200, schreef [ProToS]:

> "Martin "Nightowl" Byttebier" <donotusethisaddress@tiscali.be> a ï¿½crit:
>> Hello,
>>
>> Someone uploaded some files to the Belgin ftp-server
>>
>> List of selected files on chapelie.rma.ac.be in directory
>> /atari/incoming
>>
> ------- cut----------------------
>> DCD_118.ZIP -rw-r--r-- 584937 Sep 24 21:18
> --------cut----------------------
>> I really don't have a clue what these files are.
>> Unpacking the archive doesn't help me much as the the text files seems
>> to be unreadable for me. They appeared to be in crunched with Pack
>> Ice.

> hi this is BSW Demo Compact Disk, nothing illegal inside
> (note I'm not the uploader)

Ok, many thanks

--
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4905. Re: For Auction/Sale

Newsgroup: comp.sys.atari.st
Date: 2004-09-25 22:58:50 UTC
From: Mike K <usenet@kerslake.plus.com>
Message-ID: <16g9kzifol97i$.uw27gxqrfqep.dlg@40tude.net>
Source record: 17000

On Sat, 25 Sep 2004 07:55:43 GMT, nick@1632systems.co.uk wrote:

> In a attempt to get more room in my house (and decorate, cause I need a
> nursery)

Mad fool...

Three kids and definitely no more!!!!

:-)))

--
Mike Kerslake
Pembrokeshire, Wales

4906. Atari Online News, Etc. #06-39

Newsgroup: comp.sys.atari.st
Date: 2004-09-26 01:42:52 UTC
From: danap8@aol.comno-spam
Message-ID: <20040925214252.01302.00001302@mb-m04.aol.com>
Source record: 17001

```
A-ONE #0639 09/24/04

~ Ireland Scam Crackdown ~ People Are Talking! ~ Web Withdrawal!
~ E-mail Phishing Scam! ~ Playstation Portable! ~ X-Men Legend!
~ New Cutting Edge Mice! ~ Ask Jeeves Spruces Up! ~ Google Browser?!
~ Console Makers Gear Up ~ Blogger Tracks Spam! ~ Kids' Identity Token

-* Spyware Bill Vote Next Week! *-
-* AOL To Offer Second Security Level! *-
-* Microsoft Sues Web Hoster, Others Over Spam *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj*atarinews*org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

4907. Re: Falcon's Original Floppy Drive Cable

Newsgroup: comp.sys.atari.st
Date: 2004-09-26 01:54:59 UTC
From: ausl8 <mc205@hotmail.com>
Message-ID: <cj57hh$4l9$1@arachne.labyrinth.net.au>
Source record: 17002

"SF0218" <sf0218@aol.com> wrote in message
news:20040924150128.15758.00000969@mb-m13.aol.com...
> Okay, where can I purchase such an extender?
>
> I've searched the web and the only outfit I found was in australia for
crying
> out loud.
>
> Thanks,
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd
>
>

.....try Wiizztronics they should have them and they are in the US.

4908. highwire monospaced fonts

Newsgroup: comp.sys.atari.st
Date: 2004-09-26 04:48:48 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10lcihgjqtp173e@corp.supernews.com>
Source record: 17003

I'm wondering what fonts others are using for Highwire? I get a
message something like "font for pre #"" is not monospace, ignored."
Are there some monospaced fonts somewhere that I can install to avoid
these messages?

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

4909. Re: highwire monospaced fonts

Newsgroup: comp.sys.atari.st
Date: 2004-09-26 06:32:43 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10lcokbinpl19e@corp.supernews.com>
Source record: 17004

On 26 Sep 2004 01:29:45 , gfa wrote:
>in article 10lcihgjqtp173e@corp.supernews.com, Joseph D. Place wrote on
>9/26/04 12:48 AM:
>
>> I'm wondering what fonts others are using for Highwire? I get a
>> message something like "font for pre #"" is not monospace, ignored."
>> Are there some monospaced fonts somewhere that I can install to avoid
>> these messages?
>
>You can assign the "system" font, but it will not look so hot.
>Or if you have NVDI it includes at least one font called "Monospace 821".
>Not sure where you would get additional fonts.
>
>--
>FreeMiNT http://sparemint.atariforge.net/sparemint/ [Free your mind...]
>Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
>L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]
>
>
>.
Thanks! That seems to be working fine for now (system font). I
previously tried the "Monospace 821" but it caused a crash for some
reason.

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

4910. Re: A port of a game to Lin&Win

Newsgroup: comp.sys.atari.st
Date: 2004-09-26 13:12:46 UTC
From: "Pavel J. Reznicek" <pavel.jindrich@tiscali.cz>
Message-ID: <cj6fgv$23ou$1@news.vol.cz>
Source record: 17005

Galen wrote:

> My personal opinion is that contacting another person's lawyer is
> silly. There is a reason why lawyers are held in low esteem. Your
> options are to:
>
> 1) Forget about the game
>
> 2) Code the game but never release it (keep it for personal
> consumption)
>
> 3) Code the game and accept that there is a small (probably very
> small) chance that Blizzard will actually sue you
>
> 4) Code a different game. If you are actually going to modify game
> control, story events, etc., it shouldn't be particularly difficult to
> modify the universe as well. Put the game in a slightly different
> scenario, rename the protagonist, and you have your very own original
> game! (Even if it was inspired by one you played long ago.)
>
> Unfortunately, I think 100% safety is impossible. A famous vocalist
> in the US was once sued for copyright infringement alleging his song
> was similar to one the complaintant had written even though the
> complaintant's song had stopped receiving airplay decades ago. When
> you get an original idea, is it really original, or are you
> remembering something you saw as a child? I say go for it, and put
> out an Atari version too!
>
> Galen

Finally, I have chosen variant #4. Except I don't want to rename the protagonist because of the model book, Lord of the Rings. The story cannot be too different due to the same reason. But I think there is still a large space for the game's originality. So I'm not going to modify something; I will just code my own project, remembering a game I once used to play.

And be sure that I'll write it for Atari too. Long live Atari!

Pavel

4911. Re: highwire monospaced fonts

Newsgroup: comp.sys.atari.st
Date: 2004-09-26 17:21:36 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <cj6tr0$9t$1@thorium.cix.co.uk>
Source record: 17006

In message <10lcihgjqtp173e@corp.supernews.com>, jdplace@REMOVESPAMcableone.net said:

>I'm wondering what fonts others are using for Highwire? I get a
>message something like "font for pre #"" is not monospace, ignored."
>Are there some monospaced fonts somewhere that I can install to avoid
>these messages?

The easiest to use is your screen font, though the Atari one is a bit ugly. I can think of four others: The most common is Monaco Mono (which I use as my default screen font). This is a bitmapped font, available in 8, 9, 10 and 20 pt, and doubled-up (somewhat blocky) as 16, 18 and 40pt; there is also an ISO 8859-1 variant with a different extended characterset in 10pt and doubled 20pt. I'm sure there are many more - I personally find Monaco the easiest to read.

Common Speedo vector fonts include various Couriers (10 Pitch and SWA) and Monospace 821. In TrueType there is Courier and Lucida Console. All of these are available in virtually all sizes. Again, there will be many more, such as OCR-A and -B ...

Regards, /Peter/

4912. Name that game :-)

Newsgroup: comp.sys.atari.st
Date: 2004-09-26 21:25:35 UTC
From: Tim Anderson <t-dot-anderson@zen.co.uk>
Message-ID: <415733c0$0$22749$db0fefd9@news.zen.co.uk>
Source record: 17007

I can't for the life of me think of the names to two games that I used to play, nor can I find the disks.

The first one was played on a grid where you had to place "atoms" into squares and when they were full they exploded taking over the opponents "atoms"

And the second one was some kind of space thing, t'was a first person perspective where you had a floor that was made of tiles and you had to rotate the view to keep the tiles at the bottom of the screen, the aim was to go between planets and there were things like shops and stuff on the way.

Cheers for any ideas

Tim

4913. Re: Sad news about Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-09-26 22:26:19 UTC
From: "P.Ness" <hip@hop.com>
Message-ID: <41576ea7@news.greennet.net>
Source record: 17008

I respect Tom for not being drawn into this sort of argument posted by an unreal address, this can only serve to sully the good name of Dennis, I would like to suggest that "����" <nobody@nowhere.invalid be banned from the list for life for this insensitive comment.

"����" <nobody@nowhere.invalid> wrote in message news:170920040219437035%nobody@nowhere.invalid...
> In article <10kka0ac5gjm718@corp.supernews.com>, tom bola
> <nothanks@spamback2u.de> wrote:
>
> > Some said he was a twisted foul mouthed twat!!, I did see and kept a record
> > of many mails with a vast amount of swearing that he sent to support this
> > view, and I had to stop my children reading this group and sell off my last
> > Atari's and games (Thanks Den), maybe this is what happens to ones brain
> > as a disease starts to eat your body!! before you die?, we must assume this
> > is what was going on and forgive him for this.
> >
>
> "Some said"?
>
> Since you were forced to sell off your last Atari by Dennis, why do you
> come back here to do your trolling?
>
> Now that you have a PeeCee do you think your children are better
> insulated from the outside world?
>
> tom bola you are an ass and a waste of oxygen

4914. Re: many Atari stuff on german ebay

Newsgroup: comp.sys.atari.st
Date: 2004-09-26 22:53:41 UTC
From: Simon <nospam@nospam.com>
Message-ID: <4157483e$0$13132$636a15ce@news.free.fr>
Source record: 17009

Ekkehard Flessa wrote:

> Alexander pointed out already: Within europe (the European Community, that is,
> and therein especially those countries that have got the Euro), you can make
> bank transfers quite cheaply

Hey I'd have to check the rates, didn't think it was that easy/cheap in
every European country.
I know banks charge a lot cheques in euros from a country to another,
which is a shame...

Cheers
Simon

4915. Re: Name that game :-)

Newsgroup: comp.sys.atari.st
Date: 2004-09-27 01:54:43 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.09.27.01.54.43.641246@darkforce.ky.org>
Source record: 17010

On Sun, 26 Sep 2004 22:25:35 +0100, Tim Anderson wrote:

> The first one was played on a grid where you had to place "atoms" into
> squares and when they were full they exploded taking over the opponents
> "atoms"

Hmm, the first one sounds vaguely like "Atomino", IIRC...

4916. Re: Name that game :-)

Newsgroup: comp.sys.atari.st
Date: 2004-09-27 07:47:36 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <cj8geo$j5s$1@pegasus.csx.cam.ac.uk>
Source record: 17011

"Tim Anderson" <t-dot-anderson@zen.co.uk> wrote in message
news:415733c0$0$22749$db0fefd9@news.zen.co.uk...
> I can't for the life of me think of the names to two games that I
used to
> play, nor can I find the disks.
>
> The first one was played on a grid where you had to place "atoms"
into
> squares and when they were full they exploded taking over the
opponents
> "atoms"
>
> And the second one was some kind of space thing, t'was a first
person
> perspective where you had a floor that was made of tiles and you had
to
> rotate the view to keep the tiles at the bottom of the screen, the
aim was
> to go between planets and there were things like shops and stuff on
the way.
>

I don't know about the second game but the first sounds like atoms -
it was available on the disk 3 "Games" disk that was originally packed
in the ST, although there are probably several clones.

Stephen Moss

4917. Re: Name that game :-)

Newsgroup: comp.sys.atari.st
Date: 2004-09-27 16:17:11 UTC
From: Tim Anderson <t-dot-anderson@zen.co.uk>
Message-ID: <41583d0a$0$22762$db0fefd9@news.zen.co.uk>
Source record: 17012

> Hmm, the first one sounds vaguely like "Atomino", IIRC...

Ahhhhh, I've managed to find the first one :-) it was Chain Reaction :-)

Still no idea on the 2nd one though, I seem to remeber I had it on a coverdisk so it was probably on one of the ST Format ones.

Is there a catalogue of coverdisks anywhere? maybe I could find it on one of them.

Cheers for the help so far.

Tim

4918. Re: Name that game :-)

Newsgroup: comp.sys.atari.st
Date: 2004-09-27 16:50:41 UTC
From: Tim Anderson <t-dot-anderson@zen.co.uk>
Message-ID: <415844e4$0$22756$db0fefd9@news.zen.co.uk>
Source record: 17013

> Is there a catalogue of coverdisks anywhere? maybe I could find it on one
> of them.

Little Green Desktop has all the mags and guess the games has come to an end
:-)

The game in question was Psyborg, now where to get it?

4919. Need expert help with rs232

Newsgroup: comp.sys.atari.st
Date: 2004-09-27 17:05:21 UTC
From: Matthias Reis <matthias.reis@web.de>
Message-ID: <cj9h83$45q$04$1@news.t-online.com>
Source record: 17014

Hi Atari Fans!

I'm trying to write software for Mï¿½rklin Digital. Mï¿½rklin Digital is a standard to control model locomotives. If you want to use Mï¿½rklin Digital, you have to buy very expensive hardware from Mï¿½rklin. However, there are a few pc software emulations for this.
I'd like to write another for atari, but my problem is the serial port. To meet the specs (http://home.arcor.de/dr.koenig/digital/motorola.htm) I need to send digital pulses of 13 and 26 microseconds duration. One solution to implement this (check http://www.vogt-it.com/OpenSource/DDL/) is to set up the serial port to 76800 and 38400 baud. As the ST supports officially only 19200 baud, I wonder if it might be possible to clear the mfp usart divider (1/16) to get the baudrates. However, there are some people who report limited success (see url 1 below).
Another possible solution of which I know a pc implementation, is to set/clear the bits on the usart directly using a 13us timer loop. Can I use bit 2 and 1 of hardware register $FFFA2D for this (url 2)?
Or should I use the parallel port or even the midi port? It would be nice if you could help me.

Matthias

1:
http://groups.google.com/groups?hl=de&lr=&ie=UTF-8&client=firefox-a&threadm=1992Feb23.051643.11588%40elroy.jpl.nasa.gov&rnum=3&prev=/groups%3Fq%3Datari%2Brs232%2Bsynchronous%26hl%3Dde%26lr%3D%26ie%3DUTF-8%26client%3Dfirefox-a%26selm%3D1992Feb23.051643.11588%2540elroy.jpl.nasa.gov%26rnum%3D3

2:
http://computerarchiv.coolfreepage.com/docs/hardware.php3?page=2

4920. WTB: Atari Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2004-09-27 18:02:55 UTC
From: sax <info@kenlee.net>
Message-ID: <415855c1_1@corp.newsgroups.com>
Source record: 17015

I am looking for an Atari Falcon 030, anyone have one for sale or know where
I can find one?

Let me know

info@kenlee.net

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------== Over 100,000 Newsgroups - 19 Different Servers! =-----

4921. Re: Atari Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2004-09-27 18:05:10 UTC
From: sax <info@kenlee.net>
Message-ID: <4158564a$1_1@corp.newsgroups.com>
Source record: 17016

I am located in the US (Texas)
"sax" <info@kenlee.net> wrote in message
news:415855c1_1@corp.newsgroups.com...
>I am looking for an Atari Falcon 030, anyone have one for sale or know
>where I can find one?
>
> Let me know
>
>
> info@kenlee.net
>
>
>
>
>
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http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 100,000 Newsgroups - 19 Different Servers! =-----

4922. Re: Falcon's Original Floppy Drive Cable

Newsgroup: comp.sys.atari.st
Date: 2004-09-27 18:36:03 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0409271036.20ec5b8@posting.google.com>
Source record: 17017

sf0218@aol.com (SF0218) wrote in message
news:<20040924150128.15758.00000969@mb-m13.aol.com>...
> Okay, where can I purchase such an extender?
>
> I've searched the web and the only outfit I found was in australia for crying
> out loud.
>
> Thanks,
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd

Here. http://www.cablesonline.net/2434pinflopd.html

$4, plus shipping.

Galen

4923. CT60 fitting help

Newsgroup: comp.sys.atari.st
Date: 2004-09-27 18:52:34 UTC
From: sf0218@aol.com
Message-ID: <20040927145234.25615.00001148@mb-m17.aol.com>
Source record: 17018

Hi all,

I'm in a bit of a bind. I have to do some soldering work on my Falcon's mb so that the ct60 will boot. I don't trust myself to do it, and I really don't want to pack up the mb and shipped to Rodolphe in France.

So, I would like to know if there is anyone, who lives fairly close to Northern Va.,
in the USA, who can help me with some Falcon mb work.

According to Rodolphe, the boot problems I'm having are because of 74F04 chip.

Can anyone actually do this for me, or give me some really good tips on how to do this?

"Follow the fitting instructions !
You have to remove this chip and the wires...and reconnect the 33 ohms SMT (surface Mounting Tech)
esistors (furnished in the packet of the CT60 !) on R216, R221 & R222.
After that , you will boot fine !
And solder the 47 ohms resistor on the SDMA CLK as explained on the fitting manual."

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd

4924. Re: many Atari stuff on german ebay

Newsgroup: comp.sys.atari.st
Date: 2004-09-27 18:53:18 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0409271053.433d2566@posting.google.com>
Source record: 17019

Ekkehard_Flessa@wun.maus.de (Ekkehard Flessa) wrote in message
news:<200409241938.a48898@wun.maus.de>...

> Until very recently, it hasn't been available in germany at all. And as
> Alexander pointed out already: Within europe (the European Community, that is,
> and therein especially those countries that have got the Euro), you can make
> bank transfers quite cheaply, and at least in germany you can pay with your
> bank card at almost all fuel stations and in hotels and many shops.
> I've also got "homebanking", where I can send money from my bank account to
> any other within germany _at_ _no_ _cost_ at all, using a PC and a PIN/TAN
> combination. To foreign countries, the banks charge some money, but within the
> Euro zone, this should be quite inexpensive now thanks to some legal
> regulations.
>
Interesting! The USA equivalent of bank transfers exists, but the
practice is still fairly uncommon as most of us do not bank online
(yet). In fact, my bank does not yet offer the option, and charges
$10 for what they call a "wire transfer". To foreign countries, the
charge is even higher.

On the other hand, the sender of money pays nothing over Paypal, and
my credit card company has a $1 fee for changing currency, so Paypal
and credit cards are at this time literally an order of magnitude
cheaper than wiring money from the USA to Europe.

Galen (who just sent Euros in an envelope and hopes they arrive
safely!)

4925. Trouble with Pagestream -- Help requested.

Newsgroup: comp.sys.atari.st
Date: 2004-09-27 18:55:53 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0409271055.3e32e9f3@posting.google.com>
Source record: 17020

Is anyone using Pagestream 2.2 with NVDI 5? When I do, the fonts
Triumvirate and Times do not print properly, but all other fonts do.
The exact same page run with NVDI 4 prints correctly.

Galen

4926. Re: many Atari stuff on german ebay

Newsgroup: comp.sys.atari.st
Date: 2004-09-27 19:34:28 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.09.27.19.34.28.864629@darkforce.ky.org>
Source record: 17021

On Mon, 27 Sep 2004 11:53:18 -0700, Galen wrote:

> Interesting! The USA equivalent of bank transfers exists, but the
> practice is still fairly uncommon as most of us do not bank online
> (yet). In fact, my bank does not yet offer the option, and charges
> $10 for what they call a "wire transfer". To foreign countries, the
> charge is even higher.
>
> On the other hand, the sender of money pays nothing over Paypal, and
> my credit card company has a $1 fee for changing currency, so Paypal
> and credit cards are at this time literally an order of magnitude
> cheaper than wiring money from the USA to Europe.
>
> Galen (who just sent Euros in an envelope and hopes they arrive
> safely!)

Boy, I can testify to this - I just tried to send a bank to bank transfer to Germany (Woller Systems, N.aes) and my bank wanted to charge $55.00 to do this (on a $110 order!). Talk about highway robbery.

I finally sent it by Western Union. Way cheaper.

4927. Re: CT60 fitting help

Newsgroup: comp.sys.atari.st
Date: 2004-09-27 20:28:10 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.09.27.20.28.07.390881@nossspamXXatari-source.com>
Source record: 17022

On Mon, 27 Sep 2004 18:52:34 +0000, SF0218 wrote:

> Hi all,
>
> I'm in a bit of a bind. I have to do some soldering work on my Falcon's mb so
> that the ct60 will boot. I don't trust myself to do it, and I really don't
> want to pack up the mb and shipped to Rodolphe in France.
>
> So, I would like to know if there is anyone, who lives fairly close to Northern
> Va.,
> in the USA, who can help me with some Falcon mb work.
>
> According to Rodolphe, the boot problems I'm having are because of 74F04 chip.
>
> Can anyone actually do this for me, or give me some really good tips on how to
> do this?
>
> "Follow the fitting instructions !
> You have to remove this chip and the wires...and reconnect the 33 ohms SMT
> (surface Mounting Tech)
> esistors (furnished in the packet of the CT60 !) on R216, R221 & R222.
> After that , you will boot fine !
> And solder the 47 ohms resistor on the SDMA CLK as explained on the fitting
> manual."
>
> Thanks,
>
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd

Sam,

I've done this work (removing 74F04 chip and reinstalling SMT resistors)
as well as the bus overclock and some other modifications on both my
falcon and one of Keith Scroggins's falcons (he lives in DC or near it).
You can either drive up to my house or ship it up. I live near
Philadelphia and I'll turn around and ship it back quickly. I'll make
sure that CT60 is running perfectly
:) I've got plenty of tests to make sure too and I know how to detect the
FPU bug that some of these 060's have. Email me privately for shipping
address, oh and btw I do this stuff for free (just return shipping cost
should be paid for by you). I'll also make sure your firmware is up to
date as I have a JTAG cable. So let me know what you like, the BUS

overclock is really nice and it helps improve disk access speed and display speed which is particularly slow on a falcon ;) I figure if I'm soldering on the board, might as well do both since the bus overclock is real simple. I recommend leaving it a standard overclock at 20MHz instead of 25MHz which I've had numerous problems with.

BTW: first part of my email is mducksub and last part is @atari-source.com (spam protection).

Thanks,
Mark

4928. Re: Atari Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2004-09-27 20:29:28 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.09.27.20.29.28.120607@nossspamXXatari-source.com>
Source record: 17023

On Mon, 27 Sep 2004 13:05:10 -0500, sax wrote:

> I am located in the US (Texas)
> "sax" <info@kenlee.net> wrote in message
> news:415855c1_1@corp.newsgroups.com...
>>I am looking for an Atari Falcon 030, anyone have one for sale or know
>>where I can find one?
>>
>> Let me know
>>
>>
>> info@kenlee.net
>>

You're looking at $300+ on eBay or $500+ at Atari retailers. If Atari retailers, myatari.com, or search google for ATY computers, and there are some other retailers around as well.

Thanks,
Mark

4929. Re: Atari Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2004-09-27 21:08:05 UTC
From: sax <info@kenlee.net>
Message-ID: <41588128$1_1@corp.newsgroups.com>
Source record: 17024

None for sale on ebay, and retailers I have seen are selling the Falcon at
$800 and up.

"Mark D" <mducksub@nossspamXXatari-source.com> wrote in message
news:pan.2004.09.27.20.29.28.120607@nossspamXXatari-source.com...
> On Mon, 27 Sep 2004 13:05:10 -0500, sax wrote:
>
>> I am located in the US (Texas)
>> "sax" <info@kenlee.net> wrote in message
>> news:415855c1_1@corp.newsgroups.com...
>>>I am looking for an Atari Falcon 030, anyone have one for sale or know
>>>where I can find one?
>>>
>>> Let me know
>>>
>>>
>>> info@kenlee.net
>>>
>
> You're looking at $300+ on eBay or $500+ at Atari retailers. If Atari
> retailers, myatari.com, or search google for ATY computers, and there are
> some other retailers around as well.
>
> Thanks,
> Mark
>

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4930. Re: CT60 fitting help

Newsgroup: comp.sys.atari.st
Date: 2004-09-27 21:40:29 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <415888ca$0$5309$626a14ce@news.free.fr>
Source record: 17025

Second run of CT60 are done with 50 MHz OSC = 25 MHz bus if boosted !

Mark D wrote:
> On Mon, 27 Sep 2004 18:52:34 +0000, SF0218 wrote:
>
>> Hi all,
>>
>> I'm in a bit of a bind. I have to do some soldering work on my
>> Falcon's mb so that the ct60 will boot. I don't trust myself to do
>> it, and I really don't want to pack up the mb and shipped to
>> Rodolphe in France.
>>
>> So, I would like to know if there is anyone, who lives fairly close
>> to Northern Va.,
>> in the USA, who can help me with some Falcon mb work.
>>
>> According to Rodolphe, the boot problems I'm having are because of
>> 74F04 chip.
>>
>> Can anyone actually do this for me, or give me some really good tips
>> on how to do this?
>>
>> "Follow the fitting instructions !
>> You have to remove this chip and the wires...and reconnect the 33
>> ohms SMT (surface Mounting Tech)
>> esistors (furnished in the packet of the CT60 !) on R216, R221 &
>> R222.
>> After that , you will boot fine !
>> And solder the 47 ohms resistor on the SDMA CLK as explained on the
>> fitting manual."
>>
>> Thanks,
>>
>> Sam F.
>> Virginia U.S.A.
>> Atari Computer Nut
>> C-Lab Falcon, 14mbram,540mb hdd
>
> Sam,
>
> I've done this work (removing 74F04 chip and reinstalling SMT
> resistors) as well as the bus overclock and some other modifications
> on both my falcon and one of Keith Scroggins's falcons (he lives in
> DC or near it). You can either drive up to my house or ship it up. I

> live near Philadelphia and I'll turn around and ship it back quickly.
> I'll make sure that CT60 is running perfectly
> :) I've got plenty of tests to make sure too and I know how to
> detect the FPU bug that some of these 060's have. Email me privately
> for shipping address, oh and btw I do this stuff for free (just
> return shipping cost should be paid for by you). I'll also make sure
> your firmware is up to date as I have a JTAG cable. So let me know
> what you like, the BUS overclock is really nice and it helps improve
> disk access speed and display speed which is particularly slow on a
> falcon ;) I figure if I'm soldering on the board, might as well do
> both since the bus overclock is real simple. I recommend leaving it
> a standard overclock at 20MHz instead of 25MHz which I've had
> numerous problems with.
>
> BTW: first part of my email is mducksub and last part is
> @atari-source.com (spam protection).
>
> Thanks,
> Mark

4931. Re: Atari Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2004-09-27 22:16:10 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.09.27.22.16.09.60177@nosspamatari-source.com>
Source record: 17026

On Mon, 27 Sep 2004 16:08:05 -0500, sax wrote:

> None for sale on ebay, and retailers I have seen are selling the Falcon at
> $800 and up.
>
> "Mark D" <mducksub@nossspamXXatari-source.com> wrote in message
> news:pan.2004.09.27.20.29.28.120607@nossspamXXatari-source.com...
>> On Mon, 27 Sep 2004 13:05:10 -0500, sax wrote:
>>
>>> I am located in the US (Texas)
>>> "sax" <info@kenlee.net> wrote in message
>>> news:415855c1_1@corp.newsgroups.com...
>>>>I am looking for an Atari Falcon 030, anyone have one for sale or know
>>>>where I can find one?
>>>>
>>>> Let me know
>>>>
>>>>
>>>> info@kenlee.net
>>>>
>>
>> You're looking at $300+ on eBay or $500+ at Atari retailers. If Atari
>> retailers, myatari.com, or search google for ATY computers, and there are
>> some other retailers around as well.
>>
>> Thanks,
>> Mark
>>
>
>

Wait a bit. they should up on ebay about 1 every 2 weeks or so. One WILL
show up.

Mark

4932. Re: Atari Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2004-09-27 22:23:53 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <ik4hl09bc00cqoqkk291a6dg2sgua1ar26@4ax.com>
Source record: 17027

Make sure you are doing a global serch in Ebay..usually 1 or 2 for
sell across the pond but make sure you contact sellers to ask if they
are willing to ship to the states..sadly most aren't but worth a shot

Thomas

On Mon, 27 Sep 2004 16:08:05 -0500, "sax" <info@kenlee.net> wrote:

>None for sale on ebay, and retailers I have seen are selling the Falcon at
>$800 and up.
>
>"Mark D" <mducksub@nossspamXXatari-source.com> wrote in message
>news:pan.2004.09.27.20.29.28.120607@nossspamXXatari-source.com...
>> On Mon, 27 Sep 2004 13:05:10 -0500, sax wrote:
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>>> I am located in the US (Texas)
>>> "sax" <info@kenlee.net> wrote in message
>>> news:415855c1_1@corp.newsgroups.com...
>>>>I am looking for an Atari Falcon 030, anyone have one for sale or know
>>>>where I can find one?
>>>>
>>>> Let me know
>>>>
>>>>
>>>> info@kenlee.net
>>>>
>>
>> You're looking at $300+ on eBay or $500+ at Atari retailers. If Atari
>> retailers, myatari.com, or search google for ATY computers, and there are
>> some other retailers around as well.
>>
>> Thanks,
>> Mark
>>
>
>
>
>
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>-----== Over 100,000 Newsgroups - 19 Different Servers! =-----

4933. Re: CT60 fitting help

Newsgroup: comp.sys.atari.st
Date: 2004-09-27 22:30:30 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <ir4hl0htabmphn78oj91dqm5b9qubqm2dt@4ax.com>
Source record: 17028

Hello mark
I have a CT-60 which i will be Installing as soon as i get a few
remaining items..If i run into any problems like sam is having I may
have to ask for your assistance as well.. The drive would be a bit far
(Knoxville TN) but shipping wouldn't be a problem.. hopefully all will
go well but just covering all bases :)

Thomas

On Mon, 27 Sep 2004 23:40:29 +0200, "Rodolphe Czuba"
<rod-yenamarreduspam-olphe.czuba@free.fr> wrote:

>Second run of CT60 are done with 50 MHz OSC = 25 MHz bus if boosted !
>
>
>
>Mark D wrote:
>> On Mon, 27 Sep 2004 18:52:34 +0000, SF0218 wrote:
>>
>>> Hi all,
>>>
>>> I'm in a bit of a bind. I have to do some soldering work on my
>>> Falcon's mb so that the ct60 will boot. I don't trust myself to do
>>> it, and I really don't want to pack up the mb and shipped to
>>> Rodolphe in France.
>>>
>>> So, I would like to know if there is anyone, who lives fairly close
>>> to Northern Va.,
>>> in the USA, who can help me with some Falcon mb work.
>>>
>>> According to Rodolphe, the boot problems I'm having are because of
>>> 74F04 chip.
>>>
>>> Can anyone actually do this for me, or give me some really good tips
>>> on how to do this?
>>>
>>> "Follow the fitting instructions !
>>> You have to remove this chip and the wires...and reconnect the 33
>>> ohms SMT (surface Mounting Tech)
>>> esistors (furnished in the packet of the CT60 !) on R216, R221 &
>>> R222.
>>> After that , you will boot fine !
>>> And solder the 47 ohms resistor on the SDMA CLK as explained on the
>>> fitting manual."
>>>

>>> Thanks,
>>>
>>> Sam F.
>>> Virginia U.S.A.
>>> Atari Computer Nut
>>> C-Lab Falcon, 14mbram,540mb hdd
>>
>> Sam,
>>
>> I've done this work (removing 74F04 chip and reinstalling SMT
>> resistors) as well as the bus overclock and some other modifications
>> on both my falcon and one of Keith Scroggins's falcons (he lives in
>> DC or near it). You can either drive up to my house or ship it up. I
>> live near Philadelphia and I'll turn around and ship it back quickly.
>> I'll make sure that CT60 is running perfectly
>> :) I've got plenty of tests to make sure too and I know how to
>> detect the FPU bug that some of these 060's have. Email me privately
>> for shipping address, oh and btw I do this stuff for free (just
>> return shipping cost should be paid for by you). I'll also make sure
>> your firmware is up to date as I have a JTAG cable. So let me know
>> what you like, the BUS overclock is really nice and it helps improve
>> disk access speed and display speed which is particularly slow on a
>> falcon ;) I figure if I'm soldering on the board, might as well do
>> both since the bus overclock is real simple. I recommend leaving it
>> a standard overclock at 20MHz instead of 25MHz which I've had
>> numerous problems with.
>>
>> BTW: first part of my email is mducksub and last part is
>> @atari-source.com (spam protection).
>>
>> Thanks,
>> Mark
>

4934. Re: CT60 fitting help

Newsgroup: comp.sys.atari.st
Date: 2004-09-27 22:57:08 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.09.27.22.57.08.651310@nosspamatari-source.com>
Source record: 17029

On Mon, 27 Sep 2004 18:30:30 -0400, twbrown wrote:

>
> Hello mark
> I have a CT-60 which i will be Installing as soon as i get a few
> remaining items..If i run into any problems like sam is having I may
> have to ask for your assistance as well.. The drive would be a bit far
> (Knoxville TN) but shipping wouldn't be a problem.. hopefully all will
> go well but just covering all bases :)
>
> Thomas

Thomas,

LOL I just recently drove back from Biloxi, MS so Knoxville seems close to me ;-) But yeah it is a good 10+ hours. I wouldn't recommend making the drive unless you plan to stay in Pennsylvania for a week. I don't mind helping any US people out.

Thanks,
Mark

4935. Re: CTLink : status

Newsgroup: comp.sys.atari.st
Date: 2004-09-28 03:22:56 UTC
From: Ken Macdonald <k_macdonald@sympatico.ca>
Message-ID: <4158D910.4040300@sympatico.ca>
Source record: 17030

I have been out of circulation for a while.
did not know of this project
please put me on your list Rodolphe for two (2)
falcon (one CT60 and one CT2b)
ken

Rodolphe Czuba wrote:
> I let open the project...
>
> I have now 43 registrations on F30 and 28 on VME.
>
> I need at least 60 for each... I think VME will not go to 60 .
> How to do ? Think to create a VME to F30 bus adpator maybe, with a second
> VME connector for graphic card...
> Hum...possible.. because a such adaptor is only PCB and connectors I think,
> so there is no robot programation to pay and we don't need a minimal qty :
> it can be 30.
>
> Maybe some of you could do announcement somewhere on some NG and others
> where I did not go...
>
> I'm sure that some people do not know the project...and may want one
> board...
> no ?
>
>
> I'm very suprised that no Hades users are coming to reserve..
> OK, they already have an ethernet card (?)
> And they put so much money on their hades (?)
>
>
>
>
> Simon wrote:
>
>>"Janez Valant" <swe@atari.org> wrote in message
>>news:IRk1d.2723$F6.612670@news.siol.net...
>>
>>>Simon wrote:
>>>
>>>
>>>
>>>>It is really not enough to produce the boards !
>>>>I will not finish the boards (PCB routing) !

>>>>
>>>>Well that's a shame. You do realise the Atari scene is not as big
>>>>as it used to be, don't you?
>>>
>>> If anyone, he does.. I see problem differently, i see a lot of ppl
>>>moaning
>>>bout ethernet, usb etc and most of them chicken out, when few bucks
>>>is needed to put on table.... U do know that bellow certain
>>>quantities, production price jumps a lot?
>>
>>Well people should know you dont get things for free especially like
>>that. It would be nice if Roldolphe could keep the project open until
>>he gets more buyers to maybe let people have a chance to get the
>>money?
>>
>>I didnt know about the production prices for low quantities :(
>>
>>Simon
>
>
>

4936. Re: CT60 fitting help

Newsgroup: comp.sys.atari.st
Date: 2004-09-28 05:22:28 UTC
From: ausl8 <mc205@hotmail.com>
Message-ID: <cjaseg$16rh$1@arachne.labyrinth.net.au>
Source record: 17031

"Mark D" <mducksub@nossspamXXatari-source.com> wrote in message
news:pan.2004.09.27.20.28.07.390881@nossspamXXatari-source.com...
> On Mon, 27 Sep 2004 18:52:34 +0000, SF0218 wrote:
>
> > Hi all,
> >
> > I'm in a bit of a bind. I have to do some soldering work on my Falcon's
mb so
> > that the ct60 will boot. I don't trust myself to do it, and I really
don't
> > want to pack up the mb and shipped to Rodolphe in France.
> >
> > So, I would like to know if there is anyone, who lives fairly close to
Northern
> > Va.,
> > in the USA, who can help me with some Falcon mb work.
> >
> > According to Rodolphe, the boot problems I'm having are because of 74F04
chip.
> >
> > Can anyone actually do this for me, or give me some really good tips on
how to
> > do this?
> >
> > "Follow the fitting instructions !
> > You have to remove this chip and the wires...and reconnect the 33 ohms
SMT
> > (surface Mounting Tech)
> > esistors (furnished in the packet of the CT60 !) on R216, R221 & R222.
> > After that , you will boot fine !
> > And solder the 47 ohms resistor on the SDMA CLK as explained on the
fitting
> > manual."
> >
> > Thanks,
> >
> > Sam F.
> > Virginia U.S.A.
> > Atari Computer Nut
> > C-Lab Falcon, 14mbram,540mb hdd
>
> Sam,
>
> I've done this work (removing 74F04 chip and reinstalling SMT resistors)

> as well as the bus overclock and some other modifications on both my
> falcon and one of Keith Scroggins's falcons (he lives in DC or near it).
> You can either drive up to my house or ship it up. I live near
> Philadelphia and I'll turn around and ship it back quickly. I'll make
> sure that CT60 is running perfectly
> :) I've got plenty of tests to make sure too and I know how to detect the
> FPU bug that some of these 060's have. Email me privately for shipping
> address, oh and btw I do this stuff for free (just return shipping cost
> should be paid for by you). I'll also make sure your firmware is up to
> date as I have a JTAG cable. So let me know what you like, the BUS
> overclock is really nice and it helps improve disk access speed and
> display speed which is particularly slow on a falcon ;) I figure if I'm
> soldering on the board, might as well do both since the bus overclock is
> real simple. I recommend leaving it a standard overclock at 20MHz instead
> of 25MHz which I've had numerous problems with.
>
> BTW: first part of my email is mducksub and last part is @atari-source.com
> (spam protection).
>
> Thanks,
> Mark
>

Hello Mark,
it would be good, if you could document in the way of photos with a brief explanation and labelling etc., each part of the fitting with solders process. This would help me (and i'm sure others) be more confident in doing it themselves! May be a web site or you could e-mail the info on request? Any way have a think.....

Cheers

4937. Power connectors (STe mobo)

Newsgroup: comp.sys.atari.st
Date: 2004-09-28 11:46:38 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0409280346.236c78e2@posting.google.com>
Source record: 17032

Finally got around to recasing my STe and all is well except for the power connections to the motherboard (pre 91 STe) and to the HD controller board (an Atari orginal RLL controller from a Megafile 30)

I can't seem to find any adaptors to change modern 5'25 ATX power connectros to the type used in the Atari. Is there anywhere I can an adaptor, or the plugs themselves?

I dont want to cut and resolder the ones from the orginal PSU's as I was hoping to sell the PSU's themselves when I no longer needed them

4938. Re: CT60 fitting help

Newsgroup: comp.sys.atari.st
Date: 2004-09-28 13:34:59 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0409280534.52803f0c@posting.google.com>
Source record: 17033

"Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in message news:<415888ca$0$5309$626a14ce@news.free.fr>...
> Second run of CT60 are done with 50 MHz OSC = 25 MHz bus if boosted !
>

I desoldered my 50mhz osc and replaced with a 40mhz because my home made 72pin simm card wasnt as good as I had hoped, even though it was much better than my RAM GIZMO which wouldnt even work well at 20mhz.

Hmm someones making new 72pin simm cards I hear...

Coda.

4939. Re: CTLink : status

Newsgroup: comp.sys.atari.st
Date: 2004-09-28 14:15:54 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0409280615.5691bc47@posting.google.com>
Source record: 17034

Ken,

Firstly, you will have to email Rodolphe directly (rodolphe DOT czuba AT free DOT fr), as he cannot take pre-orders from the newsgroup. Secondly, just to make sure that you know what youre ordering (and for the benefit of others reading this thread)... The CTLink will fits on the Falcons expansion bus and is suitable for ALL Falcons whether CT60'd or not. The Ethernat on the otherhand, made by Nature (nature.atari.org - the supervidel team) fits on top of the CT60 ONLY, on the 060 direct access bus. It will be possible to run BOTH an Ethernat on top of your CT60, plus a CTLink underneath the CT60 giving 2 Ethernet and 4 USB ports (as if anyone needs that many! :-))

One thing you have highlighted to me Ken, is that there are probably other CT60 owners (and definately other falcon owners) out there that do not know about the CTLink/Ethernat projects... SO...

If anyone here is a member of an Atari forum/BBS where you have not seen the CTLink mentioned much/at all, can they post a message asking people (Falcon, MegaSTE & TT owners) to look at www.czuba-tech.com and www.janthomas.f2s.com to see of they want a CTLink, as the preordering window is closing soon! THANKS.

regards,
Coda.

Ken Macdonald <k_macdonald@sympatico.ca> wrote in message news:<4158D910.4040300@sympatico.ca>...
> I have been out of circulation for a while.
> did not know of this project
> please put me on your list Rodolphe for two (2)
> falcon (one CT60 and one CT2b)
> ken
>
>
> Rodolphe Czuba wrote:
> > I let open the project...
> >
> > I have now 43 registrations on F30 and 28 on VME.
> >
> > I need at least 60 for each... I think VME will not go to 60 .
> > How to do ? Think to create a VME to F30 bus adpator maybe, with a second
> > VME connector for graphic card...
> > Hum...possible.. because a such adaptor is only PCB and connectors I think,
> > so there is no robot programation to pay and we don't need a minimal qty :
> > it can be 30.

> >
> > Maybe some of you could do announcement somewhere on some NG and others
> > where I did not go...
> >
> > I'm sure that some people do not know the project...and may want one
> > board...
> > no ?
> >
> >
> > I'm very suprised that no Hades users are coming to reserve..
> > OK, they already have an ethernet card (?)
> > And they put so much money on their hades (?)
> >
> >
> >
> >
> > Simon wrote:
> >
> >>"Janez Valant" <swe@atari.org> wrote in message
> >>news:IRk1d.2723$F6.612670@news.siol.net...
> >>
> >>>Simon wrote:
> >>>
> >>>
> >>>
> >>>>>It is really not enough to produce the boards !
> >>>>>I will not finish the boards (PCB routing) !
> >>>>
> >>>>Well that's a shame. You do realise the Atari scene is not as big
> >>>>as it used to be, don't you?
> >>>
> >>> If anyone, he does.. I see problem differently, i see a lot of ppl
> >>>moaning
> >>>bout ethernet, usb etc and most of them chicken out, when few bucks
> >>>is needed to put on table.... U do know that bellow certain
> >>>quantities, production price jumps a lot?
> >>
> >>Well people should know you dont get things for free especially like
> >>that. It would be nice if Roldolphe could keep the project open until
> >>he gets more buyers to maybe let people have a chance to get the
> >>money?
> >>
> >>I didnt know about the production prices for low quantities :(
> >>
> >>Simon
> >
> >
> >

4940. Re: Atari Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2004-09-28 14:48:39 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.09.28.14.48.39.751407@darkforce.ky.org>
Source record: 17035

On Mon, 27 Sep 2004 16:29:28 -0400, Mark D wrote:

> You're looking at $300+ on eBay or $500+ at Atari retailers. If Atari
> retailers, myatari.com, or search google for ATY computers, and there are
> some other retailers around as well.
>
> Thanks,
> Mark

Marks right, but sometimes you can get a little luckier - I got my used
Falcon from Ebay for $181.00, final bid. :-)

4941. Re: CTLink : status

Newsgroup: comp.sys.atari.st
Date: 2004-09-28 15:20:11 UTC
From: sf0218@aol.com
Message-ID: <20040928112011.01575.00001734@mb-m28.aol.com>
Source record: 17036

I was told, by Czuba if I remember correctly, that the CTLInk is for non-CT60 Falcons, and that the EtherNAT is for the CT60 Falcons.

So now I'm a bit confused!! :|

Thanks,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd

4942. Re: Power connectors (STe mobo)

Newsgroup: comp.sys.atari.st
Date: 2004-09-28 15:40:40 UTC
From: rs.death_of_spam.mac@t-online.de
Message-ID: <1gku0yn.1x8cchpykwj82N%rs.death_of_spam.mac@t-online.de>
Source record: 17037

Dark Willow <dark_willow1981@lycos.com> wrote:

> Finally got around to recasing my STe and all is well except for the
> power connections to the motherboard (pre 91 STe) and to the HD
> controller board (an Atari orginal RLL controller from a Megafile 30)
>
> I can't seem to find any adaptors to change modern 5'25 ATX power
> connectros to the type used in the Atari. Is there anywhere I can an
> adaptor, or the plugs themselves?
>
> I dont want to cut and resolder the ones from the orginal PSU's as I
> was hoping to sell the PSU's themselves when I no longer needed them

1040STF,STFM,STE,MegaST

Color Signal Connector Pin ATX Pin Color Signal

Rot +5 Volt J11 1,2 6,19,20 Red +5
Schwarz GND J11 3,4,5 3,7,13 >
15,16,17 Black GND
Blau +12 Volt J11 6 10 Yellow +12

Use your multimeter to recheck all connections!!
No warrantie.

Start ATX

Connect Pin 14 ATX to any GND Pin (Button)

Regards, Robert

--
-= DOIT-Hardware FAQs =-

Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

4943. Re: CTLink : status

Newsgroup: comp.sys.atari.st
Date: 2004-09-28 17:16:58 UTC
From: "Eric Bozon"
Message-ID: <41599c46$0$14625$8fcfb975@news.wanadoo.fr>
Source record: 17038

Bonjour,

"SF0218" <sf0218@aol.com> a crit dans le message de
news:20040928112011.01575.00001734@mb-m28.aol.com...
> I was told, by Czuba if I remember correctly, that the CTLInk is for
non-CT60
> Falcons, and that the EtherNAT is for the CT60 Falcons.
>
> So now I'm a bit confused!! :|
>
> Thanks,
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd
>
>

CTLink VME : TT and Mega STE VME bus only
CTLink Falcon : Falcon bus only

EtherNat : CT060 bus only

EtherNat is faster than CTLink Falcon (CT060 bus is faster than Falcon bus)

The best choice for Falcon + CT060 is EtherNat (or EtherNat + CT Link for
more USB ;-))

@+

4944. Re: Power connectors (STe mobo)

Newsgroup: comp.sys.atari.st
Date: 2004-09-28 20:02:30 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.09.28.20.02.30.442739@nossspamXXatari-source.com>
Source record: 17039

On Tue, 28 Sep 2004 04:46:38 -0700, Dark Willow wrote:

> Finally got around to recasing my STe and all is well except for the
> power connections to the motherboard (pre 91 STe) and to the HD
> controller board (an Atari orginal RLL controller from a Megafile 30)
>
> I can't seem to find any adaptors to change modern 5'25 ATX power
> connectros to the type used in the Atari. Is there anywhere I can an
> adaptor, or the plugs themselves?
>
> I dont want to cut and resolder the ones from the orginal PSU's as I
> was hoping to sell the PSU's themselves when I no longer needed them

For the ATX, you can buy a PSU extension cable. I don't recall what the connectors on a STe look like but on Mega STe/TT you can use AT psu connectors. So you can hack up one of those old worthless AT psu's and then hack up an atx extension cable then you have a nice adapter.

Mark

4945. MSTE + TT : VME + CTLink

Newsgroup: comp.sys.atari.st
Date: 2004-09-28 22:22:56 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <4159e43c$0$1829$626a14ce@news.free.fr>
Source record: 17040

I think I found a solution to connect a CTlink on MSTE & TT with a VMe graphical card...

Will present this later on my web site...

Regards

4946. Re: CT60 fitting help

Newsgroup: comp.sys.atari.st
Date: 2004-09-28 22:41:43 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.09.28.22.41.43.393495@nosspamatari-source.com>
Source record: 17041

On Tue, 28 Sep 2004 15:22:28 +1000, ausl8 wrote:
>
> Hello Mark,
> it would be good, if you could document in the way of photos with a brief
> explanation and labelling etc., each part of the fitting with solders
> process. This would help me (and i'm sure others) be more confident in doing
> it themselves! May be a web site or you could e-mail the info on request?
> Any way have a think.....
>
> Cheers

Well it's on Rodolphe's website. but don't do it unless you have a lot of
soldering experience and a good soldering iron. Temp, controlled etc.
The falcon is too valueable. By far the hardest part of the job is the
DSP trace. You don't want the iron there too long or you could lift the
trace easily.

I don't have any special knowledge, I just think I'm the only person on
this side of the atlantic who has done this. Perhaps not ;-)

http://www.czuba-tech.com

Mark
http://portal.atari-source.com

4947. Re: CT60 fitting help

Newsgroup: comp.sys.atari.st
Date: 2004-09-28 22:42:24 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.09.28.22.42.23.122203@nosspamatari-source.com>
Source record: 17042

On Tue, 28 Sep 2004 06:34:59 -0700, smeg wrote:

> "Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in message
news:<415888ca$0$5309$626a14ce@news.free.fr>...
>> Second run of CT60 are done with 50 MHz OSC = 25 MHz bus if boosted !
>>
>
> I desoldered my 50mhz osc and replaced with a 40mhz because my home
> made 72pin simm card wasnt as good as I had hoped, even though it was
> much better than my RAM GIZMO which wouldnt even work well at 20mhz.
>
> Hmm someones making new 72pin simm cards I hear...
>
> Coda.

We can dream. I really need one since that would solve probably my scsi
probs, display probs and 25MHz probs ;-)

Mark

4948. MegaST Keyboard adapter

Newsgroup: comp.sys.atari.st
Date: 2004-09-28 22:53:43 UTC
From: sf0218@aol.com
Message-ID: <20040928185343.07907.00001011@mb-m24.aol.com>
Source record: 17043

Hello All,

I purchased a MegaST keyboard for my falcon, now I need an adapter. Who was the person who made them? Or, is there a way to do it myself that does not involve any or next to nothing soldering?

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd

4949. Re: MegaST Keyboard adapter

Newsgroup: comp.sys.atari.st
Date: 2004-09-28 23:26:00 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.09.28.23.26.00.364910@nosspamatari-source.com>
Source record: 17044

On Tue, 28 Sep 2004 22:53:43 +0000, SF0218 wrote:

> Hello All,
>
> I purchased a MegaST keyboard for my falcon, now I need an adapter. Who was
> the person who made them? Or, is there a way to do it myself that does not
> involve any or next to nothing soldering?
>

Hehe, Keith Scroggins was selling a few I think.

his email address is kws and that's at radix.net

Thanks,
Mark

4950. Re: MSTE + TT : VME + CTLink

Newsgroup: comp.sys.atari.st
Date: 2004-09-28 23:39:44 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <4Dm6d.7525$5O5.3301@news-server.bigpond.net.au>
Source record: 17045

Rodolphe Czuba wrote:
> I think I found a solution to connect a CTlink on MSTE & TT with a VMe
> graphical card...
>
> Will present this later on my web site...

Awesome, what about a videl card for the TT;-)

Mark

4951. CTLink/EtherNAT USB?

Newsgroup: comp.sys.atari.st
Date: 2004-09-29 02:30:21 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.09.29.02.30.21.282424@nosspamatari-source.com>
Source record: 17046

Hello,

The EtherNAT/CTlink mentioned USB 2.0 support and speeds of around 1mbit to 11.something megabit. But hte 11mbit speed is USB 1.1, NOT USB 2.0 as is commonly misread. Real USB 2.0 is 480mbit, enough to use an external hard drive. So which do they have? And if it's only 1.1, please advertise as such?

Thanks,
Mark

4952. Re: MSTE + TT : VME + CTLink

Newsgroup: comp.sys.atari.st
Date: 2004-09-29 02:35:17 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.09.29.02.35.17.28373@nosspamatari-source.com>
Source record: 17047

On Tue, 28 Sep 2004 23:39:44 +0000, Mark Bedingfield wrote:

> Rodolphe Czuba wrote:
>> I think I found a solution to connect a CTlink on MSTE & TT with a VMe
>> graphical card...
>>
>> Will present this later on my web site...
>
> Awesome, what about a videl card for the TT;-)
>
> Mark

I always thought the TT would make a great accelerated platform. I mean sure it has no DSP or wonderful falcon audio system but DMA is good enough when you have an 060's power. The videl seems like a really great platform to work off of, and since the TT seems faster to begin with, it seems like it would be a better platform to do such at hing. With the TTram board, maybe there's a better interface to the original hardware?

But a TT with a Supervidel, modified TOS 4.04 and a CT60 would really be a great machine. Sounds kind of like a Hades to me ;)

Mark

4953. Re: CTLink : status

Newsgroup: comp.sys.atari.st
Date: 2004-09-29 03:29:24 UTC
From: Ken Macdonald <k_macdonald@sympatico.ca>
Message-ID: <j6p6d.7976$MD5.691125@news20.bellglobal.com>
Source record: 17048

did that bud, at the same time I sent the massage to the ng.
i just wanted folks to know that another person was interested!
ken

smeg wrote:
> Ken,
>
> Firstly, you will have to email Rodolphe directly (rodolphe DOT czuba
> AT free DOT fr), as he cannot take pre-orders from the newsgroup.
> Secondly, just to make sure that you know what youre ordering (and for
> the benefit of others reading this thread)... The CTLink will fits on
> the Falcons expansion bus and is suitable for ALL Falcons whether
> CT60'd or not. The Ethernat on the otherhand, made by Nature
> (nature.atari.org - the supervidel team) fits on top of the CT60 ONLY,
> on the 060 direct access bus. It will be possible to run BOTH an
> Ethernat on top of your CT60, plus a CTLink underneath the CT60 giving
> 2 Ethernet and 4 USB ports (as if anyone needs that many! :-))
>
> One thing you have highlighted to me Ken, is that there are probably
> other CT60 owners (and definately other falcon owners) out there that
> do not know about the CTLink/Ethernat projects... SO...
>
> If anyone here is a member of an Atari forum/BBS where you have not
> seen the CTLink mentioned much/at all, can they post a message asking
> people (Falcon, MegaSTE & TT owners) to look at www.czuba-tech.com and
> www.janthomas.f2s.com to see of they want a CTLink, as the preordering
> window is closing soon! THANKS.
>
> regards,
> Coda.
>

4954. Re: Power connectors (STe mobo)

Newsgroup: comp.sys.atari.st
Date: 2004-09-29 09:15:23 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0409290115.755b6deb@posting.google.com>
Source record: 16949

vaguely rmemebers seeing a long since forgotten 286 in her loft em hmmmmmm, might just have found some parts....

Thanks for the pin layout too!

4955. Re: CTLink : status

Newsgroup: comp.sys.atari.st
Date: 2004-09-29 13:01:49 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0409290501.44e1cb4c@posting.google.com>
Source record: 16950

"Eric Bozon" <no.spam@no.spam.cn@wanadoo.fr> wrote in message
news:<41599c46$0$14625$8fcfb975@news.wanadoo.fr>...
> Bonjour,
>
> "SF0218" <sf0218@aol.com> a ï¿½crit dans le message de
> news:20040928112011.01575.00001734@mb-m28.aol.com...
> > I was told, by Czuba if I remember correctly, that the CTLInk is for
> non-CT60
> > Falcons, and that the EtherNAT is for the CT60 Falcons.
> >
> > So now I'm a bit confused!! :|
> >
> > Thanks,
> > Sam F.
> > Virginia U.S.A.
> > Atari Computer Nut
> > C-Lab Falcon, 14mbram,540mb hdd
> >
> >
>
> CTLink VME : TT and Mega STE VME bus only
> CTLink Falcon : Falcon bus only
>
> EtherNat : CT060 bus only
>
>
>
> EtherNat is faster than CTLink Falcon (CT060 bus is faster than Falcon bus)

Well yes, but theres not going to be much in it. If you have a CT60
then it would be better to get an Ethernat if you only get one of the
cards, because less Falcon bus accesses will be done for some
operations, however for Network/USB saving data to hard disk for
example, the falcons 16bit bus still comes into play and there is your
bottleneck. What we need is a CT60 bus IDE controller...

> The best choice for Falcon + CT060 is EtherNat (or EtherNat + CT Link for
> more USB ;-))

Absolutely, unless your CT60 dies (God forbid), then will you have no
network/USB at all.

Coda.

> @+

4956. Re: CTLink/EtherNAT USB?

Newsgroup: comp.sys.atari.st
Date: 2004-09-29 13:17:05 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0409290517.11621352@posting.google.com>
Source record: 16951

Mark D <mducksub@nosspamatari-source.com> wrote in message
news:<pan.2004.09.29.02.30.21.282424@nosspamatari-source.com>...
> Hello,
>
> The EtherNAT/CTlink mentioned USB 2.0 support and speeds of around 1mbit
> to 11.something megabit. But hte 11mbit speed is USB 1.1, NOT USB 2.0 as
> is commonly misread. Real USB 2.0 is 480mbit, enough to use an external
> hard drive. So which do they have? And if it's only 1.1, please
> advertise as such?
>
> Thanks,
> Mark

Mark.

USB 2.0 is not about 480mbs. It INLCUDES a standard for 480mbs called
HIGH SPEED, but USB 2.0 compliant hosts/devices do not have to
transceive at that speed. The 2.0 standard is more about the USB
infrastructure as a whole, and many things have been added to the USB
spec. The fact is, the USB chips we are using in the CTLINK and
Ethernat are the Philips ISP1160 which ARE USB 2.0 compliant. see:

http://www.semiconductors.philips.com/cgi-bin/pldb/pip/isp1160.html

We do not use a high speed host device for 2 reasons:
1. Current atari platform is not capable of taking advantage of it.
2. The High Speed specification is overcomplicated for what it
achieves and it would take forever to bring High Speed USB to the
Atari.

Coda.

4957. Re: CTLink/EtherNAT USB?

Newsgroup: comp.sys.atari.st
Date: 2004-09-29 13:57:29 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.09.29.13.57.29.360783@nossspamXXatari-source.com>
Source record: 16952

On Wed, 29 Sep 2004 06:17:05 -0700, smeg wrote:

> Mark.
>
> USB 2.0 is not about 480mbs. It INLCUDES a standard for 480mbs called
> HIGH SPEED, but USB 2.0 compliant hosts/devices do not have to
> transceive at that speed. The 2.0 standard is more about the USB
> infrastructure as a whole, and many things have been added to the USB
> spec. The fact is, the USB chips we are using in the CTLINK and
> Ethernat are the Philips ISP1160 which ARE USB 2.0 compliant. see:
>
> http://www.semiconductors.philips.com/cgi-bin/pldb/pip/isp1160.html
>
> We do not use a high speed host device for 2 reasons:
> 1. Current atari platform is not capable of taking advantage of it.
> 2. The High Speed specification is overcomplicated for what it
> achieves and it would take forever to bring High Speed USB to the
> Atari.
>
> Coda.

Well then, I stand corrected and I was misinformed by an article. Don't
trust everything you read on the web ;-)

Mark
http://portal.atari-source.com

4958. Re: CTLink : status

Newsgroup: comp.sys.atari.st
Date: 2004-09-29 19:40:53 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <6ID6d.3541$F6.972240@news.siol.net>
Source record: 16953

SF0218 wrote:

> I was told, by Czuba if I remember correctly, that the CTLInk is for
> non-CT60 Falcons, and that the EtherNAT is for the CT60 Falcons.
>
> So now I'm a bit confused!! :|

Exactly what is confusing here?

4959. Re: CT60 fitting help

Newsgroup: comp.sys.atari.st
Date: 2004-09-29 19:50:49 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <ruD6d.3542$F6.972296@news.siol.net>
Source record: 16954

Mark D wrote:

> On Tue, 28 Sep 2004 15:22:28 +1000, ausl8 wrote:
>>
>> Hello Mark,
>> it would be good, if you could document in the way of photos with a brief
>> explanation and labelling etc., each part of the fitting with solders
>> process. This would help me (and i'm sure others) be more confident in
>> doing it themselves! May be a web site or you could e-mail the info on
>> request? Any way have a think.....
>>
>> Cheers
>
> Well it's on Rodolphe's website. but don't do it unless you have a lot of
> soldering experience and a good soldering iron. Temp, controlled etc.
> The falcon is too valueable. By far the hardest part of the job is the
> DSP trace. You don't want the iron there too long or you could lift the
> trace easily.

DSP can be done much easier on most of the motherboards.. U can solder new DSP clock to the solder point where DSP track goes. Then u just cut a track from that solder point to 32mhz clock. Track is located on bottom side of the motherboard. But u must beware that some revisions dont have that track on bottom side, so "usual" DSP patch must be applied.

More info on this page (for CT60/CT2 doing what page suggest, aka fitting separate 50mhz clock for DSP, is advisable in case of DSP timouts)

http://atari.nvg.org/dsp/main.html (For CT60 u dont add oscillator, but just solde wire from CT60 to lower right solder point on top of motherboard and then cut the track as described. (on bottom side of motherboard!) CHECK BOTTOM SIDE FIRST!

Janez

4960. Re: MSTE + TT : VME + CTLink

Newsgroup: comp.sys.atari.st
Date: 2004-09-29 19:53:03 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <xwD6d.3543$F6.972296@news.siol.net>
Source record: 16955

Mark D wrote:

> I always thought the TT would make a great accelerated platform. I mean
> sure it has no DSP or wonderful falcon audio system but DMA is good enough
> when you have an 060's power. The videl seems like a really great
> platform to work off of, and since the TT seems faster to begin with, it
> seems like it would be a better platform to do such at hing. With the
> TTram board, maybe there's a better interface to the original hardware?
>
> But a TT with a Supervidel, modified TOS 4.04 and a CT60 would really be a
> great machine. Sounds kind of like a Hades to me ;)

It wpuld be a bit better as Hades, aka not so boring ;)

Janez

4961. Re: MegaST Keyboard adapter

Newsgroup: comp.sys.atari.st
Date: 2004-09-29 22:15:20 UTC
From: Crackers <bcracknell@sympatico.ca>
Message-ID: <CfG6d.11231$MD5.858484@news20.bellglobal.com>
Source record: 16956

Speaking of Keyboard adaptors. Does anyone know anywhere in Canada where I can buy one of those adaptors that lets you hook up a regular PC keyboard (and mouse) to a Mega ST?

The keyboard I have seems to be only semi functional at best.

Crackers

--
Ghastly's Ghastly Comic
http://ghastlycomic.com

4962. Re: MSTE + TT : VME + CTLink

Newsgroup: comp.sys.atari.st
Date: 2004-09-30 02:26:37 UTC
From: ausl8 <mc205@hotmail.com>
Message-ID: <cjfqsn$1aas$1@arachne.labyrinth.net.au>
Source record: 16957

"Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in message
news:4159e43c$0$1829$626a14ce@news.free.fr...
> I think I found a solution to connect a CTlink on MSTE & TT with a VMe
> graphical card...
>
> Will present this later on my web site...
>
> Regards
>
>
>
>

If possible what about incorporating 16bit 48K or 24bit 96K audio??

4963. HDDRIVER, CF cards

Newsgroup: comp.sys.atari.st
Date: 2004-09-30 06:18:36 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <2s1mq2F1freghU1@uni-berlin.de>
Source record: 16958

Hi,

has anyone successfully used IDE CF card adapters with HDDRIVER 8.1? I'm
asking because upcoming versions of HDDRIVER will most likely support
it, at least a particular kind of adapter hardware.
If it has already worked for some users this was by chance, not because
it was a supported feature. What I would like to know is

1. Have certain adapters actually worked for some users in the past, and
if yes, which ones one which machines?
2. Assuming that a future version of HDDRIVER supports such an adapter,
are there any users planning to update because of this new feature?
3. Is there any interest in a bundle consisting of an HDDRIVER update
and IDE adapter hardware known to work with HDDRIVER?

I'm currently testing all this with my Falcon, and it's nice to do
without any hard disk drive, but just use a noiseless CF card instead :-).

Please respond by email, and don't expect me to answer. I'm just trying
to find out if there is any interest at all in this potential new feature.

Uwe

--

Dr. Uwe Seimet http://www.seimet.de

4964. Re: MSTE + TT : VME + CTLink

Newsgroup: comp.sys.atari.st
Date: 2004-09-30 12:07:30 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <415bf6fb$0$25023$636a15ce@news.free.fr>
Source record: 16959

It is easy to connect a VIDEL chip on the 16 bit VMe bus of the TT.
The bus of the TT is 16 MHz like Falcon...so il will work immediatly.

VIDEL could me boosted by a 50 MHz OSC instead of the 25 for better VGA
modes.
And a 50 MHz clock on the EXT pin could be done too to get the same
resolutions that with the Falcon with boosted bus (25 MHz).

But it will be placed at some new address.. and the driver (from the TOS4.04
init) must be done.
Not very hard...

BUT the price of the VIDEL chip is 45$ at BEST.

Mark Bedingfield wrote:
> Rodolphe Czuba wrote:
>> I think I found a solution to connect a CTlink on MSTE & TT with a
>> VMe graphical card...
>>
>> Will present this later on my web site...
>
> Awesome, what about a videl card for the TT;-)
>
> Mark

4965. Re: MSTE + TT : VME + CTLink

Newsgroup: comp.sys.atari.st
Date: 2004-09-30 12:08:44 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <415bf746$0$25013$636a15ce@news.free.fr>
Source record: 16960

a better way should be to REPLACE the TTshifter by the Falcon VIDEL !
TT shifter is on a socket.. but you loose the TT high resolution...

No perfect solutions...

Mark Bedingfield wrote:
> Rodolphe Czuba wrote:
>> I think I found a solution to connect a CTlink on MSTE & TT with a
>> VMe graphical card...
>>
>> Will present this later on my web site...
>
> Awesome, what about a videl card for the TT;-)
>
> Mark

4966. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2004-09-30 12:39:34 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0409300534150.20390-100000@onyx.spiritone.com>
Source record: 16962
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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4967. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-09-30 12:42:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0409300539510.20390-100000@onyx.spiritone.com>
Source record: 16963
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4968. ADV: Atari Survey, E-Mail & Postal Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-09-30 12:46:03 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0409300542350.20390-100000@onyx.spiritone.com>
Source record: 16961
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Looking For Atari Surveys? To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Atari Club for those local to Portland, Oregon USA! Goto my Link below:

I cant read your mind, so with Help from my Atari survey, I can get to know you. It helps me figure out your Atari needs and Interests. The only thing better is a Phone call! Feel free to fill out the Atari Survey on my Contact Page! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm HotLink to WebPage!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4969. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2004-09-30 16:59:39 UTC
From: Jojo <oscarwylde@18th.cen>
Message-ID: <%XW6d.274202$4o.217354@fed1read01>
Source record: 16964
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Warning! exclamation point abuse! And! Incomplete sentence abuse! and Capitialization! abuse! Warning!!!

4970. Re: CT60 fitting help

Newsgroup: comp.sys.atari.st
Date: 2004-09-30 18:36:03 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10lokgp6q1kslc6@corp.supernews.com>
Source record: 16965

"Mark D" <mducksub@nossspamXXatari-source.com> wrote in message
news:pan.2004.09.27.20.28.07.390881@nossspamXXatari-source.com...
> On Mon, 27 Sep 2004 18:52:34 +0000, SF0218 wrote:
> The BUS
> overclock is really nice and it helps improve disk access speed and
> display speed which is particularly slow on a falcon ;) I figure if I'm
> soldering on the board, might as well do both since the bus overclock is
> real simple. I recommend leaving it a standard overclock at 20MHz instead
> of 25MHz which I've had numerous problems with.
>
Mark,

I am interested in overclocking my Falcon030. I have to install a new RTC
chip and since I will have my falcon open I might entertain the idea of
doing this mod! Do you have some details on this?

Thanks!
Tim

4971. Re: MSTE + TT : VME + CTLink

Newsgroup: comp.sys.atari.st
Date: 2004-09-30 18:38:27 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.09.30.18.38.27.243615@nossspamXXatari-source.com>
Source record: 16966

On Thu, 30 Sep 2004 14:07:30 +0200, Rodolphe Czuba wrote:

> It is easy to connect a VIDEL chip on the 16 bit VMe bus of the TT.
> The bus of the TT is 16 MHz like Falcon...so il will work immediatly.
>
> VIDEL could me boosted by a 50 MHz OSC instead of the 25 for better VGA
> modes.
> And a 50 MHz clock on the EXT pin could be done too to get the same
> resolutions that with the Falcon with boosted bus (25 MHz).
>
> But it will be placed at some new address.. and the driver (from the TOS4.04
> init) must be done.
> Not very hard...
>
> BUT the price of the VIDEL chip is 45$ at BEST.

Very interesting. I think it could be worth someone making the attempt.
not me though. I would definitely not do the soldering right on that ;-)

Mark
http://portal.atari-source.com

4972. Re: CT60 fitting help

Newsgroup: comp.sys.atari.st
Date: 2004-09-30 20:28:21 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.09.30.20.28.21.872020@nossspamXXatari-source.com>
Source record: 16967

On Thu, 30 Sep 2004 11:36:03 -0700, Tim wrote:

> Mark,
>
> I am interested in overclocking my Falcon030. I have to install a new RTC
> chip and since I will have my falcon open I might entertain the idea of
> doing this mod! Do you have some details on this?
>
> Thanks!
> Tim

Tim,

You shouldn't do this unless you are good at soldering and have a nice expensive temp controlled soldering iron. Do you meet both those requirements? If so, then just look on Rodolphe's website ;-) http://www.czuba-tech.com. The bus overclock is simply just the CT60 installation with solders. And I don't mean to sound short, I just want to instill fear in people in the hopes that they won't solder for their first time ever, with a $15 radio shack iron on a Falcon ;)

Thanks,
Mark
http://portal.atari-source.com

4973. Re: CT60 fitting help

Newsgroup: comp.sys.atari.st
Date: 2004-09-30 21:13:35 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10loto5hm2otnbc@corp.supernews.com>
Source record: 16968

"Mark D" <mducksub@nossspamXXatari-source.com> wrote in message
news:pan.2004.09.30.20.28.21.872020@nossspamXXatari-source.com...
> On Thu, 30 Sep 2004 11:36:03 -0700, Tim wrote:
>
> > Mark,
> >
> > I am interested in overclocking my Falcon030. I have to install a new
RTC
> > chip and since I will have my falcon open I might entertain the idea of
> > doing this mod! Do you have some details on this?
> >
> > Thanks!
> > Tim
>
> Tim,
>
> You shouldn't do this unless you are good at soldering and have a nice
> expensive temp controlled soldering iron. Do you meet both those
> requirements? If so, then just look on Rodolphe's website ;-)
> http://www.czuba-tech.com. The bus overclock is simply just the CT60
> installation with solders. And I don't mean to sound short, I just want
> to instill fear in people in the hopes that they won't solder for their
> first time ever, with a $15 radio shack iron on a Falcon ;)
>
> Thanks,
> Mark
> http://portal.atari-source.com

Hmm I don't. I am actually a little worried about replacing the RTC chip.
I want to remove it and install a socket. I plan on cutting all the legs
off first then pop the chip off, then unsolder each leg of carefully. Then
when done install a socket. Any pointers?

Thanks
Tim

4974. Re: MegaST Keyboard adapter

Newsgroup: comp.sys.atari.st
Date: 2004-10-01 01:23:41 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0409301723.13aa89a4@posting.google.com>
Source record: 16969

"Crackers" <bcracknell@sympatico.ca> wrote in message
news:<CfG6d.11231$MD5.858484@news20.bellglobal.com>...
> Speaking of Keyboard adaptors. Does anyone know anywhere in Canada where I
> can buy one of those adaptors that lets you hook up a regular PC keyboard
> (and mouse) to a Mega ST?
>
> The keyboard I have seems to be only semi functional at best.
>
> Crackers

Are you referring to an Eiffel? If so, mail order from Europe or make
it yourself are your only options.

Galen

4975. Re: HDDRIVER, CF cards

Newsgroup: comp.sys.atari.st
Date: 2004-10-01 02:12:02 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0409301812.1c58d23c@posting.google.com>
Source record: 16970

Uwe Seimet <Uwe.Seimet@seimet.de> wrote in message news:<2s1mq2F1freghU1@uni-berlin.de>...

> has anyone successfully used IDE CF card adapters with HDDRIVER 8.1?

About a year ago, Frederic Pecourt was working with CF adapters. You might ask what he learned.

Mark Duckworth and Michael Schwingen also have mentioned them in the past. I think they might have gotten an IDE-CF running.

> 2. Assuming that a future version of HDDRIVER supports such an adapter,
> are there any users planning to update because of this new feature?
> 3. Is there any interest in a bundle consisting of an HDDRIVER update
> and IDE adapter hardware known to work with HDDRIVER?

I would seriously consider it, as I will have a semi-retired Falcon soon. I think you might sell more if you had an external solution. Many of us have our IDE bus taken up with the boot hard drive and a CD-ROM and I'm not sure CF is reliable enough to want to replace my hard drive on my main Falcon. It would be great to have known what CF card + IDE adapter + SCSI Adapter (probably from ACARD) combination works. Due to a lack of drivers, I suspect that it probably can be made to work, and with the CF-IDE board around $20US and IDE-SCSI box around $80US I'd suspect that the cost would work out to under $300US (+ HD Driver, of course).

Galen (who just sent this to Uwe's email)

4976. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2004-10-01 02:43:24 UTC
From: Jojo <oscarwylde@18th.cen>
Message-ID: <lv37d.278242$4o.111371@fed1read01>
Source record: 16971
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Sorry, I couldn't resist. I enjoy observing the different techniques advertisers use to attempt to persuade us to buy their products... and I love to pick on the really annoying ones. You should hear me go off when commericals come on the tele.

4977. Atari Portfolio for sale on Ebay

Newsgroup: comp.sys.atari.st
Date: 2004-10-01 02:45:59 UTC
From: wazzat <rainbows3@shaw.ca>
Message-ID: <Hx37d.554834$M95.111073@pd7tw1no>
Source record: 16972

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3728&item=5127332441&rd=1&ssPageName=WDVW

4978. Re: CT60 fitting help

Newsgroup: comp.sys.atari.st
Date: 2004-10-01 04:16:02 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.10.01.04.16.02.4186@nossspamXXatari-source.com>
Source record: 16973

On Thu, 30 Sep 2004 14:13:35 -0700, Tim wrote:

>
> "Mark D" <mducksub@nossspamXXatari-source.com> wrote in message
> news:pan.2004.09.30.20.28.21.872020@nossspamXXatari-source.com...
>> On Thu, 30 Sep 2004 11:36:03 -0700, Tim wrote:
>>
>> > Mark,
>> >
>> > I am interested in overclocking my Falcon030. I have to install a new
> RTC
>> > chip and since I will have my falcon open I might entertain the idea of
>> > doing this mod! Do you have some details on this?
>> >
>> > Thanks!
>> > Tim
>>
>> Tim,
>>
>> You shouldn't do this unless you are good at soldering and have a nice
>> expensive temp controlled soldering iron. Do you meet both those
>> requirements? If so, then just look on Rodolphe's website ;-)
>> http://www.czuba-tech.com. The bus overclock is simply just the CT60
>> installation with solders. And I don't mean to sound short, I just want
>> to instill fear in people in the hopes that they won't solder for their
>> first time ever, with a $15 radio shack iron on a Falcon ;)
>>
>> Thanks,
>> Mark
>> http://portal.atari-source.com
>
> Hmm I don't. I am actually a little worried about replacing the RTC chip.
> I want to remove it and install a socket. I plan on cutting all the legs
> off first then pop the chip off, then unsolder each leg of carefully. Then
> when done install a socket. Any pointers?
>
> Thanks
> Tim

Here's a tip. Buy an old 520 ST off ebay or something. it's very similar
soldering work to the RTC. Remove the main cpu for instance. You don't
want to snip the legs because then you'll have a more difficult time most
likely of cleaning the solder (and remaining pins) out of the socket.
It's easy to remove the solder with a solder pump (solder sucker) and you
need a HOT iron. My weller for instance, I set on 6 out of 10 possible

temps and it's a high wattage iron. Most people say low heat, but they're wrong ;-) Use high heat that way you can heat the leg up, get the solder out and get that iron off there before you ever even begin to heat up the chip. But not too high heat or else you'll fry the component on contact possibly.

By all means, PRACTICE on another machine except the falcon! As for the RTC chips, I wouldn't remove it. I would take a dremel and cut the top open, remove the coin cell battery and solder leads to AAA batteries that I can replace later on at my leisure. That type of thing to me isn't worth lifting a trace over or something else potentially disastrous.

If you can't with the greatest of confidence send a 520ST under the iron, then you should do yourself a favor and not work on the falcon. It's TOO rare. You're talking to someone who learned these lessons over 10 years ago :)

PS: Don't fool yourself into thinking you can get that new RTC or socket installed without completely cleaning all solder out of the holes. You can just heat up the row or things individually and slowly push the socket in. It doesn't work, I've tried it. The solder must be physcially removed from each hole using either a solder wick (if you're good enough) or perhaps easier, a solder sucker (little blue vacuum tool).

But I have to say, I'm not that great of a solderer. It's all in the iron, I cannot even BEGIN to believe the difference between the one I bought and the old crappy low wattage big tipped one I had. It's a HUGE difference. That's why I want you to practice, not so much because I distrust your skills, but more because I want you to see how tough it is to work with these boards with a remotely poor soldering iron. The solder just doesn't want to melt (this was my past experience).

The only reason I'll touch other people's falcon is because I know if I break it, I can give them my falcon ;-). I'm confident after doing two falcon's successfully as well. But I took a huge gamble doing my own falcon, and even with that $200 soldering iron I was NERVOUS.

Oh yeah, and what I've learned about removing components. Follow this step.

Have a wet sponge for tinning. Heat the iron up, and start cleaning it against the wet sponge. This will get old solder off. Then put a tiny bit of new solder on there. This is a properly tinned iron which will more easily melt the solder on the leg. Touch it to the leg and get it nice and melty. Position the solder sucker and press the trigger. Pull the iron away and inspect. With luck you pulled out all the solder. In a lot of cases you didn't. Only way now is to fill the hole back up with solder and try again. Solder loves to stick to itself, so use that to your advantage.. Once you get a little bit into the vacuum it should suck up all of it.

Once you get the component OUT, soldering a new component, socket or whatever into the board is pretty simple, assuming you didn't damage the

board by lifting a pad or whatnot. In that case it can make sense to have some solder flux around to try to repair the situ.

Thanks,
Mark
http://portal.atari-source.com

4979. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2004-10-01 04:17:32 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.10.01.04.17.32.140652@nossspamXXatari-source.com>
Source record: 16974

On Thu, 30 Sep 2004 19:43:24 -0700, Jojo wrote:

> Sorry, I couldn't resist. I enjoy observing the different techniques
> advertisers use to attempt to persuade us to buy their products... and I
> love to pick on the really annoying ones. You should hear me go off when
> commericals come on the tele.

If he can post that, I don't mind you posting what you did :)

Mark
http://portal.atari-source.com

4980. Re: MegaST Keyboard adapter

Newsgroup: comp.sys.atari.st
Date: 2004-10-01 05:48:33 UTC
From: Crackers <bcracknell@sympatico.ca>
Message-ID: <C067d.20889$MD5.1192828@news20.bellglobal.com>
Source record: 16975

"Galen" <atarigalen@yahoo.com> wrote in message

> Are you referring to an Eiffel? If so, mail order from Europe or make
> it yourself are your only options.

Do you know the URL of a place where I can order one from?

4981. Re: HDDRIVER, CF cards

Newsgroup: comp.sys.atari.st
Date: 2004-10-01 07:40:42 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <2s4fvsF1erf5jU2@uni-berlin.de>
Source record: 16976

Galen wrote:

> I would seriously consider it, as I will have a semi-retired Falcon
> soon. I think you might sell more if you had an external solution.

Up to now there was so little interest that offering anything would not make sense. It would have to be a cheap, internal solution anyway. I don't intend to become a hardware reseller :-).

--

Dr. Uwe Seimet http://www.seimet.de

4982. Re: Name that game :-)

Newsgroup: comp.sys.atari.st
Date: 2004-10-01 09:19:50 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <415d2118$0$17401$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16977

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:pan.2004.09.27.01.54.43.641246@darkforce.ky.org...
> On Sun, 26 Sep 2004 22:25:35 +0100, Tim Anderson wrote:
>
>> The first one was played on a grid where you had to place "atoms" into
>> squares and when they were full they exploded taking over the opponents
>> "atoms"
>
> Hmm, the first one sounds vaguely like "Atomino", IIRC...
>
>

Sounds like PLOP, I used to play that a fair bit, even wrote a falcon
version of it.

Chris

4983. Re: CT60 fitting help

Newsgroup: comp.sys.atari.st
Date: 2004-10-01 09:44:02 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-6385D7.10441001102004@newsfe6-win.server.ntli.net>
Source record: 16978

In article <10loto5hm2otnbc@corp.supernews.com>,
"Tim" <tjlazer@CRAPmail.com> wrote:

[...]

> Hmm I don't. I am actually a little worried about replacing the RTC chip.
> I want to remove it and install a socket. I plan on cutting all the legs
> off first then pop the chip off, then unsolder each leg of carefully. Then
> when done install a socket. Any pointers?

If your Falcon is still in its original case there's no room for a
socket under the RTC; you will foul the keyboard.

I'd be inclined to follow Mark's hint about taking the top off the
original and soldering a new battery in place. You can get a coin cell
holder and a CR2302 or whatever it's called in Maplin.

Be careful when taking the top off, the crystal for the oscillator is
exposed.

--

Derryck

/ DDP Translations /
/ http://ddp.atari.org /

4984. Re: Name that game :-)

Newsgroup: comp.sys.atari.st
Date: 2004-10-01 12:12:43 UTC
From: Andrew Z Carpenter <azc@cirencester.ac.uk>
Message-ID: <2s4vkaF1haj9aU1@uni-berlin.de>
Source record: 16979

```
> "exxos" <exxos@home.co.uk> wrote in message
> news:415d2118$0$17401$cc9e4d1f@news-text.dial.pipex.com...
>
> Sounds like PLOP, I used to play that a fair bit, even
> wrote a falcon version of it.
>
> Chris

Oh yes, I remember PLOP. It was great fun!

--
AZC
```

4985. Re: WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-10-01 12:15:13 UTC
From: "tish.neal" <tishneal@clear.net.nz>
Message-ID: <tishneal-3B7905.00151202102004@news.xtra.co.nz>
Source record: 16980
Cross-posted to: comp.sys.atari.st,pdx.forsale

In article
<Pine.LNX.4.44.0409300539510.20390-100000@onyx.spiritone.com>,
Bravo Sierra Computers <atari@aracnet.com> wrote:

> I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
> Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
> New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!
>

I have 2 or three spare ICD link adapter, would need to check which
version though, they were the internal Mega St type if you're
interested,, I live in New Zealand

4986. Re: MSTE + TT : VME + CTLink

Newsgroup: comp.sys.atari.st
Date: 2004-10-01 12:36:09 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410010436.7337e65f@posting.google.com>
Source record: 16981

"Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in message news:<415bf746$0$25013$636a15ce@news.free.fr>...
> a better way should be to REPLACE the TTshifter by the Falcon VIDEL !
> TT shifter is on a socket.. but you loose the TT high resolution...
>
> No perfect solutions...

I thought that the TT shifter was only responsible for the ST-Modes, TT-Low and TT-Middle. There is another IC in the TT that generates the TT-high. (Or maybe the TT-High DOES come from the shifter, but is sent to the monitor by this other chip).

Anyway, as these large ECL monitors gradually disappear from existance, the issue of having TT-High circuitry is going to be moot.

4987. Re: WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-10-01 13:19:58 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.01.13.19.58.498418@darkforce.ky.org>
Source record: 16982
Cross-posted to: comp.sys.atari.st,pdx.forsale

On Sat, 02 Oct 2004 00:15:13 +1200, tish.neal wrote:

> I have 2 or three spare ICD link adapter, would need to check which
> version though, they were the internal Mega St type if you're
> interested,, I live in New Zealand

If he's not, I'm interested in 1 of them. I've got a Mega ST that I'd like
to put a HD into...

4988. Re: HDDRIVER, CF cards

Newsgroup: comp.sys.atari.st
Date: 2004-10-01 14:31:49 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.10.01.14.31.49.4816@nossspamXXatari-source.com>
Source record: 16983

On Fri, 01 Oct 2004 09:40:42 +0200, Uwe Seimet wrote:

> Galen wrote:
>
>> I would seriously consider it, as I will have a semi-retired Falcon
>> soon. I think you might sell more if you had an external solution.
>
> Up to now there was so little interest that offering anything would not
> make sense. It would have to be a cheap, internal solution anyway. I
> don't intend to become a hardware reseller :-).

I have serious interest. I mean an old ST with an internal IDE
solution + 512MB CF card is quite adequate, and a 512MB CF card is only
$30 or so depending on where you shop. It's literally the cheapest way to
"HD" those systems. So I can't imagine there NOT being interest. A 20
gig drive is a waste for an older system like that. They probably can't
even use all the space.

Mark
http://portal.atari-source.com

4989. Re: MSTE + TT : VME + CTLink

Newsgroup: comp.sys.atari.st
Date: 2004-10-01 14:32:52 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.10.01.14.32.51.161241@nossspamXXatari-source.com>
Source record: 16984

On Fri, 01 Oct 2004 05:36:09 -0700, smeg wrote:

> "Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in message
news:<415bf746$0$25013$636a15ce@news.free.fr>...
>> a better way should be to REPLACE the TTshifter by the Falcon VIDEL !
>> TT shifter is on a socket.. but you loose the TT high resolution...
>>
>> No perfect solutions...
>
> I thought that the TT shifter was only responsible for the ST-Modes,
> TT-Low and TT-Middle. There is another IC in the TT that generates the
> TT-high. (Or maybe the TT-High DOES come from the shifter, but is sent
> to the monitor by this other chip).
>
> Anyway, as these large ECL monitors gradually disappear from
> existance, the issue of having TT-High circuitry is going to be moot.

It's definitely got to be another chip or something because of the
different signals... TTL versus something else right? TTM195 is a special
monitor.

Mark
http://portal.atari-source.com

4990. Re: CT60 fitting help

Newsgroup: comp.sys.atari.st
Date: 2004-10-01 14:41:41 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <cjjqb5$88g$1@reader1.panix.com>
Source record: 16985

Yes, pointers. Best to cut the pins away from the chip with a cutoff wheel
in a Dremel tool, or its predecessor, a DO-ALL, at least in the USA. I do
not know of manual cutters that will cut pins without risk of lifting a
trace.

Jim

Tim <tjlazer@CRAPmail.com> writes:

: "Mark D" <mducksub@nossspamXXatari-source.com> wrote in message
: news:pan.2004.09.30.20.28.21.872020@nossspamXXatari-source.com...
: > On Thu, 30 Sep 2004 11:36:03 -0700, Tim wrote:
: >
: > > Mark,
: > >
: > > I am interested in overclocking my Falcon030. I have to install a new
: RTC
: > > chip and since I will have my falcon open I might entertain the idea of
: > > doing this mod! Do you have some details on this?
: > >
: > > Thanks!
: > > Tim
: >
: > Tim,
: >
: > You shouldn't do this unless you are good at soldering and have a nice
: > expensive temp controlled soldering iron. Do you meet both those
: > requirements? If so, then just look on Rodolphe's website ;-)
: > http://www.czuba-tech.com. The bus overclock is simply just the CT60
: > installation with solders. And I don't mean to sound short, I just want
: > to instill fear in people in the hopes that they won't solder for their
: > first time ever, with a $15 radio shack iron on a Falcon ;)
: >
: > Thanks,
: > Mark
: > http://portal.atari-source.com

: Hmm I don't. I am actually a little worried about replacing the RTC chip.
: I want to remove it and install a socket. I plan on cutting all the legs
: off first then pop the chip off, then unsolder each leg of carefully. Then
: when done install a socket. Any pointers?

: Thanks
: Tim

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

4991. Re: recommended atari st games

Newsgroup: comp.sys.atari.st
Date: 2004-10-01 16:12:28 UTC
From: Andy Ball <null@not.valid>
Message-ID: <Mlf7d.161$UP1.34@newsread1.news.pas.earthlink.net>
Source record: 16986

I don't know about RPG or strategy games, but I remember
having a lot of fun with F19 and Virus.

- Andy.

4992. 14MB board for Falcon !!!

Newsgroup: comp.sys.atari.st
Date: 2004-10-01 16:43:32 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <415d892a$0$3633$626a14ce@news.free.fr>
Source record: 16987

http://www.volny.cz/boban07/RAM_kartice/

4993. Re: 14MB board for Falcon !!!

Newsgroup: comp.sys.atari.st
Date: 2004-10-01 18:03:19 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.01.18.03.19.192173@nosspamatari-source.com>
Source record: 16989

On Fri, 01 Oct 2004 18:43:32 +0200, Rodolphe Czuba wrote:

> http://www.volny.cz/boban07/RAM_kartice/

Great,

First thing I hear about it is 1 day after order dealine. :(

mark

4994. Re: recommended atari st games

Newsgroup: comp.sys.atari.st
Date: 2004-10-01 18:05:15 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.01.18.05.14.841239@darkforce.ky.org>
Source record: 16988

On Fri, 01 Oct 2004 16:12:28 +0000, Andy Ball wrote:

>
> I don't know about RPG or strategy games, but I remember
> having a lot of fun with F19 and Virus.
>
> - Andy.

Geez, there are a lot... :-)

Dungeon Master (and the sequel Chaos Strikes Back)
Ultima 3-4-5-6
Amberstar
Ishar 1-2-3

(not rpgs)
Gods
Chaos Engine
Turrican 2
Stardust (STe and up)

Very short list here, do this:
Google "atari ST games" and I'll bet you find lists for hundreds! :-)

4995. Re: recommended atari st games

Newsgroup: comp.sys.atari.st
Date: 2004-10-01 18:16:34 UTC
From: T Shadow <knone@zilch.com.invalid>
Message-ID: <6ah7d.167158$787.54685@fe2.columbus.rr.com>
Source record: 16990

I like simulations. My favorites are Falcon(F-16) and Super Hang On. I put switches on my Adspeed and TEC cards mostly to be able to keep playing Falcon.

4996. Re: 14MB board for Falcon !!!

Newsgroup: comp.sys.atari.st
Date: 2004-10-01 19:05:52 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <415daa86$0$3611$626a14ce@news.free.fr>
Source record: 16991

Yes, some people don't know how to communicate !
But it is so important on small markets ...

Mark D wrote:
> On Fri, 01 Oct 2004 18:43:32 +0200, Rodolphe Czuba wrote:
>
>> http://www.volny.cz/boban07/RAM_kartice/
>
> Great,
>
> First thing I hear about it is 1 day after order dealine. :(
>
> mark

4997. Re: MSTE + TT : VME + CTLink

Newsgroup: comp.sys.atari.st
Date: 2004-10-01 19:08:23 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <415dab1c$0$3632$626a14ce@news.free.fr>
Source record: 16992

Yes, 1280*960 monitor is ECL technology...

> On Fri, 01 Oct 2004 05:36:09 -0700, smeg wrote:
>
>> "Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in
>> message news:<415bf746$0$25013$636a15ce@news.free.fr>...
>>> a better way should be to REPLACE the TTshifter by the Falcon VIDEL
>>> ! TT shifter is on a socket.. but you loose the TT high
>>> resolution...
>>>
>>> No perfect solutions...
>>
>> I thought that the TT shifter was only responsible for the ST-Modes,
>> TT-Low and TT-Middle. There is another IC in the TT that generates
>> the
>> TT-high. (Or maybe the TT-High DOES come from the shifter, but is
>> sent
>> to the monitor by this other chip).
>>
>> Anyway, as these large ECL monitors gradually disappear from
>> existance, the issue of having TT-High circuitry is going to be moot.
>
> It's definitely got to be another chip or something because of the
> different signals... TTL versus something else right? TTM195 is a
> special monitor.
>
> Mark
> http://portal.atari-source.com

4998. Re: WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-10-01 20:49:41 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.01.20.49.41.186636@nosspamatari-source.com>
Source record: 16993

On Fri, 01 Oct 2004 09:19:58 -0400, Ronald J. Hall wrote:

> On Sat, 02 Oct 2004 00:15:13 +1200, tish.neal wrote:
>
>
>> I have 2 or three spare ICD link adapter, would need to check which
>> version though, they were the internal Mega St type if you're
>> interested,, I live in New Zealand
>
> If he's not, I'm interested in 1 of them. I've got a Mega ST that I'd like
> to put a HD into...

I have two ICD ADSCSI ST (internal boards) that I can sell.
Both tested to be working, but you will have to install it specially int
he Mega. Most likely you'll have to run 19 pin ACSI cable from outside
the computer to another port you cut on the outside for the ADscsi card.

But this has benefit of being internal. If you want an external solution
I have a nice external supra 40 meg hd with build in host adapter and DMA
cable, but it seems to only like the 40 meg drives. I tried to upgrade
them to sell as a 1gig+ unit to get some more money for it, but no good.

I have a lot of atari stuff that I have been cleaning, extensively
testing, photographing and cataloging for opening of my atari store,
though this store is mainly to sell off my spare items that won't sell
well on ebay because they're incidental items that people need because
theirs break like a floppy PSU ;) Also have quite a few rare items that
just don't belong on ebay.

Thanks,
Mark
http://portal.atari-source.com

4999. Re: 14MB board for Falcon !!!

Newsgroup: comp.sys.atari.st
Date: 2004-10-01 20:52:00 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.01.20.52.00.819391@nosspamatari-source.com>
Source record: 16994

On Fri, 01 Oct 2004 21:05:52 +0200, Rodolphe Czuba wrote:

> Yes, some people don't know how to communicate !
> But it is so important on small markets ...
>

Rodolphe,

I tried to order anyway. In case I do get accepted, does this look like an STram card that may work well with CT60 and boosted bus? If it's a matter of finding the right 72 pin SIMM, then I'm not worried, I have a box of them ;-)

Thanks,
Mark

5000. Re: CT60 fitting help

Newsgroup: comp.sys.atari.st
Date: 2004-10-01 20:57:12 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.01.20.57.12.927529@nosspamatari-source.com>
Source record: 16995

On Wed, 29 Sep 2004 21:50:49 +0200, Janez Valant wrote:

> DSP can be done much easier on most of the motherboards.. U can solder new
> DSP clock to the solder point where DSP track goes. Then u just cut a track
> from that solder point to 32mhz clock. Track is located on bottom side of
> the motherboard. But u must beware that some revisions dont have that track
> on bottom side, so "usual" DSP patch must be applied.
>
> More info on this page (for CT60/CT2 doing what page suggest, aka
> fitting separate 50mhz clock for DSP, is advisable in case of DSP timouts)
>
> http://atari.nvg.org/dsp/main.html (For CT60 u dont add oscillator, but just
> solde wire from CT60 to lower right solder point on top of motherboard and
> then cut the track as described. (on bottom side of motherboard!) CHECK
> BOTTOM SIDE FIRST!
>
> Janez

I could try redoing this on my MB to see if 25MHz works properly again but
I doubt it's to blame. I played mp3 for 3 days as a way to test the DSP,
it works fine. The problem is most likely SDMA and/or videl. I.E.
without NVDI the tos desktop is corrupted and the Atari logo beside the
CT60 text on bootup also shows corruption at 25MHz (but not 20MHz). I
have an original Atari 4mb ST-ram card and I think that's to blame for all
my probs. I also need to get a better cooler if I want to overclock back
to 92MHz again. And I have these problems running ABE5L, downclock to
40MHz bus and all is well.

We'll see.. Maybe I can get one of these new ST-ram cards ;-)

Mark
http://portal.atari-source.com

5001. Re: 14MB board for Falcon !!!

Newsgroup: comp.sys.atari.st
Date: 2004-10-01 21:01:21 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <415dc596$0$3627$626a14ce@news.free.fr>
Source record: 16996

The position of the SIMM is not the better to get the shortest data lines on
PCB, but it may be a good card ...
In fact it must be tried...and the SIMM quality is the most important factor
to avoid some bad pixels on the screen.
Some other boards with the simm position give some good results...

If you need a 14MB card...this is the only one...

Regards

Mark D wrote:
> On Fri, 01 Oct 2004 21:05:52 +0200, Rodolphe Czuba wrote:
>
>> Yes, some people don't know how to communicate !
>> But it is so important on small markets ...
>>
>
> Rodolphe,
>
> I tried to order anyway. In case I do get accepted, does this look
> like an STram card that may work well with CT60 and boosted bus? If
> it's a matter of finding the right 72 pin SIMM, then I'm not worried,
> I have a box of them ;-)
>
> Thanks,
> Mark

5002. Falcon Games

Newsgroup: comp.sys.atari.st
Date: 2004-10-01 21:14:00 UTC
From: sf0218@aol.com
Message-ID: <20041001171400.12548.00001176@mb-m21.aol.com>
Source record: 16997

Hi All,

Which games can be played on a CT60 equipped Falcon?

Thanks!!!,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd

5003. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2004-10-01 21:33:18 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <415ddb4659eacf0@telenet.be>
Source record: 16998
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**bsw_dcd**
ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_100a.zip
(793.397 bytes) BSW Demo Compact Disk. For more details see dcd_info.txt

ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_100b.zip
(757.493 bytes) id.

ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_100c.zip
(595.851 bytes) id.

ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_101.zip
(784.797 bytes) id.

ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_102.zip
(787.984 bytes) id.

ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_103.zip
(720.226 bytes) id.

ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_104.zip
(803.536 bytes) id.

ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_105.zip
(790.769 bytes) id.

ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_106.zip
(787.072 bytes) id.

ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_107.zip
(755.146 bytes) id.
```

ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_108.zip
(820.618 bytes) id.

ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_109.zip
(799.983 bytes) id.

ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_110.zip
(825.093 bytes) id.

ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_111.zip
(836.794 bytes) id.

ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_112.zip
(724.460 bytes) id.

ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_113.zip
(810.483 bytes) id.

ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_114.zip
(704.255 bytes) id.

ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_115.zip
(801.752 bytes) id.

ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_116.zip
(828.766 bytes) id.

ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_117.zip
(819.469 bytes) id.

ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_118.zip
(584.937 bytes) id.

ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_info.txt
(21.144 bytes) id.

ftp://chapelie.rma.ac.be/atari/bsw_dcd/samcoll8.zip
(822.058 bytes) id.

ftp://chapelie.rma.ac.be/atari/bsw_dcd/samcoll9.zip
(782.270 bytes) id.

utilities
ftp://chapelie.rma.ac.be/atari/utilities/accman26.zip
(227.118 bytes) Is an account managing program that's able to use under-accounts,
it calculates in Euro or country-specific value. German language

Have fun,
Martin

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5004. Re: 14MB board for Falcon !!!

Newsgroup: comp.sys.atari.st
Date: 2004-10-02 01:14:19 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <050sl0pi8mk6ltbqkv78hpksiof7ob3b8l@4ax.com>
Source record: 16899

I sent off an email and i got the name of the person who will be the
selling them on this side of the pond (USA) not sure if he reads these
groups tho

Thomas

On Fri, 01 Oct 2004 14:03:19 -0400, Mark D
<mducksub@nosspamatari-source.com> wrote:

>On Fri, 01 Oct 2004 18:43:32 +0200, Rodolphe Czuba wrote:
>
>> http://www.volny.cz/boban07/RAM_kartice/
>
>Great,
>
>First thing I hear about it is 1 day after order dealine. :(
>
>mark

5005. Re: 14MB board for Falcon !!!

Newsgroup: comp.sys.atari.st
Date: 2004-10-02 01:47:39 UTC
From: Atari Only <atarionly@adelphia.net>
Message-ID: <o7idnRr2A4YmlcPcRVn-gA@adelphia.com>
Source record: 16900

Rodolphe,

"Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in
news:415dc596$0$3627$626a14ce@news.free.fr:

> The position of the SIMM is not the better to get the shortest data lines
on
> PCB, but it may be a good card ...
> In fact it must be tried...and the SIMM quality is the most important
factor
> to avoid some bad pixels on the screen.
> Some other boards with the simm position give some good results...
>
> If you need a 14MB card...this is the only one...
>
> Regards
>

This is not the ONLY one there is a guy in Poland if I remember correctly
that also has 14MB card for the Falcon. Ive emailed him but I can not
remember the price. He answered my email with in a few days. Ill email him
again for a price.

He also has a Cartridge IDE interface for the Atari for like $46 US
Dollars(converted from 160zl)

All can be seen at: http://www.rsi.pl/paskud/

The boards look alike except on the ram is on the bottom and the other is
on the top.

D

5006. Re: HDDRIVER, CF cards

Newsgroup: comp.sys.atari.st
Date: 2004-10-02 05:27:59 UTC
From: puffpuffin@aol.comNOSPAM
Message-ID: <20041002012759.19078.00001953@mb-m29.aol.com>
Source record: 16901

Uwe,

I agree with Mark that this is a great way to add a hard drive to the ST. In fact, I do it right now. :)

I originally had a 1040STe with Mario Becroft's IDE adapter hooked up to IDE->CF adapter made by Ackerman Computer Sciences in Florida (USA). This worked like a charm with HD Driver. In the drive detect boot up screen, it shows "IDE Devices: Unit 0 - Sandisk SDCFB-128" which is my Sandisk 128MB CF card. It's quiet and FAST. I swear everything loads up faster than any hard disk I've hooked up to my ST. (Is this because CF cards are basically RAM disks with memory backups?) Unfortunately, the IDE adapter kept popping out of the CPU socket, so I took it out. :(

I now have an external SCSI Microtech CF drive hooked up via ICD Link 2. It still works though, but now I have external boxes. I can boot up and everything from this drive.

I actually agree with Galen that an external solution would have more appeal since no soldering is involved.

But since it looks like you're going for an internal solution, I hope whatever IDE adapter you have, make versions for both the ST and STE. I think Keychange still sells the IDEal STE IDE adapter, so it's really the ST owners that are hard drive adapter-less. I'm always hoping some clever hacker here could fill that void.

-Phil

5007. Re: HDDRIVER, CF cards

Newsgroup: comp.sys.atari.st
Date: 2004-10-02 08:16:05 UTC
From: NOSPAMS@free.fr
Message-ID: <1gl0upw.11866li46hm7cN%NOSPAMS@free.fr>
Source record: 16902

Galen <atarigalen@yahoo.com> wrote:

Hi,

> About a year ago, Frederic Pecourt was working with CF adapters. You
> might ask what he learned.
>
> Mark Duckworth and Michael Schwingen also have mentioned them in the
> past. I think they might have gotten an IDE-CF running.

It's easy to build an IDE CF adapter, you need just connectors, a test board, lot of wires, good fingers, and lot free time for solder...
http://perso.wanadoo.fr/didierm/jpg/cf_h.jpg
and the original schema:
http://members.optushome.com.au/jekent/ss30ide/Cf_ide.pdf
Sure you cannot remove the CF without cut the power because the IDE port on a Falcon is his bus.
I have also patched the tos4.04 for boot on an IDE slave. There are a little difference with an ide drive, the command identify device ($ec) return at word 0 (general configuration) the value $848a.

Regards,

Didier.

--
□Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
□□□Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT□60 10□5□□□□□MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

5008. Re: CT60 fitting help

Newsgroup: comp.sys.atari.st
Date: 2004-10-02 08:31:07 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-AA0AE7.09302502102004@newsfe2-win.server.ntli.net>
Source record: 16903

In article <cjjqb5$88g$1@reader1.panix.com>,
Jim DeClercq <jimd@panix2.panix.com> wrote:

> Yes, pointers. Best to cut the pins away from the chip with a cutoff wheel
> in a Dremel tool, or its predecessor, a DO-ALL, at least in the USA. I do
> not know of manual cutters that will cut pins without risk of lifting a
> trace.
>
> Jim

Good general advice, but IIRC the NVRAM chip has its pins coming from
below its casing and so they aren't exposed. ICBW of course!

--

Derryck

/ DDP Translations /
/ http://ddp.atari.org /

5009. Re: 14MB board for Falcon !!!

Newsgroup: comp.sys.atari.st
Date: 2004-10-02 09:49:17 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410020149.4cd57856@posting.google.com>
Source record: 16904

Mark D <mducksub@nosspamatari-source.com> wrote in message
news:<pan.2004.10.01.20.52.00.819391@nosspamatari-source.com>...
> On Fri, 01 Oct 2004 21:05:52 +0200, Rodolphe Czuba wrote:
>
> > Yes, some people don't know how to communicate !
> > But it is so important on small markets ...
> >
>
> Rodolphe,
>
> I tried to order anyway. In case I do get accepted, does this look like
> an STram card that may work well with CT60 and boosted bus? If it's a
> matter of finding the right 72 pin SIMM, then I'm not worried, I have a
> box of them ;-)
>
> Thanks,
> Mark

Mark,
I emailed him the other day, he said 30 euros if you dont need a SIMM,
and yes he tests the cards with the SIMMS at 25mhz (but if you use
your own SIMM obviously its a risk).

Coda.

5010. Re: Falcon Games

Newsgroup: comp.sys.atari.st
Date: 2004-10-02 10:06:33 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410020206.4ef4ced7@posting.google.com>
Source record: 16905

sf0218@aol.com (SF0218) wrote in message
news:<20041001171400.12548.00001176@mb-m21.aol.com>...
> Hi All,
>
> Which games can be played on a CT60 equipped Falcon?
>
> Thanks!!!,
>
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd

I found out a couple days ago that Ishar and Towers II works.

Coda.

5011. Re: CT60 fitting help

Newsgroup: comp.sys.atari.st
Date: 2004-10-02 10:08:43 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410020208.217f8d9f@posting.google.com>
Source record: 16906

Mark D <mducksub@nosspamatari-source.com> wrote in message
news:<pan.2004.10.01.20.57.12.927529@nosspamatari-source.com>...
> On Wed, 29 Sep 2004 21:50:49 +0200, Janez Valant wrote:
>
> > DSP can be done much easier on most of the motherboards.. U can solder new
> > DSP clock to the solder point where DSP track goes. Then u just cut a track
> > from that solder point to 32mhz clock. Track is located on bottom side of
> > the motherboard. But u must beware that some revisions dont have that track
> > on bottom side, so "usual" DSP patch must be applied.
> >
> > More info on this page (for CT60/CT2 doing what page suggest, aka
> > fitting separate 50mhz clock for DSP, is advisable in case of DSP timouts)
> >
> > http://atari.nvg.org/dsp/main.html (For CT60 u dont add oscillator, but just
> > solde wire from CT60 to lower right solder point on top of motherboard and
> > then cut the track as described. (on bottom side of motherboard!) CHECK
> > BOTTOM SIDE FIRST!
> >
> > Janez
>
> I could try redoing this on my MB to see if 25MHz works properly again but
> I doubt it's to blame. I played mp3 for 3 days as a way to test the DSP,
> it works fine. The problem is most likely SDMA and/or videl. I.E.
> without NVDI the tos desktop is corrupted and the Atari logo beside the
> CT60 text on bootup also shows corruption at 25MHz (but not 20MHz). I
> have an original Atari 4mb ST-ram card and I think that's to blame for all
> my probs. I also need to get a better cooler if I want to overclock back
> to 92MHz again. And I have these problems running ABE5L, downclock to
> 40MHz bus and all is well.
>
> We'll see.. Maybe I can get one of these new ST-ram cards ;-)

Atari 4mb RAM card is no good for 25mhz. Im surprised it works at 20.

Coda.

5012. Re: CT60 fitting help

Newsgroup: comp.sys.atari.st
Date: 2004-10-02 11:01:51 UTC
From: "Steve Sweet"
Message-ID: <cjm1qtfgs1@sparta.btinternet.com>
Source record: 16907

Hi Tim

> Hmm I don't. I am actually a little worried about replacing the RTC chip.
> I want to remove it and install a socket. I plan on cutting all the legs
> off first then pop the chip off, then unsolder each leg of carefully.
> Then
> when done install a socket. Any pointers?

Don't fap about with it, get a decent sized soldering iron and some fresh
desolder braid, extract all the solder you can then gently ease the device
from the board, reheat any legs that appear to be sticking the device in
place. Fit a socket as you suggested, plug in the new device. This should
take you a matter of minutes to do.

--

Regards, Steve S.

5013. Re: CT60 fitting help

Newsgroup: comp.sys.atari.st
Date: 2004-10-02 11:29:02 UTC
From: geek@atarians.com
Message-ID: <2iw7d.3693$F6.1006536@news.siol.net>
Source record: 16908

Steve Sweet wrote:

> Don't fap about with it, get a decent sized soldering iron and some fresh
> desolder braid, extract all the solder you can then gently ease the device
> from the board, reheat any legs that appear to be sticking the device in
> place. Fit a socket as you suggested, plug in the new device. This should
> take you a matter of minutes to do.

What about soldering pump, will that suck all solder as well?

Janez

5014. Re: 14MB board for Falcon !!!

Newsgroup: comp.sys.atari.st
Date: 2004-10-02 13:09:46 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <415ea88d$0$24008$636a15ce@news.free.fr>
Source record: 16909

You should have a look on my web site some times :
The Paskud card is referenced ! But the quality is poor (see the
pictures)...not very nice PCB..
This new one is better...even if I think that traces are not
optimized....but I am a perfectionist ;-)

Atari Only wrote:
> Rodolphe,
>
> "Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in
> news:415dc596$0$3627$626a14ce@news.free.fr:
>
>> The position of the SIMM is not the better to get the shortest data
>> lines on PCB, but it may be a good card ...
>> In fact it must be tried...and the SIMM quality is the most
>> important factor to avoid some bad pixels on the screen.
>> Some other boards with the simm position give some good results...
>>
>> If you need a 14MB card...this is the only one...
>>
>> Regards
>>
>
>
> This is not the ONLY one there is a guy in Poland if I remember
> correctly that also has 14MB card for the Falcon. Ive emailed him
> but I can not remember the price. He answered my email with in a few
> days. Ill email him again for a price.
>
> He also has a Cartridge IDE interface for the Atari for like $46 US
> Dollars(converted from 160zl)
>
> All can be seen at: http://www.rsi.pl/paskud/
>
> The boards look alike except on the ram is on the bottom and the
> other is on the top.
>
>
> D

5015. Re: Falcon Games

Newsgroup: comp.sys.atari.st
Date: 2004-10-02 13:10:28 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <415ea8ed$0$24015$636a15ce@news.free.fr>
Source record: 16910

I have a long list of tested games on CT60 : just need time to put it on my
web site..
I will do..

Regards

SF0218 wrote:
> Hi All,
>
> Which games can be played on a CT60 equipped Falcon?
>
> Thanks!!!,
>
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd

5016. Atari Online News, Etc. #06-40

Newsgroup: comp.sys.atari.st
Date: 2004-10-02 13:47:09 UTC
From: danap8@aol.comno-spam
Message-ID: <20041002094709.03671.00001613@mb-m04.aol.com>
Source record: 16911

```
A-ONE #0640 10/01/04

~ New Wave of Browsers! ~ People Are Talking! ~ CT60 Firmware!
~ Spam Flood Continues! ~ PSP Price At Issue! ~ Bagle Worm Returns!
~ JPEG Flaw Exploited! ~ Hotmail Spam Block Fee ~ Crash Twinsanity!
~ Song-Swap Bill Delayed ~ Political Web Parodies ~ EU: Justify Freeze!

-* One Anti-Spam Effort Is Dead *-
-* Amazon.com, Microsoft Sue Phishers! *-
-* Microsoft Looks To Get Penalties Suspended *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj*atarinews*org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

5017. Re: Falcon Games

Newsgroup: comp.sys.atari.st
Date: 2004-10-02 21:50:39 UTC
From: sf0218@aol.com
Message-ID: <20041002175039.22548.00000148@mb-m05.aol.com>
Source record: 16912

Hi Rodolphe,

Thanks a bunch!!!

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd

5018. MiNT

Newsgroup: comp.sys.atari.st
Date: 2004-10-02 22:15:45 UTC
From: Andy Ball <null@not.valid>
Message-ID: <IMF7d.1091$UP1.927@newsread1.news.pas.earthlink.net>
Source record: 16913

What's the current version of MiNT?
Is TOSWIN (or something similar) still available for it?

5019. Re: CT60 fitting help

Newsgroup: comp.sys.atari.st
Date: 2004-10-02 22:18:10 UTC
From: "Steve Sweet"
Message-ID: <cjn9f0eep1@titan.btinternet.com>
Source record: 16914

Hi There

>> Don't fap about with it, get a decent sized soldering iron and some fresh
>> desolder braid, extract all the solder you can then gently ease the
>> device
>> from the board, reheat any legs that appear to be sticking the device in
>> place. Fit a socket as you suggested, plug in the new device. This should
>> take you a matter of minutes to do.
>
> What about soldering pump, will that suck all solder as well?

I don't like desolder pumps, cheap one's cause static problems, one suck and
the board is fried!.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

5020. Re: MiNT

Newsgroup: comp.sys.atari.st
Date: 2004-10-03 00:26:35 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.10.03.00.26.35.640929@nossspamXXatari-source.com>
Source record: 16915

On Sat, 02 Oct 2004 22:15:45 +0000, Andy Ball wrote:

>
> What's the current version of MiNT?
> Is TOSWIN (or something similar) still available for it?

The current version is 1.16.0 beta. Toswin2 is very mature and is
available. I use it daily for my cli activities now that I discontinued
my use of vconsoles.

http://www.sparemint.org

Thanks,
Mark
http://portal.atari-source.com

5021. Re: 14MB board for Falcon !!!

Newsgroup: comp.sys.atari.st
Date: 2004-10-03 00:27:23 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.10.03.00.27.22.593205@nossspamXXatari-source.com>
Source record: 16916

On Sat, 02 Oct 2004 02:49:17 -0700, smeg wrote:

> Mark D <mducksub@nosspamatari-source.com> wrote in message
news:<pan.2004.10.01.20.52.00.819391@nosspamatari-source.com>...
>> On Fri, 01 Oct 2004 21:05:52 +0200, Rodolphe Czuba wrote:
>>
>> > Yes, some people don't know how to communicate !
>> > But it is so important on small markets ...
>> >
>>
>> Rodolphe,
>>
>> I tried to order anyway. In case I do get accepted, does this look like
>> an STram card that may work well with CT60 and boosted bus? If it's a
>> matter of finding the right 72 pin SIMM, then I'm not worried, I have a
>> box of them ;-)
>>
>> Thanks,
>> Mark
>
> Mark,
> I emailed him the other day, he said 30 euros if you dont need a SIMM,
> and yes he tests the cards with the SIMMS at 25mhz (but if you use
> your own SIMM obviously its a risk).
>
> Coda.

I would definitely purchase a SIMM from him then. I learned that lovely
lesson with the EtherNEC.

Mark
http://portal.atari-source.com

5022. Re: MiNT

Newsgroup: comp.sys.atari.st
Date: 2004-10-03 07:32:44 UTC
From: SWE <jvalant@atari.org>
Message-ID: <wWN7d.3716$F6.1013560@news.siol.net>
Source record: 16917

Mark D wrote:

> The current version is 1.16.0 beta. Toswin2 is very mature and is
> available. I use it daily for my cli activities now that I discontinued
> my use of vconsoles.

I can't live without vconsoles. So i still use 1.16 from February
rather as new version :)

Janez

5023. CTLink for VME machines : need help from YOU

Newsgroup: comp.sys.atari.st
Date: 2004-10-03 10:32:10 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <415fd518$0$7199$626a14ce@news.free.fr>
Source record: 16918

This email is ONLY for people who use a MSTE or TT.

I need your help :

FIRST,
to open your MSTE and TT and check inside if the 2 ribbon cables using connectors on a small vertical PCB (the VME back plane) ?

Please check the following photos :
http://www.czuba-tech.com/CTLink/TT_motherboard.jpg (177KB)
http://www.czuba-tech.com/CTLink/VME_ribbon cables.jpg (128KB)
http://www.czuba-tech.com/CTLink/VME_back plane.jpg (134KB)
http://www.czuba-tech.com/CTLink/TT_Rear.jpg (101 KB)

This is a TT, but the VME of the MSTE is identical...

What I want to be sure, is that all atari VME machines use the same ribbon cables to connect mb to VME back panel... I think some machines may have soldered ribbon cables (cannot be unplugged !).

The idea is to connect BETWEEN the ribbon cables and the VME back panel a new small board that will furnish a second VME port for the CTLink.

SECOND, :
tell me if you have a VME board installed into the machine.
If you have one, tell me what it is (model & function : graphical card by example).

I will have a problem with double VME use : the interrupt level.
If I use the same one that your VME board, it is bad and there is no way to daisy chain the INT ACK signals to prioritize the INT.
This means that I will have to use an INT level that is never used by the other VME boards you may already use...
I want to avoid the stupid jumpers...

Leter, I will ask to one of you to check some traces on your VME board...especially the IRQ lines to determine which is used (may be 6 or 5 or less ?).
Let me know if you are able to follow a trace with your eyes or a multi-meter ...

PS : I have a guy that will send me a CRAZY DOTS...
I need info for other boards...

Thanks a lot...

5024. Re: CTLink for VME machines : need help from YOU

Newsgroup: comp.sys.atari.st
Date: 2004-10-03 12:56:30 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0410031438270.397@feanor.schunter.etc.tu-bs.de>
Source record: 16919

Hi, Rodolphe!

RC> check inside if the 2 ribbon cables using connectors on a small
RC> vertical PCB (the VME back plane) ?

The VME plug PCBs in my TTs and in my MSTes all have connectors for ribbon cable plugs, 50 pins each.

RC> The idea is to connect BETWEEN the ribbon cables and the VME back
RC> panel a new small board that will furnish a second VME port for the
RC> CTLink.

Axel Gehringer once sold so-called "VME-Doppler" kits for all Atari VME machines. It consisted of a used VME plug PCB and two 50 wire ribbon cables with one male and two female plugs, so I think, this was kind of standard.

RC> tell me if you have a VME board installed into the machine.

Yes.

RC> If you have one, tell me what it is (model & function : graphical card by
RC> example).

PAMs ethernet cards,
SuperNova graphics cards.

RC> I will have a problem with double VME use : the interrupt level.

That's probably the reason for my SuperNova not to cooperate with the PAMs Ethernet card. I have such an "VME-Doppler", but it did not prove useful for my intended configuration.

RC> This means that I will have to use an INT level that is never used by
RC> the other VME boards you may already use...

Sounds like there is no way to fix my problem (above) by software? I thought about having a look at the NOVA-VDI sources and check it for address collisions with the MiNT-Net sources (this idea is quiet old now... and still undone).

RC> I want to avoid the stupid jumpers...

Then go for DIP-switches ;-)

SCNR. If you find an unused interrupt level, it's ok to use it fixated by the hardware. But I prefer to keep things as configurable as possible (and reasonable).

Regards,

Alexander

5025. Re: HDDRIVER, CF cards

Newsgroup: comp.sys.atari.st
Date: 2004-10-03 14:30:35 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <2sagocF1ikdh5U1@uni-berlin.de>
Source record: 16920

"PuffPuffin" <puffpuffin@aol.comNOSPAM> wrote in message
news:20041002012759.19078.00001953@mb-m29.aol.com...
> Uwe,
>
> I agree with Mark that this is a great way to add a hard drive to the ST.
In
> fact, I do it right now. :)
>
> I originally had a 1040STe with Mario Becroft's IDE adapter hooked up to
> IDE->CF adapter made by Ackerman Computer Sciences in Florida (USA). This
> worked like a charm with HD Driver. In the drive detect boot up screen,
it
> shows "IDE Devices: Unit 0 - Sandisk SDCFB-128" which is my Sandisk 128MB
CF
> card. It's quiet and FAST. I swear everything loads up faster than any
hard
> disk I've hooked up to my ST. (Is this because CF cards are basically RAM
> disks with memory backups?) Unfortunately, the IDE adapter kept popping
out
> of the CPU socket, so I took it out. :(
>
> I now have an external SCSI Microtech CF drive hooked up via ICD Link 2.
It
> still works though, but now I have external boxes. I can boot up and
> everything from this drive.
>
> I actually agree with Galen that an external solution would have more
appeal
> since no soldering is involved.
>
> But since it looks like you're going for an internal solution, I hope
whatever
> IDE adapter you have, make versions for both the ST and STE. I think
Keychange
> still sells the IDEal STE IDE adapter, so it's really the ST owners that
are
> hard drive adapter-less. I'm always hoping some clever hacker here could
fill
> that void.
>

Neither of these adaptors are still maode.

> -Phil
>

5026. Re: CTLink for VME machines : need help from YOU

Newsgroup: comp.sys.atari.st
Date: 2004-10-03 21:21:22 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <41606d52$0$7184$626a14ce@news.free.fr>
Source record: 16921

Nice to know about the VME doppler !

But my idea will be other...I want to furnish a Falcon bus to allow to
connect Falcon products on TT & MSTE !

I want to produce only one model of CTLink...a falcon model...
And my VMEF30 board will allow to connect a CTLink on the TT & MSTE...at the
rear and out of the case sure...

If there is a INT problem with your two boards...one of them should change
the IRQ....

On the VME of the boards :

IRQ1 = pin B30
IRQ2 = pin B29
..... up to...
IRQ7 = pin B24

Can you check the pins B30 to B24 and see the one that have a trace routed
for each of your board ?

Regards

Alexander Beuscher wrote:
> Hi, Rodolphe!
>
>> check inside if the 2 ribbon cables using connectors on a small
>> vertical PCB (the VME back plane) ?
>
> The VME plug PCBs in my TTs and in my MSTes all have connectors for
> ribbon cable plugs, 50 pins each.
>
>> The idea is to connect BETWEEN the ribbon cables and the VME back
>> panel a new small board that will furnish a second VME port for the
>> CTLink.
>
> Axel Gehringer once sold so-called "VME-Doppler" kits for all Atari
> VME machines. It consisted of a used VME plug PCB and two 50 wire
> ribbon cables with one male and two female plugs, so I think, this
> was kind of standard.
>
>> tell me if you have a VME board installed into the machine.
>
> Yes.
>
>> If you have one, tell me what it is (model & function : graphical

>> card by example).
>
> PAMs ethernet cards,
> SuperNova graphics cards.
>
>> I will have a problem with double VME use : the interrupt level.
>
> That's probably the reason for my SuperNova not to cooperate with the
> PAMs Ethernet card. I have such an "VME-Doppler", but it did not
> prove useful for my intended configuration.
>
>> This means that I will have to use an INT level that is never used by
>> the other VME boards you may already use...
>
> Sounds like there is no way to fix my problem (above) by software? I
> thought about having a look at the NOVA-VDI sources and check it for
> address collisions with the MiNT-Net sources (this idea is quiet old
> now... and still undone).
>
>> I want to avoid the stupid jumpers...
>
> Then go for DIP-switches ;-)
>
> SCNR. If you find an unused interrupt level, it's ok to use it
> fixated by the hardware. But I prefer to keep things as configurable
> as possible (and reasonable).
>
>
> Regards,
>
> Alexander

5027. Re: CTLink for VME machines : need help from YOU

Newsgroup: comp.sys.atari.st
Date: 2004-10-03 21:25:50 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <41606e61$0$7178$626a14ce@news.free.fr>
Source record: 16922

On the VME of the boards :

IRQ1 = pin B30
IRQ2 = pin B29
..... up to...
IRQ7 = pin B24

Can you check the pins B30 to B24 and see the one that have a trace routed
for each of your board ?

Thanks

Alexander Beuscher wrote:
> Hi, Rodolphe!
>
>> check inside if the 2 ribbon cables using connectors on a small
>> vertical PCB (the VME back plane) ?
>
> The VME plug PCBs in my TTs and in my MSTes all have connectors for
> ribbon cable plugs, 50 pins each.
>
>> The idea is to connect BETWEEN the ribbon cables and the VME back
>> panel a new small board that will furnish a second VME port for the
>> CTLink.
>
> Axel Gehringer once sold so-called "VME-Doppler" kits for all Atari
> VME machines. It consisted of a used VME plug PCB and two 50 wire
> ribbon cables with one male and two female plugs, so I think, this
> was kind of standard.
>
>> tell me if you have a VME board installed into the machine.
>
> Yes.
>
>> If you have one, tell me what it is (model & function : graphical
>> card by example).
>
> PAMs ethernet cards,
> SuperNova graphics cards.
>
>> I will have a problem with double VME use : the interrupt level.
>
> That's probably the reason for my SuperNova not to cooperate with the
> PAMs Ethernet card. I have such an "VME-Doppler", but it did not
> prove useful for my intended configuration.

>
>> This means that I will have to use an INT level that is never used by
>> the other VME boards you may already use...
>
> Sounds like there is no way to fix my problem (above) by software? I
> thought about having a look at the NOVA-VDI sources and check it for
> address collisions with the MiNT-Net sources (this idea is quiet old
> now... and still undone).
>
>> I want to avoid the stupid jumpers...
>
> Then go for DIP-switches ;-)
>
> SCNR. If you find an unused interrupt level, it's ok to use it
> fixated by the hardware. But I prefer to keep things as configurable
> as possible (and reasonable).
>
>
> Regards,
>
> Alexander

5028. Re: Atari Internet BBS

Newsgroup: comp.sys.atari.st
Date: 2004-10-03 22:01:21 UTC
From: kht@buy-Mac.com
Message-ID: <1gl3tji.1s34pe713w10hsN%kht@buy-Mac.com>
Source record: 16923

Mark D <mducksub@nossspamXXatari-source.com> wrote:

> Not really, this was quite a mature program before I got my hands on it.
> Now with each release it gets more stable. It doesn't really crash
> anymore, you can tell just by telnetting to it. The only time it goes
> down is for a version upgrade. And with the scripting and menus you can
> customize the whole system to your hearts content. And of course if you
> need any help understanding how to set it up for internet mode (which
> isn't as well documented but easy nonetheless) you can ask me for help.
> Buggy or not, this is the only supported BBS package left and I plan to
> support multi-node telnet operation soon. What we really could use is
> more or less gszrz for STiK. I have a zmodem program for unix but it's
> for unix sockets and Octopus uses STiK so no real hope getting them to
> cooperate without digging deep into gluestik, and even then that's only
> good for MiNT users. I have more testing to do as far as running Octopus
> under MagiC, etc but I can say for certain it runs well on Falcon and TT
> with MiNT :-). I'm working hard to maintain compatibility with 4 meg
> ST's, singleTOS and MagiC.

I tried to Yell u and the connection was gone, and remained gone.

The date of your logs is 11 days behind.

Great to see Octopus alive again! I used it for a while and assisted
Koos w/ the manual. Great fun.

--
*** Remove "buy-" when replying to email.
***
*** Life on Earth may be expensive, but it does include an annual free
*** trip around the Sun. Poch Suzara.

5029. Re: CTLink for VME machines : need help from YOU

Newsgroup: comp.sys.atari.st
Date: 2004-10-04 00:10:44 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0410040123080.812@feanor.schunter.etc.tu-bs.de>
Source record: 16924

Hi, Rodolphe!

RC> Nice to know about the VME doppler !

Nice to tell you something new ;-)

RC> But my idea will be other...I want to furnish a Falcon bus to allow to
RC> connect Falcon products on TT & MSTE !

I know. But as you don't plan to block the VME plug your Falcon bus PCB
will find it's place between TT/MSTe main PCB and the VME plug PCB - in
the same manner the VME doppler does.

RC> I want to produce only one model of CTLink...a falcon model... And my
RC> VMEF30 board will allow to connect a CTLink on the TT & MSTE...at the
RC> rear and out of the case sure...

That does not matter. At least for the SuperNova there is an external box
necessary as well: it consists of an VME-to-ISA adaptor PCB that plugs
into the VME bus slot, while the graphics card itself is a ATI MACH64 (ISA
model) that is housed in the external case.

RC> If there is a INT problem with your two boards...one of them should
RC> change the IRQ....

Actually I have no clue about the reason.

RC> On the VME of the boards :
RC>
RC> IRQ1 = pin B30
RC> IRQ2 = pin B29
RC> ..... up to...
RC> IRQ7 = pin B24
RC>
RC> Can you check the pins B30 to B24 and see the one that have a trace routed
RC> for each of your board ?

Well, the IRQx pins are routed from the VME plug to the ribbon cable
connectors (easy to check, as the PCB is not in use currently).

I'm too lazy at the moment to deconstruct the tower-high assembly below my
desk, so I had a look into the "Atari Profibuch ST-STE-TT". This is my
favourite source for answers to hardware questions.

First the authors state that the VME bus implementation is identical for
all TTs and MSTes. From the schematics I can see that all seven IRQ
signals are connected to dedicated pins in the SCU. IRQs 3, 5 and 6 can be
generated by the board logic as well (3 by software, 5 by SCC, 6 by MFPs).

In the text it is said that the (low active) IRQs have 1k pull-ups, as well as (low active) SYSFAIL, which causes a level 7 interrupt.

The text gives a lot more information about the interrupt vectors and such stuff. I don't want to translate all of it so just ask for the information that you need and I'll hopefully find it in the book.

Regards,

Alexander

5030. Add your classic gaming or classic computer web site to 8bitclassics.com Links!

Newsgroup: comp.sys.atari.st
Date: 2004-10-04 00:49:22 UTC
From: 8-Bit Classics <nospam@8bitclassics.com>
Message-ID: <972pj0he9tits34vfp95di8oj97unk4un7@4ax.com>
Source record: 16925
Cross-posted to: comp.sys.amiga,comp.sys.apple2,comp.sys.atari,comp.sys.atari.st,comp.sys.cbm,comp.sys.ti

Do you have a classic gaming website? Would you like to move up higher on a Google or Yahoo search? Add your website to your Links page! Simple to do, just fill out the simple form and submit your link. I will review it to make sure it fits in at 8-Bit Classics. If it does, your link should be approved soon. On the form it does mention the requirement for cross linking 8bitclassics.com on your page someplace. This isn't a requirement, just something that would be appreciated :) Just fill in your normal URL if you won't be cross linking with 8-Bit Classics.

If I get many of a certain category (like Amiga, ST, or TI), I will create a new category for them and move them.

Go to: www.8bitclassics.com and click on the Links link on the bottom.

5031. Re: CTLink for VME machines : need help from YOU

Newsgroup: comp.sys.atari.st
Date: 2004-10-04 08:20:25 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <416107c8$0$7173$626a14ce@news.free.fr>
Source record: 16926

OK some nice people told me the IRQ info for the following products :

Matrix COCO 256
Matrix MICO
Matrix TC1208

These 3 boards use IRQ4.

NOVA MACH 64 (SuperNova)
AlberTT

NO IRQ used

If you have other VME boards, thank you...

Rodolphe Czuba wrote:
> This email is ONLY for people who use a MSTE or TT.
>
> I need your help :
>
> FIRST,
> to open your MSTE and TT and check inside if the 2 ribbon cables
> using connectors on a small vertical PCB (the VME back plane) ?
>
> Please check the following photos :
> http://www.czuba-tech.com/CTLink/TT_motherboard.jpg (177KB)
> http://www.czuba-tech.com/CTLink/VME_ribbon cables.jpg (128KB)
> http://www.czuba-tech.com/CTLink/VME_back plane.jpg (134KB)
> http://www.czuba-tech.com/CTLink/TT_Rear.jpg (101 KB)
>
> This is a TT, but the VME of the MSTE is identical...
>
> What I want to be sure, is that all atari VME machines use the same
> ribbon cables to connect mb to VME back panel... I think some
> machines may have soldered ribbon cables (cannot be unplugged !).
>
> The idea is to connect BETWEEN the ribbon cables and the VME back
> panel a new small board that will furnish a second VME port for the
> CTLink.
>
>
>
> SECOND, :
> tell me if you have a VME board installed into the machine.
> If you have one, tell me what it is (model & function : graphical
> card by example).

>
> I will have a problem with double VME use : the interrupt level.
> If I use the same one that your VME board, it is bad and there is no
> way to daisy chain the INT ACK signals to prioritize the INT.
> This means that I will have to use an INT level that is never used by
> the other VME boards you may already use...
> I want to avoid the stupid jumpers...
>
> Leter, I will ask to one of you to check some traces on your VME
> board...especially the IRQ lines to determine which is used (may be 6
> or 5 or less ?).
> Let me know if you are able to follow a trace with your eyes or a
> multi-meter ...
>
> PS : I have a guy that will send me a CRAZY DOTS...
> I need info for other boards...
>
>
> Thanks a lot...

5032. 1.44 floppy controller PCB's

Newsgroup: comp.sys.atari.st
Date: 2004-10-04 09:49:27 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41611c78$0$2847$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16927

I need to produce some floppy PCB's, though to lazy to make them by hand so I am looking to get them made. I will have to get about 50 or more made, so if anyone is interested I will take orders for them, this is for PCB only, I can build or supply parts, but better for you for lower cost to make yourself.

info at. for the module is 3rd pic down I think..

http://www.cps-electronics.co.uk/hdmanual/main.htm

Chris

5033. Re: 14MB board for Falcon !!!

Newsgroup: comp.sys.atari.st
Date: 2004-10-04 12:52:04 UTC
From: mikrox@atlas.sk
Message-ID: <3971bb2f.0410040452.88aff99@posting.google.com>
Source record: 16928

i've had a luck to test it, this is the best card i've ever seen,
boosted bus (25 mhz), ct60 and all works without any pixel flickering.
i'm owner of paskud's ram card, that difference is very noticable.

"Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in message
news:<415dc596$0$3627$626a14ce@news.free.fr>...
> The position of the SIMM is not the better to get the shortest data lines on
> PCB, but it may be a good card ...
> In fact it must be tried...and the SIMM quality is the most important factor
> to avoid some bad pixels on the screen.
> Some other boards with the simm position give some good results...
>
> If you need a 14MB card...this is the only one...
>
> Regards
>
>
> Mark D wrote:
> > On Fri, 01 Oct 2004 21:05:52 +0200, Rodolphe Czuba wrote:
> >
> >> Yes, some people don't know how to communicate !
> >> But it is so important on small markets ...
> >>
> >
> > Rodolphe,
> >
> > I tried to order anyway. In case I do get accepted, does this look
> > like an STram card that may work well with CT60 and boosted bus? If
> > it's a matter of finding the right 72 pin SIMM, then I'm not worried,
> > I have a box of them ;-)
> >
> > Thanks,
> > Mark

5034. Painting

Newsgroup: comp.sys.atari.st
Date: 2004-10-04 13:27:58 UTC
From: sf0218@aol.com
Message-ID: <20041004092758.04585.00001528@mb-m02.aol.com>
Source record: 16929

Hi All,

I want to paint my MegaST kbd case flat black....what's the best way of doing so. I'm assuming it's gonna take more than just cleaning and spray painting? The case is plastic, so that will need some special treatment?

Thanks to everyone,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd

5035. Re: Atari Internet BBS

Newsgroup: comp.sys.atari.st
Date: 2004-10-04 14:28:03 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.04.14.28.03.748569@nosspamatari-source.com>
Source record: 16930

On Mon, 04 Oct 2004 00:01:21 +0200, MacEddie wrote:

> Mark D <mducksub@nossspamXXatari-source.com> wrote:
>
>> Not really, this was quite a mature program before I got my hands on it.
>> Now with each release it gets more stable. It doesn't really crash
>> anymore, you can tell just by telnetting to it. The only time it goes
>> down is for a version upgrade. And with the scripting and menus you can
>> customize the whole system to your hearts content. And of course if you
>> need any help understanding how to set it up for internet mode (which
>> isn't as well documented but easy nonetheless) you can ask me for help.
>> Buggy or not, this is the only supported BBS package left and I plan to
>> support multi-node telnet operation soon. What we really could use is
>> more or less gszrz for STiK. I have a zmodem program for unix but it's
>> for unix sockets and Octopus uses STiK so no real hope getting them to
>> cooperate without digging deep into gluestik, and even then that's only
>> good for MiNT users. I have more testing to do as far as running Octopus
>> under MagiC, etc but I can say for certain it runs well on Falcon and TT
>> with MiNT :-). I'm working hard to maintain compatibility with 4 meg
>> ST's, singleTOS and MagiC.
>
> I tried to Yell u and the connection was gone, and remained gone.
>
> The date of your logs is 11 days behind.
>
> Great to see Octopus alive again! I used it for a while and assisted
> Koos w/ the manual. Great fun.

It's down for about 12 hours so far now. I broke my TT last night and I
have to get it fixed up. Just a basic boot order/NVDI problem with the
supernova so it shouldn't take me too long to get things correct tonight.
If I can't get it working, I'll move it over to my falcon or MSTe.

Thanks,
Mark

5036. Re: 1.44 floppy controller PCB's

Newsgroup: comp.sys.atari.st
Date: 2004-10-04 15:31:27 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <cjrqcf$14b$1@reader2.panix.com>
Source record: 16931

If you will ship to the USA, I will take four PCB, and will probably want
parts supplied, since for me to get small quantities of parts costs more
in minimum order charges than for postage.

Yours is the neatest and most rugged implimentation of a 16MHz floppy
circuit I have ever seen. Nice work.

Jim

exxos <exxos@home.co.uk> writes:

: I need to produce some floppy PCB's, though to lazy to make them by hand so
: I am looking to get them made. I will have to get about 50 or more made, so
: if anyone is interested I will take orders for them, this is for PCB only, I
: can build or supply parts, but better for you for lower cost to make
: yourself.

: info at. for the module is 3rd pic down I think..

: http://www.cps-electronics.co.uk/hdmanual/main.htm

: Chris

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

5037. Re: 1.44 floppy controller PCB's

Newsgroup: comp.sys.atari.st
Date: 2004-10-04 15:54:39 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41617210$0$2850$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16932

Hi Jim,

Drop me a line at

exxos_uk
@
yahoo
.co.uk

and I will add you into the wanted users list, write down how many, what
parts you need etc.
I can ship anywhere, not a problem.

chris

"Jim DeClercq" <jimd@panix3.panix.com> wrote in message
news:cjrqcf$14b$1@reader2.panix.com...
> If you will ship to the USA, I will take four PCB, and will probably want
> parts supplied, since for me to get small quantities of parts costs more
> in minimum order charges than for postage.
>
> Yours is the neatest and most rugged implimentation of a 16MHz floppy
> circuit I have ever seen. Nice work.
>
> Jim
>
>
> exxos <exxos@home.co.uk> writes:
>
> : I need to produce some floppy PCB's, though to lazy to make them by hand
> so
> : I am looking to get them made. I will have to get about 50 or more
> made, so
> : if anyone is interested I will take orders for them, this is for PCB
> only, I
> : can build or supply parts, but better for you for lower cost to make
> : yourself.
>
> : info at. for the module is 3rd pic down I think..
>
> : http://www.cps-electronics.co.uk/hdmanual/main.htm
>
> : Chris
>
>
>

```
>
> --
> --
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .
>
```

5038. Re: 1.44 floppy controller PCB's

Newsgroup: comp.sys.atari.st
Date: 2004-10-04 16:08:58 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41617568$0$2841$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16933

If you look here there are some more Atari stuff...

http://www.cps-electronics.co.uk/store2.htm

More links for the 1.44 board are...

http://www.cps-electronics.co.uk/hdmanual/main.htm (fitting)

http://www.cps-electronics.co.uk/hdapart/main.htm (taking a STe to bits)

http://www.cps-electronics.co.uk/projects/faq.htm (FAQ)

http://www.cps-electronics.co.uk/projects/article/article.htm (controller article)

Chris

5039. Re: MegaST Keyboard adapter

Newsgroup: comp.sys.atari.st
Date: 2004-10-04 19:35:22 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0410041135.7228c1e2@posting.google.com>
Source record: 16934

"Crackers" <bcracknell@sympatico.ca> wrote in message
news:<C067d.20889$MD5.1192828@news20.bellglobal.com>...
> "Galen" <atarigalen@yahoo.com> wrote in message
>
> > Are you referring to an Eiffel? If so, mail order from Europe or make
> > it yourself are your only options.
>
> Do you know the URL of a place where I can order one from?

http://www.atari.sk/satantronic/

Galen

5040. Re: Falcon Games

Newsgroup: comp.sys.atari.st
Date: 2004-10-04 19:44:30 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0410041144.2c49b839@posting.google.com>
Source record: 16935

sf0218@aol.com (SF0218) wrote in message
news:<20041001171400.12548.00001176@mb-m21.aol.com>...
> Hi All,
>
> Which games can be played on a CT60 equipped Falcon?
>
Well,

Compatibility isn't as good on a CT60 Falcon as on a stock Falcon, but
my haphazard testing has showed that quite a few games will run in
CT60 mode. (I didn't keep a list.) Of course, one of the nice things
about a CT60 is that it can be turned off.

Galen

5041. Re: HDDRIVER, CF cards

Newsgroup: comp.sys.atari.st
Date: 2004-10-04 19:52:58 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0410041152.1eadefe0@posting.google.com>
Source record: 16936

Uwe Seimet <Uwe.Seimet@seimet.de> wrote in message news:<2s4fvsF1erf5jU2@uni-berlin.de>...
> Galen wrote:
>
> > I would seriously consider it, as I will have a semi-retired Falcon
> > soon. I think you might sell more if you had an external solution.
>
> Up to now there was so little interest that offering anything would not
> make sense. It would have to be a cheap, internal solution anyway. I
> don't intend to become a hardware reseller :-).

You don't have to sell the hardware yourself. I haven't wanted to
spend the money to experiment with the IDE bus, but if you said "I
have this combination of hardware working with HDDriver x.xx" I would
likely pick up the hardware and upgrade HDDriver just to have some fun
tinkering.

Galen

5042. Re: MSTE + TT : VME + CTLink

Newsgroup: comp.sys.atari.st
Date: 2004-10-04 20:03:37 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <4161ab87$0$15057$626a14ce@news.free.fr>
Source record: 16937

> I think I found a solution to connect a CTlink on MSTE & TT with a VMe
> graphical card...
>
> Will present this later on my web site...
>
> Regards

Yesssss !
That's interesting, really !

Dbug (MSTE+Spektrum TC owner)

5043. Re: 14MB board for Falcon !!!

Newsgroup: comp.sys.atari.st
Date: 2004-10-04 20:05:35 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0410041205.32545eaf@posting.google.com>
Source record: 16938

twbrown <brown9344@bellsouth.net> wrote in message
news:<050sl0pi8mk6ltbqkv78hpksiof7ob3b8l@4ax.com>...
> I sent off an email and i got the name of the person who will be the
> selling them on this side of the pond (USA) not sure if he reads these
> groups tho
>
> Thomas
>
I too sent off an email to the USA contact person last week. No response as yet.

Galen

5044. Re: Painting

Newsgroup: comp.sys.atari.st
Date: 2004-10-04 20:09:52 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0410041209.1a68029b@posting.google.com>
Source record: 16940

sf0218@aol.com (SF0218) wrote in message
news:<20041004092758.04585.00001528@mb-m02.aol.com>...
> Hi All,
>
> I want to paint my MegaST kbd case flat black....what's the best way of doing
> so. I'm assuming it's gonna take more than just cleaning and spray painting?
> The case is plastic, so that will need some special treatment?
>
I haven't done this myself, but you might try looking at
http://peripherals.about.com/library/weekly/aa041500a.htm . There
have also been several painted Jaguar cases shown in MyAtari -- I'd
suspect the process is similar.

Galen

5045. Re: CTLink for VME machines : need help from YOU

Newsgroup: comp.sys.atari.st
Date: 2004-10-04 20:10:25 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <4161ad1f$0$15064$626a14ce@news.free.fr>
Source record: 16939

> OK some nice people told me the IRQ info for the following products :
>
> Matrix COCO 256
> Matrix MICO
> Matrix TC1208
>
> These 3 boards use IRQ4.
>
> NOVA MACH 64 (SuperNova)
> AlberTT
>
> NO IRQ used
>
> If you have other VME boards, thank you...

I have a "Spektrumgraphikkarte" from "Wilhelm Mikroelectronik Gmbh".
Problem is that the user manual is all in german, I have no idea if it's
using an IRQ or not :(

Dbug

5046. Re: 14MB board for Falcon !!!

Newsgroup: comp.sys.atari.st
Date: 2004-10-04 20:26:47 UTC
From: sf0218@aol.com
Message-ID: <20041004162647.17556.00000250@mb-m01.aol.com>
Source record: 16942

Aren't the Wizztronics boards still available? Either directly through Wizztronics and/or through Best Electronics?

I've already got one of those, but I was just curious as to all the hub-bub over this new board.

Have a good day everyone!!! :)

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd

5047. Re: CTLink for VME machines : need help from YOU

Newsgroup: comp.sys.atari.st
Date: 2004-10-04 20:31:59 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <4161b226$0$15084$626a14ce@news.free.fr>
Source record: 16941

> FIRST,
> to open your MSTE and TT and check inside if the 2 ribbon cables using
> connectors on a small vertical PCB (the VME back plane) ?
>
> Please check the following photos :
> [...]
> What I want to be sure, is that all atari VME machines use the same ribbon
> cables to connect mb to VME back panel... I think some machines may have
> soldered ribbon cables (cannot be unplugged !).
>
> The idea is to connect BETWEEN the ribbon cables and the VME back panel a
> new small board that will furnish a second VME port for the CTLink.

Ok, my MegaSTE has real connectors that can be unplugged, exactly like on
your photos.

> SECOND, :
> tell me if you have a VME board installed into the machine.
> If you have one, tell me what it is (model & function : graphical card by
> example).

On the graphical card is written:

TT/STE/VME
Color Card
Spektrum 1

Rev 2.4 12 MAR 1992 HGM/RKE

Copyright 1991-1992 Wilhelm Mikroelektronik GmbH

Serial Number: 1235

> [...]
> Leter, I will ask to one of you to check some traces on your VME
> board...especially the IRQ lines to determine which is used (may be 6 or 5
> or less ?).
> Let me know if you are able to follow a trace with your eyes or a
> multi-meter ...

How can I determine what the IRQ line is ???

It it can helps you, I "scanned" the board:
http://dbug.hd.free.fr/_atari_/

Picture are saved in two different resolutions, "small" ones are 400k large,
"normal" ones are 4megs large:

http://dbug.hd.free.fr/_atari_/spektrum_bottom.jpg
http://dbug.hd.free.fr/_atari_/spektrum_bottom_small.jpg

http://dbug.hd.free.fr/_atari_/spektrum_top.jpg
http://dbug.hd.free.fr/_atari_/spektrum_top_small.jpg

Feel free to ask any more questions.

Dbug

5048. Re: CTLink for VME machines : need help from YOU

Newsgroup: comp.sys.atari.st
Date: 2004-10-04 22:38:47 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0410050036590.1253@feanor.schunter.etc.tu-bs.de>
Source record: 16944

Hi, Mickael!

MP> Problem is that the user manual is all in german, I have no idea if
MP> it's using an IRQ or not :(

You could scan the user manual and send it to me (my Reply-To address is
valid), I'd search the information then.

Regards,

Alexander

5049. Re: 14MB board for Falcon !!!

Newsgroup: comp.sys.atari.st
Date: 2004-10-05 00:31:19 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <cnq3m0tmsnnj4n1h5oviiub61vkqqjom4i@4ax.com>
Source record: 16945

On 4 Oct 2004 13:05:35 -0700, atarigalen@yahoo.com (Galen) wrote:

>twbrown <brown9344@bellsouth.net> wrote in message
news:<050sl0pi8mk6ltbqkv78hpksiof7ob3b8l@4ax.com>...
>> I sent off an email and i got the name of the person who will be the
>> selling them on this side of the pond (USA) not sure if he reads these
>> groups tho
>>
>> Thomas
>>
>I too sent off an email to the USA contact person last week. No response as yet.
>
>Galen

I got a reply from him the other day..said he was getting them to
resale in the USA (distribator i suppose) as of yet not receaved any
but should be soon :)

Thomas

5050. Re: Atari Internet BBS

Newsgroup: comp.sys.atari.st
Date: 2004-10-05 01:50:42 UTC
From: Mark D <mducksub@nossspamXXatari-source.com>
Message-ID: <pan.2004.10.05.01.50.42.573468@nossspamXXatari-source.com>
Source record: 16946

On Mon, 04 Oct 2004 00:01:21 +0200, MacEddie wrote:

>
> I tried to Yell u and the connection was gone, and remained gone.
>
> The date of your logs is 11 days behind.
>
> Great to see Octopus alive again! I used it for a while and assisted
> Koos w/ the manual. Great fun.

Hrmm.. Well BBS is back up again. So you should be able to yell me. I've tested it, it works fine but you can't escape it until it finishes playing the music.

Mark
http://portal.atari-source.com

5051. ByteCellar.com

Newsgroup: comp.sys.atari.st
Date: 2004-10-05 02:37:22 UTC
From: blakespot@gmail.com
Message-ID: <4b7d63a4.0410041837.54caa920@posting.google.com>
Source record: 16943
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.apple2

Please check out http://www.bytecellar.com - my vintage computing weblog / forum.

Amiga - Atari - Apple - IBM - NeXT - Acorn - etc...

Trying to spread the word. Thanks!

bp

5052. Re: 1.44 floppy controller PCB's

Newsgroup: comp.sys.atari.st
Date: 2004-10-05 07:28:39 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <H2s8d.2083$Fg2.794057@newshog.newsread.com>
Source record: 16947

On 4 Oct 2004 17:08:58 +, "exxos" wrote:
>If you look here there are some more Atari stuff...
>
>http://www.cps-electronics.co.uk/store2.htm
>
>
>More links for the 1.44 board are...
>
>http://www.cps-electronics.co.uk/hdmanual/main.htm (fitting)
>
>http://www.cps-electronics.co.uk/hdapart/main.htm (taking a STe to bits)
>
>http://www.cps-electronics.co.uk/projects/faq.htm (FAQ)
>
>http://www.cps-electronics.co.uk/projects/article/article.htm (controller
>article)
>
>Chris

Hi Chris,
Is there a problem with your links? I tried around 3am Tuesday (USA
Eastern time). Also, can your board be used in a Falcon? I have a Falcon
motherboard with the floppy circuit traces ripped out!!!

John

P.S.
To Reply by E-mail, please remove -NOT- from my address!

5053. Re: Painting

Newsgroup: comp.sys.atari.st
Date: 2004-10-05 07:32:34 UTC
From: swamptaxes-NOT-@atlantic.net
Message-ID: <m6s8d.2084$Fg2.793883@newshog.newsread.com>
Source record: 16948

On 4 Oct 2004 13:09:52 -, Galen wrote:
>sf0218@aol.com (SF0218) wrote in message
news:<20041004092758.04585.00001528@mb-m02.aol.com>...
>> Hi All,
>>
>> I want to paint my MegaST kbd case flat black....what's the best way of doing
>> so. I'm assuming it's gonna take more than just cleaning and spray painting?
>> The case is plastic, so that will need some special treatment?
>>
>I haven't done this myself, but you might try looking at
>http://peripherals.about.com/library/weekly/aa041500a.htm . There
>have also been several painted Jaguar cases shown in MyAtari -- I'd
>suspect the process is similar.
>
>Galen

I've seen some ads about a spray paint product that bonds with plastic
but I can't recall the brand

John
P.S.
To Reply by E-mail, please remove -NOT- from my address!

5054. Re: CTLink for VME machines : need help from YOU

Newsgroup: comp.sys.atari.st
Date: 2004-10-05 07:54:21 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <4162532e$0$22485$626a14ce@news.free.fr>
Source record: 16850

> I'm too lazy at the moment to deconstruct the tower-high assembly
> below my desk, so I had a look into the "Atari Profibuch ST-STE-TT".
> This is my favourite source for answers to hardware questions.
>
> First the authors state that the VME bus implementation is identical
> for all TTs and MSTes. From the schematics I can see that all seven
> IRQ signals are connected to dedicated pins in the SCU.

YES I KNOW.

IRQs 3, 5 and
> 6 can be generated by the board logic as well (3 by software, 5 by
> SCC, 6 by MFPs).

YES I KNOW. Those infos are coming from the TT/X confidential release ..I
have.
I should scan and online this : it is nice to read ;-)

> In the text it is said that the (low active) IRQs have 1k pull-ups, as
> well as (low active) SYSFAIL, which causes a level 7 interrupt.

ok, I will never use IRQ7...
Traditionnaly on 68K systems, the IRQ7 (NMI) is reserved for hardware
debugging...

> The text gives a lot more information about the interrupt vectors and
> such stuff. I don't want to translate all of it so just ask for the
> information that you need and I'll hopefully find it in the book.

ok maybe scanning, OCRing and using a translation motor like altavista on
the net ?

Regards

5055. Re: 1.44 floppy controller PCB's

Newsgroup: comp.sys.atari.st
Date: 2004-10-05 07:54:49 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4162531b$0$17396$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16849

"John Garone" <swamptaxes-NOT-@atlantic.net> wrote in message
news:H2s8d.2083$Fg2.794057@newshog.newsread.com...
> On 4 Oct 2004 17:08:58 +, "exxos" wrote:
>>If you look here there are some more Atari stuff...
>>
>>http://www.cps-electronics.co.uk/store2.htm
>>
>>
>>More links for the 1.44 board are...
>>
>>http://www.cps-electronics.co.uk/hdmanual/main.htm (fitting)
>>
>>http://www.cps-electronics.co.uk/hdapart/main.htm (taking a STe to bits)
>>
>>http://www.cps-electronics.co.uk/projects/faq.htm (FAQ)
>>
>>http://www.cps-electronics.co.uk/projects/article/article.htm (controller
>>article)
>>
>>Chris
>
> Hi Chris,
> Is there a problem with your links? I tried around 3am Tuesday (USA
> Eastern time). Also, can your board be used in a Falcon? I have a Falcon
> motherboard with the floppy circuit traces ripped out!!!
>
> John
>
> P.S.
> To Reply by E-mail, please remove -NOT- from my address!

Hi, my website is down it seems, along with my E-mail, and hell, even the
host server's website is down, somethings had a majour death sometime
lastnight :(

keep trying, hopefully it wont be down too long!

What do you mean your falcon traces are cut ???? if your floppy dont work
then my board wont help, infact there would be no use in fitting to a falcon
which already supports 1.44......

Chris

5056. Re: CTLink for VME machines : need help from YOU

Newsgroup: comp.sys.atari.st
Date: 2004-10-05 07:55:19 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <41625367$0$22480$626a14ce@news.free.fr>
Source record: 16851

Have a look on the PCB : pins IRQ7 to 1 !
I gave the pin numbers here...

Mickael Pointier wrote:
>> OK some nice people told me the IRQ info for the following products :
>>
>> Matrix COCO 256
>> Matrix MICO
>> Matrix TC1208
>>
>> These 3 boards use IRQ4.
>>
>> NOVA MACH 64 (SuperNova)
>> AlberTT
>>
>> NO IRQ used
>>
>> If you have other VME boards, thank you...
>
> I have a "Spektrumgraphikkarte" from "Wilhelm Mikroelectronik Gmbh".
> Problem is that the user manual is all in german, I have no idea if
> it's using an IRQ or not :(
>
> Dbug

5057. Re: CTLink for VME machines : need help from YOU

Newsgroup: comp.sys.atari.st
Date: 2004-10-05 08:58:04 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410050058.7317bc44@posting.google.com>
Source record: 16852

"Mickael Pointier" <sorry@but.i.hate.spam.net> wrote in message
news:<4161b226$0$15084$626a14ce@news.free.fr>...
> > FIRST,
> > to open your MSTE and TT and check inside if the 2 ribbon cables using
> > connectors on a small vertical PCB (the VME back plane) ?
> >
> > Please check the following photos :
> > [...]
> > What I want to be sure, is that all atari VME machines use the same ribbon
> > cables to connect mb to VME back panel... I think some machines may have
> > soldered ribbon cables (cannot be unplugged !).
> >
> > The idea is to connect BETWEEN the ribbon cables and the VME back panel a
> > new small board that will furnish a second VME port for the CTLink.
>
> Ok, my MegaSTE has real connectors that can be unplugged, exactly like on
> your photos.
>
>
>
> > SECOND, :
> > tell me if you have a VME board installed into the machine.
> > If you have one, tell me what it is (model & function : graphical card by
> > example).
>
> On the graphical card is written:
>
> TT/STE/VME
> Color Card
> Spektrum 1
>
> Rev 2.4 12 MAR 1992 HGM/RKE
>
> Copyright 1991-1992 Wilhelm Mikroelektronik GmbH
>
> Serial Number: 1235
>
>
> > [...]
> > Leter, I will ask to one of you to check some traces on your VME
> > board...especially the IRQ lines to determine which is used (may be 6 or 5
> > or less ?).
> > Let me know if you are able to follow a trace with your eyes or a
> > multi-meter ...

>
> How can I determine what the IRQ line is ???
>
> It it can helps you, I "scanned" the board:
> http://dbug.hd.free.fr/_atari_/
>
> Picture are saved in two different resolutions, "small" ones are 400k large,
> "normal" ones are 4megs large:
>
> http://dbug.hd.free.fr/_atari_/spektrum_bottom.jpg
> http://dbug.hd.free.fr/_atari_/spektrum_bottom_small.jpg
>
> http://dbug.hd.free.fr/_atari_/spektrum_top.jpg
> http://dbug.hd.free.fr/_atari_/spektrum_top_small.jpg
>
> Feel free to ask any more questions.
>
> Dbug

Cant see clearly the traces near the connector from the top view...
There is a trace running between pins 31-30, and 29-28. If one of
these stops on a pin on the middle row (Row B) from 30-25 then that is
an interupt line.

Coda.

5058. Re: 14MB board for Falcon !!!

Newsgroup: comp.sys.atari.st
Date: 2004-10-05 09:39:06 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <slrncm4pa5.l9.atari@komp7.euh-e.edu.pl>
Source record: 16853

On Sat, 2 Oct 2004 15:09:46 +0200, Rodolphe Czuba
<rod-yenamarreduspam-olphe.czuba@free.fr> had a noticeable pleasure while writting:
> You should have a look on my web site some times :
> The Paskud card is referenced ! But the quality is poor (see the
> pictures)...not very nice PCB..
> This new one is better...even if I think that traces are not
> optimized....but I am a perfectionist ;-)

Paskud is thinking about new batch of PCBs. I told him about
that You made CTR14 schematics avialible and he was interested
in producing it.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

5059. Re: CTLink for VME machines : need help from YOU

Newsgroup: comp.sys.atari.st
Date: 2004-10-05 11:32:14 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <4162863d$0$22498$626a14ce@news.free.fr>
Source record: 16854

No, not the same....mine is not speaking about spec, but more about
machine...

I will read this one with attention.

Thanks

gfa wrote:
> in article 4162532e$0$22485$626a14ce@news.free.fr, Rodolphe Czuba
> wrote on 10/5/04 3:54 AM:
>
>> YES I KNOW. Those infos are coming from the TT/X confidential
>> release ..I have.
>> I should scan and online this : it is nice to read ;-)
>
> Is your doc the same as this one?
>
> http://www.bright.net/~gfabasic/temp/vme_spec.txt
>
> Perhaps it will save you some scanning time. It's from my Atari
> devkit.

5060. Re: CTLink for VME machines : need help from YOU

Newsgroup: comp.sys.atari.st
Date: 2004-10-05 12:11:13 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410050411.505e405b@posting.google.com>
Source record: 16855

Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de> wrote in message
news:<Pine.LNX.4.58.0410050036590.1253@feanor.schunter.etc.tu-bs.de>...
> Hi, Mickael!
>
> MP> Problem is that the user manual is all in german, I have no idea if
> MP> it's using an IRQ or not :(
>
> You could scan the user manual and send it to me (my Reply-To address is
> valid), I'd search the information then.
>

Alex, Ive tried to email you but your mail host has replied with a
delay message. Don't know if its going to get through...

Coda.

5061. Is Wizztronics Still Operating?

Newsgroup: comp.sys.atari.st
Date: 2004-10-05 12:20:21 UTC
From: Derek Mark Edding <dreq@earthlink.net>
Message-ID: <9kw8d.5491$gs1.286@newsread2.news.atl.earthlink.net>
Source record: 16856

Hi Folks,

I've sent two emails to salesdept@wizztronics.com recently, asking about items I'm interested in buying. The most recent was last week. So far I've gotten no response.

Is Wizztronics still in business? Has anyone heard from them recently?

Thanks,

-dreq

5062. Re: 14MB board for Falcon !!!

Newsgroup: comp.sys.atari.st
Date: 2004-10-05 14:26:05 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.05.14.26.05.369803@nosspamatari-source.com>
Source record: 16857

On Mon, 04 Oct 2004 20:26:47 +0000, SF0218 wrote:

> Aren't the Wizztronics boards still available? Either directly through
> Wizztronics and/or through Best Electronics?
>
> I've already got one of those, but I was just curious as to all the hub-bub
> over this new board.
>
> Have a good day everyone!!! :)
>

I think the wizztronics boards cost a little more, and I've been told that they aren't the greatest engineering. Apparently these ST-ram cards are extremely sensitive to trace length, etc. The possibility exists that when all is said and done, after your falcon is boosted, it may not work properly at 25MHz, but I will try some different SIMMS if that's the case. Hopefully there's some workable solution.

Thanks,
Mark

5063. Re: Is Wizztronics Still Operating?

Newsgroup: comp.sys.atari.st
Date: 2004-10-05 14:38:35 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.05.14.38.35.754882@darkforce.ky.org>
Source record: 16858

On Tue, 05 Oct 2004 12:20:21 +0000, Derek Mark Edding wrote:

> Hi Folks,
>
> I've sent two emails to salesdept@wizztronics.com recently, asking about
> items I'm interested in buying. The most recent was last week. So far
> I've gotten no response.
>
> Is Wizztronics still in business? Has anyone heard from them recently?
>
> Thanks,
>
> -dreq

Hmm, thats odd. Steve Cohen and crowd are usually very fast to respond
from my experience (2-3 days on e-mails usually).

Have you tried calling them directly? Their number is:

631-473-2507

I just bought their Rack case not too long ago, and they were very helpful
after the purchase.

5064. Re: Is Wizztronics Still Operating?

Newsgroup: comp.sys.atari.st
Date: 2004-10-05 14:57:01 UTC
From: sax <info@kenlee.net>
Message-ID: <4162b634_1@corp.newsfeeds.com>
Source record: 16859

I also have been waiting on an email response from them for over a week now.

"Derek Mark Edding" <dreq@earthlink.net> wrote in message
news:9kw8d.5491$gs1.286@newsread2.news.atl.earthlink.net...
> Hi Folks,
>
> I've sent two emails to salesdept@wizztronics.com recently, asking about
> items I'm interested in buying. The most recent was last week. So far
> I've gotten no response.
>
> Is Wizztronics still in business? Has anyone heard from them recently?
>
> Thanks,
>
> -dreq
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 100,000 Newsgroups - 19 Different Servers! =-----

5065. IDEal and CF cards.

Newsgroup: comp.sys.atari.st
Date: 2004-10-05 15:06:06 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <yLy8d.24$In1.10@newsfe2-gui.ntli.net>
Source record: 16860

Hello.

We will be testing the IDEal interface and compact flash cards this week.

If we judge it a viable package we will consider producing another batch of the IDEal interface.

We are looking at 50 as a minimum production run AND will require 30 PAID UP orders.

Promises don't pay for PCBs.

The price for the IDEal will be about £60 GB pounds.

Card and adaptor TBA or buy your own at your own risk.

For info. The IDEal is designed to fit only STE machines with socketed 68000.

You solder to a surface mount 68000 at your own risk

Given the numbers of STEs on the market prospective customers can buy an STE to use with

the IDEal/CF card and use their old FM as a spare

If you are interested in the package email me at *** keychange@ntlworld.com *** to indicate initial interest.

5066. Re: 14MB board for Falcon !!!

Newsgroup: comp.sys.atari.st
Date: 2004-10-05 16:12:11 UTC
From: SWE <jvalant@atari.org>
Message-ID: <vJz8d.3812$F6.1043768@news.siol.net>
Source record: 16861

Mark D wrote:

> I think the wizztronics boards cost a little more, and I've been told that
> they aren't the greatest engineering. Apparently these ST-ram cards are
> extremely sensitive to trace length, etc. The possibility exists that
> when all is said and done, after your falcon is boosted, it may not work
> properly at 25MHz, but I will try some different SIMMS if that's the case.
> Hopefully there's some workable solution.

I had big troubles with wizztronics card on CT2 machine. Tried few
simms and none was okay. On end i got me OxO designs ramcard and all
is okay now..

Janez

5067. Re: MiNT

Newsgroup: comp.sys.atari.st
Date: 2004-10-05 16:25:55 UTC
From: Andy Ball <null@not.valid>
Message-ID: <nWz8d.3377$UP1.911@newsread1.news.pas.earthlink.net>
Source record: 16862

Hello Mark,

MD> The current version is 1.16.0 beta. Toswin2 is very
> mature and is available. I use it daily for my cli
> activities now that I discontinued my use of vconsoles.

Thanks, now I know which MiNT to download. I'll see if I can
find Toswin2 too.

- Andy Ball

5068. Re: MiNT

Newsgroup: comp.sys.atari.st
Date: 2004-10-05 16:30:49 UTC
From: Andy Ball <null@not.valid>
Message-ID: <Z_z8d.3380$UP1.3234@newsread1.news.pas.earthlink.net>
Source record: 16863

Hello Janez,

JV> I can't live without vconsoles. So i still use 1.16
> from February rather as new version :)

I hadn't realised that virtual consoles had been added to
MiNT. Is there a reason that they're not in the 1.16.0
beta?

- Andy Ball.

5069. Re: MiNT

Newsgroup: comp.sys.atari.st
Date: 2004-10-05 17:49:11 UTC
From: SWE <jvalant@atari.org>
Message-ID: <r8B8d.3817$F6.1044375@news.siol.net>
Source record: 16864

Hello Andy,

> I hadn't realised that virtual consoles had been added to
> MiNT. Is there a reason that they're not in the 1.16.0
> beta?

Virtual consoles are part of MiNT for ages, but they werent added to EasyMiNT distribution, since they make some probs with applications running in supervisor mode (aka Apex media and such) making keyboard input not working in those apps if vconsoles are active. Vcons are not part of kernel, but as separate driver. MiNT 1.16.0 freezes in matter of minutes with vconsoles driver, i guess due to changed interrupt handler maybe. 1.16 alpha from late January works fine. Between January and official beta release i didnt compile kernels, so i dont know when exactly problem occued.

Btw, i did make easy to install vconsoles package for EasyMiNT, so they arent hard to add, and they are switchable in /etc/rc.d/rc.local so they can be switched off.

Janez

5070. Re: MiNT

Newsgroup: comp.sys.atari.st
Date: 2004-10-05 18:08:26 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.05.18.08.26.593560@nosspamatari-source.com>
Source record: 16865

On Tue, 05 Oct 2004 16:30:49 +0000, Andy Ball wrote:

>
> Hello Janez,
>
> JV> I can't live without vconsoles. So i still use 1.16
> > from February rather as new version :)
>
> I hadn't realised that virtual consoles had been added to
> MiNT. Is there a reason that they're not in the 1.16.0
> beta?
>
> - Andy Ball.

Andy,

I highly recommend easymint. It'll help you get setup. When the setup is
all finished, toswin2 will be installed and ready to use. Search google
adn you'll find where to download it.

Thanks,
Mark
http://portal.atari-source.com

5071. Re: CTLink for VME machines : need help from YOU

Newsgroup: comp.sys.atari.st
Date: 2004-10-05 18:46:28 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <4162eace$0$22597$636a15ce@news.free.fr>
Source record: 16866

> Have a look on the PCB : pins IRQ7 to 1 !
> I gave the pin numbers here...

Sure, I saw this, but you should consider that not every people have the same knowledge in electronic than you.
I finaly googled to find a picture of the VME connector, with numbering, to figure that B30 to B24 where on the middle row, and that the first column was indicated by the small "triangle" symbol.

If the pins you where talking about are the ones I indicated here:

http://dbug.hd.free.fr/_atari_/spektrum_connector.jpg [230 k]
http://dbug.hd.free.fr/_atari_/spektrum_connector_small.jpg [30k]

then I can tell you there is absolutely no line on the board that connect these pins to anything.

I suppose this means this Spektrum card does not use any IRQ ???

Dbug (very bad in electronics, that wonders what means "pcb" :p)

5072. Re: 1.44 floppy controller PCB's

Newsgroup: comp.sys.atari.st
Date: 2004-10-05 20:48:54 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4163087d$0$2842$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16867

http://www.cps-electronics.co.uk/144/HD4.htm

proposed project.

Chris

5073. Re: Is Wizztronics Still Operating?

Newsgroup: comp.sys.atari.st
Date: 2004-10-05 20:52:39 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0410051252.7bc05fce@posting.google.com>
Source record: 16868

"sax" <info@kenlee.net> wrote in message news:<4162b634_1@corp.newsfeeds.com>...
> I also have been waiting on an email response from them for over a week now.
>
AFAIK, they are still there. A few months ago in my conversations with
him, he mentioned that he'd been getting spamed so much that he'd put
spam blockers in place, and not much was getting through. Call him.
Wayne

5074. Re: Is Wizztronics Still Operating?

Newsgroup: comp.sys.atari.st
Date: 2004-10-05 21:43:47 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <a756m05t55jtf8sugo1op6a9jff2p38eqj@4ax.com>
Source record: 16869

On 5 Oct 2004 13:52:39 -0700, wmartz@firstpresdalton.org (Wayne Martz)
wrote:

>"sax" <info@kenlee.net> wrote in message news:<4162b634_1@corp.newsfeeds.com>...
>> I also have been waiting on an email response from them for over a week now.
>>
>AFAIK, they are still there. A few months ago in my conversations with
>him, he mentioned that he'd been getting spamed so much that he'd put
>spam blockers in place, and not much was getting through. Call him.
>Wayne

I recently got a Falcon Rack from him as well (UPS dropped on 09/22)
I also had trouble getting ahold of him via e-mail..so I called and
he still there :) very helpful too

Thomas

5075. Re: CTLink for VME machines : need help from YOU

Newsgroup: comp.sys.atari.st
Date: 2004-10-05 22:01:10 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <416319c8$0$22489$626a14ce@news.free.fr>
Source record: 16870

The link are not working ?

Ok no IRQ on the board

Can you check pin A20 & A21 for me ???

It is IACK & IACKO

Thanks

Mickael Pointier wrote:
>> Have a look on the PCB : pins IRQ7 to 1 !
>> I gave the pin numbers here...
>
> Sure, I saw this, but you should consider that not every people have
> the same knowledge in electronic than you.
> I finaly googled to find a picture of the VME connector, with
> numbering, to figure that B30 to B24 where on the middle row, and
> that the first column was indicated by the small "triangle" symbol.
>
> If the pins you where talking about are the ones I indicated here:
>
> http://dbug.hd.free.fr/_atari_/spektrum_connector.jpg [230 k]
> http://dbug.hd.free.fr/_atari_/spektrum_connector_small.jpg [30k]
>
> then I can tell you there is absolutely no line on the board that
> connect these pins to anything.
>
> I suppose this means this Spektrum card does not use any IRQ ???
>
> Dbug (very bad in electronics, that wonders what means "pcb" :p)

5076. Converting a JPG...

Newsgroup: comp.sys.atari.st
Date: 2004-10-05 23:22:16 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.05.23.22.15.72159@darkforce.ky.org>
Source record: 16871

Hi guys. I've got Imagecopy, running on my Falcon, and I want to convert a JPG picture to a format (IMG?) that I can use as a background for the Thing desktop.

I have no problem converting it - but it always comes out "washed out", and the colors don't look right.

Anyone got a howto, or directions on how to make it convert down to a 256/8bit, 640x480 or 800x600 picture that will display correctly?

Thanks much!

5077. Re: Painting

Newsgroup: comp.sys.atari.st
Date: 2004-10-06 00:42:32 UTC
From: T Shadow <knone@zilch.com.invalid>
Message-ID: <YbH8d.223$V06.29@fe2.columbus.rr.com>
Source record: 16872

"John Garone" <swamptaxes-NOT-@atlantic.net> wrote in message
news:m6s8d.2084$Fg2.793883@newshog.newsread.com...
> On 4 Oct 2004 13:09:52 -, Galen wrote:
> >sf0218@aol.com (SF0218) wrote in message
news:<20041004092758.04585.00001528@mb-m02.aol.com>...
> >> Hi All,
> >>
> >> I want to paint my MegaST kbd case flat black....what's the best way of
doing
> >> so. I'm assuming it's gonna take more than just cleaning and spray
painting?
> >> The case is plastic, so that will need some special treatment?
> >>
> >I haven't done this myself, but you might try looking at
> >http://peripherals.about.com/library/weekly/aa041500a.htm . There
> >have also been several painted Jaguar cases shown in MyAtari -- I'd
> >suspect the process is similar.
> >
> >Galen
>
> I've seen some ads about a spray paint product that bonds with plastic
> but I can't recall the brand
>
> John

Krylon has Fusion paint for plastics. Works very well but the only black
Fusion they sell, at Wal-Mart anyway, is a semi(at least) glossy finish.
I've done a couple of CD/DVD drive fronts. Just cleaned the beige plastic
with 90% alcohol first. Its glossier than my case but is hardly noticeable
especially compared to the beige.

Another option might be automotive vinyl dye. A google search would bring up
articles. I've not used it myself.

5078. Re: 14MB board for Falcon !!!

Newsgroup: comp.sys.atari.st
Date: 2004-10-06 00:53:09 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0410051653.23a7604a@posting.google.com>
Source record: 16873

SWE <jvalant@atari.org> wrote in message news:<vJz8d.3812$F6.1043768@news.siol.net>...
> Mark D wrote:
>
> > I think the wizztronics boards cost a little more, and I've been told that
> > they aren't the greatest engineering. Apparently these ST-ram cards are
> > extremely sensitive to trace length, etc. The possibility exists that
> > when all is said and done, after your falcon is boosted, it may not work
> > properly at 25MHz, but I will try some different SIMMS if that's the case.
> > Hopefully there's some workable solution.
>
> I had big troubles with wizztronics card on CT2 machine. Tried few
> simms and none was okay. On end i got me OxO designs ramcard and all
> is okay now..
>
> Janez

Hm, the Wizztronics board isn't the best, but I'd been told it was the
next best to Centek board. It has worked fine on both my CT2B and
CT60.

Wayne

5079. Re: 14MB board for Falcon !!!

Newsgroup: comp.sys.atari.st
Date: 2004-10-06 01:17:26 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <GIH8d.15658$5O5.14634@news-server.bigpond.net.au>
Source record: 16874

Wayne Martz wrote:
> SWE <jvalant@atari.org> wrote in message news:<vJz8d.3812$F6.1043768@news.siol.net>...
>
>>Mark D wrote:
>>
>>
>>>I think the wizztronics boards cost a little more, and I've been told that
>>>they aren't the greatest engineering. Apparently these ST-ram cards are
>>>extremely sensitive to trace length, etc. The possibility exists that
>>>when all is said and done, after your falcon is boosted, it may not work
>>>properly at 25MHz, but I will try some different SIMMS if that's the case.
>>> Hopefully there's some workable solution.
>>
>> I had big troubles with wizztronics card on CT2 machine. Tried few
>>simms and none was okay. On end i got me OxO designs ramcard and all
>>is okay now..
>>
>> Janez
>
>
> Hm, the Wizztronics board isn't the best, but I'd been told it was the
> next best to Centek board. It has worked fine on both my CT2B and
> CT60.

I had similar CT2 issues, with Ram on my Actionsoft card. I had the odd stray pixel. I was beginig to think it was the Videl taking offence at being overclocked. As fate would have it, last week I put an 16MB EDO chip in and Voila. Problem solved. It is also running alot happier. I was always under the impression that EDO was no good for your Atari, and fastpage was the way to go. Oh well. If it works.

Mark

5080. Re: MegaST Keyboard adapter

Newsgroup: comp.sys.atari.st
Date: 2004-10-06 02:52:20 UTC
From: Crackers <bcracknell@sympatico.ca>
Message-ID: <8TI8d.18442$jj2.842515@news20.bellglobal.com>
Source record: 16875

"Galen" <atarigalen@yahoo.com> wrote in message
news:4645be9.0410041135.7228c1e2@posting.google.com...

> http://www.atari.sk/satantronic/

Thanks!

5081. Atari ST Internal IDE Interface POLL

Newsgroup: comp.sys.atari.st
Date: 2004-10-06 05:48:19 UTC
From: Atari Only <atarionly@adelphia.net>
Message-ID: <AsydnZ4zbJi-Gv7cRVn-tQ@adelphia.com>
Source record: 16876

I recently have noticed a renewed interest in a Atari ST IDE interface. What Im looking for is who would be interested in purchasing a IDE Interface for their Atari ST.

Questions:

1) Which ST (i.e. STF, STE,Mega, or STFM) would you be installing the interface in?
2) Do you have TOS 2.06 or would you also need a TOS upgrade?
3) Would you install the interface yourself or need someone to install it?
4) Would you install inside the ST case or external?
5) Would you be willing to pay a deposit far a interface?
6) Where are you located?
7) How many would you order?
8) How is the price of $120 US Dollars shipping included in the USA?
9) Would you need Hard drive software?

The STE version simply plugs into most STEs.

If you feel this is something that you need or interested in please answer the above questions.

You can email me or post your answers here for all to read.

5082. ?

Newsgroup: comp.sys.atari.st
Date: 2004-10-06 06:30:00 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0410052230.335bdad7@posting.google.com>
Source record: 16877

? ---)

5083. Re: Atari ST Internal IDE Interface POLL

Newsgroup: comp.sys.atari.st
Date: 2004-10-06 11:41:28 UTC
From: LS <me@email.net>
Message-ID: <IRQ8d.196725$D%.34345@attbi_s51>
Source record: 16878

I have a few 1040STfm machines with the older TOS.

"Atari Only" <atarionly@adelphia.net> wrote in message
news:AsydnZ4zbJi-Gv7cRVn-tQ@adelphia.com...
>I recently have noticed a renewed interest in a Atari ST IDE interface.
>What
> Im looking for is who would be interested in purchasing a IDE Interface
> for
> their Atari ST.
>
> Questions:
>
> 1) Which ST (i.e. STF, STE,Mega, or STFM) would you be installing the
> interface in?
> 2) Do you have TOS 2.06 or would you also need a TOS upgrade?
> 3) Would you install the interface yourself or need someone to install it?
> 4) Would you install inside the ST case or external?
> 5) Would you be willing to pay a deposit far a interface?
> 6) Where are you located?
> 7) How many would you order?
> 8) How is the price of $120 US Dollars shipping included in the USA?
> 9) Would you need Hard drive software?
>
> The STE version simply plugs into most STEs.
>
>
> If you feel this is something that you need or interested in please answer
> the above questions.
>
>
> You can email me or post your answers here for all to read.

5084. Re: CTLink : status

Newsgroup: comp.sys.atari.st
Date: 2004-10-06 14:45:33 UTC
From: hencox@hotmail.com
Message-ID: <9ae36432.0410060645.34dc07e7@posting.google.com>
Source record: 16879

> What we need is a CT60 bus IDE controller...

And maybe you will get one, because I sure want one! :)
I just need to get the EtherNat and the SuperVidel finished first. And the EtherNat is well on its way (and the SuperVidel isn't that hard to route anymore...). I've received my VAT-registration proof now! :)
Just need to switch the RJ45 connector to an "integrated" version (~two hours work), before the prototype boards can be manufactured. That will probably be done this weekend.

A faster IDE controller would also be required to watch DVDs on the SuperVidel...

Regards
Henrik Gildï¿½

5085. Re: IDEal and CF cards.

Newsgroup: comp.sys.atari.st
Date: 2004-10-06 19:26:02 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0410061126.4510f021@posting.google.com>
Source record: 16880

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:<yLy8d.24$In1.10@newsfe2-gui.ntli.net>...
> Hello.
>
> We will be testing the IDEal interface and compact flash cards this week.
>
> If we judge it a viable package we will consider producing another batch of
> the IDEal interface.
>
> We are looking at 50 as a minimum production run AND will require 30 PAID UP
> orders.
>
> Given the numbers of STEs on the market prospective customers can buy an STE
> to use with the IDEal/CF card and use their old FM as a spare
>
A great idea Barrie. I only use my STE for games now, but I hope
there will be enough people interested to let your plan go to
fruition.

Galen

5086. Re: Converting a JPG...

Newsgroup: comp.sys.atari.st
Date: 2004-10-06 19:33:47 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0410061133.61125924@posting.google.com>
Source record: 16881

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:<pan.2004.10.05.23.22.15.72159@darkforce.ky.org>...
> Hi guys. I've got Imagecopy, running on my Falcon, and I want to convert a
> JPG picture to a format (IMG?) that I can use as a background for the
> Thing desktop.
>
> I have no problem converting it - but it always comes out "washed out",
> and the colors don't look right.
>
> Anyone got a howto, or directions on how to make it convert down to a
> 256/8bit, 640x480 or 800x600 picture that will display correctly?
>
Put your original JPG on a website or email it to me and I'll play
with it. Odds are that your Imagecopy settings are wrong. I've often
converted TO JPG without trouble, so I'd like to see if I can get your
image FROM JPG working.

Galen

5087. Re: CTLink : status

Newsgroup: comp.sys.atari.st
Date: 2004-10-06 19:50:11 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0410061150.1a7689f1@posting.google.com>
Source record: 16882

Mark D <mducksub@nosspamatari-source.com> wrote in message
news:<pan.2004.09.17.14.05.54.808738@nosspamatari-source.com>...

> >>> But because the EtherNAT board will be available for CT60 and
> >>> because the better developers have a CT60, it seems there is no good
> >>> reason to finish the board...
> >>>
> >>> Rodolphe
> >>>
> >> I would like one for sure! but im out of work at the moment so dont
> >> have funds, but you can maybe place me on the list......
> >>
> >> Chris
>
> Rodolphe, What is your projection on time from registrations completed to
> money sent to board production? If it'll take 1 year or so, I can
> register.
>
OK, Rodolphe is taking registrations for the CTLink. Who is taking
registrations for the EtherNAT?

Galen

5088. Re: CTLink for VME machines : need help from YOU

Newsgroup: comp.sys.atari.st
Date: 2004-10-06 20:20:20 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <4164528b$0$12330$626a14ce@news.free.fr>
Source record: 16883

> The link are not working ?

Hmmm, seems that the DNS is sometimes wrong, let's try with direct IP:

http://82.227.114.122/_atari_/spektrum_connector.jpg
http://82.227.114.122/_atari_/spektrum_connector_small.jpg

> Ok no IRQ on the board
>
> Can you check pin A20 & A21 for me ???
>
> It is IACK & IACKO

Hmmm, it seems that pin A21 is connected to pin A22 (on the bottom side),
but that they are not connected to anything else. Does it makes sense ?
A20 does not seem connected to anything.

Dbug

5089. Re: CTLink for VME machines : need help from YOU

Newsgroup: comp.sys.atari.st
Date: 2004-10-06 21:22:36 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.06.21.22.36.853278@nosspamatari-source.com>
Source record: 16884

On Wed, 06 Oct 2004 22:20:20 +0200, Mickael Pointier wrote:

>> The link are not working ?
>
> Hmmm, seems that the DNS is sometimes wrong, let's try with direct IP:
>
> http://82.227.114.122/_atari_/spektrum_connector.jpg
> http://82.227.114.122/_atari_/spektrum_connector_small.jpg
>
>
>> Ok no IRQ on the board
>>
>> Can you check pin A20 & A21 for me ???
>>
>> It is IACK & IACKO
>
> Hmmm, it seems that pin A21 is connected to pin A22 (on the bottom side),
> but that they are not connected to anything else. Does it makes sense ?
> A20 does not seem connected to anything.
>
> Dbug

Check and make sure it's not a multilayer board. Look through
the board using a bright light source and you might find otherwise.
;-)

Thanks,
Mark
http://portal.atari-source.com

5090. Re: CTLink for VME machines : need help from YOU

Newsgroup: comp.sys.atari.st
Date: 2004-10-06 21:23:10 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.06.21.23.10.719644@nosspamatari-source.com>
Source record: 16885

On Wed, 06 Oct 2004 00:01:10 +0200, Rodolphe Czuba wrote:

> The link are not working ?
>
> Ok no IRQ on the board
>
> Can you check pin A20 & A21 for me ???
>
> It is IACK & IACKO
>
> Thanks
>
>

Rodolphe,

I will do this with my cards later on tonight and email you results.
Thanks,
Mark

5091. Re: 1.44 floppy controller PCB's

Newsgroup: comp.sys.atari.st
Date: 2004-10-06 21:47:18 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41646ab4$0$919$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16889

There will be 30 of the PCB avaliable from my website soon, they are to be sold on first come first served basis. I dont have time to wait for peoples orders becasue I have other projects to be working on.

Chris

5092. Re: CTLink for VME machines : need help from YOU

Newsgroup: comp.sys.atari.st
Date: 2004-10-06 21:47:53 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0410062342340.405@feanor.schunter.etc.tu-bs.de>
Source record: 16886

Hi, Rodolphe!

I was out of house for the last two days, therefore my late reply.

RC> YES I KNOW.
[...]
RC> YES I KNOW. Those infos are coming from the TT/X confidential release
RC> ..I have.

Does that mean that you want this information to be validated by checking
the wiring of real TT/MSTe boards?

RC> ok, I will never use IRQ7...
RC> Traditionnaly on 68K systems, the IRQ7 (NMI) is reserved for hardware
RC> debugging...

I know ;-)
I mentioned it only to make the IRQ wiring sketch complete.

RC> ok maybe scanning, OCRing and using a translation motor like altavista
RC> on the net ?

If you want all of it, I'll translate all of it. Just takes a while...

Regards,

Alexander

5093. Re: CTLink for VME machines : need help from YOU

Newsgroup: comp.sys.atari.st
Date: 2004-10-06 21:52:03 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0410062349310.405@feanor.schunter.etc.tu-bs.de>
Source record: 16887

s> Alex, Ive tried to email you but your mail host has replied with a
s> delay message. Don't know if its going to get through...

I did not receive a PM from you. Hopefully not due to the spam filter...

Try again. <a.beuscher@tu-bs.de> must be working, I receive lots
of mails each day...

Regards,

Alexander

5094. Re: CTLink : status

Newsgroup: comp.sys.atari.st
Date: 2004-10-06 21:54:39 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410061354.3dd3460c@posting.google.com>
Source record: 16888

hencox@hotmail.com (hencox) wrote in message
news:<9ae36432.0410060645.34dc07e7@posting.google.com>...
> > What we need is a CT60 bus IDE controller...
>
> And maybe you will get one, because I sure want one! :)
> I just need to get the EtherNat and the SuperVidel finished first. And
> the EtherNat is well on its way (and the SuperVidel isn't that hard to
> route anymore...). I've received my VAT-registration proof now! :)
> Just need to switch the RJ45 connector to an "integrated" version
> (~two hours work), before the prototype boards can be manufactured.
> That will probably be done this weekend.
>
> A faster IDE controller would also be required to watch DVDs on the
> SuperVidel...

Very soon we wont need the falcon motherboard at all...

Coda.

5095. Re: CTLink : status

Newsgroup: comp.sys.atari.st
Date: 2004-10-06 22:08:58 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <p5r8m09h7b0jptn6i4mbfi9ggkr11b1mqi@4ax.com>
Source record: 16890

On 6 Oct 2004 12:50:11 -0700, atarigalen@yahoo.com (Galen) wrote:

>Mark D <mducksub@nosspamatari-source.com> wrote in message
news:<pan.2004.09.17.14.05.54.808738@nosspamatari-source.com>...
>
>> >>> But because the EtherNAT board will be available for CT60 and
>> >>> because the better developers have a CT60, it seems there is no good
>> >>> reason to finish the board...
>> >>>
>> >>> Rodolphe
>> >>>
>> >> I would like one for sure! but im out of work at the moment so dont
>> >> have funds, but you can maybe place me on the list......
>> >>
>> >> Chris
>>
>> Rodolphe, What is your projection on time from registrations completed to
>> money sent to board production? If it'll take 1 year or so, I can
>> register.
>>
>OK, Rodolphe is taking registrations for the CTLink. Who is taking
>registrations for the EtherNAT?
>
>Galen

Henrik is :)
I just contacted him a few days ago about it and the super videl as
well

Thomas

5096. Re: Atari ST Internal IDE Interface POLL

Newsgroup: comp.sys.atari.st
Date: 2004-10-06 22:18:26 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <3hr8m0lj9eqgbp8fn76cvgdearscjvae0o@4ax.com>
Source record: 16891

On Wed, 06 Oct 2004 11:41:28 GMT, "LS" <me@email.net> wrote:

>I have a few 1040STfm machines with the older TOS.
>
>"Atari Only" <atarionly@adelphia.net> wrote in message
>news:AsydnZ4zbJi-Gv7cRVn-tQ@adelphia.com...
>>I recently have noticed a renewed interest in a Atari ST IDE interface.
>>What
>> Im looking for is who would be interested in purchasing a IDE Interface
>> for
>> their Atari ST.
>>
>> Questions:
>>
>> 1) Which ST (i.e. STF, STE,Mega, or STFM) would you be installing the
>> interface in?
>> 2) Do you have TOS 2.06 or would you also need a TOS upgrade?
>> 3) Would you install the interface yourself or need someone to install it?
>> 4) Would you install inside the ST case or external?
>> 5) Would you be willing to pay a deposit far a interface?
>> 6) Where are you located?
>> 7) How many would you order?
>> 8) How is the price of $120 US Dollars shipping included in the USA?
>> 9) Would you need Hard drive software?
>>
>> The STE version simply plugs into most STEs.
>>
>>
>> If you feel this is something that you need or interested in please answer
>> the above questions.
>>
>>
>> You can email me or post your answers here for all to read.
>

Well I'm looking at the memory/ide upgrade from STLabs for my Mega
STE.. If he doesn't release his i would be interested in a plug and go
ide interface..altho it may be overkill if Rodolphe comes out with
the CTlink for the VME then would prolly go for an external USB hard
drive. The main thing that interest me in the STLabs offering is the
memory upgrade.

Thomas

5097. Re: Sad news about Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-10-06 22:36:00 UTC
From: "P.Ness" <hip@hop.com>
Message-ID: <41649fde@news.greennet.net>
Source record: 16893

I will not enter into this insensitive and dispicable slanging match,
GOODNIGHT!

"����" <nobody@nowhere.invalid> wrote in message > > Some said he was a
twisted foul mouthed twat!!, I did see and kept a
> > record
> > > > of many mails with a vast amount of swearing that he sent to
support
> > this
> > > > view, and I had to stop my children reading this group and sell off
my
> > last
> > > > Atari's and games (Thanks Den), maybe this is what happens to
ones
> > brain
> > > > as a disease starts to eat your body!! before you die?, we must
assume
> > this
> > > > is what was going on and forgive him for this.
>
> To that I wrote the following response:
>
> > > "Some said"?
> > >
> > > Since you were forced to sell off your last Atari by Dennis, why do
you
> > > come back here to do your trolling?
> > >
> > > Now that you have a PeeCee do you think your children are better
> > > insulated from the outside world?
> > >
> > > tom bola you are an ass and a waste of oxygen
> >
> You respect what Tom Bola wrote about Dennis, and you want to ban me
> from here?
>

> ���

5098. Re: 14MB board for Falcon !!!

Newsgroup: comp.sys.atari.st
Date: 2004-10-06 22:38:34 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10m8svdiripek87@corp.supernews.com>
Source record: 16892

"twbrown" <brown9344@bellsouth.net> wrote in message
news:cnq3m0tmsnnj4n1h5oviiub61vkqqjom4i@4ax.com...
>
> On 4 Oct 2004 13:05:35 -0700, atarigalen@yahoo.com (Galen) wrote:
>
> >twbrown <brown9344@bellsouth.net> wrote in message
news:<050sl0pi8mk6ltbqkv78hpksiof7ob3b8l@4ax.com>...
> >> I sent off an email and i got the name of the person who will be the
> >> selling them on this side of the pond (USA) not sure if he reads these
> >> groups tho
> >>
> >> Thomas
> >>
> >I too sent off an email to the USA contact person last week. No response
as yet.
> >
> >Galen
>
> I got a reply from him the other day..said he was getting them to
> resale in the USA (distribator i suppose) as of yet not receaved any
> but should be soon :)
>
> Thomas

Yes indeed I am the distributer. As soon as I get them in I will be selling
them here in the US, I got about 5 replies already so whoever replied you
will get one. I have not got a final price setup yet, will have to figure
in shipping costs, etc. I am told they will all come with a 16MB SIMM
installed.

Tim

5099. Re: 14MB board for Falcon !!!

Newsgroup: comp.sys.atari.st
Date: 2004-10-06 22:51:22 UTC
From: sf0218@aol.com
Message-ID: <20041006185122.01624.00001966@mb-m28.aol.com>
Source record: 16894

What is the benefit of this board over the Wizztronics board? I am asking because I've had the Wizztronics board for quite awhile now and haven't any problems with it. Of course, I don't know how it will behave with the CT60, but I can't imagine there will be any problems.

Thanks,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd

5100. Re: 1.44 floppy controller PCB's

Newsgroup: comp.sys.atari.st
Date: 2004-10-06 22:52:12 UTC
From: sf0218@aol.com
Message-ID: <20041006185212.01624.00001967@mb-m28.aol.com>
Source record: 16895

So what is the url for your web page?
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd

5101. Re: CTLink : status

Newsgroup: comp.sys.atari.st
Date: 2004-10-06 22:53:35 UTC
From: sf0218@aol.com
Message-ID: <20041006185335.01624.00001968@mb-m28.aol.com>
Source record: 16896

Already did.

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd

5102. Re: 1.44 floppy controller PCB's

Newsgroup: comp.sys.atari.st
Date: 2004-10-06 23:09:44 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41647b21$0$917$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16897

"SF0218" <sf0218@aol.com> wrote in message
news:20041006185212.01624.00001967@mb-m28.aol.com...
> So what is the url for your web page?
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon, 14mbram,540mb hdd
>

theres a hole list of up in this thread have a look at them!

Chris

5103. Re: Atari ST Internal IDE Interface POLL

Newsgroup: comp.sys.atari.st
Date: 2004-10-07 01:06:34 UTC
From: Atari Only <atarionly@adelphia.net>
Message-ID: <ZeGdnXiQB_AHC_ncRVn-tQ@adelphia.com>
Source record: 16898

twbrown <brown9344@bellsouth.net> wrote in
news:3hr8m0lj9eqgbp8fn76cvgdearscjvae0o@4ax.com:

> On Wed, 06 Oct 2004 11:41:28 GMT, "LS" <me@email.net> wrote:
>
>>I have a few 1040STfm machines with the older TOS.
>>
>>"Atari Only" <atarionly@adelphia.net> wrote in message
>>news:AsydnZ4zbJi-Gv7cRVn-tQ@adelphia.com...
>>>I recently have noticed a renewed interest in a Atari ST IDE interface.
>>>What
>>> Im looking for is who would be interested in purchasing a IDE Interface
>>> for
>>> their Atari ST.
>>>
>>> Questions:
>>>
>>> 1) Which ST (i.e. STF, STE,Mega, or STFM) would you be installing the
>>> interface in?
>>> 2) Do you have TOS 2.06 or would you also need a TOS upgrade?
>>> 3) Would you install the interface yourself or need someone to install
it?
>>> 4) Would you install inside the ST case or external?
>>> 5) Would you be willing to pay a deposit far a interface?
>>> 6) Where are you located?
>>> 7) How many would you order?
>>> 8) How is the price of $120 US Dollars shipping included in the USA?
>>> 9) Would you need Hard drive software?
>>>
>>> The STE version simply plugs into most STEs.
>>>
>>>
>>> If you feel this is something that you need or interested in please
answer
>>> the above questions.
>>>
>>>
>>> You can email me or post your answers here for all to read.
>>
>
> Well I'm looking at the memory/ide upgrade from STLabs for my Mega
> STE.. If he doesn't release his i would be interested in a plug and go
> ide interface..altho it may be overkill if Rodolphe comes out with
> the CTlink for the VME then would prolly go for an external USB hard

> drive. The main thing that interest me in the STLabs offering is the
> memory upgrade.
>
> Thomas
>

I too have been watching the status of that project but its taking a bit.
Since its a big project. This unit that I may reproduce will be available
right after manafacturing. Its already been tested.

Don

5104. Re: Atari ST Internal IDE Interface POLL

Newsgroup: comp.sys.atari.st
Date: 2004-10-07 01:40:31 UTC
From: bud <bud@cox.net>
Message-ID: <r979m0ptv1ae3vippls28q2fl7sc90g06t@4ax.com>
Source record: 16749

I would be interested!

Bud

On Wed, 06 Oct 2004 00:48:19 -0500, Atari Only
<atarionly@adelphia.net> wrote:

>I recently have noticed a renewed interest in a Atari ST IDE interface. What
>Im looking for is who would be interested in purchasing a IDE Interface for
>their Atari ST.
>
>Questions:
>
>1) Which ST (i.e. STF, STE,Mega, or STFM) would you be installing the
>interface in?

Mega ST

>2) Do you have TOS 2.06 or would you also need a TOS upgrade?

No I don't have 2.06 yet.

>3) Would you install the interface yourself or need someone to install it?

Probably need some help if there is soldering involved.

>4) Would you install inside the ST case or external?

Inside if it fit a Mega?

>5) Would you be willing to pay a deposit far a interface?
Yes

>6) Where are you located?

Southern Califonia USA

>7) How many would you order?

One

>8) How is the price of $120 US Dollars shipping included in the USA?

The price is right

>9) Would you need Hard drive software?

I guess I would I use ICD Link now but maybe HDDriver?

>The STE version simply plugs into most STEs.
>
N/A
>
>If you feel this is something that you need or interested in please answer
>the above questions.

OK

>You can email me or post your answers here for all to read.

atarikid at cox.net replace at with @

5105. Most recent Atari Mail and News readers....

Newsgroup: comp.sys.atari.st
Date: 2004-10-07 01:42:33 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <z919d.273117$%n4.152428@bignews6.bellsouth.net>
Source record: 16750

POOF!

Can someone post the most recent news and Mail readers for Atari
ST-Falcon such as
Newsie please.

Urls/Links also.

Do not send reply e-mail please.

I'm watching....

POOF!

PHANTOMM

5106. HD Floppy Drive on Mega STe

Newsgroup: comp.sys.atari.st
Date: 2004-10-07 01:46:49 UTC
From: Misc User <MrArkus@comcast.net>
Message-ID: <9K-dnZUwf5PwPfncRVn-tQ@comcast.com>
Source record: 16751

I just got a new Mega STe, with 2.05 TOS. I would like to upgrade it to the 1.44Mb floppy drive. Is this a simple task, or is some serious work involved?

Thanks for any help.

5107. Re: Atari ST Internal IDE Interface POLL

Newsgroup: comp.sys.atari.st
Date: 2004-10-07 08:38:42 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410070038.53596581@posting.google.com>
Source record: 16752

twbrown <brown9344@bellsouth.net> wrote in message
news:<3hr8m0lj9eqgbp8fn76cvgdearscjvae0o@4ax.com>...
> On Wed, 06 Oct 2004 11:41:28 GMT, "LS" <me@email.net> wrote:

>
> Well I'm looking at the memory/ide upgrade from STLabs for my Mega
> STE.. If he doesn't release his i would be interested in a plug and go
> ide interface..altho it may be overkill if Rodolphe comes out with
> the CTlink for the VME then would prolly go for an external USB hard
> drive. The main thing that interest me in the STLabs offering is the
> memory upgrade.
>
> Thomas

Thomas,

Sure there will be a VME CTlink solution, because its only going to be
a VME =>CT60 bus adapter, its very simple to make. But I think that a
USB hard drive on the platform is probably the wrong answer for most
people... USB flash drives (pens, dongles what have you) - these days
they have lots of capacity for little money (and this ratio is
improving all the time obviously), theyre small and have no moving
parts (see the Compact flash=>IDE thread). On the other hand, small
capacity hard drives are abundant, and cheap (if not free), but you
have to consider their size, noise, power requirements and the cost of
the USB housing also.
I personally will be buying a USB compact flash pen and a 512Mb or 1GB
CF card, this gives me the greatest flexibility of file transfer
between my laptop (also PCMCIA - CF card adapters are about ï¿½5/$7), my
digital camera, and my MP3 player.

Coda.

5108. Re: HD Floppy Drive on Mega STe

Newsgroup: comp.sys.atari.st
Date: 2004-10-07 11:02:56 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <4165225e$0$24474$626a14ce@news.free.fr>
Source record: 16753

Replace with TOS 2.6 is better.

- push the DIP switch #6 (0 to 7) under the HDD place on the mb ! The 1.44 button will appear now in your format menu of the tos !
- check UA10 GAL on the mb : if ref finish by -001, it is bad. You need -002 model.
- the first mb have a bug : a trace is not here and a wire must be added up to a pin of UA10.

Nothing else.

Rodolphe

Misc User wrote:
> I just got a new Mega STe, with 2.05 TOS. I would like to upgrade it
> to the
> 1.44Mb floppy drive. Is this a simple task, or is some serious work
> involved?
>
> Thanks for any help.

5109. Re: Atari ST Internal IDE Interface POLL

Newsgroup: comp.sys.atari.st
Date: 2004-10-07 11:17:27 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <416525c4$0$24491$626a14ce@news.free.fr>
Source record: 16754

```
The interface is not VME->CT60 but VME-> F30 bus !

The name is VMEF30...

CTLink is designed for F30 bus, not for CT60 bus.

EtherNAT is designed for CT60 bus !

Not the same thing ...
```

smeg wrote:
> twbrown <brown9344@bellsouth.net> wrote in message
> news:<3hr8m0lj9eqgbp8fn76cvgdearscjvae0o@4ax.com>...
>> On Wed, 06 Oct 2004 11:41:28 GMT, "LS" <me@email.net> wrote:
>
>>
>> Well I'm looking at the memory/ide upgrade from STLabs for my Mega
>> STE.. If he doesn't release his i would be interested in a plug and
>> go ide interface..altho it may be overkill if Rodolphe comes out
>> with the CTlink for the VME then would prolly go for an external USB
>> hard drive. The main thing that interest me in the STLabs offering
>> is the memory upgrade.
>>
>> Thomas
>
> Thomas,
>
> Sure there will be a VME CTlink solution, because its only going to be
> a VME =>CT60 bus adapter, its very simple to make. But I think that a
> USB hard drive on the platform is probably the wrong answer for most
> people... USB flash drives (pens, dongles what have you) - these days
> they have lots of capacity for little money (and this ratio is
> improving all the time obviously), theyre small and have no moving
> parts (see the Compact flash=>IDE thread). On the other hand, small
> capacity hard drives are abundant, and cheap (if not free), but you
> have to consider their size, noise, power requirements and the cost of
> the USB housing also.
> I personally will be buying a USB compact flash pen and a 512Mb or 1GB
> CF card, this gives me the greatest flexibility of file transfer
> between my laptop (also PCMCIA - CF card adapters are about ?5/$7), my
> digital camera, and my MP3 player.
>
> Coda.

5110. Re: CTLink for VME machines : need help from YOU

Newsgroup: comp.sys.atari.st
Date: 2004-10-07 11:19:53 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <41652656$0$24471$626a14ce@news.free.fr>
Source record: 16755

Alexander Beuscher wrote:
> Hi, Rodolphe!
>
> I was out of house for the last two days, therefore my late reply.
>
>> YES I KNOW.
> [...]
>> YES I KNOW. Those infos are coming from the TT/X confidential release
>> ..I have.
>
> Does that mean that you want this information to be validated by
> checking the wiring of real TT/MSTe boards?

NO, and I already did that several years ago ;-)

TTX was announced VME 32-bit and MASTER capabilities !
VME on TT & MSTE are only SLAVE with A24/D16 bits !

>> ok, I will never use IRQ7...
>> Traditionnaly on 68K systems, the IRQ7 (NMI) is reserved for hardware
>> debugging...
>
> I know ;-)
> I mentioned it only to make the IRQ wiring sketch complete.
>
>> ok maybe scanning, OCRing and using a translation motor like
>> altavista on the net ?
>
> If you want all of it, I'll translate all of it. Just takes a while...

I don't need...
But it is always a good piece on the net ;-)

Regards

>
> Regards,
>
> Alexander

5111. Re: CTLink for VME machines : need help from YOU

Newsgroup: comp.sys.atari.st
Date: 2004-10-07 11:25:33 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <416527aa$0$24479$626a14ce@news.free.fr>
Source record: 16756

```
>> Can you check pin A20 & A21 for me ???
>>
>> It is IACK & IACKO
>
> Hmmm, it seems that pin A21 is connected to pin A22 (on the bottom
> side), but that they are not connected to anything else. Does it
> makes sense ? A20 does not seem connected to anything.

are you sure ??
Can you check again the #... be sure it is well A21 & 22, not A20 & 21 ?

Because pin #A22 is not used on ATARI VME slot !
It is on the VME specifications, not on atari !
It is used then you want to daisy-chain the IACK from one board to an other
in back plane box ...

Regards
```

5112. Re: Power connectors (STe mobo)

Newsgroup: comp.sys.atari.st
Date: 2004-10-07 16:44:43 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0410070844.62eee732@posting.google.com>
Source record: 16758

dark_willow1981@lycos.com (Dark Willow) wrote in message
news:<168c84f1.0409290115.755b6deb@posting.google.com>...
> *vaguely rmemebers seeing a long since forgotten 286 in her loft* em
> hmmmmmm, might just have found some parts....
>
> Thanks for the pin layout too!

Ach no joy with the loft PC. I got some AT board pwoer connectros from
Maplin (a big electronics/components shop chain here) but they are
different still to those the ST has, much wider and bigger all round,
any ideas? Were they mini AT type connectors or something?

5113. New STOS MEGA LIST

Newsgroup: comp.sys.atari.st
Date: 2004-10-07 16:44:59 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4165724f$0$917$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16757

http://groups.yahoo.com/group/mega_stos/

New public list for STOS users, Anyone who wants to help with the STOS MEGA DEMO or wants to talk STOS can go here!

5114. ST IDE INTERFACE

Newsgroup: comp.sys.atari.st
Date: 2004-10-07 17:24:55 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41657ba3$0$914$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16759

HI all,

Somewhere I was looking at a page which had the wires soldered form the IDE cable to the blitter chip area on the STFM. I dont think there was anything IC's involved but can't remember, I've seen a couple of similar ones which use 3 IC's on the ribbom cable.

Does anyone have any ideas on this ? I would be very interested in connecting to the blitter area for a internal IDE drive! if anyone has link me back up with such pages then that would be great!

Chris

5115. Re: Power connectors (STe mobo)

Newsgroup: comp.sys.atari.st
Date: 2004-10-07 17:27:04 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <I%e9d.485$Na4.163@newsfe4-gui.ntli.net>
Source record: 16760

Hello.

Where are you?

I can make the adaptors. £4 UKP plus post.

There, that should stir someone here to supply 'em for free.

5116. Re: Power connectors (STe mobo)

Newsgroup: comp.sys.atari.st
Date: 2004-10-07 18:03:51 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.07.18.03.51.531970@nosspamatari-source.com>
Source record: 16761

On Thu, 07 Oct 2004 17:27:04 +0000, Barrie at Keychange wrote:

> Hello.
>
> Where are you?
>
> I can make the adaptors. ï¿½4 UKP plus post.
>
> There, that should stir someone here to supply 'em for free.

I want to see someone undercut that price. ;-)

Mark
http://portal.atari-source.com

5117. Re: Most recent Atari Mail and News readers....

Newsgroup: comp.sys.atari.st
Date: 2004-10-07 18:39:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200410072039.a49012@wun.maus.de>
Source record: 16785

Hallo Phantom!

P>Can someone post the most recent news and Mail readers for Atari ST-
P>Falcon such as Newsie please.

That would be Cat+In2Cat then. Works great for me, can handle really large
amounts of messages, and is open source.

With best regards
Ekkehard

5118. Re: Sad news about Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-10-07 19:37:33 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.07.19.37.33.11088@nosspamatari-source.com>
Source record: 16762

On Wed, 06 Oct 2004 23:36:00 +0100, P.Ness wrote:

> I will not enter into this insensitive and dispicable slanging match,
> GOODNIGHT!

Is anyone else as confused as I am?

Mark
http://portal.atari-source.com

5119. Re: CTLink for VME machines : need help from YOU

Newsgroup: comp.sys.atari.st
Date: 2004-10-07 20:34:30 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <4165a75d$0$9597$626a14ce@news.free.fr>
Source record: 16763

"Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> a crit dans le
message de news:416527aa$0$24479$626a14ce@news.free.fr...
>
> >> Can you check pin A20 & A21 for me ???
> >>
> >> It is IACK & IACKO
> >
> > Hmmm, it seems that pin A21 is connected to pin A22 (on the bottom
> > side), but that they are not connected to anything else. Does it
> > makes sense ? A20 does not seem connected to anything.
>
> are you sure ??
> Can you check again the #... be sure it is well A21 & 22, not A20 & 21 ?

Well, can you check by yourself on the picture:

http://82.227.114.122/_atari_/spektrum_pinout.jpg

If I'm not wrong, the red rectangles are around what you asked me, and
obviously pin A21 is connected with ping A22

> Because pin #A22 is not used on ATARI VME slot !
> It is on the VME specifications, not on atari !
> It is used then you want to daisy-chain the IACK from one board to an
other
> in back plane box ...
>
> Regards

Well, perhaps the Specktrum card was design in a way it can be used with
some other VME boards but does not need that IACK stuff for itself ?

Another possibility is that I didn't get 1-32 and A-C direction right, but I
don't think so, at least I hope.

It's why I put pictures => I'm very dumb when it's about electronics.

Dbug

5120. Re: Power connectors (STe mobo)

Newsgroup: comp.sys.atari.st
Date: 2004-10-07 21:22:33 UTC
From: "Steve Sweet"
Message-ID: <ck4c2p$q2t$1@sparta.btinternet.com>
Source record: 16764

Hi Peop's

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:I%e9d.485$Na4.163@newsfe4-gui.ntli.net...

> Hello.
>
> Where are you?
>
> I can make the adaptors. £4 UKP plus post.

A very reasonable price if i may say so.

> There, that should stir someone here to supply 'em for free.

I'm saying nowt, but only to wind you up!

--

Regards, Steve S.

5121. Re: Atari ST Internal IDE Interface POLL

Newsgroup: comp.sys.atari.st
Date: 2004-10-07 22:08:34 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <2slt33F1mdm3kU1@uni-berlin.de>
Source record: 16765

"Atari Only" <atarionly@adelphia.net> wrote in message
news:ZeGdnXiQB_AHC_ncRVn-tQ@adelphia.com...
> twbrown <brown9344@bellsouth.net> wrote in
> news:3hr8m0lj9eqgbp8fn76cvgdearscjvae0o@4ax.com:
>
> > On Wed, 06 Oct 2004 11:41:28 GMT, "LS" <me@email.net> wrote:
> >
> >>I have a few 1040STfm machines with the older TOS.
> >>
> >>"Atari Only" <atarionly@adelphia.net> wrote in message
> >>news:AsydnZ4zbJi-Gv7cRVn-tQ@adelphia.com...
> >>>I recently have noticed a renewed interest in a Atari ST IDE interface.
> >>>What
> >>> Im looking for is who would be interested in purchasing a IDE
Interface
> >>> for
> >>> their Atari ST.
> >>>
> >>> Questions:
> >>>
> >>> 1) Which ST (i.e. STF, STE,Mega, or STFM) would you be installing the
> >>> interface in?

I have a Mega 2 that I would like to put an IDE interface in.

> >>> 2) Do you have TOS 2.06 or would you also need a TOS upgrade?

No, I just use a boot disk in my STE. I guess a TOS interface would be nice.

> >>> 3) Would you install the interface yourself or need someone to install
> >>> it?

The beast has a soldered in DIL CPU. The need to mess with this has put
me off messing. Depending on how hard the mod is I would probably do myself.

> >>> 4) Would you install inside the ST case or external?

Inside

> >>> 5) Would you be willing to pay a deposit far a interface?

Yes

> >>> 6) Where are you located?

Manchester, England

> >>> 7) How many would you order?

1

> >>> 8) How is the price of $120 US Dollars shipping included in the USA?

Sounds a little high, but acceptable if it included a TOS upgrade and/or
memory

> >>> 9) Would you need Hard drive software?
> >>>

No

> >>> The STE version simply plugs into most STEs.
> >>>
> >>>
> >>> If you feel this is something that you need or interested in please
> answer
> >>> the above questions.
> >>>
> >>>
> >>> You can email me or post your answers here for all to read.
> >>
> >

5122. Re: Atari ST Internal IDE Interface POLL

Newsgroup: comp.sys.atari.st
Date: 2004-10-07 22:29:56 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410071429.3fec3d41@posting.google.com>
Source record: 16766

"Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in message news:<416525c4$0$24491$626a14ce@news.free.fr>...
> The interface is not VME->CT60 but VME-> F30 bus !
>
> The name is VMEF30...
>
> CTLink is designed for F30 bus, not for CT60 bus.
>
> EtherNAT is designed for CT60 bus !
>
> Not the same thing ...

Thats what I meant. When I wrote that, I was dog tired....

Coda.

5123. Re: CTLink for VME machines : need help from YOU

Newsgroup: comp.sys.atari.st
Date: 2004-10-07 22:40:42 UTC
From: Rodolphe Czuba <rod-yenamarreduspam-olphe.czuba@free.fr>
Message-ID: <4165c5e7$0$29585$626a14ce@news.free.fr>
Source record: 16767

The link is broken !

Mickael Pointier wrote:
> Well, can you check by yourself on the picture:
>
> http://82.227.114.122/_atari_/spektrum_pinout.jpg
>
> If I'm not wrong, the red rectangles are around what you asked me, and
> obviously pin A21 is connected with ping A22
>
>
>> Because pin #A22 is not used on ATARI VME slot !
>> It is on the VME specifications, not on atari !
>> It is used then you want to daisy-chain the IACK from one board to
>> an other in back plane box ...
>>
>> Regards
>
> Well, perhaps the Specktrum card was design in a way it can be used
> with some other VME boards but does not need that IACK stuff for
> itself ?
>
> Another possibility is that I didn't get 1-32 and A-C direction
> right, but I don't think so, at least I hope.
>
> It's why I put pictures => I'm very dumb when it's about electronics.
>
> Dbug

5124. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2004-10-07 22:55:09 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0410071551420.10098-100000@onyx.spiritone.com>
Source record: 16768
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

STOP!!! Before going to Auction... Experience Sales, Service and Support! Listing Lower Prices with Dealership Standards! Selling Used & New Atari Hardware, Games/ Software, Books and Accessories! Classic Atari 8 Bit and Atari ST Computers Plus Atari Jaguar Games! Come for the Savings, stay for the Service! The Rainbow ends at Bravo Sierra Computers!!! http://www.aracnet.com/~atari/catalogs.html Click Here to Save!

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auction Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Goto http://BensCatalogs.Atari.org or Call (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

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Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5125. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-10-07 22:57:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0410071555240.10098-100000@onyx.spiritone.com>
Source record: 16770
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5126. ADV: Atari Survey, E-Mail & Postal Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-10-07 23:00:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0410071558120.10098-100000@onyx.spiritone.com>
Source record: 16769
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Looking For Atari Surveys? To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Atari Club for those local to Portland, Oregon USA! Goto my Link below:

I cant read your mind, so with Help from my Atari survey, I can get to know you. It helps me figure out your Atari needs and Interests. The only thing better is a Phone call! Feel free to fill out the Atari Survey on my Contact Page! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm HotLink to WebPage!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5127. Re: ST IDE INTERFACE

Newsgroup: comp.sys.atari.st
Date: 2004-10-07 23:45:00 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <0yk9d.17702$5O5.13305@news-server.bigpond.net.au>
Source record: 16771

exxos wrote:
> HI all,
>
> Somewhere I was looking at a page which had the wires soldered form the IDE
> cable to the blitter chip area on the STFM. I dont think there was anything
> IC's involved but can't remember, I've seen a couple of similar ones which
> use 3 IC's on the ribbom cable.
>
> Does anyone have any ideas on this ? I would be very interested in
> connecting to the blitter area for a internal IDE drive! if anyone has link
> me back up with such pages then that would be great!
>
>
> Chris
>
>

It would be Joogn's web site.

http://www.joogn.de/

Mark

5128. Many mean script-kiddies use the ATARI ST to distribute worms ! ! !

Newsgroup: comp.sys.atari.st
Date: 2004-10-08 07:00:33 UTC
From: kaisers_sun@yahoo.com
Message-ID: <8d001dc6.0410072300.f11c805@posting.google.com>
Source record: 16772
Cross-posted to: comp.sys.atari.st,can.vlsi

The ATARI ST is the No.1 worms- and virus- sender , script-kiddies use
this system to send malicious programs around the world.

It's only a matter of time, the US government will declare all
remaining ATARI STs WMDs and the FBI will collect them all.

5129. Re: ?

Newsgroup: comp.sys.atari.st
Date: 2004-10-08 09:37:16 UTC
From: m <x@x.us>
Message-ID: <ck5ncghdl1@reader10.wxs.nl>
Source record: 16773

```
!
<sinclap@yahoo.com> schreef in bericht
news:27ff51c3.0410052230.335bdad7@posting.google.com...
>? ---)
```

5130. Re: Power connectors (STe mobo)

Newsgroup: comp.sys.atari.st
Date: 2004-10-08 09:49:27 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0410080149.374c002b@posting.google.com>
Source record: 16774
Body handling: HTML body converted to readable text

"Barrie at Keychange" wrote in message news:...
> Hello.
>
> Where are you?
>
> I can make the adaptors. ï¿½4 UKP plus post.
>
> There, that should stir someone here to supply 'em for free.

I'm in the UK so thats no prob to me, and ï¿½4 is OK. Let me know your
details and will send you a cheque.

5131. Re: Sad news about Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-10-08 09:54:46 UTC
From: m <x@x.us>
Message-ID: <ck5od6$ht4$1@reader10.wxs.nl>
Source record: 16776

Yeah

Marco
http://www.atari-forum.com

"Mark D" <mducksub@nosspamatari-source.com> schreef in bericht
news:pan.2004.10.07.19.37.33.11088@nosspamatari-source.com...
> On Wed, 06 Oct 2004 23:36:00 +0100, P.Ness wrote:
>
>> I will not enter into this insensitive and dispicable slanging match,
>> GOODNIGHT!
>
> Is anyone else as confused as I am?
>
> Mark
> http://portal.atari-source.com

5132. Re: Atari ST Internal IDE Interface POLL

Newsgroup: comp.sys.atari.st
Date: 2004-10-08 09:54:57 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0410080154.3bb2e49a@posting.google.com>
Source record: 16775

Likewise I'm waiting on the STLabs project, as the memory upgrade is a
big plus, esp. if there is CPU acceleration as well. If it doesn't
make it to market though I'd be interested in taking one of these.

5133. Re: Many mean script-kiddies use the ATARI ST to distribute worms! ! !

Newsgroup: comp.sys.atari.st
Date: 2004-10-08 11:44:20 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41667d62$0$15109$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16777

```
"gfa" <lp@mint.org> wrote in message news:BD8BF254.983B%lp@mint.org...
> in article 8d001dc6.0410072300.f11c805@posting.google.com, Brian Raab
> wrote
> on 10/8/04 3:00 AM:
>
>> The ATARI ST is the No.1 worms- and virus- sender , script-kiddies use
>> this system to send malicious programs around the world.
>>
>> It's only a matter of time, the US government will declare all
>> remaining ATARI STs WMDs and the FBI will collect them all.
>
> lol! The amiga is just as isolated from virus as ST.
> So all those will have to be collected as well. ;-)
>

lol, They should collect all the PC's as they are the main culprits :o)

Chris

> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [Free your mind...]
> Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
> Hades060]
>
>
```

5134. Re: 14MB board for Falcon !!!

Newsgroup: comp.sys.atari.st
Date: 2004-10-08 12:40:13 UTC
From: boban07@volny.cz
Message-ID: <7ccfdebe.0410080440.21afd1a4@posting.google.com>
Source record: 16778

Mark D <mducksub@nosspamatari-source.com> wrote in message
news:<pan.2004.10.01.18.03.19.192173@nosspamatari-source.com>...
> On Fri, 01 Oct 2004 18:43:32 +0200, Rodolphe Czuba wrote:
>
> > http://www.volny.cz/boban07/RAM_kartice/
>
> Great,
> First thing I hear about it is 1 day after order dealine. :(

Yes it is, but only for me to know how many PCB's I shloud order this time. It is possible to order the cards again ;-) Now I know there are many Falcons with 4MB RAM. So if anybody wants the card, contact me or distributors.

Bye P.B.S. - "the soldering factory"

5135. Re: 14MB board for Falcon !!!

Newsgroup: comp.sys.atari.st
Date: 2004-10-08 12:46:36 UTC
From: boban07@volny.cz
Message-ID: <7ccfdebe.0410080446.1afc299f@posting.google.com>
Source record: 16779

Mark Bedingfield <mark@nomorespamplease.computercom.com.au> wrote in message news:<GIH8d.15658$5O5.14634@news-server.bigpond.net.au>...
> Wayne Martz wrote:
> > SWE <jvalant@atari.org> wrote in message news:<vJz8d.3812$F6.1043768@news.siol.net>...
> >>Mark D wrote:

> I had similar CT2 issues, with Ram on my Actionsoft card. I had the odd
> stray pixel. I was beginig to think it was the Videl taking offence at
> being overclocked. As fate would have it, last week I put an 16MB EDO
> chip in and Voila. Problem solved. It is also running alot happier. I
> was always under the impression that EDO was no good for your Atari, and
> fastpage was the way to go. Oh well. If it works.

Are you sure, you took an EDO simm ? I tried about 10 EDO simms and none worked.

Bye P.B.S.

5136. Re: Atari ST Internal IDE Interface POLL

Newsgroup: comp.sys.atari.st
Date: 2004-10-08 13:28:28 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4166416616ef292@comcast.net>
Source record: 16780

>I recently have noticed a renewed interest in a Atari ST IDE interface. What
>Im looking for is who would be interested in purchasing a IDE Interface for
>their Atari ST.
>
>Questions:
>
>1) Which ST (i.e. STF, STE,Mega, or STFM) would you be installing the
>interface in?
>2) Do you have TOS 2.06 or would you also need a TOS upgrade?
>3) Would you install the interface yourself or need someone to install it?
>4) Would you install inside the ST case or external?
>5) Would you be willing to pay a deposit far a interface?
>6) Where are you located?
>7) How many would you order?
>8) How is the price of $120 US Dollars shipping included in the USA?
>9) Would you need Hard drive software?
>
>The STE version simply plugs into most STEs.
>
>
>If you feel this is something that you need or interested in please answer
>the above questions.
>
>
>You can email me or post your answers here for all to read.

I would buy one if there was not hardware modification involved. I
only use a 120mb drive in my STe now.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5137. Re: Converting a JPG...

Newsgroup: comp.sys.atari.st
Date: 2004-10-08 13:28:29 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4166416616ef293@comcast.net>
Source record: 16781

>Hi guys. I've got Imagecopy, running on my Falcon, and I want to convert a
>JPG picture to a format (IMG?) that I can use as a background for the
>Thing desktop.
>
>I have no problem converting it - but it always comes out "washed out",
>and the colors don't look right.
>
>Anyone got a howto, or directions on how to make it convert down to a
>256/8bit, 640x480 or 800x600 picture that will display correctly?
>
>Thanks much!
>

Not sure really. I was able to do it on my Hades. If you want,
email me the picture you want converted and I will email it back
to you.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5138. Re: CTLink for VME machines : need help from YOU

Newsgroup: comp.sys.atari.st
Date: 2004-10-08 15:00:50 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.08.15.00.49.981463@nosspamatari-source.com>
Source record: 16782

On Thu, 07 Oct 2004 22:34:30 +0200, Mickael Pointier wrote:

> It's why I put pictures => I'm very dumb when it's about electronics.
>
> Dbug

I believe when looking at the board from this angle the top row is A
instead of C. The othermost row is A IIRC.

Mark

5139. Re: CTLink for VME machines : need help from YOU

Newsgroup: comp.sys.atari.st
Date: 2004-10-08 16:08:17 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <4166ba7e$0$310$636a15ce@news.free.fr>
Source record: 16783

> The link is broken !

It seems that you are the only one that has problems :(
Mark .D apparently has no problem seeing the picture.

Too bad the only person I want to watch the photos is the only one not
beeing able to watch them all

Could you (other people here) all check if you can access this folder:

http://82.227.114.122/_atari_/

and tell me if it's ok or not ???

Thanks in advance

Dbug

5140. Re: CTLink for VME machines : need help from YOU

Newsgroup: comp.sys.atari.st
Date: 2004-10-08 16:35:59 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <4166c0f5$0$309$636a15ce@news.free.fr>
Source record: 16784

> > It's why I put pictures => I'm very dumb when it's about electronics.
> >
> > Dbug
>
> I believe when looking at the board from this angle the top row is A
> instead of C. The othermost row is A IIRC.

I took a photo of the connector, to show the small numbers and letter that identify row and columns (actually I didn't noticed them the first day... shame on me):

http://82.227.114.122/_atari_/spektrum_numbers.jpg [405k]
http://82.227.114.122/_atari_/spektrum_numbers_small.jpg [48k]

So considering this pictures show the bottom of the card:
http://82.227.114.122/_atari_/spektrum_pinout_small.jpg

the screw we saw on the left of this picture is the one we saw on the other picture.
does it makes sense ?

Dbug (turnin around the card with a totaly perplexified frown on the forehead)

5141. Re: CTLink for VME machines : need help from YOU

Newsgroup: comp.sys.atari.st
Date: 2004-10-08 17:28:40 UTC
From: sf0218@aol.com
Message-ID: <20041008132840.03232.00001486@mb-m19.aol.com>
Source record: 16786

Works for me......no probs accessing the site and opening the jpegs.

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon, 14mbram,540mb hdd

5142. Re: Most recent Atari Mail and News readers

Newsgroup: comp.sys.atari.st
Date: 2004-10-08 17:39:54 UTC
From: phantomm@bellsouth.net
Message-ID: <KhA9d.52332$yp.52024@bignews1.bellsouth.net>
Source record: 16787

```
On 6 Oct 2004 21:42:33 -, "Phantom" wrote:
>
>POOF!
>
>
>
>Can someone post the most recent news and Mail readers for Atari
>ST-Falcon such as
>Newsie please.
>
>Urls/Links also.
>
>Do not send reply e-mail please.
>
>I'm watching....
>
>
>POOF!
>
>PHANTOMM
>
>
>.
No need to Post `em now... hee hee heee.....

PHANTOMM
```

5143. Just adjusting...

Newsgroup: comp.sys.atari.st
Date: 2004-10-08 17:39:56 UTC
From: phantomm@bellsouth.net
Message-ID: <MhA9d.52333$yp.12244@bignews1.bellsouth.net>
Source record: 16788

8-)

5144. Re: Most recent Atari Mail and News rea

Newsgroup: comp.sys.atari.st
Date: 2004-10-08 17:42:57 UTC
From: phantomm@bellsouth.net
Message-ID: <BkA9d.52369$yp.15814@bignews1.bellsouth.net>
Source record: 16789

On 7 Oct 2004 20:39:00 +, Ekkehard Flessa wrote:
>Hallo Phantom!
>
>
>P>Can someone post the most recent news and Mail readers for Atari ST-
>P>Falcon such as Newsie please.
>
>That would be Cat+In2Cat then. Works great for me, can handle really large
>amounts of messages, and is open source.
>
>
>With best regards
>Ekkehard
>
>.
Thanks very much....!

8-)

PHANTOMM

5145. Re: Just adjusting...

Newsgroup: comp.sys.atari.st
Date: 2004-10-08 22:36:47 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410081436.4f3e200a@posting.google.com>
Source record: 16790

phantomm@bellsouth.net (Phantomm) wrote in message
news:<MhA9d.52333$yp.12244@bignews1.bellsouth.net>...
> 8-)

Adjusting to what? Life on the outside?

Coda.

5146. Re: Many mean script-kiddies use the ATARI ST to distribute worms! ! !

Newsgroup: comp.sys.atari.st
Date: 2004-10-08 22:57:35 UTC
From: Chris <chrisb1273@yahoo.com>
Message-ID: <zXE9d.1060$wx3.584@newsfe1-gui.ntli.net>
Source record: 16791

```
"exxos" <exxos@home.co.uk> wrote in message
news:41667d62$0$15109$cc9e4d1f@news-text.dial.pipex.com...
>
> "gfa" <lp@mint.org> wrote in message news:BD8BF254.983B%lp@mint.org...
>> in article 8d001dc6.0410072300.f11c805@posting.google.com, Brian Raab
>> wrote
>> on 10/8/04 3:00 AM:
>>
>>> The ATARI ST is the No.1 worms- and virus- sender , script-kiddies use
>>> this system to send malicious programs around the world.
>>>
>>> It's only a matter of time, the US government will declare all
>>> remaining ATARI STs WMDs and the FBI will collect them all.
>>
>> lol! The amiga is just as isolated from virus as ST.
>> So all those will have to be collected as well. ;-)
>>
>
>
> lol, They should collect all the PC's as they are the main culprits :o)

Amiga was famous for it's 'bootblock' viruses, I remember back in the 80's
the SCA virus even made the UK news at ten... Ahh the good old days ;-)

ST's were relatively safe....

---
Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.772 / Virus Database: 519 - Release Date: 01/10/2004
```

5147. Re: CTLink : status

Newsgroup: comp.sys.atari.st
Date: 2004-10-09 06:31:45 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0410082231.4fe22f9f@posting.google.com>
Source record: 16792

twbrown <brown9344@bellsouth.net> wrote in message
news:<p5r8m09h7b0jptn6i4mbfi9ggkr11b1mqi@4ax.com>...
> >OK, Rodolphe is taking registrations for the CTLink. Who is taking
> >registrations for the EtherNAT?
> >
> >Galen
>
>
> Henrik is :)
> I just contacted him a few days ago about it and the super videl as
> well
>
How does one contact him?

Galen

5148. Re: CTLink : status

Newsgroup: comp.sys.atari.st
Date: 2004-10-09 10:38:38 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410090238.4fe6dc15@posting.google.com>
Source record: 16793

atarigalen@yahoo.com (Galen) wrote in message
news:<4645be9.0410082231.4fe22f9f@posting.google.com>...
> twbrown <brown9344@bellsouth.net> wrote in message
news:<p5r8m09h7b0jptn6i4mbfi9ggkr11b1mqi@4ax.com>...
> > >OK, Rodolphe is taking registrations for the CTLink. Who is taking
> > >registrations for the EtherNAT?
> > >
> > >Galen
> >
> >
> > Henrik is :)
> > I just contacted him a few days ago about it and the super videl as
> > well
> >
> How does one contact him?

Either use telepathy (though you have to speak in binary), or go to
nature.atari.org, and click on HENCOX in the margin.

Coda.

5149. 1.44 floppy PCB now taking orders

Newsgroup: comp.sys.atari.st
Date: 2004-10-09 11:16:11 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4167c838$0$15105$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16794

http://www.cps-electronics.co.uk/144/HD4.htm

There has already been some reserves, There will be 30 manufactured PCB's,
First come first served basis.

Order now on paypal to reserve your parts.

PCB and parts will arrive in about 2 weeks from manufacture.

Should there be more than 30 orders, then I will consider a second batch,
orders must be 30 or more in each case.

Chris

5150. FS: Various Atari spares

Newsgroup: comp.sys.atari.st
Date: 2004-10-09 11:47:51 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0410090347.7c1d9dad@posting.google.com>
Source record: 16795

I have some Atari spare parts I no longer need. Full details (and photos) are at my website:

http://www.angelfire.com/vamp/dark_star/forsale.htm

5151. Re: ST IDE INTERFACE

Newsgroup: comp.sys.atari.st
Date: 2004-10-09 11:51:49 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4167d08b$0$15110$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16796

"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:0yk9d.17702$5O5.13305@news-server.bigpond.net.au...
> exxos wrote:
>> HI all,
>>
>> Somewhere I was looking at a page which had the wires soldered form the
>> IDE cable to the blitter chip area on the STFM. I dont think there was
>> anything IC's involved but can't remember, I've seen a couple of similar
>> ones which use 3 IC's on the ribbom cable.
>>
>> Does anyone have any ideas on this ? I would be very interested in
>> connecting to the blitter area for a internal IDE drive! if anyone has
>> link me back up with such pages then that would be great!
>>
>>
>> Chris
>
> It would be Joogn's web site.
>
>
> http://www.joogn.de/
>
> Mark

thats the sucker I was thinking about, theres not much info on it, the
diagram is very unclear and no descripion for it, has anyone managed to
build it and get it working ?

Chris

5152. Re: Just adjusting...

Newsgroup: comp.sys.atari.st
Date: 2004-10-09 14:13:41 UTC
From: phantomm@bellsouth.net
Message-ID: <pmS9d.64792$yp.228@bignews1.bellsouth.net>
Source record: 16797

On 8 Oct 2004 15:36:47 -, smeg wrote:

Not going to tell ya!!

8-)

5153. Re: ST IDE INTERFACE

Newsgroup: comp.sys.atari.st
Date: 2004-10-09 15:40:19 UTC
From: Michael Schwingen <news-1082710295@discworld.dascon.de>
Message-ID: <2sqf33F1p8jtmU1@uni-berlin.de>
Source record: 16798

In article <4167d08b$0$15110$cc9e4d1f@news-text.dial.pipex.com>,
exxos <exxos@home.co.uk> wrote:

>> It would be Joogn's web site.
>> http://www.joogn.de/

>thats the sucker I was thinking about, theres not much info on it, the
>diagram is very unclear and no descripion for it, has anyone managed to
>build it and get it working ?

What's so unclear? The photos show a prototype PCB with some ICs on it (seen
from the bottom) that is wired to the IDE cable - what makes you think it
does not match the schematic on the same site?

Furthermore, he links to
http://members.tripod.com/~piters/atari/astide.htm
where you find another schematic with GAL listings etc., which on a first
glance seems to describe a similar circuit, only using a GAL. It seems
Jo'ogn left out the two 74HCT245 bus drivers, which I would not advise when
using longer (ie. more than 5cm) IDE cables.

cu
Michael

5154. Re: FS: Various Atari spares

Newsgroup: comp.sys.atari.st
Date: 2004-10-09 18:15:16 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410091015.6dd66d49@posting.google.com>
Source record: 16799

dark_willow1981@lycos.com (Dark Willow) wrote in message
news:<168c84f1.0410090347.7c1d9dad@posting.google.com>...
> I have some Atari spare parts I no longer need. Full details (and
> photos) are at my website:
>
> http://www.angelfire.com/vamp/dark_star/forsale.htm

You mention that the Atari ST keyboard wont work with the Falcon. Actually they do.

Coda.

5155. Re: CTLink : status

Newsgroup: comp.sys.atari.st
Date: 2004-10-09 21:56:49 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <0gngm0h1qadfki5n2d509ei9t9ctiajg7j@4ax.com>
Source record: 16800

On 8 Oct 2004 23:31:45 -0700, atarigalen@yahoo.com (Galen) wrote:

>twbrown <brown9344@bellsouth.net> wrote in message
news:<p5r8m09h7b0jptn6i4mbfi9ggkr11b1mqi@4ax.com>...
>> >OK, Rodolphe is taking registrations for the CTLink. Who is taking
>> >registrations for the EtherNAT?
>> >
>> >Galen
>>
>>
>> Henrik is :)
>> I just contacted him a few days ago about it and the super videl as
>> well
>>
>How does one contact him?
>
>Galen
Well there is a link on his page http://nature.atari.org/
also saw another email address for him in a past posting here

Thomas

5156. Re: Many mean script-kiddies use the ATARI ST to distribute worms ! ! !

Newsgroup: comp.sys.atari.st
Date: 2004-10-09 22:01:58 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <msngm054402jfu5vlkf5cfm01iehku5rgg@4ax.com>
Source record: 16801

On Fri, 08 Oct 2004 07:29:24 -0400, gfa <lp@mint.org> wrote:

>in article 8d001dc6.0410072300.f11c805@posting.google.com, Brian Raab wrote
>on 10/8/04 3:00 AM:
>
>> The ATARI ST is the No.1 worms- and virus- sender , script-kiddies use
>> this system to send malicious programs around the world.
>>
>> It's only a matter of time, the US government will declare all
>> remaining ATARI STs WMDs and the FBI will collect them all.
>
>lol! The amiga is just as isolated from virus as ST.
>So all those will have to be collected as well. ;-)

LOL
I saw this same exact post in the Amiga forums a while ago (well
change the computer names) looks like someones fishing to me :)

5157. Re: ST IDE INTERFACE

Newsgroup: comp.sys.atari.st
Date: 2004-10-09 22:32:10 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41686a3f$0$15108$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16802

"Michael Schwingen" <news-1082710295@discworld.dascon.de> wrote in message
news:2sqf33F1p8jtmU1@uni-berlin.de...
> In article <4167d08b$0$15110$cc9e4d1f@news-text.dial.pipex.com>,
> exxos <exxos@home.co.uk> wrote:
>
>>> It would be Joogn's web site.
>>> http://www.joogn.de/
>
>>thats the sucker I was thinking about, theres not much info on it, the
>>diagram is very unclear and no descripion for it, has anyone managed to
>>build it and get it working ?
>
> What's so unclear? The photos show a prototype PCB with some ICs on it
> (seen
> from the bottom) that is wired to the IDE cable - what makes you think it
> does not match the schematic on the same site?

the "F" and the "0" marked on the left,

the (6) , (9) (35) means nothing ?
the "4 6 10" I assume are pin numbers, but it says LS133 & 4610, might be
4610 IC equiv or connect pins 4 6 10, unclear as to what it means, can't
assuming anything!

Actually what to connect to the IDE seems totally left out, theres just a
image of the connector, nothing to give a start to what solders where, again
can't assume such things. No info it will will work with HD DRiver or needs
anything else... too many unclear things and "assumptions"
What if we dont have TOS 206, nothing to what what to do, maybe its just me,
but I like to know 100% what I am building rather than take chances and
assume or guess to whats needed.

>
> Furthermore, he links to
> http://members.tripod.com/~piters/atari/astide.htm
> where you find another schematic with GAL listings etc., which on a first
> glance seems to describe a similar circuit, only using a GAL. It seems
> Jo'ogn left out the two 74HCT245 bus drivers, which I would not advise
> when
> using longer (ie. more than 5cm) IDE cables.

I was going to give that a go, I brought 5 gals to get them programmed but
seems a bit long winded if it can be done with a couple of logic chips.....

Chris

>
> cu
> Michael

5158. Re: Many mean script-kiddies use the AT

Newsgroup: comp.sys.atari.st
Date: 2004-10-09 22:36:03 UTC
From: john.smith@macrosoft.com
Message-ID: <ck9p4f$2lq$2@bagan.srce.hr>
Source record: 16803

```
LOL :D

On 8 Oct 2004 07:29:24 -, gfa wrote:
>in article 8d001dc6.0410072300.f11c805@posting.google.com, Brian Raab wrote
>on 10/8/04 3:00 AM:
>
>> The ATARI ST is the No.1 worms- and virus- sender , script-kiddies use
>> this system to send malicious programs around the world.
>>
>> It's only a matter of time, the US government will declare all
>> remaining ATARI STs WMDs and the FBI will collect them all.
>
>lol! The amiga is just as isolated from virus as ST.
>So all those will have to be collected as well. ;-)
>
>--
>FreeMiNT http://sparemint.atariforge.net/sparemint/ [Free your mind...]
>Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
>L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]
>
>
>.
```

5159. Re: Many mean script-kiddies use the AT

Newsgroup: comp.sys.atari.st
Date: 2004-10-10 08:01:47 UTC
From: Amigaboy <amigaboy@hi.htnet.hr>
Message-ID: <ckaq73$e35$1@bagan.srce.hr>
Source record: 16804

Cool nickname (GIC , GIC GIC) :-)

"debeli pajcek" <john.smith@macrosoft.com> wrote in message
news:ck9p4f$2lq$2@bagan.srce.hr...
>
> LOL :D
>
>
> On 8 Oct 2004 07:29:24 -, gfa wrote:
> >in article 8d001dc6.0410072300.f11c805@posting.google.com, Brian Raab
wrote
> >on 10/8/04 3:00 AM:
> >
> >> The ATARI ST is the No.1 worms- and virus- sender , script-kiddies use
> >> this system to send malicious programs around the world.
> >>
> >> It's only a matter of time, the US government will declare all
> >> remaining ATARI STs WMDs and the FBI will collect them all.
> >
> >lol! The amiga is just as isolated from virus as ST.
> >So all those will have to be collected as well. ;-)
> >
> >--
> >FreeMiNT http://sparemint.atariforge.net/sparemint/ [Free your
mind...]
> >Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
> >L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
Hades060]
> >
> >
> >.

5160. Atari ST software

Newsgroup: comp.sys.atari.st
Date: 2004-10-10 08:06:23 UTC
From: Amigaboy <amigaboy@hi.htnet.hr>
Message-ID: <ckaqfffef1@bagan.srce.hr>
Source record: 16805

I have a couple of questions about Atari ST software:
1.Floppy disks can be read on a classic PC ,right?
2. where can I download software from the web?
3. Can I simply format DD disks on a PC , copy a game on the floppy and play it on a ATARI ST?
Thanks in advance

P.S. Sorry for my bad english (but I`m trying :-))

5161. Atari Online News, Etc. $06-41

Newsgroup: comp.sys.atari.st
Date: 2004-10-10 12:52:07 UTC
From: danap8@aol.comno-spam
Message-ID: <20041010085207.03602.00002083@mb-m04.aol.com>
Source record: 16806

A-ONE #0641 10/08/04

~ Spyware? Go to Prison! ~ People Are Talking! ~ Halo 2 Finished!
~ Copyright Bill Dies! ~ 'Do Not Call' Stands! ~ CCAG 2004 News!
~ Spam Scam Shut Down! ~ New Mortal Kombat Out! ~ First Spyware Case!
~ Play Games, Win Cash! ~ Raster Music Tracker! ~ CSI Coming for Xbox

-* New Anti-Spyware Bill Passes *-
-* Judge Challenges EU Position On MS! *-
-* Logitron Games Are Released As Abandonware *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj*atarinews*org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

5162. Re: Atari ST software

Newsgroup: comp.sys.atari.st
Date: 2004-10-10 13:19:21 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.10.13.19.21.6187@darkforce.ky.org>
Source record: 16807

On Sun, 10 Oct 2004 10:06:23 +0200, Amigaboy wrote:

> I have a couple of questions about Atari ST software:
> 1.Floppy disks can be read on a classic PC ,right?
> 2. where can I download software from the web?
> 3. Can I simply format DD disks on a PC , copy a game on the floppy and play
> it on a ATARI ST?
> Thanks in advance
>
> P.S. Sorry for my bad english (but I`m trying :-))

1. Yes, unless some exotic format is used, a standard "PC" using Windows
or Linux should read them fine.
2. Google search for something like "download free Atari ST game" or
something. You can also get games that are already made up for some of the
Atari emulators like STeem and Hatari. A huge list is at:

http://steem.atari.st/automation.htm

I'm not sure how to convert those back to standard ST disks. Can someone
else here tell how? Thanks.

3. Normally, from TOS 1.4 up, my understanding is that the best way is to
format the DD disk on the Atari. The PC should have no trouble reading it
then. Not sure about TOS versions below 1.4...

PS Your English is fine! :-)

5163. Re: ST IDE INTERFACE

Newsgroup: comp.sys.atari.st
Date: 2004-10-10 13:22:05 UTC
From: Michael Schwingen <news-1082710295@discworld.dascon.de>
Message-ID: <2ssrbsF1o32c1U1@uni-berlin.de>
Source record: 16808

In article <41686a3f$0$15108$cc9e4d1f@news-text.dial.pipex.com>,
exxos <exxos@home.co.uk> wrote:

>> What's so unclear? The photos show a prototype PCB with some ICs on it
>> (seen
>> from the bottom) that is wired to the IDE cable - what makes you think it
>> does not match the schematic on the same site?
>
>
>the "F" and the "0" marked on the left,

Not sure what that's supposed to mean, but the signal names and pin numbers
are clear and sufficient.

>the (6) , (9) (35) means nothing ?

Not sure. However, it does not matter - what counts are the signal names.
Get a ST schematic and see where you can access these signals conveniently -
a good point may vary from board version to board version. I assume you can
get avarything you need at the CPU.

>the "4 6 10" I assume are pin numbers, but it says LS133 & 4610, might be
>4610 IC equiv or connect pins 4 6 10, unclear as to what it means, can't
>assuming anything!

They are clearly pin numbers, since pin 4 6 and 10 and not connected
elsewhere. Since they are inputs, they can not be left floating. However,
instead of connecting them to pin 7, I would rather tie them to VCC using a
resistor.

>Actually what to connect to the IDE seems totally left out, theres just a
>image of the connector, nothing to give a start to what solders where, again
>can't assume such things. No info it will will work with HD DRiver or needs

Then this is probably not the right project for you. This looks more like a
"works-for-me" project than a bulletproof instruction for people who just
want to solder the parts together without understanding what they do.

Since this looks like a stripped-down version of the interface at
http://members.tripod.com/~piters/atari/astide.htm,
I would suggect you build that one, since it looks better documented, has
the buffers in the data lines, and the IORDY logic that is missing in the
Jo'ogn schematic looks like this might work with more disk drives.

>I was going to give that a go, I brought 5 gals to get them programmed but
>seems a bit long winded if it can be done with a couple of logic chips.....

Go with the GAL. Multiple cascaded 74LS in the decode logic may well cause timing problems, and replacing them with 74AC or similar is not something you should attempt on a prototype board without some knowledge in highspeed digital design.

cu
Michael

5164. Re: Atari ST software

Newsgroup: comp.sys.atari.st
Date: 2004-10-10 16:43:48 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <ckbos4$63u$1@reader2.panix.com>
Source record: 16809

Yes, your English is fine, or at least workable.

The advice given is a bit incomplete. Only Windows 95 can read any Atari disk you might stick in the drive slot. DOS can be set up to read any disk you can stick in that slot. Other than that, format the disk on the Windows machine, and the Atari will read it.

This has been found to work on any version of Windows higher than Windows 95, and even with Dell machines, which seem to want something different than any other machine running Windows.

What you will find is not only what you wanted, but a whole batch of files to support a FAT32 file system. They cause no problems unless you try to erase a disk.

If that is a problem, copy the files you want to a ram disk, or a hard drive, if you have one connected, format the floppy, and copy the files back.

Linux, on the other hand, does follow the Microsoft Boot Sector Standard, which Microsoft does not follow, and should read Atari disks.

Jim

Ronald J. Hall <darklord@darkforce.ky.org> writes:

: On Sun, 10 Oct 2004 10:06:23 +0200, Amigaboy wrote:

: > I have a couple of questions about Atari ST software:
: > 1.Floppy disks can be read on a classic PC ,right?
: > 2. where can I download software from the web?
: > 3. Can I simply format DD disks on a PC , copy a game on the floppy and play
: > it on a ATARI ST?
: > Thanks in advance
: >
: > P.S. Sorry for my bad english (but I`m trying :-))

: 1. Yes, unless some exotic format is used, a standard "PC" using Windows
: or Linux should read them fine.
: 2. Google search for something like "download free Atari ST game" or
: something. You can also get games that are already made up for some of the
: Atari emulators like STeem and Hatari. A huge list is at:

: http://steem.atari.st/automation.htm

: I'm not sure how to convert those back to standard ST disks. Can someone
: else here tell how? Thanks.

: 3. Normally, from TOS 1.4 up, my understanding is that the best way is to
: format the DD disk on the Atari. The PC should have no trouble reading it
: then. Not sure about TOS versions below 1.4...

: PS Your English is fine! :-)

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

5165. Re: ST IDE INTERFACE

Newsgroup: comp.sys.atari.st
Date: 2004-10-10 17:25:25 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <2st9k5F1p764jU1@uni-berlin.de>
Source record: 16810

```
"exxos" <exxos@home.co.uk> wrote in message
news:41686a3f$0$15108$cc9e4d1f@news-text.dial.pipex.com...
>
> "Michael Schwingen" <news-1082710295@discworld.dascon.de> wrote in message
> news:2sqf33F1p8jtmU1@uni-berlin.de...
> > In article <4167d08b$0$15110$cc9e4d1f@news-text.dial.pipex.com>,
> > exxos <exxos@home.co.uk> wrote:
> >
> >>> It would be Joogn's web site.
> >>> http://www.joogn.de/
> >
> >>thats the sucker I was thinking about, theres not much info on it, the
> >>diagram is very unclear and no descripion for it, has anyone managed to
> >>build it and get it working ?
> >
> > What's so unclear? The photos show a prototype PCB with some ICs on it
> > (seen
> > from the bottom) that is wired to the IDE cable - what makes you think
it
> > does not match the schematic on the same site?
>
>
> the "F" and the "0" marked on the left,
>
> the (6) , (9) (35) means nothing ?
> the "4 6 10" I assume are pin numbers, but it says LS133 & 4610, might be
> 4610 IC equiv or connect pins 4 6 10, unclear as to what it means, can't
> assuming anything!
>
> Actually what to connect to the IDE seems totally left out, theres just a
> image of the connector, nothing to give a start to what solders where,
again
> can't assume such things. No info it will will work with HD DRiver or
needs
> anything else... too many unclear things and "assumptions"
> What if we dont have TOS 206, nothing to what what to do, maybe its just
me,
> but I like to know 100% what I am building rather than take chances and
> assume or guess to whats needed.
>

You don't need TOS2.06 to use IDE drives, just to boot from them. Load
AHDI 6 on a floppy and boot from that, That is what I do on my STE..
```

>
>
>
> >
> > Furthermore, he links to
> > http://members.tripod.com/~piters/atari/astide.htm
> > where you find another schematic with GAL listings etc., which on a
first
> > glance seems to describe a similar circuit, only using a GAL. It seems
> > Jo'ogn left out the two 74HCT245 bus drivers, which I would not advise
> > when
> > using longer (ie. more than 5cm) IDE cables.
>
> I was going to give that a go, I brought 5 gals to get them programmed but
> seems a bit long winded if it can be done with a couple of logic
chips.....
>
>
> Chris
>
>
>
> >
> > cu
> > Michael
>
>

5166. Re: ST IDE INTERFACE

Newsgroup: comp.sys.atari.st
Date: 2004-10-10 18:55:23 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41698547$0$916$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16811

```
>
> You don't need TOS2.06 to use IDE drives, just to boot from them. Load
> AHDI 6 on a floppy and boot from that, That is what I do on my STE..

Oh right, The norm seems to be use TOS 206 with IDE, will give it a try,

cheers,
Chris

>
>
>>
>>
>>
>> >
>> > Furthermore, he links to
>> > http://members.tripod.com/~piters/atari/astide.htm
>> > where you find another schematic with GAL listings etc., which on a
> first
>> > glance seems to describe a similar circuit, only using a GAL. It seems
>> > Jo'ogn left out the two 74HCT245 bus drivers, which I would not advise
>> > when
>> > using longer (ie. more than 5cm) IDE cables.
>>
>> I was going to give that a go, I brought 5 gals to get them programmed
>> but
>> seems a bit long winded if it can be done with a couple of logic
> chips.....
>>
>>
>> Chris
>>
>>
>>
>> >
>> > cu
>> > Michael
>>
>>
>
>
```

5167. Re: ST IDE INTERFACE

Newsgroup: comp.sys.atari.st
Date: 2004-10-10 18:56:02 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4169856e$0$916$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16812

"Michael Schwingen" <news-1082710295@discworld.dascon.de> wrote in message
news:2ssrbsF1o32c1U1@uni-berlin.de...
> In article <41686a3f$0$15108$cc9e4d1f@news-text.dial.pipex.com>,
> exxos <exxos@home.co.uk> wrote:
>
>>> What's so unclear? The photos show a prototype PCB with some ICs on it
>>> (seen
>>> from the bottom) that is wired to the IDE cable - what makes you think
>>> it
>>> does not match the schematic on the same site?
>>
>>
>>the "F" and the "0" marked on the left,
>
> Not sure what that's supposed to mean, but the signal names and pin
> numbers
> are clear and sufficient.
>
>>the (6) , (9) (35) means nothing ?
>
> Not sure. However, it does not matter - what counts are the signal names.
> Get a ST schematic and see where you can access these signals
> conveniently -
> a good point may vary from board version to board version. I assume you
> can
> get avarything you need at the CPU.
>
>>the "4 6 10" I assume are pin numbers, but it says LS133 & 4610, might be
>>4610 IC equiv or connect pins 4 6 10, unclear as to what it means, can't
>>assuming anything!
>
> They are clearly pin numbers, since pin 4 6 and 10 and not connected
> elsewhere. Since they are inputs, they can not be left floating. However,
> instead of connecting them to pin 7, I would rather tie them to VCC using
> a
> resistor.
>
>>Actually what to connect to the IDE seems totally left out, theres just a
>>image of the connector, nothing to give a start to what solders where,
>>again
>>can't assume such things. No info it will will work with HD DRiver or
>>needs
>
> Then this is probably not the right project for you. This looks more like

> a
> "works-for-me" project than a bulletproof instruction for people who just
> want to solder the parts together without understanding what they do.
>
> Since this looks like a stripped-down version of the interface at
> http://members.tripod.com/~piters/atari/astide.htm,
> I would suggect you build that one, since it looks better documented, has
> the buffers in the data lines, and the IORDY logic that is missing in the
> Jo'ogn schematic looks like this might work with more disk drives.
>
>>I was going to give that a go, I brought 5 gals to get them programmed but
>>seems a bit long winded if it can be done with a couple of logic
>>chips.....
>
> Go with the GAL. Multiple cascaded 74LS in the decode logic may well cause
> timing problems, and replacing them with 74AC or similar is not something
> you should attempt on a prototype board without some knowledge in
> highspeed
> digital design.
>

Yeah, if its a better design, then its worth giving that a try!

Cheers,
Chris

> cu
> Michael

5168. Re: Atari ST software

Newsgroup: comp.sys.atari.st
Date: 2004-10-10 21:33:39 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.10.21.33.39.333423@darkforce.ky.org>
Source record: 16813

On Sun, 10 Oct 2004 16:43:48 +0000, Jim DeClercq wrote:

> : 3. Normally, from TOS 1.4 up, my understanding is that the best way is to
> : format the DD disk on the Atari. The PC should have no trouble reading it
> : then. Not sure about TOS versions below 1.4...

Er, Jim got that right, I had it backwards - do format it on the Windows
'95 PC, then it should be fine for your Atari.

Guess my keyboard dyslexia is showing again! :-)

5169. Re: HD Floppy Drive on Mega STe

Newsgroup: comp.sys.atari.st
Date: 2004-10-11 00:16:30 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10mjk6tmtuetr7f@corp.supernews.com>
Source record: 16814

"Misc User" <MrArkus@comcast.net> wrote in message
news:9K-dnZUwf5PwPfncRVn-tQ@comcast.com...
> I just got a new Mega STe, with 2.05 TOS. I would like to upgrade it to
the
> 1.44Mb floppy drive. Is this a simple task, or is some serious work
> involved?
>
> Thanks for any help.

You can look for a Epson SMD-300 or 340 HD drive, its a drop in replacement.
I have a spare I can sell you.

Tim

5170. Re: Atari ST software

Newsgroup: comp.sys.atari.st
Date: 2004-10-11 07:35:40 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <ckdcvnig1@gemini.csx.cam.ac.uk>
Source record: 16815

"Amigaboy" <amigaboy@hi.htnet.hr> wrote in message
news:ckaqfffef1@bagan.srce.hr...
> I have a couple of questions about Atari ST software:
> 1.Floppy disks can be read on a classic PC ,right?

As others have mentioned here I can be read on a classic PC, in my experiance PC's running DOS, Win 3.x, Win 95, 98 and NT are fine, but my Laptop Running XP wont recognize the Floppy and therefore can't read it.
Has anyone got XP to read 720K floppies? Maybe this is because I am using the BIOS USB driver (as it appears to work) and so have not installed the driver software that came with the USB floppy drive, anyone know if that would make a difference?

Just one thing, when using an Windows OS other than DOS or Win 3.x everytime you copy something to the floppy Windows also places empty files with names like Aa, Bb on the floppy but you can not see them. Eventually these will cause the ST to fail to recognise the floppy. Sometimes by using ST Tools to locate and delete these files will allow you access to the floppy once more but this is only a temperary measure and you will eventually need to re-format the floppy.
I recommend using one ot two floppies for copying file from a PC to ST and then use the ST to copy them to another floppy before you use the downloaded software.

> 2. where can I download software from the web?

The univercity of Michigan arechive is a good place to start, do a web serach for "Atari archives"

> 3. Can I simply format DD disks on a PC , copy a game on the floppy and play
> it on a ATARI ST?

Yes, if it uses the operating systems listed above. When you click the format a box will appear with the format size set to 1.44 as a default, by clicking on this the 720K option should appear just select that and proceed.
Again I am unsure if this is possible using XP as I appear to have no formatting potion selection, its fixed at 1.44, also XP uses a different FAT format from those operating systems listed above (not FAT32), if this new format is also used on floppies I doubt if an ST will be able to access them.

If the program file you download has either a .MSA or .ST file extension it is a disk image file for use with emulators and will need

converting back to a real floppy before you cna use it - look for a program called MakeDisk which allows you to both create and restore disk images.
If the programs have a .ZIP or .LZH they have been compressed using ZIP and Lharc respecively and will need uncompressing before you can use them - ZIP files can be uncompresed using either PC or ST ZIP programs.

If you have TOS<1.4 you will need to format on the PC if you have TOS 1.4 or higher you can format on either machine but on the PC is probably best.

Stephen Moss

5171. Re: HD Floppy Drive on Mega STe

Newsgroup: comp.sys.atari.st
Date: 2004-10-11 12:34:52 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410110434.2b2c2c76@posting.google.com>
Source record: 16816

"Tim" <tjlazer@CRAPmail.com> wrote in message news:<10mjk6tmtuetr7f@corp.supernews.com>...
> "Misc User" <MrArkus@comcast.net> wrote in message
> news:9K-dnZUwf5PwPfncRVn-tQ@comcast.com...
> > I just got a new Mega STe, with 2.05 TOS. I would like to upgrade it to
> the
> > 1.44Mb floppy drive. Is this a simple task, or is some serious work
> > involved?
> >
> > Thanks for any help.
>
> You can look for a Epson SMD-300 or 340 HD drive, its a drop in replacement.
> I have a spare I can sell you.
>
> Tim

ONLY if the you have the right GAL and corresponding WD1772...

Coda

5172. Re: Atari ST software

Newsgroup: comp.sys.atari.st
Date: 2004-10-11 15:21:48 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410110721.1c44f116@posting.google.com>
Source record: 16817

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:<ckdcvnig1@gemini.csx.cam.ac.uk>...
> "Amigaboy" <amigaboy@hi.htnet.hr> wrote in message
> news:ckaqfffef1@bagan.srce.hr...
> > I have a couple of questions about Atari ST software:
> > 1.Floppy disks can be read on a classic PC ,right?
>
> As others have mentioned here I can be read on a classic PC, in my
> experiance PC's running DOS, Win 3.x, Win 95, 98 and NT are fine, but
> my Laptop Running XP wont recognize the Floppy and therefore can't
> read it.
> Has anyone got XP to read 720K floppies? Maybe this is because I am
> using the BIOS USB driver (as it appears to work) and so have not
> installed the driver software that came with the USB floppy drive,
> anyone know if that would make a difference?

Windows XP has no native support for 720K floppies. It CAN read and
write them (at least on my machine), but it cannot (read WONT) format
them. I downloaded a tool that will format disks of any capacity but I
cant remember the name of it now. You can use that tool in XP to
format the disk if you wish, and then use it on the atari, but to be
honest its probably better to format it on the atari using the
required sectors/tracks and then write it on the PC (If you use
makedisk dont let it try to reformat the disk). Note, that TOS >= 1.4
desktop formats the disk to msdos standard. If you use <=TOS 1.4 then
the disk wont be readable in msdos/windows/xp whatever (a re-iteration
of what you stated already!).

> Just one thing, when using an Windows OS other than DOS or Win 3.x
> everytime you copy something to the floppy Windows also places empty
> files with names like Aa, Bb on the floppy but you can not see them.
> Eventually these will cause the ST to fail to recognise the floppy.
> Sometimes by using ST Tools to locate and delete these files will
> allow you access to the floppy once more but this is only a temperary
> measure and you will eventually need to re-format the floppy.
> I recommend using one ot two floppies for copying file from a PC to ST
> and then use the ST to copy them to another floppy before you use the
> downloaded software.

Funny, I was looking at this last night. It seems to be when you copy
files with long filenames onto a disk with windows and try to read it
back on the atari (In my case it was written on my XP laptop onto a
1.44mb floppy to read in my falcon). I think windows is adding entries
in the directory to hold the information for the long filenames which
TOS cannot understand.

> > 2. where can I download software from the web?
>
> The univercity of Michigan arechive is a good place to start, do a web
> serach for "Atari archives"

ftp://193.190.204.128/atari

There are a few mirrors here of atari ftp sites:

http://storage.atari-source.com/atari/mirrors/

I think thats Mark Duckworth's mirror.

Coda.

5173. Re: Atari ST software

Newsgroup: comp.sys.atari.st
Date: 2004-10-11 16:06:13 UTC
From: Andy Ball <null@not.valid>
Message-ID: <Vbyad.275$6k2.256@newsread3.news.pas.earthlink.net>
Source record: 16818

Hello Jim,

JDC> Only Windows 95 can read any Atari disk you might
> stick in the drive slot. DOS can be set up to read
> any disk you can stick in that slot.

How does MS Windows 95 treat 3.5" diskettes differently from
DOS? Is it that MS Windows is more ready to work with disks
that use an unusual number of sectors per track, cylinders
per disk etc?

JDC> What you will find is not only what you wanted, but a
> whole batch of files to support a FAT32 file system.
> They cause no problems unless you try to erase a
> disk.

What does FAT32 have to do with floppy disks? Surely they
are usually FAT12?

- Andy Ball

5174. Just got my greddy fingers on a 260 ST ....But no power adapter...Need info

Newsgroup: comp.sys.atari.st
Date: 2004-10-11 16:41:04 UTC
From: Amigaboy <amigaboy@hi.htnet.hr>
Message-ID: <cked2u$rv9$1@bagan.srce.hr>
Source record: 16819

Was googling around and find that it has 256 or 512 kb ram:-)
That is only made for europe/usa market :-)
It has a 360/720 kb floppy drive , internal or external....:-)
My doesnt have a floppy inside the case....
So I would like some TRUE information about this computer , which TOS it
uses , system specifications etc , because I cant start my own Atari...

TIA

5175. Re: Atari ST software

Newsgroup: comp.sys.atari.st
Date: 2004-10-11 17:21:11 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <ckefe7$1jg$1@reader2.panix.com>
Source record: 16820

Windows 95 was Microsoft's last floppy disk distribution of what they call an operating system. It would save one disk per copy if they formatted the disks to 1.62 megs, and to do that, they had to write an operating system that would actually look at the boot sector to find out how many tracks and sectors it had. Windows did not do that before or since, but Atari and other machines always have.

DOS could, and maybe still can, set up a drive letter with separate information as to tracks and sectors. So, to read a disk with that many tracks and sectors, you change directory to that drive letter, and ls or dir will let ou read the disk. For further information, read up on CPM. DOS is CPM with relocating loader, updated as necessary, and absolutely unchanged for a long time.

Floppy disks are not inherently anything. Formatting them gives them a File Address Table. One thing you might learn is that if you put a FAT12 formatted disk into a Windows machine, it will write a FAT32 file system to it, with subdirectory-like files to store 32 character file names. Those subdirectories cause troubles if you are trying to copy disks on an Atari, because TOS does not know about such things.

If you use MiNT, you can make your floppy drive a FAT32 drive, and read Windows disks without problems.

Jim

Andy Ball <null@not.valid> writes:

: Hello Jim,

: JDC> Only Windows 95 can read any Atari disk you might
: > stick in the drive slot. DOS can be set up to read
: > any disk you can stick in that slot.

: How does MS Windows 95 treat 3.5" diskettes differently from
: DOS? Is it that MS Windows is more ready to work with disks
: that use an unusual number of sectors per track, cylinders
: per disk etc?

: JDC> What you will find is not only what you wanted, but a
: > whole batch of files to support a FAT32 file system.
: > They cause no problems unless you try to erase a
: > disk.

: What does FAT32 have to do with floppy disks? Surely they
: are usually FAT12?

: - Andy Ball

```
--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.
```

5176. Just got my CT60 = questions... :-)

Newsgroup: comp.sys.atari.st
Date: 2004-10-11 20:16:28 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.11.20.16.26.910148@darkforce.ky.org>
Source record: 16821

Okay, I was lucky, I got in on the tail end of the CT60 list and it just came in the mail a few days ago.

Its one with the 50mhz CPU. However, I picked up a 60mhz 68060 off of Ebay. There is a 2nd oscillator in the CT60 package - 66mhz. So, can I just switch out the CPUs and the oscillators?

Next. When I had a Falcon before, I had a Nemesis accelerator installed and I could run an 800x600 desktop, with 256 colors. Can I get extended colors and resolutions with the CT60, or do I have to do the mods on the bus and DSP?

I would definitely like to be able to switch back to "pure" 68030 mode for software that is incompatible with the 68060. Is this very hard? I can solder a little bit, but I don't want to get knee-deep into something thats over my head and beyond my meager skills.

Thanks guys! :-)

5177. Re: ST IDE INTERFACE

Newsgroup: comp.sys.atari.st
Date: 2004-10-11 20:18:00 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <2t083pF1pu4qjU1@uni-berlin.de>
Source record: 16822

"exxos" <exxos@home.co.uk> wrote in message
news:41698547$0$916$cc9e4d1f@news-text.dial.pipex.com...
> >
> > You don't need TOS2.06 to use IDE drives, just to boot from them. Load
> > AHDI 6 on a floppy and boot from that, That is what I do on my STE..
>
> Oh right, The norm seems to be use TOS 206 with IDE, will give it a try,
>

TOS 2.06 understand about IDE drives and will autoboot without a floppy but
you still need a Hard Disk driver that understands IDE. I think you can use
HD Driver or AHDI (possibly others).

> cheers,
> Chris
>
>
>
>
> >
> >
> >>
> >>
> >>
> >> >
> >> > Furthermore, he links to
> >> > http://members.tripod.com/~piters/atari/astide.htm
> >> > where you find another schematic with GAL listings etc., which on a
> > first
> >> > glance seems to describe a similar circuit, only using a GAL. It
seems
> >> > Jo'ogn left out the two 74HCT245 bus drivers, which I would not
advise
> >> > when
> >> > using longer (ie. more than 5cm) IDE cables.
> >>
> >> I was going to give that a go, I brought 5 gals to get them programmed
> >> but
> >> seems a bit long winded if it can be done with a couple of logic
> > chips.....
> >>
> >>
> >> Chris
> >>
> >>

> >>
> >> >
> >> > cu
> >> > Michael
> >>
> >>
> >
> >
>
>

5178. Re: Just got my CT60 = questions... :-)

Newsgroup: comp.sys.atari.st
Date: 2004-10-11 20:32:40 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <s9rlm0t58nblbsfvdbjvlrjasmeaj4126d@4ax.com>
Source record: 16823

On Mon, 11 Oct 2004 16:16:28 -0400, "Ronald J. Hall"
<darklord@darkforce.ky.org> wrote:

>Okay, I was lucky, I got in on the tail end of the CT60 list and it just
>came in the mail a few days ago.
>
>Its one with the 50mhz CPU. However, I picked up a 60mhz 68060 off of Ebay.
>There is a 2nd oscillator in the CT60 package - 66mhz. So, can I just
>switch out the CPUs and the oscillators?
>
>Next. When I had a Falcon before, I had a Nemesis accelerator installed
>and I could run an 800x600 desktop, with 256 colors. Can I get extended
>colors and resolutions with the CT60, or do I have to do the mods on the
>bus and DSP?
>
>I would definitely like to be able to switch back to "pure" 68030 mode for
>software that is incompatible with the 68060. Is this very hard? I can
>solder a little bit, but I don't want to get knee-deep into something
>thats over my head and beyond my meager skills.
>
>Thanks guys! :-)

WOOT!
Grats on getting the CT-60 :)
I still haven't gotten around to recasing my Falcon and installing the
CT yet, still waiting on a few bits before I begin (need the 14mb
upgrade board but on the list for it atm) as soon as i get everthing
here gonna start...then the questions will begin ;P

Thomas

5179. Re: ST IDE INTERFACE

Newsgroup: comp.sys.atari.st
Date: 2004-10-11 21:24:52 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <416af9ec$0$15995$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16824

"David Wade" <g8mqw@yahoo.com> wrote in message
news:2t083pF1pu4qjU1@uni-berlin.de...
> "exxos" <exxos@home.co.uk> wrote in message
> news:41698547$0$916$cc9e4d1f@news-text.dial.pipex.com...
>> >
>> > You don't need TOS2.06 to use IDE drives, just to boot from them. Load
>> > AHDI 6 on a floppy and boot from that, That is what I do on my STE..
>>
>> Oh right, The norm seems to be use TOS 206 with IDE, will give it a try,
>>
>
> TOS 2.06 understand about IDE drives and will autoboot without a floppy
> but
> you still need a Hard Disk driver that understands IDE. I think you can
> use
> HD Driver or AHDI (possibly others).
>

I have HD8 and that works with IDE on my falcon, will give it a try on my
STE, have to build the interface first! Might try on a old FM to start with
and see how it goes....

Chris

>> cheers,
>> Chris
>>
>>
>>
>>
>> >
>> >
>> >>
>> >>
>> >>
>> >> >
>> > Furthermore, he links to
>> > http://members.tripod.com/~piters/atari/astide.htm
>> > where you find another schematic with GAL listings etc., which on a
>> > first
>> > glance seems to describe a similar circuit, only using a GAL. It
> seems
>> > Jo'ogn left out the two 74HCT245 bus drivers, which I would not
> advise
>> > when

>> >> > using longer (ie. more than 5cm) IDE cables.
>> >>
>> >> I was going to give that a go, I brought 5 gals to get them programmed
>> >> but
>> >> seems a bit long winded if it can be done with a couple of logic
>> > chips.....
>> >>
>> >>
>> >> Chris
>> >>
>> >>
>> >>
>> >> >
>> >> > cu
>> >> > Michael
>> >>
>> >>
>> >
>> >
>>
>>
>
>

5180. Re: Just got my greddy fingers on a 260 ST ....But no power adapter...Need info

Newsgroup: comp.sys.atari.st
Date: 2004-10-11 21:49:32 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10mlvvd96sl1t19@corp.supernews.com>
Source record: 16826

"Amigaboy" <amigaboy@hi.htnet.hr> wrote in message
news:cked2u$rv9$1@bagan.srce.hr...
> Was googling around and find that it has 256 or 512 kb ram:-)
> That is only made for europe/usa market :-)
> It has a 360/720 kb floppy drive , internal or external....:-)
> My doesnt have a floppy inside the case....
> So I would like some TRUE information about this computer , which TOS it
> uses , system specifications etc , because I cant start my own Atari...
>
>
> TIA
>
>

If the drive / power supply is internal then it is not a 260ST. The 260ST
looks like the 520ST, in that it is just the keyboard, the PS and floppy are
External only.

Tim

5181. Re: Just got my CT60 = questions... :-)

Newsgroup: comp.sys.atari.st
Date: 2004-10-11 21:55:17 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.11.21.55.17.708504@darkforce.ky.org>
Source record: 16825

On Mon, 11 Oct 2004 16:32:40 -0400, twbrown wrote:

> WOOT!
> Grats on getting the CT-60 :)
> I still haven't gotten around to recasing my Falcon and installing the
> CT yet, still waiting on a few bits before I begin (need the 14mb
> upgrade board but on the list for it atm) as soon as i get everthing
> here gonna start...then the questions will begin ;P
>
> Thomas

Thanks, I can't wait (itching even!) to get it up and running. :-)

I've already got my Falcon recased into the Wizztronics Rack.

5182. Re: Just got my CT60 = questions... :-)

Newsgroup: comp.sys.atari.st
Date: 2004-10-11 23:53:45 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <falcon060-76BAAD.19534511102004@news.isp.giganews.com>
Source record: 16827

In article <pan.2004.10.11.20.16.26.910148@darkforce.ky.org>,
"Ronald J. Hall" <darklord@darkforce.ky.org> wrote:

Hello Ronald,

> Okay, I was lucky, I got in on the tail end of the CT60 list and it just
> came in the mail a few days ago.

Congratulations!!!!!

>
> Its one with the 50mhz CPU. However, I picked up a 60mhz 68060 off of Ebay.
> There is a 2nd oscillator in the CT60 package - 66mhz. So, can I just
> switch out the CPUs and the oscillators?

Should not be an issue at all. You might even get lucky and be able to
pick up a 72 mhz. osc. and run your 68060 at 72 mhz. like mine.
Remember overclock at your own risk. But, I have had great success at
72 mhz. Is there anyway of telling whether yours is a E41J mask 1 I
believe.

>
> Next. When I had a Falcon before, I had a Nemesis accelerator installed
> and I could run an 800x600 desktop, with 256 colors. Can I get extended
> colors and resolutions with the CT60, or do I have to do the mods on the
> bus and DSP?

I am sure this would help because this also affects the VIDEL circuit
and makes the VIDEL run at 40 or 50 mhz. Rather than the stock 32 mhz.
But I dont believe that it is necessary. I had Rodolphe do my upgrade
to my Falcon MOBO and CT60 and he was very timely at getting it turned
around. And the speed improvement is noticeable doing the BUS speed
from 16 mhz to 25 mhz. The other advantage is DISK accesses were also
increased. VIDEO and DSP are increased as well as the DISK and of
course the STRam access and Falcon MOBO speed will be higher.

>
> I would definitely like to be able to switch back to "pure" 68030 mode for
> software that is incompatible with the 68060. Is this very hard? I can
> solder a little bit, but I don't want to get knee-deep into something
> thats over my head and beyond my meager skills.

In my experience with the CT60 and my Falcon is if it does not run on a
68060 it must be pretty old software and that I should find a newer
program that does something similar. But if you need to go into 030
mode look on Rodolphe's web page and find where it talks about the PINS
towards the back of the board behind the SDRam module and find the 2

pins that make it possible to bootup in 030 mode. I believe that single row of pins towards the back of that board the first two on the left are for power the next two are for 030 and 060 modes switching

Thanks,
Carey

>
> Thanks guys! :-)
>

5183. Re: Just got my CT60 = questions... :-)

Newsgroup: comp.sys.atari.st
Date: 2004-10-12 03:00:34 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.12.03.00.34.725499@darkforce.ky.org>
Source record: 16828

On Mon, 11 Oct 2004 19:53:45 -0400, Carey Christenson wrote:

> Congratulations!!!!!

Thanks!

> Should not be an issue at all. You might even get lucky and be able to
> pick up a 72 mhz. osc. and run your 68060 at 72 mhz. like mine.
> Remember overclock at your own risk. But, I have had great success at
> 72 mhz. Is there anyway of telling whether yours is a E41J mask 1 I
> believe.

I'll take a look and see - I did pass a picture of it along to Rodolphe
who seemed to think it was a "good" one. :-)

> I am sure this would help because this also affects the VIDEL circuit
> and makes the VIDEL run at 40 or 50 mhz. Rather than the stock 32 mhz.
> But I dont believe that it is necessary. I had Rodolphe do my upgrade
> to my Falcon MOBO and CT60 and he was very timely at getting it turned
> around. And the speed improvement is noticeable doing the BUS speed
> from 16 mhz to 25 mhz. The other advantage is DISK accesses were also
> increased. VIDEO and DSP are increased as well as the DISK and of
> course the STRam access and Falcon MOBO speed will be higher.

Okay, I sure do appreciate the info.

> In my experience with the CT60 and my Falcon is if it does not run on a
> 68060 it must be pretty old software and that I should find a newer
> program that does something similar. But if you need to go into 030
> mode look on Rodolphe's web page and find where it talks about the PINS
> towards the back of the board behind the SDRam module and find the 2
> pins that make it possible to bootup in 030 mode. I believe that single
> row of pins towards the back of that board the first two on the left are
> for power the next two are for 030 and 060 modes switching
>
> Thanks,
> Carey

Well, I was thinking of games and all those cool Falcon demos. :-)

From what I read, this has to be a true on/off switch, and not the
momentary kind?

Thanks.

5184. Re: Just got my CT60 = questions... :-)

Newsgroup: comp.sys.atari.st
Date: 2004-10-12 06:24:55 UTC
From: Mark D <mducksub@notspamatari-source.com>
Message-ID: <pan.2004.10.12.06.24.53.918689@notspamatari-source.com>
Source record: 16847

On Mon, 11 Oct 2004 23:00:34 -0400, Ronald J. Hall wrote:

> On Mon, 11 Oct 2004 19:53:45 -0400, Carey Christenson wrote:
>
>> Congratulations!!!!!
>
> Thanks!
>
>> Should not be an issue at all. You might even get lucky and be able to
>> pick up a 72 mhz. osc. and run your 68060 at 72 mhz. like mine.
>> Remember overclock at your own risk. But, I have had great success at
>> 72 mhz. Is there anyway of telling whether yours is a E41J mask 1 I
>> believe.
>
> I'll take a look and see - I did pass a picture of it along to Rodolphe
> who seemed to think it was a "good" one. :-)
>
>> I am sure this would help because this also affects the VIDEL circuit
>> and makes the VIDEL run at 40 or 50 mhz. Rather than the stock 32 mhz.
>> But I dont believe that it is necessary. I had Rodolphe do my upgrade
>> to my Falcon MOBO and CT60 and he was very timely at getting it turned
>> around. And the speed improvement is noticeable doing the BUS speed
>> from 16 mhz to 25 mhz. The other advantage is DISK accesses were also
>> increased. VIDEO and DSP are increased as well as the DISK and of
>> course the STRam access and Falcon MOBO speed will be higher.
>
> Okay, I sure do appreciate the info.
>
>> In my experience with the CT60 and my Falcon is if it does not run on a
>> 68060 it must be pretty old software and that I should find a newer
>> program that does something similar. But if you need to go into 030
>> mode look on Rodolphe's web page and find where it talks about the PINS
>> towards the back of the board behind the SDRam module and find the 2
>> pins that make it possible to bootup in 030 mode. I believe that single
>> row of pins towards the back of that board the first two on the left are
>> for power the next two are for 030 and 060 modes switching
>>
>> Thanks,
>> Carey
>
> Well, I was thinking of games and all those cool Falcon demos. :-)
>
> From what I read, this has to be a true on/off switch, and not the
> momentary kind?

Yes it has to be a true on/off switch. I hijacked mine from an old PC case that had a turbo switch ;-) These are the right type of switches. In a pinch, a simple pc jumper works just as well.

Thanks,
Mark
http://portal.atari-source.com

5185. Re: Just got my CT60 = questions... :-)

Newsgroup: comp.sys.atari.st
Date: 2004-10-12 08:29:31 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410120029.2be793b4@posting.google.com>
Source record: 16830

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:<pan.2004.10.12.03.00.34.725499@darkforce.ky.org>...
> On Mon, 11 Oct 2004 19:53:45 -0400, Carey Christenson wrote:
>
>
> From what I read, this has to be a true on/off switch, and not the
> momentary kind?

Yes, you could do with a "Turbo" switch from an older PC case, or any
switch that latches on/off.

If you are getting a decent SIMM card, then do the with solder upgrade
and use the 25mhz bus upgrade. Its well worth it.

Coda.

5186. Re: Just got my greddy fingers on a 260 ST ....But no power adapter...Need info

Newsgroup: comp.sys.atari.st
Date: 2004-10-12 08:33:40 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410120033.f369d7d@posting.google.com>
Source record: 16829

"Amigaboy" <amigaboy@hi.htnet.hr> wrote in message news:<cked2u$rv9$1@bagan.srce.hr>...
> Was googling around and find that it has 256 or 512 kb ram:-)
> That is only made for europe/usa market :-)
> It has a 360/720 kb floppy drive , internal or external....:-)
> My doesnt have a floppy inside the case....
> So I would like some TRUE information about this computer , which TOS it
> uses , system specifications etc , because I cant start my own Atari...

No PSU, no Floppy drive, and no TOS. You need all of these before you
can do anything. Tos for these machines came on a disk.

Coda.

5187. Re: Just got my CT60 = questions... :-)

Newsgroup: comp.sys.atari.st
Date: 2004-10-12 12:11:10 UTC
From: sf0218@aol.com
Message-ID: <20041012081110.02938.00001871@mb-m11.aol.com>
Source record: 16831

Congrats on being able to acquire a CT60!!!
You definitely lucked out cause that last run is Rodolphe's final one.

Enjoy!!!!!!!!!

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 128mb Fastram,14mb STram, 4gig hdd

5188. Re: Just got my greddy fingers on a 260 ST ....But no power adapter...Need info

Newsgroup: comp.sys.atari.st
Date: 2004-10-12 14:56:22 UTC
From: chris <chris@ntlworld.com>
Message-ID: <qgSad.2017$4y4.1014@newsfe3-win.ntli.net>
Source record: 16832

```
"chris" <chris@ntlworld.com> wrote in message
news:6fSad.2014$4y4.586@newsfe3-win.ntli.net...
>
> "smeg" <smeg_007@hotmail.com> wrote in message
> news:4aa4f5cb.0410120033.f369d7d@posting.google.com...
>> "Amigaboy" <amigaboy@hi.htnet.hr> wrote in message
>> news:<cked2u$rv9$1@bagan.srce.hr>...
>>> Was googling around and find that it has 256 or 512 kb ram:-)
>>> That is only made for europe/usa market :-)
>>> It has a 360/720 kb floppy drive , internal or external....:-)
>>> My doesnt have a floppy inside the case....
>>> So I would like some TRUE information about this computer , which TOS it
>>> uses , system specifications etc , because I cant start my own Atari...
>>
>> No PSU, no Floppy drive, and no TOS. You need all of these before you
>> can do anything. Tos for these machines came on a disk.
>>
>

They also have a nice rainbow Atari boot screen :-)

---
Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.772 / Virus Database: 519 - Release Date: 01/10/2004
```

5189. TeraDesk 3.40 is available

Newsgroup: comp.sys.atari.st
Date: 2004-10-12 16:36:48 UTC
From: vdjole@EUnet.yu
Message-ID: <ckh16u$sd4$1@news.eunet.yu>
Source record: 16840

Version 3.40 of TeraDesk open-source desktop is available at:

http://solair.eunet.yu/~vdjole/teradesk.htm

TeraDesk is currently the only open-souce desktop available for 16-bit
and 32-bit Atari computers. Developers' goal has been to maintain TeraDesk
as a small, simple, fast and reliable desktop, which would be functional
and competetive in the modern multitasking environments and all flavours
and versions of TOS-compatible operating system(s), while keeping, as
much as reasonable, familiarity with the original TOS desktop.

A number of improvements have been made since the last published version,
and also some bug-fixes. See the history file for details.

Have fun.

5190. Re: Atari ST software

Newsgroup: comp.sys.atari.st
Date: 2004-10-12 16:48:03 UTC
From: Andy Ball <null@not.valid>
Message-ID: <7VTad.1269$6k2.89@newsread3.news.pas.earthlink.net>
Source record: 16834

Hello Jim,

JDC> Windows 95 was Microsoft's last floppy disk
> distribution of what they call an operating system.
> It would save one disk per copy if they formatted the
> disks to 1.62 megs, and to do that, they had to write
> an operating system that would actually look at the
> boot sector to find out how many tracks and sectors
> it had. Windows did not do that before or since, but
> Atari and other machines always have.

Microsoft removed this functionality from MS Windows after
the Windows 95 releases?

JDC> For further information, read up on CPM. DOS is CPM
> with relocating loader, updated as necessary, and
> absolutely unchanged for a long time.

I remember CP/M :-) ISTR DOS remained somewhat CP/M
compatible in its diskette format until PC-DOS 2, when
heirarchical directories were introduced. I'm not sure how
DOS handled information in CP/M user areas: did it just
"see" the files in user area 0?

CP/M's family tree gets sort of odd. DOS was a (probably
illicit) clone of CP/M, but then DOS dragged in heirarchical
directories and i/o redirection from Unix, then DOSPLUS
dragged them in from DOS... I'm guessing TOS and CDOS got
them from DOSPLUS. I should check.

JDC> One thing you might learn is that if you put a FAT12
> formatted disk into a Windows machine, it will write
> a FAT32 file system to it, with subdirectory-like
> files to store 32 character file names.

I'm surprised by that. I had just assumed they used a VFAT
extension on a FAT12 filesystem.

- Andy Ball.

5191. Re: Atari ST software

Newsgroup: comp.sys.atari.st
Date: 2004-10-12 17:36:22 UTC
From: Andy Ball <null@not.valid>
Message-ID: <qCUad.1295$6k2.1096@newsread3.news.pas.earthlink.net>
Source record: 16848

ASB> CP/M's family tree gets sort of odd. DOS was a
> (probably illicit) clone of CP/M, but then DOS
> dragged in heirarchical directories and i/o
> redirection from Unix, then DOSPLUS dragged them in
> from DOS... I'm guessing TOS and CDOS got them from
> DOSPLUS. I should check.

Looking at my notes, I think I had that arse-backwards. DOS
Plus and TOS probably got their heirarchical directories,
i/o redirection etc. from CDOS.

ASB> I'm surprised by that. I had just assumed they used
> a VFAT extension on a FAT12 filesystem.

Admittedly I know very little about VFAT.

- Andy Ball

5192. Re: Giving credit where its due...

Newsgroup: comp.sys.atari.st
Date: 2004-10-12 17:52:14 UTC
From: Andy Ball <null@not.valid>
Message-ID: <iRUad.2292$gy1.899@newsread1.news.pas.earthlink.net>
Source record: 16833

```
C> /me raises pint glass

Just don't spill it on your IDE board, that stuff can get
quite corosive ;-)

- Andy Ball
```

5193. On the offchance...

Newsgroup: comp.sys.atari.st
Date: 2004-10-12 18:21:58 UTC
From: RichardK-PB <atari@NOSPAMbtconnect.com>
Message-ID: <2t2lm6F1pcvq5U3@uni-berlin.de>
Source record: 16835

Anyone got a PSU and cable for an SF-354 external drive?

Richard
--
RichardK - 1980s in a can. http://www.dmc12.demon.co.uk/music
Retro computing - http://www.dmc12.demon.co.uk/retrotech/
Apples - 1977 to 2004. Acorns from Electron to RPC.
MidiGuitar, Enterprise 128, NeXT, AU/X. Stuff. See the links ;)

5194. Re: Giving credit where its due...

Newsgroup: comp.sys.atari.st
Date: 2004-10-12 18:35:46 UTC
From: Andy Ball <null@not.valid>
Message-ID: <6uVad.1353$6k2.1150@newsread3.news.pas.earthlink.net>
Source record: 16838

ASB> Just don't spill it on your IDE board, that stuff can
> get quite corosive ;-)

Doh! I meant your DSHD floppy board. Unless you're working
on an IDE board that we don't know about! ;-)

- Andy Ball

5195. Re: For those looking for TOS images...

Newsgroup: comp.sys.atari.st
Date: 2004-10-12 20:15:33 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <416c3ace$0$10620$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16837

<geek@atarians.com> wrote in message
news:416c1ded$0$28829$8fcfb975@news.wanadoo.fr...
> Hello everyone,
>
> Just have a look at http://homepage.mac.com/carlhafner/AtariTOS.html
>
> Regards,
>
> J.-Luc

its good to see that page is still up!

Chris

5196. Re: Just got my CT60 = questions... :-)

Newsgroup: comp.sys.atari.st
Date: 2004-10-12 20:41:01 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.12.20.41.00.69877@darkforce.ky.org>
Source record: 16836

A couple more questions (just making sure on stuff):
(I have visited Rodolphes' site and looked it over)

1. The floppy drive power cable on the Falcons MB goes to the floppy connector on the CT60, right? (red and blue correctly orientated).

2. My Falcon has a 68882, can it stay or does it have to be removed?

3. The harness (power) from my ATX P/S in my Wizztronics Rack won't reach the connector on the CT60. I've got an extension cable on the way. This should not cause any problems, right?

4. I can't seem to quite get this straight in my head (insults ok here) but does the CT60 *have* to be switched? Or will it come on when you turn the ATX P/S on?

Thanks gang.

5197. Remember this metal Atari ST stand - the "STation" ?

Newsgroup: comp.sys.atari.st
Date: 2004-10-12 22:06:38 UTC
From: blakespot@gmail.com
Message-ID: <4b7d63a4.0410121406.776085cb@posting.google.com>
Source record: 16839

I am looking to find an old STation, metal Atari ST system stand.
I've sketched it here:

http://www.blakespot.com/images/STation.gif

I ordered it in 1987 from the back of a STart magazine or possibly a
Compute!'s ST magazine. Can someone look and tell me who made it
and/or where to find one?

Thanks!

bp

5198. Re: Atari ST software

Newsgroup: comp.sys.atari.st
Date: 2004-10-13 00:24:33 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <ckhsk1$5nj$1@reader2.panix.com>
Source record: 16841

Some of this I can answer. Yes, the functionality I mentioned was removed after the Windows 95 release. There was nothing illicit about DOS. If one takes a degree in computer science, one learns to write an operation system along the way, as a requirement for graduation. There are of course other ways to learn to write an operating system. One Wally Patterson wrote one capable of dealing with the new Intel chip (8088?) which had four pins for eight bits, and a small memory space, requiring swapping blocks of mimory in and out of its address space, and requiring much low memory to keep track of. He designed it to run CP/M programs on a computer that Seattle Computer Products was building for sale. No, it was not CP/M, but worked exactly like CP/M.

Bill Gates called it PC-DOS, and sold it to IBM for a dollar a copy, when a bottle of pop/soda/soft drink cost a nickle. It stayed unchanged, with nobody working on maintaining it, for at least five years. What was done next was mostly backwards compatible. The rest you know more about than I do. At that time in history, I was probably doing mainframe programming, and never met anything older than Cobol B.

I am wrong on a fairly regular basis. What file system gets written is a determinable fact. Just take an Atari disk, with some files on in, and leave it for more than a moment in the disk drive of a Windows machine. When you take it out it will have a new file system written to it, and if it is a FAT32 extention to a FAT12 file system, you are right. But either way you can now write long file names to it, using either a Windows machine or a MiNT kernal running on Atari.

Jim

Andy Ball <null@not.valid> writes:

: Hello Jim,

: JDC> Windows 95 was Microsoft's last floppy disk
: > distribution of what they call an operating system.
: > It would save one disk per copy if they formatted the
: > disks to 1.62 megs, and to do that, they had to write
: > an operating system that would actually look at the
: > boot sector to find out how many tracks and sectors
: > it had. Windows did not do that before or since, but
: > Atari and other machines always have.

: Microsoft removed this functionality from MS Windows after
: the Windows 95 releases?

: JDC> For further information, read up on CPM. DOS is CPM
: > with relocating loader, updated as necessary, and

: > absolutely unchanged for a long time.

: I remember CP/M :-) ISTR DOS remained somewhat CP/M
: compatible in its diskette format until PC-DOS 2, when
: heirarchical directories were introduced. I'm not sure how
: DOS handled information in CP/M user areas: did it just
: "see" the files in user area 0?

: CP/M's family tree gets sort of odd. DOS was a (probably
: illicit) clone of CP/M, but then DOS dragged in heirarchical
: directories and i/o redirection from Unix, then DOSPLUS
: dragged them in from DOS... I'm guessing TOS and CDOS got
: them from DOSPLUS. I should check.

: JDC> One thing you might learn is that if you put a FAT12
: > formatted disk into a Windows machine, it will write
: > a FAT32 file system to it, with subdirectory-like
: > files to store 32 character file names.

: I'm surprised by that. I had just assumed they used a VFAT
: extension on a FAT12 filesystem.

: - Andy Ball.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

5199. Re: Remember this metal Atari ST stand - the "STation" ?

Newsgroup: comp.sys.atari.st
Date: 2004-10-13 10:43:12 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <4F7bd.59$p53.31@newsfe6-win.ntli.net>
Source record: 16844

Hello.

"Blake Patterson" <blakespot@gmail.com> wrote in message
news:4b7d63a4.0410121406.776085cb@posting.google.com...
> I am looking to find an old STation, metal Atari ST system stand.
> I've sketched it here:

Looks like something gathering dust in my workshop, where are you?

5200. Re: MSTE + TT : VME + CTLink

Newsgroup: comp.sys.atari.st
Date: 2004-10-13 12:08:09 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410130408.5ec05de8@posting.google.com>
Source record: 16843

Andy Ball <null@not.valid> wrote in message
news:<FGUad.1305$6k2.429@newsread3.news.pas.earthlink.net>...
> RC> ...but you loose the TT high resolution...
>
> One of the main reasons that I would like a TT is for TT
> High res mode (of course, then I'd need a TTM-195 too :-)
>
> - Andy Ball

Yes, but these are getting rarer than hens teeth, and the ECL
technology is not compatible at all with VGA signals. Its easier to
find a VME gfx card, and with most of them you get as good as or
better resolution with colour (I have got my nova so far to
1024x768x16bit stable, not quite 1280x976 though).

Coda.

5201. Re: Just got my CT60 = questions... :-)

Newsgroup: comp.sys.atari.st
Date: 2004-10-13 12:26:40 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.13.12.26.40.346087@darkforce.ky.org>
Source record: 16842

On Wed, 13 Oct 2004 05:03:26 -0700, smeg wrote:

<snip>

> So to answer your question, if the PSU runs when you switch it on,
> then the CT60 will run.
>
> Coda.

Thanks Coda - that helped. :-)

5202. Re: IDEal and CF cards.

Newsgroup: comp.sys.atari.st
Date: 2004-10-13 14:44:34 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <mbbbd.234$p53.209@newsfe6-win.ntli.net>
Source record: 16846

Hello.

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:yLy8d.24$In1.10@newsfe2-gui.ntli.net...
> Hello.
>
> We will be testing the IDEal interface and compact flash cards this week.

Initial tests show a 256mb CF card works with the IDEal interface using AHDI
6.06.

Direct replacement for the laptop drive.

No problems so far, no heat build up, no spin down and no noise.

SO.... It's up to you, do you want it or not?

An FM version is possible**.....
>
> If we judge it a viable package we will consider producing another batch
of
> the IDEal interface.
>
> We are looking at 50 as a minimum production run AND will require 30 PAID
UP
> orders.
>
> Promises don't pay for PCBs.
>
> The price for the IDEal will be about ?60 GB pounds.
>
> Card and adaptor TBA or buy your own at your own risk.
>
> For info. The IDEal is designed to fit only STE machines with socketed
> 68000.**
>
> You solder to a surface mount 68000 at your own risk
>
> Given the numbers of STEs on the market prospective customers can buy an
STE
> to use with the IDEal/CF card and use their old FM as a spare
>
> If you are interested in the package email me at ***
keychange@ntlworld.com
> *** to indicate initial interest.

5203. Re. IDEal and CF cards.

Newsgroup: comp.sys.atari.st
Date: 2004-10-13 14:48:35 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <7fbbd.235$p53.87@newsfe6-win.ntli.net>
Source record: 16845

Hello.

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:yLy8d.24$In1.10@newsfe2-gui.ntli.net...
> Hello.
>
> We will be testing the IDEal interface and compact flash cards this week.

Initial tests show a 256mb CF card works with the IDEal interface

using AHDI 6.06.

Direct replacement for the laptop drive.

No problems so far, no heat build up, no spin down and no noise.

SO.... It's up to you, do you want it?

An FM version is possible**.....
>
> If we judge it a viable package we will consider producing another batch
of
> the IDEal interface.
>
> We are looking at 50 as a minimum production run AND will require 30 PAID
UP
> orders.
>
> Promises don't pay for PCBs.
>
> The price for the IDEal will be about £60 GB pounds.
>
> Card and adaptor TBA or buy your own at your own risk.
>
> For info. The IDEal is designed to fit only STE machines with socketed
> 68000.**

Simple to install, no spiders' webs

> You solder to a surface mount 68000 at your own risk
>
> Given the numbers of STEs on the market prospective customers can buy an
> STE to use with the IDEal/CF card and use their old FM as a spare
>
> If you are interested in the package email me at

***keychange@ntlworld.com *** to indicate initial interest.

5204. Great Giana Sisters

Newsgroup: comp.sys.atari.st
Date: 2004-10-13 16:43:47 UTC
From: Mark Visser <markuz@dds.nl>
Message-ID: <ckjl29$5ab$1@info.service.rug.nl>
Source record: 16699
Cross-posted to: alt.games.atari,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

Hi Classic gaming and Atari-ST fans,

I've created a website about the Atari ST version of "The Great Giana Sisters". The website contains information on stages (now until stage 22!), bonuses, monsters. There is also a clip (audio and video) section. Here is the URI: http://www.markuz.dds.nl/giana/

Hope you'll enjoy it, Mark

5205. New version of Icon Extract (1.50)

Newsgroup: comp.sys.atari.st
Date: 2004-10-13 16:46:04 UTC
From: LAFABRIE Florent <florent@lafabrie.net>
Message-ID: <416d5b5b$0$15749$7a628cd7@news.club-internet.fr>
Source record: 16701

Hello,

New version after a large work (1 year) of research of bugs and insertion of innovations (read below). The treatment can be 70% faster with Magic PC and faster 50% with the CT60. The program is free, but it is necessary to ask me for a code of activation to avoid a panel of 10 seconds temporization. For those which do not know it yet, Icon Extract extracts the icons colors (from 1 to 32 bits) from files ICO, CUR, ANI, ICL, DLL and XPM to safeguard them with format RSC. Remote loading on my site: http://www.lafabrie.net

Minimum: Falcon + accelerating card or PC with Magic PC.
The program is developed on Falcon 030 + CT60 100 MHz + 256 Mo of SDRAM

The program and the list of the innovations are in French. Afflicted, but I do not have enough time for all to translate. I work from now on my website.
Good loading,
Florent

--

LAFABRIE Florent
ICON Extract 1.50 et Hardware 2.0 pour Atari

Falcon 030 TOS 4.04 + CT60 Full 100 Mhz (Boot 1.0c-ABE5K-SDR5E) 14 Mo ST Ram - 256 Mo SDRAM
Falcon 030 TOS 4.02 + CT2B 14 Mo ST Ram - 32 Mo TT Ram
Falcon 030 TOS 4.01 4 Mo ST Ram
florent@lafabrie.net
http://www.lafabrie.net

5206. Re: Just got my CT60 = questions... :-)

Newsgroup: comp.sys.atari.st
Date: 2004-10-13 20:14:52 UTC
From: john.smith@macrosoft.com
Message-ID: <ckk2brvco1@bagan.srce.hr>
Source record: 16702

yep, you need to boost the falcon board (videl, dsp, bus) to get extended resolutions, but
don't expect more than 896x640 in 256 col mode at reasonable 70 Hz...
ct60 lets you switch anytime to stock falcon mode, don't worry...
just be careful with soldering part...
good luck

:)

On 11 Oct 2004 16:16:28 , "Ronald J. Hall" wrote:
>Okay, I was lucky, I got in on the tail end of the CT60 list and it just
>came in the mail a few days ago.
>
>Its one with the 50mhz CPU. However, I picked up a 60mhz 68060 off of Ebay.
>There is a 2nd oscillator in the CT60 package - 66mhz. So, can I just
>switch out the CPUs and the oscillators?
>
>Next. When I had a Falcon before, I had a Nemesis accelerator installed
>and I could run an 800x600 desktop, with 256 colors. Can I get extended
>colors and resolutions with the CT60, or do I have to do the mods on the
>bus and DSP?
>
>I would definitely like to be able to switch back to "pure" 68030 mode for
>software that is incompatible with the 68060. Is this very hard? I can
>solder a little bit, but I don't want to get knee-deep into something
>thats over my head and beyond my meager skills.
>
>Thanks guys! :-)
>
>.

5207. TT-Digger V6.4

Newsgroup: comp.sys.atari.st
Date: 2004-10-13 21:35:40 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <Mchbd.21141$Ye1.8556@amsnews05.chello.com>
Source record: 16700

LS

There is a new version available on my homepage (see sig)

Bugfixes only:

1
A bug in Pure C object files where a fixup step might be larger
than 0x1000000.
2
A bug in DRI objectfiles concerning PC.W relative references to
external names.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

5208. ��□���� ������ ������ ы��
ҕ�������ᰀ䁹����FTP

Newsgroup: comp.sys.atari.st
Date: 2004-10-13 23:39:22 UTC
From: Flysky <liming163news@163.com>
Message-ID: <cknh3k$p35$2@mail.cn99.com>
Source record: 16715

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5209. Re: UPDATE :Atari ST Internal IDE Interface POLL

Newsgroup: comp.sys.atari.st
Date: 2004-10-14 04:11:05 UTC
From: Atari Only <atarionly@adelphia.net>
Message-ID: <88-dnTJ0dZTEYfDcRVn-sw@adelphia.com>
Source record: 16708

Here is where the poll stands

Owners of STE willing to purchase a IDE interface : 14-16

Owners of STs willing to purchase a IDE interface : 4-5

I think its looking good!!

5210. Re: Atari ST software

Newsgroup: comp.sys.atari.st
Date: 2004-10-14 07:46:17 UTC
From: Andy Ball <null@not.valid>
Message-ID: <d9qbd.2884$6k2.1742@newsread3.news.pas.earthlink.net>
Source record: 16705

Hello Jim,

JDC> There was nothing illicit about DOS. If one takes a
> degree in computer science, one learns to write an
> operation system along the way, as a requirement for
> graduation. There are of course other ways to learn
> to write an operating system. One Wally Patterson...

I thought it was Tim?

JDC> ...wrote one capable of dealing with the new Intel
> chip (8088?) which had four pins for eight bits...

What is that supposed to mean? The 8088 was arguably a 16 bit processor (8086 core) with an 8-bit (mostly 8085-compatible) bus interface unit. The 8088 (like everything x86 up to the 80386) could be regarded as an unpleasant cludge of Intel's existing, popular (at the time industry standard), 8080 chip.

JDC> ...and a small memory space, requiring swapping
> blocks of mimory in and out of its address space, and
> requiring much low memory to keep track of.

I'm not sure what you're trying to say there. The 8088 (and anything x86 up to the 80386) was a bitch to program if you wanted to use large blocks of memory, I remember that much.

JDC> He designed it to run CP/M programs on a computer
> that Seattle Computer Products was building for sale.
> No, it was not CP/M, but worked exactly like CP/M.

Right, he cloned CP/M, almost certainly without permission from D.R, hence my use of the term "possibly illicit". Let's give him the benefit of the doubt though, and just call his DOS an interesting response to DR's expensive CP/M-86 licence fees.

JDC> What file system gets written is a determinable fact.
> Just take an Atari disk, with some files on in, and
> leave it for more than a moment in the disk drive of
> a Windows machine. When you take it out it will have
> a new file system written to it, and if it is a FAT32
> extention to a FAT12 file system, you are right.

I never said that. I said that I thought it might be a VFAT extension to the FAT12 filesystem. VFAT != FAT32 afaik. I

should break out the hex editor and have a look though.

- Andy Ball.

5211. Re: Data recovery from ATARI to Windows system

Newsgroup: comp.sys.atari.st
Date: 2004-10-14 08:30:59 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410140030.322fe675@posting.google.com>
Source record: 16703

"newsgroup" <newsgroup@club-internet.fr> wrote in message
news:<416d8c31$0$15753$7a628cd7@news.club-internet.fr>...
> Hi there,
>
> What is the best way to recover ATARI formated data (not DOS) stored on a
> SCSI hard disk or an Iomega ZIP tape to a Windows system (or maybe a Linux
> system) ? The goal of this operation is that my ATARI emulator (STEEM) which
> runs on a Windows system can use these recovered data.
>
> Thank you in advance
> NG

I think if you boot linux with the atari filesystem driver in the
kernel (or module?) you can read the disk. Then use 'dd' to make an
image of the drive, which you can then mount with Aranym. This is the
long way round, im sure there is a quicker way.

Coda.

5212. Re: Atari ST software

Newsgroup: comp.sys.atari.st
Date: 2004-10-14 15:37:09 UTC
From: Andy Ball <null@not.valid>
Message-ID: <F2xbd.3011$6k2.2418@newsread3.news.pas.earthlink.net>
Source record: 16706

Hello Jim,

JDC> ...I think I at least came close on the chip number.
> That design, an eight bit chip with four data pins is
> where the choice of big endian and small endian came
> from.

It sounds as though you are confusing the 8088 with the 8008 (understandable in view of the numbering).

JDC> As I dimly recall, our topic happened before 16 bit
> word lengths.

No, the PDP-11 had been around for years and even the 8086 had been around for some time. The 8080 and 8085 were both able to work with 16-bit words by pairing registers (BC, DE, & HL), but they are generally considered 8-bit chips. The classification gets a bit muddy: what counts as a 16-bit CPU? One with a 16-bit external data bus? That would rule out the 8088 and 68008. 16-bit register capability? Then why don't the 8080, 8085 and Z80 qualify? Perhaps it's down to how wide the data path is inside the core, that seems a little tenuous though.

JDC> History is interesting. Truth is stranger than
> fiction.

I'll second both of those. :-)

- Andy Bal

5213. Re: TT-Digger V6.4

Newsgroup: comp.sys.atari.st
Date: 2004-10-14 17:27:22 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <416ec5101750f50@telenet.be>
Source record: 16704

on Wed 13-10-2004 21:35 Henk Robbers wrote:

>
>LS
>
>There is a new version available on my homepage (see sig)

Is <URL:http://digger.atari.org> still alive???

<quote>

"digger.atari.org could not be found. Please check the name and try
again"

</quote>

The Chello link works just fine however.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5214. Re: Data recovery from ATARI to Windows system

Newsgroup: comp.sys.atari.st
Date: 2004-10-14 19:43:25 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <2t836vF1rolldU1@uni-berlin.de>
Source record: 16709

"smeg" <smeg_007@hotmail.com> wrote in message
news:4aa4f5cb.0410140030.322fe675@posting.google.com...
> "newsgroup" <newsgroup@club-internet.fr> wrote in message
news:<416d8c31$0$15753$7a628cd7@news.club-internet.fr>...
> > Hi there,
> >
> > What is the best way to recover ATARI formated data (not DOS) stored on
a
> > SCSI hard disk or an Iomega ZIP tape to a Windows system (or maybe a
Linux
> > system) ? The goal of this operation is that my ATARI emulator (STEEM)
which
> > runs on a Windows system can use these recovered data.
> >
> > Thank you in advance
> > NG
>
> I think if you boot linux with the atari filesystem driver in the
> kernel (or module?) you can read the disk. Then use 'dd' to make an
> image of the drive, which you can then mount with Aranym. This is the
> long way round, im sure there is a quicker way.
>
> Coda.

Can you read it with GEMULATOR? That will read raw SCSI drives....

5215. Re: Just got my CT60 = questions... :-)

Newsgroup: comp.sys.atari.st
Date: 2004-10-14 21:06:56 UTC
From: "rodolphe.czuba" <rodolphe.czuba@free.fr>
Message-ID: <416eea9a$0$8993$636a15ce@news.free.fr>
Source record: 16707

"smeg" <smeg_007@hotmail.com> a crit dans le message de news:
4aa4f5cb.0410130403.70fa2d6d@posting.google.com...
> "Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:<pan.2004.10.12.20.41.00.69877@darkforce.ky.org>...
> > A couple more questions (just making sure on stuff):
> > (I have visited Rodolphes' site and looked it over)
> >
> > 1. The floppy drive power cable on the Falcons MB goes to the floppy
> > connector on the CT60, right? (red and blue correctly orientated).
>
> Yes. The silk screen on the CT60 gives you the correct orientation. I
> believe this is so that the Falcon motherboard can get enough current
> to run properly, as theres only so much you can give it throught the
> Falcon Bus connector.

+12V is not available on the falcon bus...and you need it for audio...;-)

5216. No more CT60?

Newsgroup: comp.sys.atari.st
Date: 2004-10-15 06:19:41 UTC
From: Andrew <aos+usenet102004@boom.net>
Message-ID: <416f6bfd$0$447$a726171b@news.hal-pc.org>
Source record: 16713

I wasn't paying attention and I missed my opportunity to buy a CT60.

Is it pretty much impossible to get one now?

-andrew

5217. recommended atari st games - KO2

Newsgroup: comp.sys.atari.st
Date: 2004-10-15 09:47:57 UTC
From: 100550.3170@compuserve.com
Message-ID: <416f92c6.1493773@news.freeuk.net>
Source record: 16712

On Thu, 16 Sep 2004 08:57:10 -0400, "Ronald J. Hall"
<darklord@darkforce.ky.org> wrote:

>On Thu, 16 Sep 2004 00:32:10 -0700, gswork wrote:
>
>> what would you recommend as really good classic atari st games. i
>> don't mind if theyre exclusive to the st or shared with the amiga and
>> others. just some opinion on good action, rpg, adventure, strategy &
>> simulation games would be great. thanks.

...I didn't see anyone recommending KickOff 2 and all the subsets like
Player Manager, Final Whistle etc that interchange with KO2.

I have a couple of third party editors that allow teams to be cut and
pasted from Player Manger to KO2 and also an editor that allows you to
create your own teams with names and specific player attributes and
port them into KO2.

KO2 is really fast on the Atari ST and brilliant fun if you like
football. The best 'PC' game ever for me and I have spent hours and
hours playing it an Player Manager in particular.

The other basic but fun game is RISKY - a Dutch version of the great
board game RISK. I play this on my PC laptop under an ST emulator also
as it is mouse/trackpoint driven. This is such a good time killer!

MG

1040STf since 1988 now 4Mb and still going strong...
REMOVE 'myhat' from my return email address before sending!!

5218. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2004-10-15 10:17:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0410150314330.23263-100000@onyx.spiritone.com>
Source record: 16710
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

STOP!!! Before going to Auction... Experience Sales, Service and Support! Listing Lower Prices with Dealership Standards! Selling Used & New Atari Hardware, Games/ Software, Books and Accessories! Classic Atari 8 Bit and Atari ST Computers Plus Atari Jaguar Games! Come for the Savings, stay for the Service! The Rainbow ends at Bravo Sierra Computers!!! http://www.aracnet.com/~atari/catalogs.html Click Here to Save!

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I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5219. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-10-15 10:20:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0410150317530.23263-100000@onyx.spiritone.com>
Source record: 16711
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5220. ADV: Atari Survey, E-Mail & Postal Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-10-15 10:23:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0410150320400.23263-100000@onyx.spiritone.com>
Source record: 16714
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Looking For Atari Surveys? To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Atari Club for those local to Portland, Oregon USA! Goto my Link below:

I cant read your mind, so with Help from my Atari survey, I can get to know you. It helps me figure out your Atari needs and Interests. The only thing better is a Phone call! Feel free to fill out the Atari Survey on my Contact Page! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm HotLink to WebPage!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5221. Vintage Computer Festival 7.0 - Nov. 6-7 [*** NERD HEAVEN!!! ***]

Newsgroup: comp.sys.atari.st
Date: 2004-10-15 12:52:26 UTC
From: Sellam Ismail <sellam@vintage.org>
Message-ID: <eKPbd.251743$D%.34890@attbi_s51>
Source record: 16720

Vintage Computer Festival 7.0
Saturday, November 6 through Sunday, November 7
Computer History Museum
Mountain VIiew, California

Since the last VCF, the trials and tribulations of daily life made their inevitability painfully attendant: bills came due, accidents happened, bad days at the office were had, arguments broke out, and the morning paper was thrown into the sprinklers yet again. Woe is us! But lo, a bright and shining beacon of nerdilicious salvation is on the horizon and draws nigh. The Vintage Computer Festival returns!

Vintage Computer Festival 7.0 is right around the corner, taking place on November 6-7 at the Computer History Museum in Mountain View in (still) sunny California. Flights are cheap and so is the admission, so you have little excuse to stay home cramped behind your computer trying in vain to craft that perfect Google search term. Just put all that nonsense behind you and join us for some fanatical Festival folly!

We are honored to once again have the Computer History Museum as our sponsor!

And as always, we bring you yet another wonderful line-up of speakers, exhibitors, and special events, including a 30th anniversary retro-spective of Maze War, the original "first-person shooter" videogame, plus so much more!

In fact, we're planning so much for this year's event, it might possibly be even too much! Some of it we can't even mention yet because we're still in the middle of planning it. So come on out and watch us put on a gargantuan geek gala guaranteed to gasify your gall bladder...either that or watch us crash and burn in spectacular style. Either way, it's sure to be entertaining!

Exhibitors Wanted!!!

One of the best ways to enjoy the VCF is by participating directly. Be an exhibitor! As an exhibitor, you get to be a part of all the behind-the-scenes action. Plus you get a chance to show off your favorite computer and perhaps even win an award for an outstanding exhibit. The Best of Show award includes as a prize the Replica 1, a software compatible re-creation of the legendary Apple-1 computer, courtesy of its creator, Vince Briel. So don't delay, sign up today!

http://www.vintage.org/2004/main/exhibit.php

More information about Vince Briel's Replica 1 can be found on his website:

http://home.comcast.net/~vbriel/

We've Got Lodging!

For out of town guests, the VCF has arranged a hotel room block at the Residence Inn Palto Alto Mountain View, located within 3 miles of the Computer History Museum and featuing, among other fine amenities, an on-demand shuttle service between the Inn and the Computer History Museum. The special VCF rate is US$79 per night. Reservations must be made by October 15 to take advantange of this terrific rate so do not delay! Full details are available here:

http://www.vintage.org/2004/main/lodging.php

Computer History Galore!

The VCF speaker schedule has moved back to a "track" style this year. The talks are assembled into themes for the most part. We've got another terrific line-up! Check it out:

Saturday, November 6

Track 01

Time	Topic	Speaker
10:00am	Using Vintage Computers in Forensics	Fred Cohen
11:00am	Documenting the BBS	Jason Scott
12:00pm	The Art of Textmode	Christian Wirth
1:00pm	History of FidoNet	Tom Jennings

Track 10

Time	Topic	Speaker
11:30am	Confessions of an Entrepreneur	Dr. Robert Suding
12:30pm	VCF Ramblings	Sellam Ismail
1:00pm	Computer History Museum Update	CHM Staff

Sunday, November 7

Track 01

Time	Topic	Speaker
10:00am	Early IBM History	John Sailors
11:00am	The IBM 360 Evolution and Revolution	Jerome Svigals
12:00pm	Early Microprocessor Design	Nick Tredennick
1:00pm	Maze War Retrospective	Panel

Track 10

Time Topic Speaker
------- ------------------------------------ ------------------
10:30am Things You May Not Know... Evan Koblentz
11:30am Tipping Sacred Cows Tom Jennings
12:30am The Art of Vintage Computers Christine Finn
1:30pm Neo-Retro: The XGameStation Andre LaMothe

More information on the VCF 7.0 speakers can be found here:

http://www.vintage.org/2004/main/speaker.php

BBS Documentary Screening

Jason Scott, proprietor of textfiles.com--the Internet's largest collection of historic textfiles--has completed work on his BBS documentary. "BBS: The Documentary" spans across seven separate films which cover every aspect of the world of bulletin board systems, tracing the history of the BBS as well as the historic figures that made it a distinctly unique mode of digital communication. This will be the first public screening of the documentary, and audience input from VCF attendees will determine the final cut of the film series. More information on the screening can be found here:

http://www.vintage.org/2004/main/screening.php

Computer History Museum Tours

As always, the Computer History Museum's terrific staff will be giving VCF attendees tours of the Museum's fantastic collection. Tours are held in the afternoon and run every half an hour. Tour information is available here:

http://www.vintage.org/2004/main/tours.php

Buy, Sell and Trade at the VCF Marketplace

As always, one of the most exciting aspects of the VCF is the Marketplace, where you can find a large and varied assortment of some of the most fantastical old computer thingies anywhere. Find that odd part you've been seeking out for your collection, then touch, smell, even taste it if you like, before haggling out a deal. There is simply no better place to buy and sell vintage computers than at the VCF Marketplace. Vendor booths are still available. For more information on selling at VCF 7.0, please visit:

http://www.vintage.org/2004/main/vendor.php

The VCF 7.0 BBS is Live!

Communicate with fellow VCF 7.0 attendees on the VCF 7.0 BBS! Set up trades and carpools, talk about exhibiting, and discuss generally anything about the upcoming Festival:

http://www.vintage.org/2004/main/bbs.php

So Much More!

Complete information about VCF 7.0, including the speaker schedule and exhibit roster, as well as lodging information and driving directions, can be found on the VCF 7.0 web pages:

http://www.vintage.org/2004/main/

Keep in mind that the VCF will from now on be held during the first weekend in November.

;)

5222. Re: Vintage Computer Festival 7.0 - Nov. 6-7 [*** NERD HEAVEN!!! ***]

Newsgroup: comp.sys.atari.st
Date: 2004-10-15 14:02:24 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <QLQbd.196$vS1.94@newsfe3-win.ntli.net>
Source record: 16726

Nerd heaven == Nerdvana?

5223. Re: ��□���□ ������□ ������□ ɣ□□□ □ɔ□□□□□□□□□□□□□□FTP□□□□□□□□□□

Newsgroup: comp.sys.atari.st
Date: 2004-10-15 14:28:25 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <416fde73$0$20216$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16716

My printer would do overtime if it had to print that lot out :o)

Chris

"Flysky" <liming163news@163.com> wrote in message
news:cknh3k$p35$2@mail.cn99.com...
> ==========
===
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> |
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5224. Re: No more CT60?

Newsgroup: comp.sys.atari.st
Date: 2004-10-15 15:13:30 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.15.15.13.30.38907@darkforce.ky.org>
Source record: 16717

On Fri, 15 Oct 2004 06:19:41 +0000, Andrew wrote:

> I wasn't paying attention and I missed my opportunity to buy a CT60.
>
> Is it pretty much impossible to get one now?
>
> -andrew

I'm not sure Andrew. I'd send an e-mail to Rodolphe (go to his website for the address) and see.

I did that, had my name put on a waiting list. Apparently, someone who had signed up, failed to come through in a timely manner on payment so I got in. I just received mine about 2 weeks ago. Note that its the 50mhz model, not the 66mhz model. I think Rodolphe is having a hard time finding CPUs now.

Anyways, send an e-mail to him - you never know - you might get lucky - I did! :-)

5225. Re: »¶Ó¹âÁÙ ·ÉÑïÌì¿Õ Èí¼þÏÂÔØ ×¢²á°æ ÆÆ½â°æ¸öÈËÊÀ½ç£»Ìá¹©ÔÚÏßFTP²»ÏÞËÙÏÂÔØ

Newsgroup: comp.sys.atari.st
Date: 2004-10-15 15:14:07 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.15.15.14.07.824852@darkforce.ky.org>
Source record: 16718

On Fri, 15 Oct 2004 15:28:25 +0100, exxos wrote:

> My printer would do overtime if it had to print that lot out :o)
>
> Chris

Made my eyes cross just trying to read it! :-)

5226. Re: Re. IDEal and CF cards.

Newsgroup: comp.sys.atari.st
Date: 2004-10-15 15:26:17 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <416febf6$0$20471$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16728

Barrie,

Depending on how it fits, is there any images or detials to fitting the interface ?

Chris

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:7fbbd.235$p53.87@newsfe6-win.ntli.net...
> Hello.
>
> "Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
> news:yLy8d.24$In1.10@newsfe2-gui.ntli.net...
>> Hello.
>>
>> We will be testing the IDEal interface and compact flash cards this week.
>
> Initial tests show a 256mb CF card works with the IDEal interface
>
> using AHDI 6.06.
>
> Direct replacement for the laptop drive.
>
> No problems so far, no heat build up, no spin down and no noise.
>
> SO.... It's up to you, do you want it?
>
> An FM version is possible**.....
>>
>> If we judge it a viable package we will consider producing another batch
> of
>> the IDEal interface.
>>
>> We are looking at 50 as a minimum production run AND will require 30 PAID
> UP
>> orders.
>>
>> Promises don't pay for PCBs.
>>
>> The price for the IDEal will be about £60 GB pounds.
>>
>> Card and adaptor TBA or buy your own at your own risk.
>>
>> For info. The IDEal is designed to fit only STE machines with socketed

>> 68000.**
>
> Simple to install, no spiders' webs
>
>> You solder to a surface mount 68000 at your own risk
>>
>> Given the numbers of STEs on the market prospective customers can buy an
>> STE to use with the IDEal/CF card and use their old FM as a spare
>>
>> If you are interested in the package email me at
>
> ***keychange@ntlworld.com *** to indicate initial interest.
>
>
>

5227. Re: WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-10-15 16:51:08 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410150851.4e6cc2ca@posting.google.com>
Source record: 16725
Cross-posted to: comp.sys.atari.st,pdx.forsale

Bravo Sierra Computers <atari@aracnet.com> wrote in message
news:<Pine.LNX.4.44.0410150317530.23263-100000@onyx.spiritone.com>...
> I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
> Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
> New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

If you spent less time spamming, and more time thinking, you could build your own...

Coda.

5228. Re: 1.44 floppy kits PCB now arrived!

Newsgroup: comp.sys.atari.st
Date: 2004-10-15 16:53:31 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4170005a$0$20216$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16724

There are many ways you can build one, true you can take 16mz from MB, but I didnt want to do this, I think I had problems with 16mhz, but its also another wire which I didnt want, plus many do use GAL, since I dont have a gal programmer I can't do anyway ;-)
I've been fitting these for some years now also.

But I am interested on how you solved the 1.5ms step rate problem ? I never found a good way on the internet to do this, all required software to work, I didnt like this since I had to boot from a floppy, and when I lost the floppy I couldn't use 1.44 anymore, so I designed a board which didnt need any software, ive never seen anyother design which do this so it will be interesting to see how you solved it!

Chris

"rodolphe.czuba" <rodolphe.czuba@free.fr> wrote in message
news:416ffa0f$0$24468$636a15ce@news.free.fr...
> Have a lool on my web site : you will see a photo of my HD mode, a design
> from 1997... I sold several hundred of it.
> Check on the 'museum' pages
>
> It is using a GAL and a 74LS122...
> Very small PCB..
> Not need an OSC ! Take 16 MHZ from the MB.
>
> I can furnish the GAL or the GAL matrix on paper...easy to re-code.
>
> Regards
>
>
>
>
> "exxos" <exxos@home.co.uk> a crit dans le message de news:
> 416fc729$0$20323$cc9e4d1f@news-text.dial.pipex.com...
>> [img]http://www.cps-electronics.co.uk/144/144_pcb.jpg[/img]
>>
>> http://www.cps-electronics.co.uk/144/HD4.htm
>>
>> The new Manufactured PCB is now here! See website for more info.
>>
>> Postage will be added shortly. Reserve your parts buy buying part now!
> first
>> come first served. The option will be disabled when all PCB's are sold.
>>

>> Now is the perfect chance to ditch your 720K floppys and use regular 1.44
>> floppys!
>>
>> Chris
>>
>>
>
>

5229. Re: WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-10-15 17:36:09 UTC
From: Don Schmidt <Retired@Engineer.PNB>
Message-ID: <10n02k6ecbundf6@corp.supernews.com>
Source record: 16731
Cross-posted to: comp.sys.atari.st,pdx.forsale

And you'd be more helpful if you offered to build him one.

--
Don
Vancouver, USA

"smeg" <smeg_007@hotmail.com> wrote in message
news:4aa4f5cb.0410150851.4e6cc2ca@posting.google.com...
> Bravo Sierra Computers <atari@aracnet.com> wrote in message
news:<Pine.LNX.4.44.0410150317530.23263-100000@onyx.spiritone.com>...
> > I'm building SCSI Hard Drives for my Customers & need Link Host
Adapters!
> > Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant
afford
> > New! That means no Dealers.Private Parties only. E-Mail
Atari@aracnet.com
> >
> > Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> > Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org
or at
> > http://BenSells.Atari.org Catalogs can be attached to,Requested by &
Received
> > Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify
> > Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>
> If you spent less time spamming, and more time thinking, you could build
your own...
>
> Coda.

5230. Re: No more CT60?

Newsgroup: comp.sys.atari.st
Date: 2004-10-15 18:27:37 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0410151027.5634e656@posting.google.com>
Source record: 16727

Andrew <aos+usenet102004@boom.net> wrote in message
news:<416f6bfd$0$447$a726171b@news.hal-pc.org>...
> I wasn't paying attention and I missed my opportunity to buy a CT60.
>
> Is it pretty much impossible to get one now?
>
> -andrew

You could contact Rodolphe, but I wouldn't get my hopes too high. Last
I heard, they were all spoken for, plus a few people on a waiting list
in case the spoken-for ones weren't purchased. I luckily just got mine
in the mail, though! (not to rub it in or anything...) :)

Mike Freeman
mike [at] freeman-studio [dot] com

5231. Re: No more CT60?

Newsgroup: comp.sys.atari.st
Date: 2004-10-15 19:12:04 UTC
From: Andrew <aos+usenet102004@boom.net>
Message-ID: <41702104$0$447$a726171b@news.hal-pc.org>
Source record: 16719

Ronald J. Hall <darklord@darkforce.ky.org> wrote:
> I'm not sure Andrew. I'd send an e-mail to Rodolphe (go to his website for
> the address) and see.

I actually did send off a mail to his address and didn't receive a
response (although it's been only a few days--call me impatient!).

I notice he posts here, though. Rodolphe, if you're reading this,
can you tell me the situation?

I figure if Rodolphe doesn't have any more, somebody will be
selling one sometime anyway. Hey, limited supply... sounds like
a good markup profit item. :-)

-andrew

5232. Re: CT60 help.

Newsgroup: comp.sys.atari.st
Date: 2004-10-15 21:32:08 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <417041b7$0$20436$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16730

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:pan.2004.10.15.20.51.47.895079@darkforce.ky.org...
> Well, so far, no joy. :-(
>
> I hooked my CT60 up:
>
> Crucial PC133, 256 megs RAM in place
> floppy drive power cable hooked to CT60 (red and blue in correct place)
> ATX power supply hooked into CT60
> Unit plugged into Falcons expansion bus (jumper removed)
>
> Power seems to be going where its supposed to, fan in PS comes on, floppy,
> HD, and CD power up, fan on Falcons MB spins, fan on CT60 spins.
>
> Something odd though - I have the ATX ps hooked up to a true on/off
> switch that came with my Falcon Rack - its connected to the green wire at
> pin 14? I think. Worked fine with the CT60 not installed. However, with
> the CT60 in place, this on/off switch does nothing - just plugging the
> power cable into the back of the PS turns everything on.
>
> No video. None. Light on monitor seems to indicate its getting no signal.
>
> Removed CT60, restored everything. Falcon boots right up, no problem.
>
> Any suggestions or ideas? Thanks much.
>

I had the power problem too, I changed the PSU and that solved it.... only
thing I can suggest is you make sure you plug it in correctly, its too esy
to plug it a pin out....

Chris

5233. Re: CT60 help - part 2

Newsgroup: comp.sys.atari.st
Date: 2004-10-15 21:39:01 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.15.21.39.00.743284@darkforce.ky.org>
Source record: 16723

On Fri, 15 Oct 2004 16:51:51 -0400, Ronald J. Hall wrote:

Okay, replying to my own post, bad form and all that. :-)

Anyways - I've now got video, but I've still got problems.

I've got a small interface from Wizztronics that allows the use of 3.5" IDE hard drives. It plugs in where the cable that goes to a 2.5" drive normally goes. It has 2 power connectors coming off of it - one for a 3.5" HD and the other is for the Faloons floppy drive. If I use the original power cable from the Falcons MB, I get a blank screen. If I use the power cable from this interface board (to took to the CT60) it will boot up now.

Now.

The first few messages seem okay, I get a message saying that 256 megs of SDRAM is found, TOS is copied to it.

Next message:

keyboard error

Funny thing is though, I can bash any key to skip the memory test.

I have the Wizztronics 14 meg RAM board and SIMM from Best Electronics installed.

(I'm using the DEKA interface that I bought from Wizztronics - it plugs into the Falcons keyboard connector and allows the use of a PC (P/S2) style keyboard. It still uses the Falcons mouse and joysticks though)

and it goes on into the bootup process until it gets to where it would normally show the desktop. Then I get a screen like this:

EXCEPTION PROCESSING 2: Access Fault

Status Register (SR): $0300, bits to 1: 11 10
Program Counter (PC): $00000006
Basepage: $010CCE84
Cache Register (CACR): $A0808000
Address Fault: 00000006
Fault Status Word (FSLW): 01428020, bits to 1: R SZ1 TM1 10 RE
Supervisor Stack (SSP): $010D5FC0
User Stack (USP): $000E444E
D0: $01111558 A0: $01111570

this goes thru D7 and A6

Any help appreciated. Thanks!

5234. Modern Version of Starglider 2

Newsgroup: comp.sys.atari.st
Date: 2004-10-15 21:54:43 UTC
From: Anthony Page <someone@somewhere.in.summertime>
Message-ID: <Xns9583980A48444someonesomewhereinsu@140.99.99.130>
Source record: 16721

One of my favorite games when I was a kid was Starglider 2, I loved the way you could fly to all the planets in the solar system and visit all the different planets and see their atmospheres. I was just watching the BBC documentary called "The Planets" I downloaded from www.supernova.org. And I was amazed by the computer graphics they used to show each planet and what their atmopheres looked like. It really made me want to play something like Starglider again but with updated graphics and utilizing our scientific knowledge of what thise planets are like. Is their anything like that out there?

5235. Re: CT60 help - part 2

Newsgroup: comp.sys.atari.st
Date: 2004-10-15 22:32:08 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41704fb6$0$20323$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16729

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:pan.2004.10.15.21.39.00.743284@darkforce.ky.org...
> On Fri, 15 Oct 2004 16:51:51 -0400, Ronald J. Hall wrote:
>
> Okay, replying to my own post, bad form and all that. :-)
>
> Anyways - I've now got video, but I've still got problems.
>
> I've got a small interface from Wizztronics that allows the use of 3.5"
> IDE hard drives. It plugs in where the cable that goes to a 2.5" drive
> normally goes. It has 2 power connectors coming off of it - one for a 3.5"
> HD and the other is for the Faloons floppy drive. If I use the original
> power cable from the Falcons MB, I get a blank screen. If I use the power
> cable from this interface board (to took to the CT60) it will boot up now.
>
> Now.
>
> The first few messages seem okay, I get a message saying that 256 megs of
> SDRAM is found, TOS is copied to it.
>
> Next message:
>
> keyboard error
>
> Funny thing is though, I can bash any key to skip the memory test.
>
> I have the Wizztronics 14 meg RAM board and SIMM from Best Electronics
> installed.
>
> (I'm using the DEKA interface that I bought from Wizztronics - it plugs
> into the Falcons keyboard connector and allows the use of a PC (P/S2)
> style keyboard. It still uses the Falcons mouse and joysticks though)
>
> and it goes on into the bootup process until it gets to where it would
> normally show the desktop. Then I get a screen like this:
>
> EXCEPTION PROCESSING 2: Access Fault
>
> Status Register (SR): $0300, bits to 1: 11 10
> Program Counter (PC): $00000006
> Basepage: $010CCE84
> Cache Register (CACR): $A0808000
> Address Fault: 00000006
> Fault Status Word (FSLW): 01428020, bits to 1: R SZ1 TM1 10 RE

> Supervisor Stack (SSP): $010D5FC0
> User Stack (USP): $000E444E
> D0: $01111558 A0: $01111570
>
> this goes thru D7 and A6
>
> Any help appreciated. Thanks!
>

I get a lot of them faults also, try a clean boot is all you can do, note that the falcons floppy power cable has to be plugged into the CT60 socket, CT60 powers the falcons MB via the floppy cable...

I'm still trying to work out my access faults, so far I feel my CT60 can't run at 66mhz, so im going to buy 50mhz soon to try that.... there also seems a lot of program I use which wont run at all under CT60 mode..... only thing ive managed to do is zip up files a lot faster, but even thats very unstable.

I have 256MB DIMM, along with a 14MB SIMM falcon card, no problems there... can't help you with your keyboard, probably a buggy check on the CT60, but if it works then dun worry ;-)

Chris

5236. Re: Remember this metal Atari ST stand - the "STation" ?

Newsgroup: comp.sys.atari.st
Date: 2004-10-15 23:21:35 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <417006ce114c504@comcast.net>
Source record: 16722

>I am looking to find an old STation, metal Atari ST system stand.
>I've sketched it here:
>
>http://www.blakespot.com/images/STation.gif
>
>I ordered it in 1987 from the back of a STart magazine or possibly a
>Compute!'s ST magazine. Can someone look and tell me who made it
>and/or where to find one?
>
>Thanks!
>
>bp

I know exactly what you are talking about. I was going to get one,
but went another direction. I would try either Best Electronics,
Wiztronics or B&C Computers...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5237. Re: CT60 help - part 2

Newsgroup: comp.sys.atari.st
Date: 2004-10-16 02:54:04 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.16.02.54.04.366579@nosspamatari-source.com>
Source record: 16732

On Sat, 16 Oct 2004 01:24:23 +0000, Rustynutt wrote:

> Hey Ronald,
> Iv'e had problems with hardware compatibility using the DEKA. You
> might try using an Atari board until you get your setup working well.
> Mike
> (bought your "broken" Expose card a few years back)
>

Nice.. So Deka doesn't work properly and neither does Qwertyx. Maybe users should be given choice in compiled ct60 tos whether or not they want the new keyboard stuff included. It'd sure make my life easier not having to disconnect my keyboard interface just to boot! I've actually given up and painstakingly repaired a MST keyboard to complete functionality.

Mark

5238. Re: CT60 help - part 2

Newsgroup: comp.sys.atari.st
Date: 2004-10-16 02:59:58 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.16.02.59.57.571946@nosspamatari-source.com>
Source record: 16734

On Fri, 15 Oct 2004 17:39:01 -0400, Ronald J. Hall wrote:

> On Fri, 15 Oct 2004 16:51:51 -0400, Ronald J. Hall wrote:
>
> Okay, replying to my own post, bad form and all that. :-)
>
> Anyways - I've now got video, but I've still got problems.
>
> I've got a small interface from Wizztronics that allows the use of 3.5"
> IDE hard drives. It plugs in where the cable that goes to a 2.5" drive
> normally goes. It has 2 power connectors coming off of it - one for a 3.5"
> HD and the other is for the Faloons floppy drive. If I use the original
> power cable from the Falcons MB, I get a blank screen. If I use the power
> cable from this interface board (to took to the CT60) it will boot up now.
>
> Now.
>
> The first few messages seem okay, I get a message saying that 256 megs of
> SDRAM is found, TOS is copied to it.
>
> Next message:
>
> keyboard error
>
> Funny thing is though, I can bash any key to skip the memory test.
>
> I have the Wizztronics 14 meg RAM board and SIMM from Best Electronics
> installed.
>
> (I'm using the DEKA interface that I bought from Wizztronics - it plugs
> into the Falcons keyboard connector and allows the use of a PC (P/S2)
> style keyboard. It still uses the Falcons mouse and joysticks though)
>
> and it goes on into the bootup process until it gets to where it would
> normally show the desktop. Then I get a screen like this:
>
> EXCEPTION PROCESSING 2: Access Fault
>
> Status Register (SR): $0300, bits to 1: 11 10
> Program Counter (PC): $00000006
> Basepage: $010CCE84
> Cache Register (CACR): $A0808000
> Address Fault: 00000006
> Fault Status Word (FSLW): 01428020, bits to 1: R SZ1 TM1 10 RE

> Supervisor Stack (SSP): $010D5FC0
> User Stack (USP): $000E444E
> D0: $01111558 A0: $01111570
>
> this goes thru D7 and A6
>
> Any help appreciated. Thanks!

Ok where to start. I'm not sure how ATX power works, but I'd venture to say the CT60 has some sort of internal circuitry which remains powered up and stores the powered state such that the CT60 may not realize the ATX supply is powered up. Yeah that does sound like bullshit doesn it?

Ok, regardless I'd probably rewire that PSU back to stock and convert that power switch to the CT60 power pins on the header. This will have future advantages (hopefully) anyway. Of course you need a push button switch.

Next we have the access faults. I can get these rarely. I find the CT60 runs a whole hell of a lot better while you're running NVDI. Try installing nvdi in tos mode and then boot in 060 mode see if it helps.

Unlike what exxos says, I'd sincerely hope that these 060's are burn tested a bit by Rodolphe, but with such a quantity maybe he hasn't had time to test them with anything but a simple powerup test. I know fpu's came untested on prior runs.

If you have any other DIMM's or ST-ram cards give them a shot, but I know realistically most falcon owners don't have 3 spares lying around ;)

Mark

5239. Re: No more CT60?

Newsgroup: comp.sys.atari.st
Date: 2004-10-16 03:02:06 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.16.03.02.06.430226@nosspamatari-source.com>
Source record: 16733

On Fri, 15 Oct 2004 19:12:04 +0000, Andrew wrote:

> Ronald J. Hall <darklord@darkforce.ky.org> wrote:
>> I'm not sure Andrew. I'd send an e-mail to Rodolphe (go to his website for
>> the address) and see.
>
> I actually did send off a mail to his address and didn't receive a
> response (although it's been only a few days--call me impatient!).
>
> I notice he posts here, though. Rodolphe, if you're reading this,
> can you tell me the situation?
>
> I figure if Rodolphe doesn't have any more, somebody will be
> selling one sometime anyway. Hey, limited supply... sounds like
> a good markup profit item. :-)
>

Rodolphe sometimes communicates in spurts. His time is limited and I
heard he has some scheduling issues. Be patient, if he's not
responding to you then hopefully he's not responding to other people or
shipping out any CT60's from his secret stash ;-) I know in my case, I'd
rather him be working on VME to falcon bus adapter than answer emails ;-)
Maybe cracking away on a coldfire mobo design :-D

Thanks,
Mark

5240. Re: CT60 help - part 2

Newsgroup: comp.sys.atari.st
Date: 2004-10-16 03:33:38 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <falcon060-F35FA0.23333815102004@news.isp.giganews.com>
Source record: 16735

Hello Everyone!!

In article <pan.2004.10.15.21.39.00.743284@darkforce.ky.org>,
"Ronald J. Hall" <darklord@darkforce.ky.org> wrote:

> On Fri, 15 Oct 2004 16:51:51 -0400, Ronald J. Hall wrote:
>
> Okay, replying to my own post, bad form and all that. :-)
>
> Anyways - I've now got video, but I've still got problems.

Well at least you have video now. Have you remembered to download the
CT60 archive and place in all current patches into the AUTO folder and
MAGIC folders if running MAGIC???

>
> I've got a small interface from Wizztronics that allows the use of 3.5"
> IDE hard drives. It plugs in where the cable that goes to a 2.5" drive
> normally goes. It has 2 power connectors coming off of it - one for a 3.5"
> HD and the other is for the Faloons floppy drive. If I use the original
> power cable from the Falcons MB, I get a blank screen. If I use the power
> cable from this interface board (to took to the CT60) it will boot up now.

A friend of mine has one of these a 3.5 inch IDE hard drive adapters and
he has had the same issues as you have. But I simply bought myself a
2.5 inch notebook connector to a 3.5 inch regular IDE connector and I
have NO issues. I happened to have 2 of them and I sent one to my
friend now he has no issues. Wonder if this is coincidence??

>
> Now.
>
> The first few messages seem okay, I get a message saying that 256 megs of
> SDRAM is found, TOS is copied to it.

This is GOOD!!!

>
> Next message:
>
> keyboard error

Not GOOD! If you are running this DEKA connector there maybe issues
with that as well.

>
> Funny thing is though, I can bash any key to skip the memory test.

That still may function but you may lose control of it once you reach
the desktop. Not sure. Very rarely I get the same error but I also
HEAR repeated beeping through my 5.1 sound system. Probably a flaky
keyboard. Only happens once every 3 or 4 weeks.

>
> I have the Wizztronics 14 meg RAM board and SIMM from Best Electronics
> installed.

Does this have 4 4 meg simms on a pink colored "T"?? Agian this may not
be the best ST ram board especially if you plan on doing the 25 mhz DSP,
VIDEL and BUS speed increase!! I have a CENTEK board with 1 single 16
meg DIM and it works well. I have heard there is a guy that is making
some STRAM boards the RODOLPHE gave his blessing on. As far as your
CRUCIAL PC133 256 megs that should work great for the FASTRAM. I have a
KINGSTON 512 meg PC133 this also works VERY WELL. As long as the CT60
reports that it sees the ram if you go into the CT60 config and hit the
"I" in the lower right corner then hit SDRAM you will see if your CAS
latency is 2/3 which is acceptable. If it says just 3 consider yourself
lucky that it works. Cause only 2/3 or 2 will work on the CT60.

>
> (I'm using the DEKA interface that I bought from Wizztronics - it plugs
> into the Falcons keyboard connector and allows the use of a PC (P/S2)
> style keyboard. It still uses the Falcons mouse and joysticks though)
>
> and it goes on into the bootup process until it gets to where it would
> normally show the desktop. Then I get a screen like this:

I used to get exception faults. But I would say it is an issue in your
auto folder. Not a power issue. If everything is turning on and
appears to be functioning. You need to leave everything plugged in
(including CT60) boot into 030 mode and check out your auto folder and
the order in which things boot up. If you do not have NVDI this would
help as well. If you do have NVDI you need a little program called
NVDI.prg that turns the CACHE off then back on. Then create a folder on
your ROOT directory of DRIVE C called NVDI and throw your old NVDI
program in that folder. What this program does is shut off CACHES then
loads the actual NVDI.PRG then turns the caches back on. What is in
your AUTO folder??? This may give a clue as to your problem. I had
major issues with what was in my folder and how it was arranged.
believe it or not I actually ran MORE stable at higher speeds. I found
at 72 mhz I rarely ever got access faults or fatal exception errors.
And since getting my CT60 and Falcon back from Rodolphe for my 25 mhz
system bus increase I have had NO issues what so ever. Do you have the
060 installed that runs at 60 mhz?? If so try a 72 mhz osc. you might
be surprised!!

Thanks,
Carey

>
> EXCEPTION PROCESSING 2: Access Fault

>
> Status Register (SR): $0300, bits to 1: 11 10
> Program Counter (PC): $00000006
> Basepage: $010CCE84
> Cache Register (CACR): $A0808000
> Address Fault: 00000006
> Fault Status Word (FSLW): 01428020, bits to 1: R SZ1 TM1 10 RE
> Supervisor Stack (SSP): $010D5FC0
> User Stack (USP): $000E444E
> D0: $01111558 A0: $01111570
>
> this goes thru D7 and A6
>
> Any help appreciated. Thanks!
>

I

5241. Re: Modern Version of Starglider 2

Newsgroup: comp.sys.atari.st
Date: 2004-10-16 04:14:54 UTC
From: nobody important <nobody@important.com>
Message-ID: <Xns958428AFCEC0nobodyimportantcom@63.218.45.44>
Source record: 16736

Anthony Page <someone@somewhere.in.summertime> wrote in
news:Xns9583980A48444someonesomewhereinsu@140.99.99.130:

> One of my favorite games when I was a kid was Starglider 2, I loved
> the way you could fly to all the planets in the solar system and visit
> all the different planets and see their atmospheres. I was just
> watching the BBC documentary called "The Planets" I downloaded from
> www.supernova.org. And I was amazed by the computer graphics they used
> to show each planet and what their atmopheres looked like. It really
> made me want to play something like Starglider again but with updated
> graphics and utilizing our scientific knowledge of what thise planets
> are like. Is their anything like that out there?
>

Ahh one of my favorite games as a kid was Haleys Project you had to
navigate a spaceship through the solar system and land on different
planets. Amazing game for it's time. But that was on the 8-bit atari. For
the ST I would have to say Sundog is the greatest game of all time.

5242. Re: CT60 help - part 2

Newsgroup: comp.sys.atari.st
Date: 2004-10-16 11:08:39 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410160308.4e7c59a5@posting.google.com>
Source record: 16737

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:<pan.2004.10.15.21.39.00.743284@darkforce.ky.org>...
> On Fri, 15 Oct 2004 16:51:51 -0400, Ronald J. Hall wrote:
>
> Okay, replying to my own post, bad form and all that. :-)
>
> Anyways - I've now got video, but I've still got problems.
>
> I've got a small interface from Wizztronics that allows the use of 3.5"
> IDE hard drives. It plugs in where the cable that goes to a 2.5" drive
> normally goes. It has 2 power connectors coming off of it - one for a 3.5"
> HD and the other is for the Faloons floppy drive. If I use the original
> power cable from the Falcons MB, I get a blank screen. If I use the power
> cable from this interface board (to took to the CT60) it will boot up now.

Unlikely to work with the CT60 as the power requirements are
different. Just get hold of a $3 2.5-3.5" converter off ebay or
wherever and push it onto the motherboard connector. You may need to
lift one end of the large capacitor that sits next to the IDE port and
stand it on end (I did). When using 3.5" IDE cables I found that
modern 80pin ATA cables were better than the standard 40pin cables for
a particular length. I still had to cut mine in half after the 1st
connector though to get a reliable cable. Use the shortest length
between the two connectors if you can. Then take a 3.5" power
connector from your ATX PSU to your 3.5" HD and you are done.
(I used a 10GB HD from my Xbox after I upgraded it to an 80gb (I
wanted to use the WinstonX ST emulator :-)). Because these drives were
sourced for their quiet operation, and low-ish power requirements they
are PERFECT for falcons (I have left my Falcon switched on overnight
and didnt realise because it was that quiet)).

> Now.
>
> The first few messages seem okay, I get a message saying that 256 megs of
> SDRAM is found, TOS is copied to it.
>
> Next message:
>
> keyboard error
>
> Funny thing is though, I can bash any key to skip the memory test.

I get this all the time. My keyboard still works. I use a TT keyboard
with a home made adapter. I dont pay any attention to this now, though
I would be interested in seeing the code that shows this error...

<SNIP>

> and it goes on into the bootup process until it gets to where it would
> normally show the desktop. Then I get a screen like this:
>
> EXCEPTION PROCESSING 2: Access Fault
>

Bus Error. Either an Auto prog or a desk accessory/CPX is crashing. If you dont use a boot manager, get one (I use Xboot III). Make an empty set/profile and add ONE item at a time until you find what crashes, then leave that item in the set on its own and test again. If its fine - add back other items one at a time until it crashes again then you will know if its the item itself or a combination of items. Try setting the TT-RAM flags on the offending item differently to see if it makes a difference.

Hope this gives you something to go with.

Coda.

5243. Re: CT60 help.

Newsgroup: comp.sys.atari.st
Date: 2004-10-16 11:15:38 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410160315.213fe27b@posting.google.com>
Source record: 16738

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:<pan.2004.10.15.20.51.47.895079@darkforce.ky.org>...
> Well, so far, no joy. :-(
>
> I hooked my CT60 up:
>
> Crucial PC133, 256 megs RAM in place
> floppy drive power cable hooked to CT60 (red and blue in correct place)
> ATX power supply hooked into CT60
> Unit plugged into Falcons expansion bus (jumper removed)
>
> Power seems to be going where its supposed to, fan in PS comes on, floppy,
> HD, and CD power up, fan on Falcons MB spins, fan on CT60 spins.
>
> Something odd though - I have the ATX ps hooked up to a true on/off
> switch that came with my Falcon Rack - its connected to the green wire at
> pin 14? I think. Worked fine with the CT60 not installed. However, with
> the CT60 in place, this on/off switch does nothing - just plugging the
> power cable into the back of the PS turns everything on.
>
> No video. None. Light on monitor seems to indicate its getting no signal.
>
> Removed CT60, restored everything. Falcon boots right up, no problem.
>
> Any suggestions or ideas? Thanks much.

My CT60 would not stay on using the push-to-make switch on the CT60
jumper, it came on when pressed and went off when released. I built an
elaborate switch de-bouncer (1 cap and a resistor ;-) thinking it was
switch bounce, but it didnt work either. In the end I jumpered the ATX
plug itself (may have been pin 14 to ground IIRC) to keep the PSU on.
I use the power switch on the PSU to turn the whole thing on (Most ATX
supplies dont have mains power switches though)

Coda.

5244. Re: WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-10-16 11:17:24 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410160317.27591e88@posting.google.com>
Source record: 16739
Cross-posted to: comp.sys.atari.st,pdx.forsale

"Don Schmidt" <Retired@Engineer.PNB> wrote in message
news:<10n02k6ecbundf6@corp.supernews.com>...
> And you'd be more helpful if you offered to build him one.
>

I would but I've got enough to do designing an Atari USB stack from scratch...

Coda.

5245. Re: CT60 help - part 2

Newsgroup: comp.sys.atari.st
Date: 2004-10-16 12:46:42 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.16.12.46.42.422946@darkforce.ky.org>
Source record: 16740

On Sat, 16 Oct 2004 01:24:23 +0000, Rustynutt wrote:

> Hey Ronald,
> Iv'e had problems with hardware compatibility using the DEKA. You
> might try using an Atari board until you get your setup working well.
> Mike
> (bought your "broken" Expose card a few years back)

Hey, did you ever get it working? I sure hope so. :-)

5246. Re: Power connectors (STe mobo)

Newsgroup: comp.sys.atari.st
Date: 2004-10-16 14:05:24 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0410160605.6beafc79@posting.google.com>
Source record: 16741

Got them through, working fine:)

Thanks

5247. Getting 5v from the Falcon MOBO??

Newsgroup: comp.sys.atari.st
Date: 2004-10-16 15:12:38 UTC
From: David Galvez <maraka@atari.net>
Message-ID: <ckrdp7$7v4$00$1@news.t-online.com>
Source record: 16742

Hi!

Sometime ago a pin in the keyboard connector of my Falcon MOBO stopped to supply 5V. Since then i get this voltage from the ATX PSU (i have a ct060 installed). Now i would like to do it "cleaner" solding a wire from somewhere in the MOBO to the "back" of this pin. Which could be a safe place to solder this wire and get the 5V?

Thanks

David

5248. Re: WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-10-16 15:41:06 UTC
From: Don Schmidt <Retired@Engineer.PNB>
Message-ID: <10n2g8ehulrpda8@corp.supernews.com>
Source record: 16743
Cross-posted to: comp.sys.atari.st,pdx.forsale

May the gigabyte gods give you the solution.

A friend of mine is so fed up with Windows he threatens to go back to his Atari. Ah... the good ol days when a program was two or three files in a single folder.

--
Don
Vancouver, USA

"smeg" <smeg_007@hotmail.com> wrote in message news:4aa4f5cb.0410160317.27591e88@posting.google.com...
> "Don Schmidt" <Retired@Engineer.PNB> wrote in message news:<10n02k6ecbundf6@corp.supernews.com>...
> > And you'd be more helpful if you offered to build him one.
> >
>
> I would but I've got enough to do designing an Atari USB stack from scratch...
>
> Coda.

5249. Re: CT60 help - part 2

Newsgroup: comp.sys.atari.st
Date: 2004-10-16 17:13:33 UTC
From: Mark D <mducksub@notspamatari-source.com>
Message-ID: <pan.2004.10.16.17.13.32.108891@notspamatari-source.com>
Source record: 16744

On Sat, 16 Oct 2004 06:42:14 +0000, Rustynutt wrote:

> On Fri, 15 Oct 2004 22:54:04 -0400, Mark D
> <mducksub@nosspamatari-source.com> wrote:
>
>>On Sat, 16 Oct 2004 01:24:23 +0000, Rustynutt wrote:
>>
>>> Hey Ronald,
>>> Iv'e had problems with hardware compatibility using the DEKA. You
>>> might try using an Atari board until you get your setup working well.
>>> Mike
>>> (bought your "broken" Expose card a few years back)
>>>
>>
>>Nice.. So Deka doesn't work properly and neither does Qwertyx. Maybe
>>users should be given choice in compiled ct60 tos whether or not they want
>>the new keyboard stuff included. It'd sure make my life easier not having
>>to disconnect my keyboard interface just to boot! I've actually given up
>>and painstakingly repaired a MST keyboard to complete functionality.
>>
>>Mark
>
> I hate to go from memory, but AIRC, the DEKA caused problems with
> Video Master hardware. There were a couple of other examples, but not
> many software problems AIRC.
> Mark, someday, maybe this winter i'll get around to installing my
> CT060. I've cleaned up the M/B i'm going to use, just haven't had the
> time to test it out yet. I'll get with you then about which burn is
> the best to use. Did you ever try the std Falcon 4-meg board I sent on
> your final setup?
> Mike

I use it daily. I will send it back to you when I get my new 14MB card if
you still want it :) Thanks again for that! Which burn as far as which
TOS you mean? For me, any of them work, but the system won't boot up with
anything after 1.0 if they keyboard is connected.

Thanks,
Mark

5250. Uwe Seimet

Newsgroup: comp.sys.atari.st
Date: 2004-10-16 21:16:03 UTC
From: sf0218@aol.com
Message-ID: <20041016171603.20060.00003139@mb-m25.aol.com>
Source record: 16745

Uwe,

If you read this news group, I think my HDDriver 8.1 is corrupted. When I try
to boot from the floppy, the process gets all screwy after your credit lline.
Help!!
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 128mb Fastram,14mb STram, 4gig hdd

5251. Re: TT-Digger V6.4

Newsgroup: comp.sys.atari.st
Date: 2004-10-16 21:28:36 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <8ogcd.51744$Ye1.42949@amsnews05.chello.com>
Source record: 16746

Martin "Nightowl" Byttebier wrote:

> "digger.atari.org could not be found. Please check the name and try
> again"
>

Actually, I checked it before posting and it worked.
digger.atari.org just points to the chello site.
This site and its url are under my control, atari.org is not.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

5252. Re: Getting 5v from the Falcon MOBO??

Newsgroup: comp.sys.atari.st
Date: 2004-10-16 21:32:04 UTC
From: "Steve Sweet"
Message-ID: <cks40e$9jv$1@hercules.btinternet.com>
Source record: 16747

Hi David

"David Galvez" <maraka@atari.net> wrote in message
news:ckrdp7$7v4$00$1@news.t-online.com...
> Hi!
>
> Sometime ago a pin in the keyboard connector of my Falcon MOBO stopped to
> supply 5V. Since then i get this voltage from the ATX PSU (i have a ct060
> installed). Now i would like to do it "cleaner" solding a wire from
> somewhere in the MOBO to the "back" of this pin. Which could be a safe
> place
> to solder this wire and get the 5V?

I seem to recall someone mentioning a similar problem that turned out to
have been caused by a defective fuse, maybe you'd do better to find the
problem and fix it that work around it.

--

Regards, Steve S.

5253. Re: Modern Version of Starglider 2

Newsgroup: comp.sys.atari.st
Date: 2004-10-16 22:08:02 UTC
From: Benoit Morrissette <benoitmorrissetteNO@SPAMvideotron.ca>
Message-ID: <cs63n09kp3cm1tq325k7dsqgsc752i0d87@4ax.com>
Source record: 16748

On Fri, 15 Oct 2004 21:54:43 GMT, Anthony Page
<someone@somewhere.in.summertime> wrote:

>One of my favorite games when I was a kid was Starglider 2, I loved the way
>you could fly to all the planets in the solar system and visit all the
>different planets and see their atmospheres. I was just watching the BBC
>documentary called "The Planets" I downloaded from www.supernova.org. And I
>was amazed by the computer graphics they used to show each planet and what
>their atmopheres looked like. It really made me want to play something like
>Starglider again but with updated graphics and utilizing our scientific
>knowledge of what thise planets are like. Is their anything like that out
>there?

http://celestia.sourceforge.net/

Not exactly like SGII but interesting...

Have a good night!

Benoï¿½t...

5254. Re: Uwe Seimet

Newsgroup: comp.sys.atari.st
Date: 2004-10-16 22:16:17 UTC
From: sf0218@aol.com
Message-ID: <20041016181617.24216.00002005@mb-m10.aol.com>
Source record: 16649

Never mind Uwe, it works now.

Thanks!!!!
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 128mb Fastram,14mb STram, 4gig hdd

5255. Re: CT60 help.

Newsgroup: comp.sys.atari.st
Date: 2004-10-16 22:38:26 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.16.22.38.26.326214@nosspamatari-source.com>
Source record: 16650

On Sat, 16 Oct 2004 04:15:38 -0700, smeg wrote:

> My CT60 would not stay on using the push-to-make switch on the CT60
> jumper, it came on when pressed and went off when released. I built an
> elaborate switch de-bouncer (1 cap and a resistor ;-) thinking it was
> switch bounce, but it didnt work either. In the end I jumpered the ATX
> plug itself (may have been pin 14 to ground IIRC) to keep the PSU on.
> I use the power switch on the PSU to turn the whole thing on (Most ATX
> supplies dont have mains power switches though)
>
> Coda.

Try another PSU. I have this problem with one of my older ATX PSU's, but
my newer one works fine. The trick is to tap the switch as quick as
possible ;-)

Mark

5256. Re: Atari 1040 ST...

Newsgroup: comp.sys.atari.st
Date: 2004-10-17 03:21:30 UTC
From: Andy Ball <null@not.valid>
Message-ID: <_ylcd.5553$6k2.2272@newsread3.news.pas.earthlink.net>
Source record: 16651

DW> All ST's MegaST and STE are single density...

They're double-density, MFM. Single-density drives were FM.

73, Andy Ball

5257. Re: Atari 1040 ST...

Newsgroup: comp.sys.atari.st
Date: 2004-10-17 03:29:36 UTC
From: Andy Ball <null@not.valid>
Message-ID: <AGlcd.5555$6k2.5229@newsread3.news.pas.earthlink.net>
Source record: 16652

NOR> It shipped with b/w monitor. ;(

I like those a lot, depending on your application the
ST really shines on their pin-sharp mono monitors.

- Andy Ball

5258. Re: CT60 help - part 2

Newsgroup: comp.sys.atari.st
Date: 2004-10-17 06:38:09 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1glsjmv.1iag0ml29im0iN%NOSPAMS@wanadoo.fr>
Source record: 16653

Ronald J. Hall <darklord@darkforce.ky.org> wrote:

> On Fri, 15 Oct 2004 16:51:51 -0400, Ronald J. Hall wrote:
>
> Okay, replying to my own post, bad form and all that. :-)
>
> Anyways - I've now got video, but I've still got problems.
>
> I've got a small interface from Wizztronics that allows the use of 3.5"
> IDE hard drives. It plugs in where the cable that goes to a 2.5" drive
> normally goes. It has 2 power connectors coming off of it - one for a 3.5"
> HD and the other is for the Faloons floppy drive. If I use the original
> power cable from the Falcons MB, I get a blank screen. If I use the power
> cable from this interface board (to took to the CT60) it will boot up now.
>
> Now.
>
> The first few messages seem okay, I get a message saying that 256 megs of
> SDRAM is found, TOS is copied to it.
>
> Next message:
>
> keyboard error

This message has no importance excepted if you have an original
keyboard.

> Funny thing is though, I can bash any key to skip the memory test.
>
> I have the Wizztronics 14 meg RAM board and SIMM from Best Electronics
> installed.
>
> (I'm using the DEKA interface that I bought from Wizztronics - it plugs
> into the Falcons keyboard connector and allows the use of a PC (P/S2)
> style keyboard. It still uses the Falcons mouse and joysticks though)

DEKA not support all IKBD commands so you get the previous error.

> and it goes on into the bootup process until it gets to where it would
> normally show the desktop. Then I get a screen like this:

Try to start with the ALT key pressed, you must get the desktop without
driver or program started. If it's OK you can try again with the CTRL
key, in this case only the driver is started. If you get always crash,
maybe there are hardware problem :
- 060 overcking.

- clocks of motherboard.
- IDE cable too long.
- Reset line of the keyboard too long (I don't know if there are just TX/RX on DEKA interface like Eiffel).

Note that the latest boot display programs started inside the AUTO folder.

> EXCEPTION PROCESSING 2: Access Fault
>
> Status Register (SR): $0300, bits to 1: 11 10
> Program Counter (PC): $00000006
> Basepage: $010CCE84
> Cache Register (CACR): $A0808000
> Address Fault: 00000006
> Fault Status Word (FSLW): 01428020, bits to 1: R SZ1 TM1 10 RE
> Supervisor Stack (SSP): $010D5FC0
> User Stack (USP): $000E444E
> D0: $01111558 A0: $01111570
>
> this goes thru D7 and A6

What is the CPU frequency ? I remember than the last 060s of Rodolphe works _only_ at 50 MHz. The first problems with overclocking of the old 060 rev 1 is caches and FPU crashes. If the ALT key is pressed before the ATRAI logo, the machine start without cache (original features of the TOS 4.04).
If you try to increase the CPU frequency, crashs during boot can create data lost on you disk (bad FAT), because NVDI for example write on your disk during boot.

> Any help appreciated. Thanks!

Try to press 2 SHIFTS during the boot picture until you get the ATARI logo. In this case the TOS boot without SDRAM. If it's OK, check the SDRAM, with the RIGHT SHIFT pressed during the boot you can see infos about the SDRAM module.
If you have the latest boot you can use CTRL-ALT-SHIFT-SHIFT during the boot picture for get Atari Diagnostics tests. Warning ! Abnormal termination on RTC/NVRAM, IDE, SCSI tests may result in loast data.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
□□□Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT□60 10□5□□□□MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

5259. Re: CT60 help - part 2

Newsgroup: comp.sys.atari.st
Date: 2004-10-17 06:38:12 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1glsl10.1gpwu8t1qchv7kN%NOSPAMS@wanadoo.fr>
Source record: 16654

Mark D <mducksub@nosspamatari-source.com> wrote:

> On Sat, 16 Oct 2004 01:24:23 +0000, Rustynutt wrote:
>
> > Hey Ronald,
> > Iv'e had problems with hardware compatibility using the DEKA. You
> > might try using an Atari board until you get your setup working well.
> > Mike
> > (bought your "broken" Expose card a few years back)
> >
>
> Nice.. So Deka doesn't work properly and neither does Qwertyx. Maybe
> users should be given choice in compiled ct60 tos whether or not they want
> the new keyboard stuff included. It'd sure make my life easier not having

New keyboard suff are just called if you press Eiffel key, at this state
it's just a keyboard test. An error message here has no importance, it's
just a warning. Nevertheless on the next boot version 1.02b (today not
inline), there are 4 old boot choices, and some new features like
Identify device, Compact Flash and removable drive boot, IDE slave, LBA
mode, keyboard test are bypassed.

> to disconnect my keyboard interface just to boot! I've actually given up
> and painstakingly repaired a MST keyboard to complete functionality.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
□□□Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT□60 10□5□□□□MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

5260. Re: Getting 5v from the Falcon MOBO??

Newsgroup: comp.sys.atari.st
Date: 2004-10-17 11:36:28 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410170336.12cb0bb5@posting.google.com>
Source record: 16655

"Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
news:<cks40e$9jv$1@hercules.btinternet.com>...
> Hi David
>
> "David Galvez" <maraka@atari.net> wrote in message
> news:ckrdp7$7v4$00$1@news.t-online.com...
> > Hi!
> >
> > Sometime ago a pin in the keyboard connector of my Falcon MOBO stopped to
> > supply 5V. Since then i get this voltage from the ATX PSU (i have a ct060
> > installed). Now i would like to do it "cleaner" solding a wire from
> > somewhere in the MOBO to the "back" of this pin. Which could be a safe
> > place
> > to solder this wire and get the 5V?
>
> I seem to recall someone mentioning a similar problem that turned out to
> have been caused by a defective fuse, maybe you'd do better to find the
> problem and fix it that work around it.

I agree, however if you cant find the problem, you could take 5V from
the 6850 ACIA (Pin 12) thats close to the keyboard socket.

Coda.

5261. Re: CT60 help - part 2

Newsgroup: comp.sys.atari.st
Date: 2004-10-17 12:39:27 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.17.12.39.27.47431@darkforce.ky.org>
Source record: 16656

Okay, guys - thanks for all the great/helpful suggestions. I've had to work all weekend (12 hour shifts/midnights) so I'm not really able to do anything right now. I'll have a few days this week to get to work on it.

I'll post messages as I find anything out.

5262. Atari Online News, Etc. #06-42

Newsgroup: comp.sys.atari.st
Date: 2004-10-17 13:47:45 UTC
From: danap8@aol.comno-spam
Message-ID: <20041017094745.25170.00002469@mb-m04.aol.com>
Source record: 16657

```
A-ONE #0642 10/15/04

~ PayPal Hit By Glitches ~ People Are Talking! ~ Attacking Spyware!
~ Is Your PC Phishing? ~ Google Desktop Search! ~ Halo 2 Leaked!
~ New FreeMiNT Beta Out! ~ New Leisure Suit Larry ~ ACE MIDI Update!
~ Vintage Computer Fest! ~ New STOS Coders List! ~ Mac OS Tiger News!

-* US E-Voting Worries Persist! *-
-* Americans Win Gold at Cyber Games! *-
-* Supreme Court Won't Hear File Sharing Case *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj*atarinews*org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

5263. [PUB]: New at the Belgium ftp-server

Newsgroup: comp.sys.atari.st
Date: 2004-10-17 15:27:40 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <41729d921585730@telenet.be>
Source record: 16658
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

*********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
*********************************************************

**bsw_dcd**
ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_119.zip
(770.402 bytes) BSW Demo Compact Disk. For more details see dcd_info.txt

ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_120.zip
(761.735 bytes) id.

ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_121.zip
(783.549 bytes) id.

ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_122.zip
(776.491 bytes) id.
ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_123.zip
(816.658 bytes) id.

ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_124.zip
(717.274 bytes) id.

ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_125.zip
(820.698 bytes) id.

ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_info.txt
(21.394 bytes) id.

**emulators**
ftp://chapelie.rma.ac.be/atari/emulators/atoric09.zip
(290.648 bytes) ATORIC v.0.9, ORIC-Emulator runs on ST,TT,Falcon and
emulates a 1MHz 6502-Computer called ORIC

**programming**
ftp://chapelie.rma.ac.be/atari/programming/ttdigger-64.zip
```

(130.769 bytes) TT-Digger is a program designed for digging in existing
software, for instance: TOS-ROM. Input can be disassembled, displayed
as Hexadecimal or as ASCII text in any combination.

utilities
ftp://chapelie.rma.ac.be/atari/utilities/icons/extract15.lzh
(5.608.951 bytes) Icon Extract extracts the icons colors (from 1 to 32 bits)
from files ICO, CUR, ANI, ICL, DLL and XPM to safeguard them with
format RSC (for Interface or Ressource Master). French language

Have fun,
Martin

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5264. I NEED SOME ADVICE.....

Newsgroup: comp.sys.atari.st
Date: 2004-10-17 21:23:52 UTC
From: Silver <silver@silver.net>
Message-ID: <ckuntg$9dm$1@sunce.iskon.hr>
Source record: 16659

What kind of hard disk i can put of my Atari 1040STe?

Is it PC's HDD compatible with that or not?

Explain please...

P.S.-Sorry on my bad english.... :(

5265. Re: Remember this metal Atari ST stand - the "STation" ?

Newsgroup: comp.sys.atari.st
Date: 2004-10-17 22:59:12 UTC
From: blakespot@gmail.com
Message-ID: <4b7d63a4.0410171459.39c57db9@posting.google.com>
Source record: 16660

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:<4F7bd.59$p53.31@newsfe6-win.ntli.net>...
> Hello.
>
> "Blake Patterson" <blakespot@gmail.com> wrote in message
> news:4b7d63a4.0410121406.776085cb@posting.google.com...
> > I am looking to find an old STation, metal Atari ST system stand.
> > I've sketched it here:
>
> Looks like something gathering dust in my workshop, where are you?

I've sent you an e-mail to the address indicated in your header -
definitely interested if it's the same unit. Please let me know -
thanks!

bp

5266. Re: I NEED SOME ADVICE.....

Newsgroup: comp.sys.atari.st
Date: 2004-10-18 10:39:55 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-976F51.11401018102004@newsfe1-gui.server.ntli.net>
Source record: 16661

In article <ckuntg$9dm$1@sunce.iskon.hr>, "Silver" <silver@silver.net>
wrote:

> What kind of hard disk i can put of my Atari 1040STe?
>
> Is it PC's HDD compatible with that or not?

You will need a 50-pin SCSI hard drive in an enclosure, plus an Atari
DMA to SCSI converter such as a Link '97 etc. Then a driver such as
Atari's AHDI (free), or HDDriver (commercial).

Plug the hardware up, set the SCSI ID to 0, make sure the disk is
teminated, fire it all up (drive first), run the driver prog from the
floppy, partition the hard drive and install the driver on it, job done.

--

Derryck

/ DDP Translations /
/ http://ddp.atari.org /

5267. Re: I NEED SOME ADVICE.....

Newsgroup: comp.sys.atari.st
Date: 2004-10-18 10:58:41 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410180258.140015f5@posting.google.com>
Source record: 16662

"Silver" <silver@silver.net> wrote in message news:<ckuntg$9dm$1@sunce.iskon.hr>...
> What kind of hard disk i can put of my Atari 1040STe?
>
> Is it PC's HDD compatible with that or not?
>
> Explain please...
>
> P.S.-Sorry on my bad english.... :(

As it stands, you could only use a hard drive connected to the DMA/ACSI port. For this you need to get an ACSI=>SCSI adapter (like the ICD link) a SCSI hard drive of your choice, and the necessary cables.

I would prefer to get a 2.5" laptop drive put inside the case. Barry at Keychange is hoping to make a run of IDEAL Hard drive interfaces, which work in STe's I believe. These go inside the case so you can have a self contained system.

Barry, can you enlighten him?

Coda.

5268. Re: CT60 help - part 2

Newsgroup: comp.sys.atari.st
Date: 2004-10-18 13:11:41 UTC
From: hencox@hotmail.com
Message-ID: <9ae36432.0410180511.fdee086@posting.google.com>
Source record: 16663

Hi Ronald!

I came to think about something when I read about how you feed power
to your harddrive using that Wizztronics board. It's a while ago, but
I seem to remember that my CT60+falcon got a lot more stable when I
started feeding the harddrive and the floppy drive directly from the
ATX PSU. Earlier I had a split-up cable that fed both the motherboard
(from the CT60) and the harddrive.
So I would try to feed the harddrive from your PSU instead of the
Wizztronics board.

/Henrik

5269. "Notator.org" (website/Notator mailing list) up again!

Newsgroup: comp.sys.atari.st
Date: 2004-10-18 13:26:25 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <4173c479$1@news.broadpark.no>
Source record: 16664

Some of you might have noticed that the Notator website/mailing list (http://www.notator.org) has been down.

Well, it's now fully operational again, and new members are always welcome.

(the Notator mailing list is a place where people using the "Notator SL" and "Creator SL" MIDI sequencer/score software from C-Lab/Emagic can discuss usage og the program, share ideas etc. The website contains among other things a comprehensive FAQ, latest downloads and other things of interest to the Notator/Creator user -a MIDI sequencer fully usable today.)

--
Hallvard

5270. Re: CT60 help - part 2

Newsgroup: comp.sys.atari.st
Date: 2004-10-18 14:08:10 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.18.14.08.08.392184@darkforce.ky.org>
Source record: 16665

On Mon, 18 Oct 2004 06:11:41 -0700, hencox wrote:

> Hi Ronald!
>
> I came to think about something when I read about how you feed power
> to your harddrive using that Wizztronics board. It's a while ago, but
> I seem to remember that my CT60+falcon got a lot more stable when I
> started feeding the harddrive and the floppy drive directly from the
> ATX PSU. Earlier I had a split-up cable that fed both the motherboard
> (from the CT60) and the harddrive.
> So I would try to feed the harddrive from your PSU instead of the
> Wizztronics board.
>
> /Henrik

Hi. Thanks for the advice. I'll do that right away. :-)

5271. football manager group

Newsgroup: comp.sys.atari.st
Date: 2004-10-18 14:14:47 UTC
From: mark.lambourne@gmail.com
Message-ID: <1098108887.932052.283040@f14g2000cwb.googlegroups.com>
Source record: 16666

http://groups-beta.google.com/group/Football-Manager/

5272. Update 260 ST....Need help...

Newsgroup: comp.sys.atari.st
Date: 2004-10-18 16:24:33 UTC
From: Amigaboy <amigaboy@hi.htnet.hr>
Message-ID: <cl0qo0$2bf$1@bagan.srce.hr>
Source record: 16667

I finally got the courage to take apart the st just to find the folowing stuff:
Some kinda of RTC card....The only thing that I can find on it is WEIDE - ELEKTRONIK???
It has a lithium battery thou:-)
There is two wires that are going out off her : One (black) is connected to a MC6850P , and the other (red) is not connected , but Im sure she was connected...the question is where?
The card is conected to the third rom chip (from the atari sign on the mobo)...
Also the revision of the mobo is C070243 REV H...What is that revision?
On the rom chip is labeled : RP23256 0161....What version of tos would that be? (I have no PS to see when I turn it on).
There is 16 chips of ram and an expansion connected to C025614-384 (only IC within the metal box on the mobo...) .It is ST-K5V4.0...
Please give some info

P.S. Is there some source on the net that I can find the answers to my questions (like www.amiga-hardware.com in the amiga community)?

P.S.S. Sorry for my bad english , Im in a hurry....

Thanks in advance

5273. Re: Getting 5v from the Falcon MOBO??

Newsgroup: comp.sys.atari.st
Date: 2004-10-18 17:10:52 UTC
From: David Galvez <maraka@atari.es>
Message-ID: <cl0ter$79r$04$1@news.t-online.com>
Source record: 16668

Hi!

The problem are the (L79, L81, L83)components that are close to the
keyboard connector.I think they are some kind of filters, i also think
that the L81 is the one which "died". I dont know if is possible to find
a replacement or what would be a better solution than getting the 5v
from anywhere else in the MOBO.

smeg wrote:
> Path: news.t-online.com!newsmm00.sul.t-online.de!newsfeed01.sul.t-online.de!t-online.de!
netnews.web.de!npeer.de.kpn-eurorings.net!proxad.net!postnews1.google.com!not-for-mail
> From: smeg_007@hotmail.com (smeg)
> Newsgroups: comp.sys.atari.st
> Subject: Re: Getting 5v from the Falcon MOBO??
> Date: 17 Oct 2004 04:36:28 -0700
> Organization: http://groups.google.com
> Lines: 23
> Message-ID: <4aa4f5cb.0410170336.12cb0bb5@posting.google.com>
> References: <ckrdp7$7v4$00$1@news.t-online.com> <cks40e$9jv$1@hercules.btinternet.com>
> NNTP-Posting-Host: 62.7.147.230
> Content-Type: text/plain; charset=ISO-8859-1
> Content-Transfer-Encoding: 8bit
> X-Trace: posting.google.com 1098012989 3084 127.0.0.1 (17 Oct 2004 11:36:29 GMT)
> X-Complaints-To: groups-abuse@google.com
> NNTP-Posting-Date: Sun, 17 Oct 2004 11:36:29 +0000 (UTC)
> Xref: news.t-online.com comp.sys.atari.st:162689
>
> "Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
news:<cks40e$9jv$1@hercules.btinternet.com>...
>> Hi David
>>
>> "David Galvez" <maraka@atari.net> wrote in message
>> news:ckrdp7$7v4$00$1@news.t-online.com...
>> > Hi!
>> >
>> > Sometime ago a pin in the keyboard connector of my Falcon MOBO stopped to
>> > supply 5V. Since then i get this voltage from the ATX PSU (i have a ct060
>> > installed). Now i would like to do it "cleaner" solding a wire from
>> > somewhere in the MOBO to the "back" of this pin. Which could be a safe
>> > place
>> > to solder this wire and get the 5V?
>>
>> I seem to recall someone mentioning a similar problem that turned out to
>> have been caused by a defective fuse, maybe you'd do better to find the
>> problem and fix it that work around it.

>
>
> I agree, however if you cant find the problem, you could take 5V from
> the 6850 ACIA (Pin 12) thats close to the keyboard socket.
>
> Coda.

5274. Re: I NEED SOME ADVICE.....

Newsgroup: comp.sys.atari.st
Date: 2004-10-18 17:47:59 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0410180947.5e2292ef@posting.google.com>
Source record: 16669

The only drive you can add wihtout having to buy any kind of adapter is an Atari dedicated drive, such as the Atari Megafile, but these were only small capacity drives, 20,30 or 60mb. Supra and SyQuest also made drives that could be connected directly to the Atari through it's propreitry hard drive port on the back of the machine. They can still be found second hand, though I dont think many above 80mb capacity were made.

However it's farily easy to get adapters to allow it to take SCSI-1 drives, ICD made several which went by the name "Link" and "Link97". The latter was a simple plug in and go device, the other versions were internal. They are not made anymore but shouldn't be too difficult to find 2nd hand as they were quite popular.

There are few adapters as well allowing you to connect IDE drives, inlcuding one that connects though the catridge port whihc I think was made by a company called Paksud, and I think is still being made.

I think the largest drive you can run on an ST is 2gb capacity.

5275. Re: I NEED SOME ADVICE.....

Newsgroup: comp.sys.atari.st
Date: 2004-10-18 17:59:51 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <2tiekuF20cks6U1@uni-berlin.de>
Source record: 16670

"Silver" <silver@silver.net> wrote in message
news:ckuntg$9dm$1@sunce.iskon.hr...
> What kind of hard disk i can put of my Atari 1040STe?
>

Without an adaptor - none.

> Is it PC's HDD compatible with that or not?
>

As others have said "kind of"

> Explain please...
>

If you have an early STE then you may also need to replace the DMA chip.
There was a problem on some version. Try searching the archives at
groups.google.com for more info.

> P.S.-Sorry on my bad english.... :(
>
>

5276. Re: Getting 5v from the Falcon MOBO??

Newsgroup: comp.sys.atari.st
Date: 2004-10-18 21:54:28 UTC
From: "Steve Sweet"
Message-ID: <cl1e2iaqb1@titan.btinternet.com>
Source record: 16671

Hi David

> The problem are the (L79, L81, L83)components that are close to the
> keyboard connector.I think they are some kind of filters, i also think
> that the L81 is the one which "died". I dont know if is possible to find
> a replacement or what would be a better solution than getting the 5v
> from anywhere else in the MOBO.

There are a number of modern alternatives such as CP's (Circuit Protectors) available in various ratings with real fast blow times, a much safer proposition that picking up a bus 'elsewhere'

--

Regards, Steve S.

5277. Using 4 Meg Falcon Memory for ST

Newsgroup: comp.sys.atari.st
Date: 2004-10-18 23:56:33 UTC
From: ausl8 <mc205@hotmail.com>
Message-ID: <cl1l83fgg1@arachne.labyrinth.net.au>
Source record: 16672

In my travels on the WWW I am sure I have seen a 4 Meg Falcon memory card used as ST memory expansion? I have a 520 STM and a Mega 1 and 2 Falcon 4 meg cards and it would be great to upgrade both machines. Can any one provide any info on this?

Thanks.

5278. Re: CT60 help - part 3

Newsgroup: comp.sys.atari.st
Date: 2004-10-19 04:40:15 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.19.04.40.14.259980@darkforce.ky.org>
Source record: 16674

Okay, things seem to be much better. I downloaded the CT60 archive from Didiers' web site and used it.

The biggest single culprit seems to be that the version of Xcontrol that I was using caused everything to hang up. I used the updated version and I can get to a desktop now.

I still get the keyboard error on bootup. The on/off switch now starts and stops the ATX power supply, and the CT60 with it.

The CDwriter (Plextor 12/4/32) seems to be working fine with ExtenDos.

I'm getting an odd, random data error with the floppy drive and new floppies - just every now and then. I'd be tempted to say that this is a separate problem and not related to the CT60.

I've got some more questions <smile>:

According to the CT60 CPX, my temp is running at about 40c. Is this acceptable?

I'm using NVDI v4.12, and HDDriver v7.61. Is that okay? Or do I really need to find a way to upgrade to newer versions?

I'm a little confused on how to set the CT60 to '030 mode using a switch. Its the 3rd and 4th pin in the back row, right? Should it be a true on/off switch or a momentary switch? Does this need to reboot or is the effect immediate? BTW, what does the jumper that says F30 boost on the side do, and what position should it be in?

Thanks gang! :-)

5279. MINT questions

Newsgroup: comp.sys.atari.st
Date: 2004-10-19 04:42:12 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.19.04.42.12.918249@darkforce.ky.org>
Source record: 16673
Body handling: HTML body converted to readable text

Eventually, I want to get back to using MINT, like I did before. I've not kept up at all

5280. Hades repair fund created

Newsgroup: comp.sys.atari.st
Date: 2004-10-19 08:55:21 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0410190055.3f954618@posting.google.com>
Source record: 16675

Hi all,

Recently we learned that Odd Skancke (aka Ozk), one of the most outstanding FreeMiNT developers, has met with some bad luck recently: His trusty old Hades has given in and hence his possibilities to continue with his FreeMiNT/XaAES contributions has severely decreased.

While it may be possible to fix the Hades board, Ozk has explained that his current financial situation definitely prevents him from doing it. This is where we can make a difference! On the unofficial XaAES page I setup a repair fund page, where you can read more. Please have a look, this might be your chance to give something back to the FreeMiNT community!

Read the full story here: http://xaaes.atariforge.net/

Regards,

Joakim

www.ataricq.org
topp.atari-users.net
xaaes.atariforge.net

5281. Re: MINT questions

Newsgroup: comp.sys.atari.st
Date: 2004-10-19 11:53:15 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410190353.5c784b45@posting.google.com>
Source record: 16676
Body handling: HTML body converted to readable text

"Ronald J. Hall" wrote in message news:...
> Eventually, I want to get back to using MINT, like I did before. I've not
> kept up at all

5282. Re: MINT questions

Newsgroup: comp.sys.atari.st
Date: 2004-10-19 12:01:43 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.19.12.01.43.112411@darkforce.ky.org>
Source record: 16678

On Tue, 19 Oct 2004 04:53:15 -0700, smeg wrote:

> Yes. Install easymint. Go here:

Thanks much!

> Good for you. Unfortunately I need to have a windows system to play
> games on.
>
> Coda.

What games is it? Perhaps you can use something like WineX/Cedega? We've had lots of luck with games like Starcraft, Jedi Academy, Doom3, Diablo2,and Knights of the old Republic here, under Linux.

Thanks again!

5283. Flash adapter

Newsgroup: comp.sys.atari.st
Date: 2004-10-19 12:05:15 UTC
From: 7262 <mevatele@yahoo.co.uk>
Message-ID: <41752aff@news.greennet.net>
Source record: 16677

Hi there

Just this morning, I was staring lovingly at my old pile of ST's and started thinking that it would be great if someone could invent some sort of adapter that would plug into the DMA (hard disk) port and allow the ST to use flash memory cards. It would have to plug into the back of the ST, no messing with internals.
Is it possible, would it be affordable ?

What do you think ?

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.778 / Virus Database: 525 - Release Date: 15/10/04

5284. Re: CT60 help - part 3

Newsgroup: comp.sys.atari.st
Date: 2004-10-19 12:17:27 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410190417.3a23db18@posting.google.com>
Source record: 16679

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:<pan.2004.10.19.04.40.14.259980@darkforce.ky.org>...
> Okay, things seem to be much better. I downloaded the CT60 archive from
> Didiers' web site and used it.
>
> The biggest single culprit seems to be that the version of Xcontrol that I
> was using caused everything to hang up. I used the updated version and I
> can get to a desktop now.

There is a patch for xcontrol in the CT60 software package.

>
> I still get the keyboard error on bootup. The on/off switch now starts and
> stops the ATX power supply, and the CT60 with it.

Good. Forget the keyb error, its inconsequential.

> The CDwriter (Plextor 12/4/32) seems to be working fine with ExtenDos.

Cool.

> I'm getting an odd, random data error with the floppy drive and new
> floppies - just every now and then. I'd be tempted to say that this is a
> separate problem and not related to the CT60.

You have plugged the Floppy power cable from the motherboard into the
CT60, and powered the floppy drive from the ATX supply I assume. Its
possible that your drive is on its way out, or just dirty from years
not being used accumulating dust. Try a wet type head cleaning disk.

> I've got some more questions <smile>:

:-)

> According to the CT60 CPX, my temp is running at about 40c. Is this
> acceptable?

Yep. Mine is 46c at 66mhz.

> I'm using NVDI v4.12, and HDDriver v7.61. Is that okay? Or do I really
> need to find a way to upgrade to newer versions?

I guess so. NVDI 5 has more printer drivers but I dont know if theres
any other significant improvements. I have V2.5 upgraded to V3, and I
have tried V5 but there isnt a huge leap from V3 to V5. I read that
some CT60 people had problems with HDDriver 8.01 copying files >64K.
Cant remember why, or even if it was fixed. Maybe Dr Uwe will answer
this for you.

> I'm a little confused on how to set the CT60 to '030 mode using a switch.
> Its the 3rd and 4th pin in the back row, right? Should it be a true on/off
> switch or a momentary switch? Does this need to reboot or is the effect
> immediate? BTW, what does the jumper that says F30 boost on the side do,
> and what position should it be in?

On/Off switch. In my case going from 060 => 030 reboots anyway into
030 mode, but from 030 => 060 the system hangs, and I have to press
reset.
The F030 boost jumper turns on the falcon motherboard overclocking. If
you have a "with solders" installation that is. It rasies the bus
speed from 16 to 25 mhz (newer CT60s have a 50mhz clock on board for
this purpose (25mhz bus)), and also the Videl and DSP get a new clock.
Unless you have a "great" Ram card (a good 72pin simm model and a good
72pin simm) the screen will be covered with artifacts if you boot with
25mhz bus. Try it and see.

> Thanks gang! :-)

Coda.

5285. Re: Getting 5v from the Falcon MOBO??

Newsgroup: comp.sys.atari.st
Date: 2004-10-19 12:25:03 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410190425.7334d588@posting.google.com>
Source record: 16680

David Galvez <maraka@atari.es> wrote in message
news:<cl0ter$79r$04$1@news.t-online.com>...
> Hi!
>
> The problem are the (L79, L81, L83)components that are close to the
> keyboard connector.I think they are some kind of filters, i also think
> that the L81 is the one which "died". I dont know if is possible to find
> a replacement or what would be a better solution than getting the 5v
> from anywhere else in the MOBO.

Yes those are just filters. It wont be easy to find a replacement
unless you have another ST mobo lying around to take parts off. I
personally would bypass it.

Coda.

5286. Re: CT60 help - part 3

Newsgroup: comp.sys.atari.st
Date: 2004-10-19 13:01:08 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.19.13.01.08.182275@darkforce.ky.org>
Source record: 16681

On Tue, 19 Oct 2004 05:17:27 -0700, smeg wrote:

Thanks for all the useful advice/answers! :-)

5287. Re: Hades repair fund created

Newsgroup: comp.sys.atari.st
Date: 2004-10-19 13:05:28 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.19.13.05.28.614845@darkforce.ky.org>
Source record: 16682

On Tue, 19 Oct 2004 01:55:21 -0700, Joakim H?gberg wrote:

> Hi all,
>
> Recently we learned that Odd Skancke (aka Ozk), one of the most
> outstanding FreeMiNT developers, has met with some bad luck recently:
> His trusty old Hades has given in and hence his possibilities to
> continue with his FreeMiNT/XaAES contributions has severely decreased.

Sounds like a good cause to me. :-)

5288. HDDriver8.1

Newsgroup: comp.sys.atari.st
Date: 2004-10-19 15:23:23 UTC
From: sf0218@aol.com
Message-ID: <20041019112323.03437.00001410@mb-m27.aol.com>
Source record: 16683

Hello,

Who uses HDDriver8.1? How does one use it? Can one boot from the HDDriver floppy? I am asking because when I boot from floppy, everything get scrambled on the screen when HDDriver starts to load.

Can someone help me out? What am I missing?

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 128mb Fastram,14mb STram, 4gig hdd

5289. Re: CT60 help - part 3

Newsgroup: comp.sys.atari.st
Date: 2004-10-19 15:31:31 UTC
From: rs.death_of_spam.mac@t-online.de
Message-ID: <1glwuxt.ijl78z5l5ueN%rs.death_of_spam.mac@t-online.de>
Source record: 16684

smeg <smeg_007@hotmail.com> wrote:

> There is a patch for xcontrol in the CT60 software package.

I canï¿½t patch the german version of xconrol some month ago.
A good choice is cops. Works fine on 030/060 mode.

> > I'm using NVDI v4.12, and HDDriver v7.61. Is that okay? Or do I really
> > need to find a way to upgrade to newer versions?
>
> I guess so. NVDI 5 has more printer drivers but I dont know if theres

Yes.

According to the 060 manual: do not use hddriver lower 7.6 or iï¿½m wrong?

Regards, Robert
--
-= DOIT-Hardware FAQs =-
____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

5290. Re: Using 4 Meg Falcon Memory for ST

Newsgroup: comp.sys.atari.st
Date: 2004-10-19 15:31:43 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4175332e$0$20461$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16685

http://www.joogn.de/i/atari_ide3.jpg

"ausl8" <mc205@hotmail.com> wrote in message
news:cl1l83fgg1@arachne.labyrinth.net.au...
> In my travels on the WWW I am sure I have seen a 4 Meg Falcon memory card
> used as ST memory expansion? I have a 520 STM and a Mega 1 and 2 Falcon 4
> meg cards and it would be great to upgrade both machines. Can any one
> provide any info on this?
>
> Thanks.
>
>

5291. Re: CT60 help - part 3

Newsgroup: comp.sys.atari.st
Date: 2004-10-19 15:49:20 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.19.15.49.20.702058@darkforce.ky.org>
Source record: 16686

On Tue, 19 Oct 2004 17:31:31 +0200, Robert Schaffner wrote:

> According to the 060 manual: do not use hddriver lower 7.6 or iï¿½m wrong?
>
>
> Regards, Robert

Umm, there's a manual? Is this something thats only available online,
because I didn't get a printed out manual in my package.

Thanks.

5292. Re: CT60 help - part 3

Newsgroup: comp.sys.atari.st
Date: 2004-10-19 17:25:39 UTC
From: rs.death_of_spam.mac@t-online.de
Message-ID: <1glx4de.g9oac1t2z7gN%rs.death_of_spam.mac@t-online.de>
Source record: 16687

Ronald J. Hall <darklord@darkforce.ky.org> wrote:

> Umm, there's a manual? Is this something thats only available online,
> because I didn't get a printed out manual in my package.

I mean that comes from the online manual.

Regards, Robert
--
-= DOIT-Hardware FAQs =-
____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

5293. Re: CT60 help - part 3

Newsgroup: comp.sys.atari.st
Date: 2004-10-19 17:52:02 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.19.17.52.02.406875@darkforce.ky.org>
Source record: 16688

On Tue, 19 Oct 2004 19:25:39 +0200, Robert Schaffner wrote:

> I mean that comes from the online manual.
>
> Regards, Robert

Okay, thats explains it. Thanks Robert! :-)

5294. Re: HDDriver8.1

Newsgroup: comp.sys.atari.st
Date: 2004-10-19 18:24:00 UTC
From: Peter_Schneider@b.maus.de
Message-ID: <200410192024.a56816@b.maus.de>
Source record: 16505

Hi Sam,

S>Can one boot from the HDDriver floppy?
if there's an AUTO folder on the floppy's root, and if HDDRIVER.PRG inside this folder: YES!

But I suggest to run (not necessary to boot) HDDRIVER.PRG from the floppy, then run HDDRUTIL to get your proper installation, save it and finally reboot!

Und TTschï¿½
ps

5295. Re: Getting 5v from the Falcon MOBO??

Newsgroup: comp.sys.atari.st
Date: 2004-10-19 18:45:35 UTC
From: David Galvez <maraka@atari.es>
Message-ID: <cl3ncfjis03$1@news.t-online.com>
Source record: 16689

>
> Yes those are just filters. It wont be easy to find a replacement
> unless you have another ST mobo lying around to take parts off. I
> personally would bypass it.
>
> Coda.

Those filters have 3 "legs" so i dont really know how to bypass them,
also i can not see the track which is going to the +5V pin in the
keyboard connector. Are there Falcon schematics somewhere in the net? i
didnt find any.

Anyway i think i'm going to leave it like is now, at least it works. Playing to be Rodolphe this last two days i saw smoke coming from the Falcon MOBO twice :-).
Enough for my heart.

Thanks both of you for your help

David

5296. Re: HDDriver8.1

Newsgroup: comp.sys.atari.st
Date: 2004-10-19 19:41:48 UTC
From: Mark D <mducksub@notspamatari-source.com>
Message-ID: <pan.2004.10.19.19.41.48.439765@notspamatari-source.com>
Source record: 16690

On Tue, 19 Oct 2004 15:23:23 +0000, SF0218 wrote:

> Hello,
>
> Who uses HDDriver8.1? How does one use it? Can one boot from the HDDriver
> floppy? I am asking because when I boot from floppy, everything get scrambled
> on the screen when HDDriver starts to load.
>
> Can someone help me out? What am I missing?
>

Sam,

Did you try it out in 030 mode like I said?

Thanks,
Mark

5297. Re: HDDriver8.1

Newsgroup: comp.sys.atari.st
Date: 2004-10-19 19:43:04 UTC
From: Mark D <mducksub@notspamatari-source.com>
Message-ID: <pan.2004.10.19.19.43.04.719752@notspamatari-source.com>
Source record: 16692

On Tue, 19 Oct 2004 15:23:23 +0000, SF0218 wrote:

> Hello,
>
> Who uses HDDriver8.1? How does one use it? Can one boot from the HDDriver
> floppy? I am asking because when I boot from floppy, everything get scrambled
> on the screen when HDDriver starts to load.
>
> Can someone help me out? What am I missing?
>

Oh yeah, and bootup with no hd-driver disk and test out some other disks.
maybe your drive is hooked up wrong or broken. I tested out the FDD and
it worked perfectly for me. But i was under TOS with NVDI so I know at
very least it'll work with NVDI.

Mark

5298. Re: MINT questions

Newsgroup: comp.sys.atari.st
Date: 2004-10-19 19:50:28 UTC
From: Mark D <mducksub@notspamatari-source.com>
Message-ID: <pan.2004.10.19.19.50.28.159920@notspamatari-source.com>
Source record: 16691

On Tue, 19 Oct 2004 08:01:43 -0400, Ronald J. Hall wrote:

> On Tue, 19 Oct 2004 04:53:15 -0700, smeg wrote:
>
>> Yes. Install easymint. Go here:
>
> Thanks much!
>
>> Good for you. Unfortunately I need to have a windows system to play
>> games on.
>>
>> Coda.
>
> What games is it? Perhaps you can use something like WineX/Cedega? We've
> had lots of luck with games like Starcraft, Jedi Academy, Doom3,
> Diablo2,and Knights of the old Republic here, under Linux.
>
> Thanks again!

You know your linux experience translates directly over to Freemint.
You'll enjoy yourself ;-)

Mark

5299. Re: HDDriver8.1

Newsgroup: comp.sys.atari.st
Date: 2004-10-19 20:02:21 UTC
From: sf0218@aol.com
Message-ID: <20041019160221.25615.00002065@mb-m17.aol.com>
Source record: 16693

Mark,

It's not the fdd. What I mean is that, the HDDriver floppy will boot but, when it gets to Uwe Seimet's copyright line, everything following that line is yakked up on the screen, and the disk is still continues to boot when you hit the space bar.

As far as I can tell, the other programs on that disk launch and work fine, except for HDDriver.prg.

I sent an email to Atari Workshop, hopefully they will have a solution.

Thanks!!!

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 128mb Fastram,14mb STram, 4gig hdd

5300. Re: MINT questions

Newsgroup: comp.sys.atari.st
Date: 2004-10-19 20:05:51 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.19.20.05.51.44718@darkforce.ky.org>
Source record: 16694

On Tue, 19 Oct 2004 15:50:28 -0400, Mark D wrote:

> You know your linux experience translates directly over to Freemint.
> You'll enjoy yourself ;-)
>
> Mark

When I had MINT installed before, on my Nemesis equipped Falcon, I thought it was a blast. In fact, MINT was actually what got me started on Mandrake Linux. It only seems right somehow that I have come full-circle. :-)

I'm trying to remember what it was called that I used? KGMD? Or something like that. Can't remember honestly. It started from a floppy though. I used docs by K.Ellis (Karen?). Whatever became of her? At one time she was a very strong MINT/Atari advocate.

5301. Re: Atari ST software

Newsgroup: comp.sys.atari.st
Date: 2004-10-19 20:27:51 UTC
From: Derek Mark Edding <dreq@earthlink.net>
Message-ID: <bNedd.2828$ta5.1392@newsread3.news.atl.earthlink.net>
Source record: 16695

Jim DeClercq wrote:

> Yes, your English is fine, or at least workable.
>
> The advice given is a bit incomplete. Only Windows 95 can read any Atari
> disk you might stick in the drive slot. DOS can be set up to read any disk
> you can stick in that slot. Other than that, format the disk on the
> Windows machine, and the Atari will read it.
>
> This has been found to work on any version of Windows higher than Windows
> 95, and even with Dell machines, which seem to want something different
> than any other machine running Windows.

Will this work if his ST's floppy drive is an SF-354?

I have a bunch of SSDD floppies around here from the early days...

-dreq

5302. Re: Flash adapter

Newsgroup: comp.sys.atari.st
Date: 2004-10-19 20:30:33 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0410191230.485381a1@posting.google.com>
Source record: 16696

"7262" <mevatele@yahoo.co.uk> wrote in message news:<41752aff@news.greennet.net>...
> Hi there
>
> Just this morning, I was staring lovingly at my old pile of ST's and started
> thinking that it would be great if someone could invent some sort of adapter
> that would plug into the DMA (hard disk) port and allow the ST to use flash
> memory cards. It would have to plug into the back of the ST, no messing with
> internals.
> Is it possible, would it be affordable ?
>
Well, it would be a combination ASCI -> SCSI -> IDE -> CF adapter.
Every piece already exists, so it is definitely possible. As for
affordable, although the pieces required probably wouldn't run over
$200US, taking the time to design it would probably have to be a labor
of love.

Barrie at Keychange is thinking of creating an internal IDE -> CF
board. I'd email him regarding your interest.

Galen

5303. Re: HDDriver8.1

Newsgroup: comp.sys.atari.st
Date: 2004-10-19 22:13:10 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.19.22.13.09.297910@nosspamatari-source.com>
Source record: 16697

On Tue, 19 Oct 2004 20:02:21 +0000, SF0218 wrote:

> Mark,
>
> It's not the fdd. What I mean is that, the HDDriver floppy will boot but, when
> it gets to Uwe Seimet's copyright line, everything following that line is
> yakked up on the screen, and the disk is still continues to boot when you hit
> the space bar.
>
> As far as I can tell, the other programs on that disk launch and work fine,
> except for HDDriver.prg.
>
> I sent an email to Atari Workshop, hopefully they will have a solution.
>

Grumble. Try turning off the F030 boost. Switch the jumper to the other
position to get back to 16MHz bus mode. I have screen display issues
without nvdi and this could be it. I have my doubts that hddriver is to
blame.

Thanks,
Mark

5304. Re: Flash adapter

Newsgroup: comp.sys.atari.st
Date: 2004-10-19 22:17:26 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.19.22.17.25.607126@nosspamatari-source.com>
Source record: 16698

On Tue, 19 Oct 2004 13:30:33 -0700, Galen wrote:

> "7262" <mevatele@yahoo.co.uk> wrote in message news:<41752aff@news.greennet.net>...
>> Hi there
>>
>> Just this morning, I was staring lovingly at my old pile of ST's and started
>> thinking that it would be great if someone could invent some sort of adapter
>> that would plug into the DMA (hard disk) port and allow the ST to use flash
>> memory cards. It would have to plug into the back of the ST, no messing with
>> internals.
>> Is it possible, would it be affordable ?
>>
> Well, it would be a combination ASCI -> SCSI -> IDE -> CF adapter.
> Every piece already exists, so it is definitely possible. As for
> affordable, although the pieces required probably wouldn't run over
> $200US, taking the time to design it would probably have to be a labor
> of love.
>
> Barrie at Keychange is thinking of creating an internal IDE -> CF
> board. I'd email him regarding your interest.
>
> Galen

The added steps are silly IMHO. The internal IDE adapter is the way to
go. Sorry ease of use, cost and sanity must prevail. Then from IDE to CF
is a simple matter of a store bought adapter which is nothing but wires.

Mark

5305. Re: HDDriver8.1

Newsgroup: comp.sys.atari.st
Date: 2004-10-19 23:26:11 UTC
From: sf0218@aol.com
Message-ID: <20041019192611.04845.00004294@mb-m24.aol.com>
Source record: 16599

Alrighty then. If I need NVDI, how do I run it from floppy since I can't get HDDriver.prg to display to the screen good enough to actually setup my hdd?

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 128mb Fastram,14mb STram, 4gig hdd

5306. Re: HDDriver8.1

Newsgroup: comp.sys.atari.st
Date: 2004-10-20 00:45:24 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.20.00.45.24.630675@nosspamatari-source.com>
Source record: 16600

On Tue, 19 Oct 2004 23:26:11 +0000, SF0218 wrote:

> Alrighty then. If I need NVDI, how do I run it from floppy since I can't get
> HDDriver.prg to display to the screen good enough to actually setup my hdd?
>

Well that's a tough one. Try using AHDI to get an HDD running to begin
with, then copy nvdi to it, and boot, THEN try running hddriver,
installing hddriver to disk, then reboot again with hddriver and nvdi?

I dunno.. hd-driver 8.1 worked fine for me when I used it on your falcon.

Mark

5307. Re: HDDriver8.1

Newsgroup: comp.sys.atari.st
Date: 2004-10-20 01:36:52 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <m4gbn0pljrm50pn1e4g9fdkaj0k9qabr5m@4ax.com>
Source record: 16601

On Tue, 19 Oct 2004 20:45:24 -0400, Mark D
<mducksub@nosspamatari-source.com> wrote:

>On Tue, 19 Oct 2004 23:26:11 +0000, SF0218 wrote:
>
>> Alrighty then. If I need NVDI, how do I run it from floppy since I can't get
>> HDDriver.prg to display to the screen good enough to actually setup my hdd?
>>
>
>Well that's a tough one. Try using AHDI to get an HDD running to begin
>with, then copy nvdi to it, and boot, THEN try running hddriver,
>installing hddriver to disk, then reboot again with hddriver and nvdi?
>
>I dunno.. hd-driver 8.1 worked fine for me when I used it on your falcon.
>
>Mark

well this might be silly but do you have video set in medium
resolution? I noticed when i used it in low res it was really hard to
use (the menus overlapped ect) I use hddriver 8.1 and it was easy to
use once i had my screen set correctly

Thomas

5308. Re: Flash adapter

Newsgroup: comp.sys.atari.st
Date: 2004-10-20 08:27:35 UTC
From: Rene Kint <none@none.given>
Message-ID: <41762177$0$30038$e4fe514c@dreader13.news.xs4all.nl>
Source record: 16602

Actually, I have been wondering about such a device myself for quite some time now. For my Commodore 64 I just ordered an IDE/CF card (ide64) !! Just makes me think that using some other i/o port could be feasible. Maybe even the ROM port or VME bus (MegaSTE/TT)!

The problem is that I would not know how to design this. The guys here who actually CAN are very busy in other projects. I try to sustain as many projects as my wallet can survive. I would be a fan of an external kind of adapter for my MegaSTE.

If the Commodore 64 can do it...

High regards,
Renï¿½

On 2004-10-20 00:17:26 +0200, Mark D <mducksub@nosspamatari-source.com> said:

> On Tue, 19 Oct 2004 13:30:33 -0700, Galen wrote:
>
>> "7262" <mevatele@yahoo.co.uk> wrote in message
>> news:<41752aff@news.greennet.net>...
>>> Hi there
>>>
>>> Just this morning, I was staring lovingly at my old pile of ST's and started
>>> thinking that it would be great if someone could invent some sort of adapter
>>> that would plug into the DMA (hard disk) port and allow the ST to use flash
>>> memory cards. It would have to plug into the back of the ST, no messing with
>>> internals.
>>> Is it possible, would it be affordable ?
>>>
>> Well, it would be a combination ASCI -> SCSI -> IDE -> CF adapter.
>> Every piece already exists, so it is definitely possible. As for
>> affordable, although the pieces required probably wouldn't run over
>> $200US, taking the time to design it would probably have to be a labor
>> of love.
>>
>> Barrie at Keychange is thinking of creating an internal IDE -> CF
>> board. I'd email him regarding your interest.
>>
>> Galen
>
> The added steps are silly IMHO. The internal IDE adapter is the way to
> go. Sorry ease of use, cost and sanity must prevail. Then from IDE to CF
> is a simple matter of a store bought adapter which is nothing but wires.
>
> Mark

5309. Re: Getting 5v from the Falcon MOBO??

Newsgroup: comp.sys.atari.st
Date: 2004-10-20 08:32:39 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0410200032.7100aee3@posting.google.com>
Source record: 16603

Hi,

> Those filters have 3 "legs" so i dont really know how to bypass them,
> also i can not see the track which is going to the +5V pin in the
> keyboard connector. Are there Falcon schematics somewhere in the net? i
> didnt find any.

Solder wire between the two outer pins of these filters. Middle pin
on the motherboard connects to ground.

I've never experienced problems bypassing them.

5310. Re: HDDriver8.1

Newsgroup: comp.sys.atari.st
Date: 2004-10-20 09:38:24 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <2tmq0nF20d7cbU1@uni-berlin.de>
Source record: 16604

SF0218 wrote:

> Who uses HDDriver8.1? How does one use it? Can one boot from the HDDriver
> floppy? I am asking because when I boot from floppy, everything get scrambled
> on the screen when HDDriver starts to load.

Booting HDDRIVER from a floppy should work fine, and up to now I haven't
got any reports that tell otherwise. My guess is that your CT060 somehow
influences the boot process.
Maybe other users can check this with their machine, in order to shed
some light on this issue.

--

Dr. Uwe Seimet http://www.seimet.de

5311. Re: Getting 5v from the Falcon MOBO??

Newsgroup: comp.sys.atari.st
Date: 2004-10-20 10:39:09 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410200239.6a8ab8b2@posting.google.com>
Source record: 16605

David Galvez <maraka@atari.es> wrote in message
news:<cl3ncfjis03$1@news.t-online.com>...
> >
> > Yes those are just filters. It wont be easy to find a replacement
> > unless you have another ST mobo lying around to take parts off. I
> > personally would bypass it.
> >
> > Coda.
>
> Those filters have 3 "legs" so i dont really know how to bypass them,
> also i can not see the track which is going to the +5V pin in the
> keyboard connector. Are there Falcon schematics somewhere in the net? i
> didnt find any.
>
> Anyway i think i'm going to leave it like is now, at least it works. Playing to be
Rodolphe
> this last two days i saw smoke coming from the Falcon MOBO twice :-).
> Enough for my heart.
>
> Thanks both of you for your help
>
> David

Smoke? Sheesh. I hope that was coming from your cigarette...

Coda.

5312. Re: MINT questions

Newsgroup: comp.sys.atari.st
Date: 2004-10-20 10:50:36 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001edfce@fmlynet.org>
Source record: 16617

FamilyNet Newsgate

When you say Linux, you mean PC linux, not Atari 68K linux right? :)

Doc Clu

> On Tue, 19 Oct 2004 04:53:15 -0700, smeg wrote:

>> Yes. Install easymint. Go here:

> Thanks much!

>> Good for you. Unfortunately I need to have a windows system to play
>> games on.
>>
>> Coda.

> What games is it? Perhaps you can use something like WineX/Cedega? We've
> had lots of luck with games like Starcraft, Jedi Academy, Doom3,
> Diablo2,and Knights of the old Republic here, under Linux.

> Thanks again!

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5313. Re: Flash adapter

Newsgroup: comp.sys.atari.st
Date: 2004-10-20 12:18:27 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0410200418.3443f6e6@posting.google.com>
Source record: 16606

>
> The added steps are silly IMHO. The internal IDE adapter is the way to
> go. Sorry ease of use, cost and sanity must prevail. Then from IDE to CF
> is a simple matter of a store bought adapter which is nothing but wires.
>
> Mark

Possibly, but a big use for CF cards could be in trasnferring images
to/from a Digital Camera or mobile phone, for which having external
"plug n go" access would be a huge advantage.

5314. Re: HDDriver8.1

Newsgroup: comp.sys.atari.st
Date: 2004-10-20 12:30:08 UTC
From: sf0218@aol.com
Message-ID: <20041020083008.23542.00002050@mb-m18.aol.com>
Source record: 16607

Okay Uwe, here is exactly what happens:

I boot from the HDDriver floppy, Falcon boots normally, HDDriver starts to boot, but when it gets to the copyright line, that line then gets screwy, and all the following text turns into a mess with outlined arrows pointing up.

If I boot from floppy without running HDDriver.prg , then the screen display of the boot process is fine. I can even run the hddriver utility program. It seems to me to be something with HDDriver.prg, but I don't know what it could be, or if HDDriver.prg is even at fault.

Thankls,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 30gig hdd

5315. manual

Newsgroup: comp.sys.atari.st
Date: 2004-10-20 13:15:29 UTC
From: 7262 <mevatele@yahoo.co.uk>
Message-ID: <41768cef@news.greennet.net>
Source record: 16608

I'm just in the process of putting some stuff on the web I've had lying
around for ages. The first is a Computer Field Service Manual for the
520/1040 STe
I haven't seen this online before, maybe someone can make use of it ......

Cheers

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.778 / Virus Database: 525 - Release Date: 15/10/04

5316. manual attempt two

Newsgroup: comp.sys.atari.st
Date: 2004-10-20 13:17:11 UTC
From: 7262 <mevatele@yahoo.co.uk>
Message-ID: <41768d55@news.greennet.net>
Source record: 16609

I'm just in the process of putting some stuff on the web I've had lying
around for ages. The first is a Computer Field Service Manual for the
520/1040 STe
I haven't seen this online before, maybe someone can make use of it ......

Cheers

http://www.mevagissey.net/ATARIADS.HTM

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.778 / Virus Database: 525 - Release Date: 15/10/04

5317. Re: HDDriver8.1

Newsgroup: comp.sys.atari.st
Date: 2004-10-20 13:57:02 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.20.13.57.01.641514@darkforce.ky.org>
Source record: 16610

On Wed, 20 Oct 2004 11:38:24 +0200, Uwe Seimet wrote:

> SF0218 wrote:
>
>> Who uses HDDriver8.1? How does one use it? Can one boot from the HDDriver
>> floppy? I am asking because when I boot from floppy, everything get scrambled
>> on the screen when HDDriver starts to load.
>
> Booting HDDRIVER from a floppy should work fine, and up to now I haven't
> got any reports that tell otherwise. My guess is that your CT060 somehow
> influences the boot process.
> Maybe other users can check this with their machine, in order to shed
> some light on this issue.

When using v7.61 here, I did have a window open up and telling me that
this app had problems with the cache, and gave me options to ignore, not
use the cache, etc,...I clicked don't use the cache and it worked fine
after that.

Don't know if the same would apply with newer versions though.

5318. Re: HDDriver8.1

Newsgroup: comp.sys.atari.st
Date: 2004-10-20 14:07:44 UTC
From: sf0218@aol.com
Message-ID: <20041020100744.29586.00002407@mb-m02.aol.com>
Source record: 16611

Yeah, that happens when the hd utilitiy progam is launched.

I can do all that. I am thinking that if a use a windows machine to re-partition the drive to one large partition, then maybe HDDriver .prg will launch normally.....I don't know. Maybe I should use AHDI first, then go with HDDriver.

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 30gig hdd

5319. Re: CTLink for VME machines : need help from YOU

Newsgroup: comp.sys.atari.st
Date: 2004-10-20 14:13:08 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0410201611160.535@feanor.schunter.etc.tu-bs.de>
Source record: 16612

Hi, Rodolphe!

RC> I don't need...

Puh - it was quiet a lot of text.

RC> But it is always a good piece on the net ;-)

OK, but I'm not sure about the copyright. Maybe one day I'll write a
summary, that's easier than strict translation.

Regards,

Alexander

5320. Re: CT60 help - part 3

Newsgroup: comp.sys.atari.st
Date: 2004-10-20 15:40:39 UTC
From: rs.death_of_spam.mac@t-online.de
Message-ID: <1glyru3.1p4w57u1f1ephcN%rs.death_of_spam.mac@t-online.de>
Source record: 16613

Rustynutt <rustynutt@spamblock.hotmail.com> wrote:

> Yes, online manual. Save a tree!
> Hallo Robert, ich habe bien?

Hey Michael,

I had send some emails weeks an month ago, you do not receive it?
Have fun :)

Regards, Robert

--
-= DOIT-Hardware FAQs =-
____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

5321. Re: HDDriver8.1

Newsgroup: comp.sys.atari.st
Date: 2004-10-20 15:50:14 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <2tnfqaF2222vkU1@uni-berlin.de>
Source record: 16614

SF0218 wrote:

> I boot from the HDDriver floppy, Falcon boots normally, HDDriver starts to
> boot, but when it gets to the copyright line, that line then gets screwy, and
> all the following text turns into a mess with outlined arrows pointing up.

This sounds a like a crash to me, with the bombs not being recognizable
as such because they are messed up with somehow. I have seen many
crashed of this kind (not with HDDRIVER, but in general) in the past

> If I boot from floppy without running HDDriver.prg , then the screen display of
> the boot process is fine. I can even run the hddriver utility program. It seems
> to me to be something with HDDriver.prg, but I don't know what it could be, or
> if HDDriver.prg is even at fault.

I'm afraid that as long as booting HDDRIVER from floppy works fine on
other machines I have to assume that your hardware is causing these
problems. HDDRIVER does not do anything special with the screen, it just
lets the OS print anything. There is no alternative anyway because
anything related to the GUI (AES etc.) has not yet been initialized when
booting the AUTO folder.

--

Dr. Uwe Seimet http://www.seimet.de

5322. Re: Getting 5v from the Falcon MOBO??

Newsgroup: comp.sys.atari.st
Date: 2004-10-20 16:17:58 UTC
From: David Galvez <maraka@atari.es>
Message-ID: <cl633miuu01$1@news.t-online.com>
Source record: 16615

>
>
> Solder wire between the two outer pins of these filters. Middle pin
> on the motherboard connects to ground.
>
> I've never experienced problems bypassing them.

Hi!

If you mean the outer pins of the filter that i think is dead, this
didn't work, i didn't get the 5 V from the keyboard connector pin. Other thing
is that you mean soldering a wire from the outer pin from L79 to the
outer pin of L83, i didn't try this because i don't know how are these
filters connected eachother.Do you mean this second way?

To check which filter was failing i tested continuity with a
multimeter, then i got that L81 didn't have continuity between one of
his outer pins and the pin in the middle, while the other two filter
have it.

Thanks

David

5323. Re: Getting 5v from the Falcon MOBO??

Newsgroup: comp.sys.atari.st
Date: 2004-10-20 16:39:17 UTC
From: David Galvez <maraka@atari.es>
Message-ID: <cl64bk$b2g$05$1@news.t-online.com>
Source record: 16616

>
> Smoke? Sheesh. I hope that was coming from your cigarette...
>
> Coda.

No it wasn't my cigarette, the first time it was from a trace on the MOBO back. I was pressing
the plastic keyboard plug into the MOBO connector, and i started to see
smoke coming from the MOBO, after that no more sound was coming from my Falcon, i
was thinking in my Falcon doing a trip to France when i saw the burned
track on the back. Fortunately after i fixed that trace the sound came
back. Not happy with that experience i did some more "experiments" without
succes, then i gave up and turned my falcon on without wires trying
to bypass anything, but surprise..... i could see smoke coming from
one resistor close to the codec. Also nothing important but like i said
too much for my hearth.

5324. Re: manual attempt two

Newsgroup: comp.sys.atari.st
Date: 2004-10-20 17:58:34 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4176a6ff$0$20323$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16618

wow, thanks for sharing , thats awesome!

Chris

"7262" <mevatele@yahoo.co.uk> wrote in message
news:41768d55@news.greennet.net...
> I'm just in the process of putting some stuff on the web I've had lying
> around for ages. The first is a Computer Field Service Manual for the
> 520/1040 STe
> I haven't seen this online before, maybe someone can make use of it ......
>
> Cheers
>
> http://www.mevagissey.net/ATARIADS.HTM
>
>
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.778 / Virus Database: 525 - Release Date: 15/10/04
>
>

5325. Re: manual attempt two

Newsgroup: comp.sys.atari.st
Date: 2004-10-20 17:59:42 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4176a744$0$20212$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16619

also. page 4 link isn't working ?

cheers,
chris

"7262" <mevatele@yahoo.co.uk> wrote in message
news:41768d55@news.greennet.net...
> I'm just in the process of putting some stuff on the web I've had lying
> around for ages. The first is a Computer Field Service Manual for the
> 520/1040 STe
> I haven't seen this online before, maybe someone can make use of it ......
>
> Cheers
>
> http://www.mevagissey.net/ATARIADS.HTM
>
>
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.778 / Virus Database: 525 - Release Date: 15/10/04
>
>

5326. Re: Flash adapter

Newsgroup: comp.sys.atari.st
Date: 2004-10-20 18:27:26 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <i6ydd.560$lt4.219@newsfe1-gui.ntli.net>
Source record: 16620

"Galen" <atarigalen@yahoo.com> wrote in message
news:4645be9.0410191230.485381a1@posting.google.com...
> "7262" <mevatele@yahoo.co.uk> wrote in message
news:<41752aff@news.greennet.net>...

> Barrie at Keychange is thinking of creating an internal IDE -> CF
> board. I'd email him regarding your interest.

Just to clarify, the IDEal interface is already in use, a proven product.
The CF card adaptor is a straight fit in the cable and the units tested work
with AHDI 6.06, straight out of the box.

My origional post was to see if the market still existed for another
production run of the IDEal interface, current enquiries total ....3...

We need 30 paid orders to go ahead.

5327. WTD: Atari TT 030

Newsgroup: comp.sys.atari.st
Date: 2004-10-20 18:33:06 UTC
From: Julian Lewis-Booth <julian@portland.co.uk>
Message-ID: <Cbydd.420$yH4.301@newsfe3-win.ntli.net>
Source record: 16621

Hi there,

it has been a while but I am after a good condition Atari TT 030 pref with some more memory than the standard 2Mb does anyone have one that they will part with for either cash or Apple hardware.

Regards

Julian

5328. Re: WTD: Atari TT 030

Newsgroup: comp.sys.atari.st
Date: 2004-10-20 19:26:20 UTC
From: Mark D <mducksub@notspamatari-source.com>
Message-ID: <pan.2004.10.20.19.26.20.598916@notspamatari-source.com>
Source record: 16622

On Wed, 20 Oct 2004 18:33:06 +0000, Julian Lewis-Booth wrote:

> Hi there,
>
> it has been a while but I am after a good condition Atari TT 030 pref with
> some more memory than the standard 2Mb does anyone have one that they will
> part with for either cash or Apple hardware.
>
> Regards

What kind of Apple hardware are we talking about here? I don't know if
I'd give up a TT for anything less than a mid-range G4.

Thanks,
Mark

5329. Re: MINT questions

Newsgroup: comp.sys.atari.st
Date: 2004-10-20 20:21:03 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.20.20.21.03.454139@darkforce.ky.org>
Source record: 16623

On Wed, 20 Oct 2004 10:50:36 +0000, Greg Goodwin wrote:

> FamilyNet Newsgate
>
> When you say Linux, you mean PC linux, not Atari 68K linux right? :)
>
> Doc Clu

Hi Greg. Yes, I meant Mandrake Linux v9.2, running on an Athlon XP2100,
512megs Ram, Nvidia Geforce 4/Ti4600 video card, blah, blah, blah. :-)

5330. Re: HDDriver8.1

Newsgroup: comp.sys.atari.st
Date: 2004-10-20 20:43:52 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <4176ce07$0$15177$8fcfb975@news.wanadoo.fr>
Source record: 16624

SF0218 a ï¿½crit :
>
> Okay Uwe, here is exactly what happens:
>
> I boot from the HDDriver floppy, Falcon boots normally, HDDriver starts to
> boot, but when it gets to the copyright line, that line then gets screwy, and
> all the following text turns into a mess with outlined arrows pointing up.
>
> If I boot from floppy without running HDDriver.prg , then the screen display of
> the boot process is fine. I can even run the hddriver utility program. It seems
> to me to be something with HDDriver.prg, but I don't know what it could be, or
> if HDDriver.prg is even at fault.

Hello Sam,

I think you might first configure HD-Driver correctly (use a backup of
your HD-Driver software, and don't write-protect it) :
1- boot from a diskette with no Hard-Disk driver,
2- insert your HDDRIVER floppy and run HDDRUTIL.APP, then at the prompt
locate the HDDRIVER.PRG (normally : A:\AUTO\HDDRIVER.PRG),
3- go to the TOOLS menu and select DEVICE CHECK to check that your devices
are correctly detected,
4- select AUTOCONFIGURE, so as to let the app turn the devices on,
5- check the parameters in SETTINGS/MISCELLANEOUS : the first 3 boxes
may be checked, 4th (Background-transfer) *must* stay unchecked!
6- in SETTINGS/BOOTPARAMETERS, check that the OS is set accordingly,
that SCSI-ID is set to 7 and checked, and that
BOOT-DEVICE-I-DON'T-KNOW-WHAT remains unchecked,
7- exit HDDRUTIL and reboot straight from this disk... it now should
work fine :-)

Jean-Luc

"From" is invalid. In order to answear directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

5331. Re: manual attempt two

Newsgroup: comp.sys.atari.st
Date: 2004-10-20 20:48:30 UTC
From: John <news@mevagissey.net>
Message-ID: <4176fa4d$1@news.greennet.net>
Source record: 16625

oops, I meant to say 'there is no page 4' its not missing, it was just a
blank page, it will be ammended.

"exxos" <exxos@home.co.uk> wrote in message
news:4176a744$0$20212$cc9e4d1f@news-text.dial.pipex.com...
> also. page 4 link isn't working ?
>
> cheers,
> chris
>
>
>
> "7262" <mevatele@yahoo.co.uk> wrote in message
> news:41768d55@news.greennet.net...
>> I'm just in the process of putting some stuff on the web I've had lying
>> around for ages. The first is a Computer Field Service Manual for the
>> 520/1040 STe
>> I haven't seen this online before, maybe someone can make use of it
>> ......
>>
>> Cheers
>>
>> http://www.mevagissey.net/ATARIADS.HTM
>>
>>
>>
>>
>> ---
>> Outgoing mail is certified Virus Free.
>> Checked by AVG anti-virus system (http://www.grisoft.com).
>> Version: 6.0.778 / Virus Database: 525 - Release Date: 15/10/04
>>
>>
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.777 / Virus Database: 524 - Release Date: 14/10/2004

5332. Re: HDDriver8.1

Newsgroup: comp.sys.atari.st
Date: 2004-10-20 23:19:18 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <i73356R2JvdBFwAo@my-ste.davjam.org>
Source record: 16626

On Wed, 20 Oct 2004, SF0218 <sf0218@aol.com> wrote:-

<snip>

>If I boot from floppy without running HDDriver.prg , then the screen display of
>the boot process is fine. I can even run the hddriver utility program.

Have you tried booting the Falcon and then starting HDDRIVER.PRG from
the desktop? What happens when you do? If HDDRIVER.PRG makes a mess of
the screen when starting it from the desktop, it looks as if the file
has been corrupted somehow.

>It seems
>to me to be something with HDDriver.prg, but I don't know what it could be, or
>if HDDriver.prg is even at fault.

Do you have a backup of HDDRIVER.PRG somewhere? If you have, have you
tried copying that backup to a floppy and trying to use that instead?

As a method of almost last resort, if you don't have a backup, you may
be able to retrieve a fresh copy of the HDDRIVER.PRG from inside the
HDDRUTIL.APP. I have version 8.13, dated 2003-08-02, and with a file
size of 248010 bytes. Within this program there is an embedded copy of
HDDRIVER.PRG. This embedded copy starts at byte 213476, ends at byte
241387 and has a size of 27912 bytes. It should be possible to "extract"
this using QED or any other binary file editor.

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 63 Mnodes/s: http://www.distributed.net/
AMD 1800 1Gb WinXP/SuSE 9.1 | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 9.0
AMD 1300 512Mb SuSE 9.0 | Falcon 14Mb TOS 4.02 | STE 4Mb TOS 1.62
RPC600 129Mb RISCOS 3.6 | A3010 4Mb RISCOS 3.11 | A4000 4Mb RISCOS 3.11

5333. Re: manual attempt two

Newsgroup: comp.sys.atari.st
Date: 2004-10-21 07:06:10 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <cl7mvt$1c0$1@gemini.csx.cam.ac.uk>
Source record: 16627

"7262" <mevatele@yahoo.co.uk> wrote in message
news:41768d55@news.greennet.net...
> I'm just in the process of putting some stuff on the web I've had
lying
> around for ages. The first is a Computer Field Service Manual for
the
> 520/1040 STe
> I haven't seen this online before, maybe someone can make use of it
.....
>
> Cheers
>
> http://www.mevagissey.net/ATARIADS.HTM

Thanks for putting this online, it should make interesting reading
when I have some time.

Stephen Moss

5334. Re: HDDriver8.1

Newsgroup: comp.sys.atari.st
Date: 2004-10-21 07:13:08 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <2tp5seF22m3eeU1@uni-berlin.de>
Source record: 16628

J.-Luc wrote:

> I think you might first configure HD-Driver correctly (use a backup of
> your HD-Driver software, and don't write-protect it) :

Even a non-configured HDDRIVER is not supposed to crash when being
booted from the AUTO folder. If the configuration is wrong it will
simply report an error or not find any devices or partitions, that's all.

--

Dr. Uwe Seimet http://www.seimet.de

5335. Re: HDDriver8.1

Newsgroup: comp.sys.atari.st
Date: 2004-10-21 07:16:12 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <2tp626F22pb6mU1@uni-berlin.de>
Source record: 16629

David Bolt wrote:

> As a method of almost last resort, if you don't have a backup, you may
> be able to retrieve a fresh copy of the HDDRIVER.PRG from inside the
> HDDRUTIL.APP. I have version 8.13, dated 2003-08-02, and with a file
> size of 248010 bytes. Within this program there is an embedded copy of
> HDDRIVER.PRG. This embedded copy starts at byte 213476, ends at byte
> 241387 and has a size of 27912 bytes. It should be possible to "extract"
> this using QED or any other binary file editor.

I don't recommend this at all. The installation instructions of HDDRIVER
are clear and do not require messing up with files like this.
By the way, I cannot find you in my database of registered users. Can
you please send me your HDDRIVER's serial number, so that I can register
you? Thank you.

--

Dr. Uwe Seimet http://www.seimet.de

5336. Re: Getting 5v from the Falcon MOBO??

Newsgroup: comp.sys.atari.st
Date: 2004-10-21 08:05:43 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0410210005.6cca6d34@posting.google.com>
Source record: 16630

Hi,

> If you mean the outer pins of the filter that i think is dead, this
> didn't work, i didn't get the 5 V from the keyboard connector pin. Other thing
> is that you mean soldering a wire from the outer pin from L79 to the
> outer pin of L83, i didn't try this because i don't know how are these
> filters connected eachother.Do you mean this second way?

I'm 99% sure that all three filters have the wiring as follows:

Pin 1 : 5v
Pin 2 : GND 0v
Pin 3 : 5v

I've seen filters that have no continuity between pin 1 and pin 3
which is bad. You shouldn't have any continuity (less than 10ohms)
between pin 2 and pin 1 or 3.

5337. Atari Dealer is Moving! FREE Atari stuff!

Newsgroup: comp.sys.atari.st
Date: 2004-10-21 09:08:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0410210204020.9116-100000@onyx.spiritone.com>
Source record: 16631
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Bravo Sierra Computers is moving! Dont worry, I'm trading Up! Better facilities and much more room to add more inventory! I'll still be based in Portland, Oregon USA! I could use some help. I have Atari stuff I dont want to take with me. If you want FREE Atari stuff. I will not ship FREE stuff. You must come and pick it up, Bring your Truck to Ben in Portland!

Questions? Need Directions? You must be Local.Call Ben 24HRS (503)256-9974

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5338. Re: Atari TT 030

Newsgroup: comp.sys.atari.st
Date: 2004-10-21 09:53:50 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <OGLdd.35$IA6.6@newsfe2-gui.ntli.net>
Source record: 16632

Hello.

"Julian Lewis-Booth" <julian@portland.co.uk> wrote in message
news:Cbydd.420$yH4.301@newsfe3-win.ntli.net...
> Hi there,
>
> it has been a while but I am after a good condition Atari TT 030 pref with
> some more memory than the standard 2Mb does anyone have one that they will
> part with for cash......

Hi J, long time etc.

How many do you want?

5339. Re: Atari Dealer is Moving! FREE Atari stuff!

Newsgroup: comp.sys.atari.st
Date: 2004-10-21 11:25:27 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41779c79$0$24201$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16633
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0410210204020.9116-100000@onyx.spiritone.com...
> Bravo Sierra Computers is moving! Dont worry, I'm trading Up! Better
> facilities and much more room to add more inventory! I'll still be based
> in Portland, Oregon USA! I could use some help. I have Atari stuff I dont
> want to take with me. If you want FREE Atari stuff. I will not ship FREE
> stuff. You must come and pick it up, Bring your Truck to Ben in Portland!
>
> Questions? Need Directions? You must be Local.Call Ben 24HRS (503)256-9974
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
> References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
> at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
> Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
> Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> (503)256-9974!!!
>

Did I missread the contridiction there ?

Chris

5340. Re: Remember this metal Atari ST stand - the "STation" ?

Newsgroup: comp.sys.atari.st
Date: 2004-10-21 12:10:53 UTC
From: blakespot@gmail.com
Message-ID: <4b7d63a4.0410210410.13275e1@posting.google.com>
Source record: 16634

blakespot@gmail.com (Blake Patterson) wrote in message
news:<4b7d63a4.0410121406.776085cb@posting.google.com>...
> I am looking to find an old STation, metal Atari ST system stand.
> I've sketched it here:
>
> http://www.blakespot.com/images/STation.gif
>
> I ordered it in 1987 from the back of a STart magazine or possibly a
> Compute!'s ST magazine. Can someone look and tell me who made it
> and/or where to find one?

Note, I now have a PHOTO of this stand from an ad in 1986 Antic
magazine:

http://www.blakespot.com/images/STation.gif

Still on the search - please let me know if you can help me source one
of these stands. Thanks.

bp

5341. Re: HDDriver8.1

Newsgroup: comp.sys.atari.st
Date: 2004-10-21 13:57:10 UTC
From: sf0218@aol.com
Message-ID: <20041021095710.26518.00002675@mb-m03.aol.com>
Source record: 16635

Thanks Jean-Luc,

Now my HDDriver works!!!!
Question, the only work hdd I have at the moment is a 30gig hdd, What is the best way to partition it? I don't want a bunch of partitions. Also, when the hdd is ready, I will be installing Magic5 as the OS.

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 30gig hdd

5342. Re: HDDriver8.1

Newsgroup: comp.sys.atari.st
Date: 2004-10-21 14:30:54 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <2tpvh8F23alb5U1@uni-berlin.de>
Source record: 16636

SF0218 wrote:

> Now my HDDriver works!!!!

Good news! So what was the actual problem? Could you identify it?

> Question, the only work hdd I have at the moment is a 30gig hdd, What is the
> best way to partition it? I don't want a bunch of partitions. Also, when the
> hdd is ready, I will be installing Magic5 as the OS.

With MagiC you can use FAT32 filesystems, which will exclusively be
available with MagiC or MiNT, and have virtually no size restriction. So
creating some of these partitions (see the HDDRIVER manual for details)
is most likely what you should do.

--

Dr. Uwe Seimet http://www.seimet.de

5343. Re: Atari ST software

Newsgroup: comp.sys.atari.st
Date: 2004-10-21 15:59:56 UTC
From: Guy Harrison <swamp-DEL-dog@ntlworld.com>
Message-ID: <toj8lc.7j32.ln@sd-if.swampdog>
Source record: 16637

Derek Mark Edding wrote:

> Jim DeClercq wrote:
>
>> Yes, your English is fine, or at least workable.
>>
>> The advice given is a bit incomplete. Only Windows 95 can read any Atari
>> disk you might stick in the drive slot. DOS can be set up to read any
>> disk you can stick in that slot. Other than that, format the disk on the
>> Windows machine, and the Atari will read it.
>>
>> This has been found to work on any version of Windows higher than Windows
>> 95, and even with Dell machines, which seem to want something different
>> than any other machine running Windows.
>
> Will this work if his ST's floppy drive is an SF-354?
>
> I have a bunch of SSDD floppies around here from the early days...

Hardware can be an issue but perhaps not as much as I originally thought.
For years I struggled to read non-standard floppies under NT (then W2K) but
under debian (same machine) 'fdmount' figured it out automatically. I had
assumed the chip or drive was naff. Apparently not!

Fwiw, another machine with a cheapo ï¿½3.50 drive also worked. In both cases
I'm talking about reading only - I've no reason to attempt a write.

5344. WTB: CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-21 19:40:03 UTC
From: Andrew <aos+usenet102004@boom.net>
Message-ID: <41781093$0$444$a726171b@news.hal-pc.org>
Source record: 16638

Okay, since it's clear Rodolphe doesn't have any left and I missed
my opportunity, I'll try it this way.

Anyone got a CT60 they've decided they don't want? I'd really like
to get ahold of one. If you've got one you've decided you don't
want to install and you'd like to make a (reasonable) profit on it,
let me know.

Can't say I'm not trying... :-)

-andrew

5345. N.aes v2.0

Newsgroup: comp.sys.atari.st
Date: 2004-10-21 20:38:08 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.21.20.38.08.815957@darkforce.ky.org>
Source record: 16639

Okay, I've just bought and received N.aes v2.0 from Woller Systems. I've got a 3 HD floppy disk, and one CDROM.

There are *no* printed manuals in the case.

Can someone point me to a good FAQ, or HOWTO? Or fill me in? :-)

A few question pop immediatly to mind...do you install easymint first, then N.aes or vice-versa?

Perhaps there are english docs on the CD? (I've even looked at it yet - I will).

Thanks.

5346. Re: Flash adapter

Newsgroup: comp.sys.atari.st
Date: 2004-10-21 20:39:32 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41781e77$0$1558$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16640

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:i6ydd.560$lt4.219@newsfe1-gui.ntli.net...
>
> "Galen" <atarigalen@yahoo.com> wrote in message
> news:4645be9.0410191230.485381a1@posting.google.com...
>> "7262" <mevatele@yahoo.co.uk> wrote in message
> news:<41752aff@news.greennet.net>...
>
>> Barrie at Keychange is thinking of creating an internal IDE -> CF
>> board. I'd email him regarding your interest.
>
> Just to clarify, the IDEal interface is already in use, a proven product.
> The CF card adaptor is a straight fit in the cable and the units tested
> work
> with AHDI 6.06, straight out of the box.
>
> My origional post was to see if the market still existed for another
> production run of the IDEal interface, current enquiries total ....3...
>
> We need 30 paid orders to go ahead.
>
>

If there was some actualy images and fitting insctructions I might be
interested.

chris

5347. Sound problems (Falcon)

Newsgroup: comp.sys.atari.st
Date: 2004-10-21 21:06:51 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.21.21.06.50.614052@darkforce.ky.org>
Source record: 16641

Well, I've suddenly lost all sound with my Falcon. I plugged the speaker setup into my Linux box, and its working fine.

I've got no keyboard clicks, no sound from MODs (Bobtracker), or from any games.

I did have sound working fine before. The only thing I've added in the last couple of weeks is the CT60. I don't think thats the problem but its the only hardware mod that I've done. I had not played anything with sound under the CT60. This is the first time.

Any ideas where to start?

Thanks.

A rather quiet Falcon owner...

5348. Re: Sound problems (Falcon) (Followup)

Newsgroup: comp.sys.atari.st
Date: 2004-10-21 21:52:44 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.21.21.52.44.279941@darkforce.ky.org>
Source record: 16642

On Thu, 21 Oct 2004 17:06:51 -0400, Ronald J. Hall wrote:

> Well, I've suddenly lost all sound with my Falcon. I plugged the speaker
> setup into my Linux box, and its working fine.

Following up:

Well, I pulled the CT60 and I got all sound back. Anyone have any ideas
about this?

I'm in the middle of glueing the heatsink to the CPU and once it dries,
I'll re-install the CT60 and see if I lose sound again.

Thanks.

5349. Re: Sound problems (Falcon)

Newsgroup: comp.sys.atari.st
Date: 2004-10-21 21:55:14 UTC
From: sf0218@aol.com
Message-ID: <20041021175514.20060.00003276@mb-m25.aol.com>
Source record: 16643

I also have sound problems, but they occurred before the CT60. Of course,
after the addition of the CT60, I get a blank white screen more often then not,
and no activity from my drives.

In other words, I feel your pain.

An uninspiring blank Falcon.

Thanks,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 30gig hdd

5350. Re: Sound problems (Falcon) (Followup)

Newsgroup: comp.sys.atari.st
Date: 2004-10-21 21:59:34 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41783128$0$20212$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16644

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:pan.2004.10.21.21.52.44.279941@darkforce.ky.org...
> On Thu, 21 Oct 2004 17:06:51 -0400, Ronald J. Hall wrote:
>
>> Well, I've suddenly lost all sound with my Falcon. I plugged the speaker
>> setup into my Linux box, and its working fine.
>
> Following up:
>
> Well, I pulled the CT60 and I got all sound back. Anyone have any ideas
> about this?
>
> I'm in the middle of glueing the heatsink to the CPU and once it dries,
> I'll re-install the CT60 and see if I lose sound again.
>
> Thanks.
>

There is a week ground track on the audio plugs on the falcon, it could be
blown, though I dont know about this relating to your CT60 problems.....

Chris

5351. Re: Sound problems (Falcon) (Followup)

Newsgroup: comp.sys.atari.st
Date: 2004-10-21 22:12:34 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.21.22.12.34.183036@darkforce.ky.org>
Source record: 16645

On Thu, 21 Oct 2004 22:59:34 +0100, exxos wrote:

> There is a week ground track on the audio plugs on the falcon, it could be
> blown, though I dont know about this relating to your CT60 problems.....
>
> Chris

Hmm, don't think its that. I hooked the CT60 back up, and lost all sound
again. It works with the CT60 removed.

For some odd reason, the CT60 kills all sound on my Falcon.

Anyone have a similar expericence, or any ideas?

Thanks.

5352. Re: HDDriver8.1

Newsgroup: comp.sys.atari.st
Date: 2004-10-21 22:51:23 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <OEzM27cr1DeBFwe2@my-ste.davjam.org>
Source record: 16647

On Thu, 21 Oct 2004, Uwe Seimet <Uwe.Seimet@seimet.de> wrote:-

>I don't recommend this at all. The installation instructions of
>HDDRIVER are clear and do not require messing up with files like this.

My suggestion was as an almost last resort solution, if no backup copy
was available. The last resort, of course, being to send the disc back
to the supplier for them to replace it.

However, as the OP seems to have solved the problem, they don't need to
use this suggestion.

>By the way, I cannot find you in my database of registered users.

Strange. I would have thought System Solutions would have passed on the
details.

>Can you please send me your HDDRIVER's serial number, so that I can
>register you? Thank you.

Done.

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 63 Mnodes/s: http://www.distributed.net/
AMD 1800 1Gb WinXP/SuSE 9.1 | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 9.0
AMD 1300 512Mb SuSE 9.0 | Falcon 14Mb TOS 4.02 | STE 4Mb TOS 1.62
RPC600 129Mb RISCOS 3.6 | A3010 4Mb RISCOS 3.11 | A4000 4Mb RISCOS 3.11

5353. Atari ST Applications magazine collection on EBAY

Newsgroup: comp.sys.atari.st
Date: 2004-10-21 23:05:28 UTC
From: Dennis Armstrong <dba@corewise.demon.co.uk>
Message-ID: <cl9fbp$1af$1$8300dec7@news.demon.co.uk>
Source record: 16646

Hi All

Just to let you know that My Collection od ATARI ST Application Magazine
is currently on EBAY at:-

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&rd=1&item=6932528564&ssPageName=STRK:MESE:IT

regards

5354. Re: N.aes v2.0

Newsgroup: comp.sys.atari.st
Date: 2004-10-21 23:33:13 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <cl9gvpkjr1@reader1.panix.com>
Source record: 16648

I had problems with the CD. To make it work took the oldest CD drive I
have, a NEC 1x, and the newest drivers, Extendos Gold, or Platinum, or
whatever its is.

If it seems to not work correctly, it is probably OK, just fussy about
what reads it.

If I recall correctly, which is a good possibility, one just clicks on the
install program, and waits a while.

n.aes comes first. Easymint will ask you where the binary for the version
for your machine, automatically loaded, is, so that it can write a
suitable configuration file.

Jim

Ronald J. Hall <darklord@darkforce.ky.org> writes:

: Okay, I've just bought and received N.aes v2.0 from Woller Systems. I've
: got a 3 HD floppy disk, and one CDROM.

: There are *no* printed manuals in the case.

: Can someone point me to a good FAQ, or HOWTO? Or fill me in? :-)

: A few question pop immediatly to mind...do you install easymint first,
: then N.aes or vice-versa?

: Perhaps there are english docs on the CD? (I've even looked at it yet - I
: will).

: Thanks.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

5355. Re: MINT questions

Newsgroup: comp.sys.atari.st
Date: 2004-10-21 23:37:45 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0410211537.3e2dff81@posting.google.com>
Source record: 16549

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:<pan.2004.10.19.20.05.51.44718@darkforce.ky.org>...
> On Tue, 19 Oct 2004 15:50:28 -0400, Mark D wrote:

> ...
> I'm trying to remember what it was called that I used? KGMD? Or something
> like that. Can't remember honestly. It started from a floppy though. I
> used docs by K.Ellis (Karen?). Whatever became of her? At one time she was
> a very strong MINT/Atari advocate.

Katherine, I believe. She seems to have disappeared without a trace.
She hasn't posted here in years.

Galen

5356. FA: Atari ST 520 (Nonfunctional PS)

Newsgroup: comp.sys.atari.st
Date: 2004-10-22 01:25:04 UTC
From: Treen <treen01@adelphia.net>
Message-ID: <17WdnQuvvPzD_OXcRVn-2Q@adelphia.com>
Source record: 16550

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=5133035105

Selling cheap because I know how expensive it can be to get the stuff to get this thing working. I'm hoping to replace it with a 1040 STE at some point.

I'm pretty sure it's working, because there's no apparent damage and it worked quite well before I moved and the power supply started rattling in it's case.

I'll be selling some more atari stuff soon, including a copy of PC Ditto, a large archive of STart magazine, as well as demo disks from STart and ST Format. Also going to be putting up a functional Amiga 1000 with keyboard and mouse (No kickstart disk. Otherwise I'd be holding on to it).

5357. Re: N.aes v2.0

Newsgroup: comp.sys.atari.st
Date: 2004-10-22 02:47:52 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.22.02.47.52.365025@darkforce.ky.org>
Source record: 16551

On Thu, 21 Oct 2004 23:33:13 +0000, Jim DeClercq wrote:

> I had problems with the CD. To make it work took the oldest CD drive I
> have, a NEC 1x, and the newest drivers, Extendos Gold, or Platinum, or
> whatever its is.

Hmm, I've got a Plextor 12/4/32, usually reads most stuff I throw at it,
so hopefully it will be fine.

I did notice that the CD is one of those thats not labeled - both sides
almost look identical.

> If it seems to not work correctly, it is probably OK, just fussy about
> what reads it.
>
> If I recall correctly, which is a good possibility, one just clicks on the
> install program, and waits a while.

That would be nice! :-)

> n.aes comes first. Easymint will ask you where the binary for the version
> for your machine, automatically loaded, is, so that it can write a
> suitable configuration file.
>
> Jim

Thanks Jim, I'm going to try to install it a bit later.

5358. Re: MINT questions

Newsgroup: comp.sys.atari.st
Date: 2004-10-22 02:50:44 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.22.02.50.42.381982@darkforce.ky.org>
Source record: 16552

On Thu, 21 Oct 2004 16:37:45 -0700, Galen wrote:

> "Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:<pan.2004.10.19.20.05.51.44718@darkforce.ky.org>
>> On Tue, 19 Oct 2004 15:50:28 -0400, Mark D wrote:
>
>> ...
>> I'm trying to remember what it was called that I used? KGMD? Or some
>>thing like that. Can't remember honestly. It started from a floppy
>>though. I used docs by K.Ellis (Karen?). Whatever became of her? At one
>>time she was a very strong MINT/Atari advocate.
>
> Katherine, I believe. She seems to have disappeared without a trace.
> She hasn't posted here in years.
>
> Galen

Yes, thats her name. I believe her husband also had the same initials? K.
Ellis as well. Didn't they live in Canada? Used to frequent the Atari IRC
channel a lot.

Say they've not been heard of in quite some time? Shame that. :-(

5359. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2004-10-22 03:42:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0410212039110.1944-100000@onyx.spiritone.com>
Source record: 16554
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auction Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Goto http://BensCatalogs.Atari.org or Call (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

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Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5360. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-10-22 03:45:59 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0410212042340.1944-100000@onyx.spiritone.com>
Source record: 16553
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5361. ADV: Atari Survey, E-Mail & Postal Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2004-10-22 03:49:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0410212046150.1944-100000@onyx.spiritone.com>
Source record: 16556
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Looking For Atari Surveys? To Sign Up for Atari Mailing Lists by either E-Mail or Postal Mail! From either Bravo Sierra Computers Atari Resale or the Atari Club for those local to Portland, Oregon USA! Goto my Link below:

I cant read your mind, so with Help from my Atari survey, I can get to know you. It helps me figure out your Atari needs and Interests. The only thing better is a Phone call! Feel free to fill out the Atari Survey on my Contact Page! Goto my Link below:

http://www.aracnet.com/~atari/maillist.htm HotLink to WebPage!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5362. Re: N.aes v2.0

Newsgroup: comp.sys.atari.st
Date: 2004-10-22 04:18:00 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.22.04.17.59.307041@darkforce.ky.org>
Source record: 16555

On Thu, 21 Oct 2004 23:33:13 +0000, Jim DeClercq wrote:

Okay, I just tried this a few minutes ago. I'm having some problems. First of all, the CD read fine in my Plextor CDRW, no problems there.

The menus are all in German, no surprize there, but I'm not very literate in that language so I guessed my way through it (and I'm sure thats where the problem lies).

Anyways, I picked Falcon/68030 for the install. I didn't change any default paths (c:\multitos and naes for example). Should I have picked the Milan since it has an '060 in it, like my CT60?

The install itself seemed to go smoothly, but when I rebooted, it goes to a black screen then does endless rebooting, time after time.

I tried 030 and CT60 mode, made no difference, AFAICT.

Any ideas anyone? Thanks!

5363. Re: MSTE + TT : VME + CTLink

Newsgroup: comp.sys.atari.st
Date: 2004-10-22 06:48:06 UTC
From: Andy Ball <null@not.valid>
Message-ID: <G22ed.4038$KJ6.1336@newsread1.news.pas.earthlink.net>
Source record: 16557

Hello coda,

c> Yes, but these are getting rarer than hens teeth, and
> the ECL technology is not compatible at all with VGA
> signals.

Probably compatible with my SPARCstation though :-)

- Andy Ball

5364. Re: WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-10-22 07:45:48 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0410220030270.5601-100000@onyx.spiritone.com>
Source record: 16558

Dear Tish, I replied to your E-Mail and got no response. I'm still interested but if were to continue I need to do this in E-Mail. Please E-Mail me a valid E-Mail address. Oh, and don't worry, New Zealand works for me. Please E-Mail Atari@aracnet.com Thanx! ===Ben===

On Sat, 2 Oct 2004, tish.neal wrote:

> I have 2 or three spare ICD link adapter, would need to check which
> version though, they were the internal Mega St type if you're
> interested,, I live in New Zealand

> Bravo Sierra Computers <atari@aracnet.com> wrote:
>
> > I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
> > Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
> > New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

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5365. Re: HDDriver8.1

Newsgroup: comp.sys.atari.st
Date: 2004-10-22 09:18:02 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <2ts1ilF23kjtnU1@uni-berlin.de>
Source record: 16559

David Bolt wrote:

>>Can you please send me your HDDRIVER's serial number, so that I can
>>register you? Thank you.
>
>
> Done.

Thank you. I only have the data of users who purchased HDDRIVER 8.x from
Atari Workshop, but no data of older versions purchased from System
solutions.

--

Dr. Uwe Seimet http://www.seimet.de

5366. Re: MSTE + TT : VME + CTLink

Newsgroup: comp.sys.atari.st
Date: 2004-10-22 11:13:15 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0410220313.55115ef7@posting.google.com>
Source record: 16560

"Rodolphe Czuba" <rod-yenamarreduspam-olphe.czuba@free.fr> wrote in message news:<415bf6fb$0$25023$636a15ce@news.free.fr>...
> It is easy to connect a VIDEL chip on the 16 bit VMe bus of the TT.
> The bus of the TT is 16 MHz like Falcon...so il will work immediatly.
>
> VIDEL could me boosted by a 50 MHz OSC instead of the 25 for better VGA
> modes.
> And a 50 MHz clock on the EXT pin could be done too to get the same
> resolutions that with the Falcon with boosted bus (25 MHz).
>
> But it will be placed at some new address.. and the driver (from the TOS4.04
> init) must be done.
> Not very hard...
>
> BUT the price of the VIDEL chip is 45$ at BEST.

I think it's a good project. I'd take one!

5367. Re: MSTE + TT : VME + CTLink

Newsgroup: comp.sys.atari.st
Date: 2004-10-22 11:34:18 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410220334.4a6ce105@posting.google.com>
Source record: 16561

Andy Ball <null@not.valid> wrote in message
news:<G22ed.4038$KJ6.1336@newsread1.news.pas.earthlink.net>...
> Hello coda,
>
> c> Yes, but these are getting rarer than hens teeth, and
> > the ECL technology is not compatible at all with VGA
> > signals.
>
> Probably compatible with my SPARCstation though :-)
>
> - Andy Ball

Maybe. There are some ECL monitors around for the Sparcs, but if you
look at the specs, most of them have hugely different H+V frequencies.

Coda.

5368. Whatever is going on in "comp.sys.atari.st.tech"?

Newsgroup: comp.sys.atari.st
Date: 2004-10-22 11:37:28 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <4178f0f1$1@news.broadpark.no>
Source record: 16562

I've been away from the scene for a while, and upon re-subscribing to this group and "comp.sys.atari.st.tech" I'm shocked to see that the latter is more or less empty, and the few messages there are just spam -nothing Atari ST related at all!

What's going on?

--
Hallvard

5369. Re: N.aes v2.0

Newsgroup: comp.sys.atari.st
Date: 2004-10-22 11:38:38 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410220338.2863976c@posting.google.com>
Source record: 16563

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:<pan.2004.10.22.04.17.59.307041@darkforce.ky.org>...
> On Thu, 21 Oct 2004 23:33:13 +0000, Jim DeClercq wrote:
>
> Okay, I just tried this a few minutes ago. I'm having some problems. First
> of all, the CD read fine in my Plextor CDRW, no problems there.
>
> The menus are all in German, no surprize there, but I'm not very literate
> in that language so I guessed my way through it (and I'm sure thats where
> the problem lies).
>
> Anyways, I picked Falcon/68030 for the install. I didn't change any
> default paths (c:\multitos and naes for example). Should I have picked the
> Milan since it has an '060 in it, like my CT60?
>
> The install itself seemed to go smoothly, but when I rebooted, it goes to
> a black screen then does endless rebooting, time after time.
>
> I tried 030 and CT60 mode, made no difference, AFAICT.
>
> Any ideas anyone? Thanks!

Maybe. Are you trying to run NAES, but have not yet installed MiNT? If
so then thats your problem. NAES will not run under TOS. Once
installed, disable it, then install the Easymint. I personally would
have installed Easymint first, but then you have to configure NAES by
hand afterwards which is a pain.

Coda.

5370. Re: N.aes v2.0

Newsgroup: comp.sys.atari.st
Date: 2004-10-22 14:08:55 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.22.14.08.55.9329@darkforce.ky.org>
Source record: 16564

On Fri, 22 Oct 2004 04:38:38 -0700, smeg wrote:

> Maybe. Are you trying to run NAES, but have not yet installed MiNT? If
> so then thats your problem. NAES will not run under TOS. Once
> installed, disable it, then install the Easymint. I personally would
> have installed Easymint first, but then you have to configure NAES by
> hand afterwards which is a pain.
>
> Coda.

Hi Coda. Thanks for the reply.

Okay, the last message from the installation, I believe tells you that its done and asks whether to continue or reboot for the changes to take effect (please feel free to correct my sorry attempts at interpretation!). This would be the time, I'm assuming, to disable *before* rebooting that first time, right? :-)

Whats the best way to do that? It adds stuff literally all over the C drive, an AUTO folder program, Multitos, Naes, and several ACCs.

Thanks much!

5371. Re: Whatever is going on in "comp.sys.atari.st.tech"?

Newsgroup: comp.sys.atari.st
Date: 2004-10-22 14:26:11 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <clb54s$h6p$1@gemini.csx.cam.ac.uk>
Source record: 16565

"Hallvard Tangeraas" <inv@lid.email> wrote in message
news:4178f0f1$1@news.broadpark.no...
> I've been away from the scene for a while, and upon re-subscribing
to
> this group and "comp.sys.atari.st.tech" I'm shocked to see that the
> latter is more or less empty, and the few messages there are just
spam
> -nothing Atari ST related at all!
>
> What's going on?

A lot of people were/are fed up of the flame wars, general abuse and spam that gets posted to a lot of newsgroups and have changed to moderated web forums like Atari Age (www.atariage.com) where anyone posting such rubbish will have their account closed, I guess this is what has happened.
For the most part the flamers, spammers and trolls can't be bothered to keep setting up accounts as so it a much nicer environment be in.

On a seperate note could you E-Mail me privately as I want to talk to you about your TOS 2.06 guide.

Stephen Moss

5372. Re: HDDriver8.1

Newsgroup: comp.sys.atari.st
Date: 2004-10-22 14:34:10 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410220634.209da25c@posting.google.com>
Source record: 16566

Uwe Seimet <Uwe.Seimet@seimet.de> wrote in message news:<2ts1ilF23kjtnU1@uni-berlin.de>...
> David Bolt wrote:
>
> >>Can you please send me your HDDRIVER's serial number, so that I can
> >>register you? Thank you.
> >
> >
> > Done.
>
> Thank you. I only have the data of users who purchased HDDRIVER 8.x from
> Atari Workshop, but no data of older versions purchased from System
> solutions.

Uwe,

What is your stance on people that have HDDriver that was with their
Falcon when they bought it, and lets say for example they lost the
original floppy, but still have HDDriver installed on their falcon,
and maybe a copy on floppy. Does the HDDriver belong to the user as it
was in the purchase of the falcon, or are they not entitled at all to
use it?

I have this friend....

Coda.

5373. Re: Whatever is going on in "comp.sys.atari.st.tech"?

Newsgroup: comp.sys.atari.st
Date: 2004-10-22 15:35:06 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41792897$0$10510$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16567

"Hallvard Tangeraas" <inv@lid.email> wrote in message
news:4178f0f1$1@news.broadpark.no...
> I've been away from the scene for a while, and upon re-subscribing to this
> group and "comp.sys.atari.st.tech" I'm shocked to see that the latter is
> more or less empty, and the few messages there are just spam -nothing
> Atari ST related at all!
>
> What's going on?
>
>

its been like that for years ?!?

chris

> --
> Hallvard

5374. Re: HDDriver8.1

Newsgroup: comp.sys.atari.st
Date: 2004-10-22 16:31:56 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <2tsr0aF24619iU1@uni-berlin.de>
Source record: 16568

smeg wrote:

> What is your stance on people that have HDDriver that was with their
> Falcon when they bought it, and lets say for example they lost the
> original floppy, but still have HDDriver installed on their falcon,
> and maybe a copy on floppy. Does the HDDriver belong to the user as it
> was in the purchase of the falcon, or are they not entitled at all to
> use it?

Copies are only legal if the user is either registered with me or she/he
has the original floppy disk with the serial number on it, so that the
user can register this serial number any time he wants to.
For any other copy there is no way to prove that it is legal. In
particular copies on hard disk drives or floppy are suspicious.

It's obvious that illegal copies are especially hurting small platforms
like the Atari.

--

Dr. Uwe Seimet http://www.seimet.de

5375. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2004-10-22 16:43:14 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <417946b6218dad0@telenet.be>
Source record: 16569
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**internet**
ftp://chapelie.rma.ac.be/atari/internet/mymail-172.zip
(1.283.859 bytes) Nice and powerful GEM-based mail client
for STik,STing, Gluestik, MagicNet

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/desktops/tera340b.zip
(264.995 bytes) Tera Desktop, a replacement for the builtin TOS desktop
for 16-bit and 32-bit Atari computers.

Have fun,
Martin

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

5376. Re: Sound problems (Falcon) *SOLVED*

Newsgroup: comp.sys.atari.st
Date: 2004-10-22 17:53:42 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.22.17.53.41.325033@darkforce.ky.org>
Source record: 16570

Well, I e-mailed Rodolphe (hated to bother him but) and he gave me the answer spot on. (he also said that this had been dicussed in this newsgroup, I guess I just missed it).

The original floppy drive power cable that comes from the Falcons MB and connects to the floppy connector on the CT60 must receive 12v. If it doesn't then the sound circuit on the Falcon won't work.

I checked my cable, lo and behold, it had a very loose connection on one wire. I stripped it, re-soldered it, plugged it back in to the CT60, and voila! instant sound.

Thanks to everyone who replied. :-)

5377. Re: Whatever is going on in "comp.sys.atari.st.tech"?

Newsgroup: comp.sys.atari.st
Date: 2004-10-22 19:25:50 UTC
From: "Steve Sweet"
Message-ID: <clbmro$9kp$1@hercules.btinternet.com>
Source record: 16571

Hi Hallvard

"Hallvard Tangeraas" <inv@lid.email> wrote in message
news:4178f0f1$1@news.broadpark.no...
> I've been away from the scene for a while, and upon re-subscribing to this
> group and "comp.sys.atari.st.tech" I'm shocked to see that the latter is
> more or less empty, and the few messages there are just spam -nothing
> Atari ST related at all!
>
> What's going on?

That brain damaged twat at Bravi Sierra is what!!, he's got too many
sympathisers here in care in the community land.

--

Regards, Steve S.

5378. Re: HDDriver8.1

Newsgroup: comp.sys.atari.st
Date: 2004-10-22 19:25:52 UTC
From: "Steve Sweet"
Message-ID: <clbmrv$9kp$2@hercules.btinternet.com>
Source record: 16572

Hi Uwe

> Thank you. I only have the data of users who purchased HDDRIVER 8.x from
> Atari Workshop, but no data of older versions purchased from System
> solutions.

Is my name in your little black book??

--

Regards, Steve S.

5379. Re: WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-10-22 19:25:52 UTC
From: "Steve Sweet"
Message-ID: <clbms0$9kp$3@hercules.btinternet.com>
Source record: 16573

HI there Moron

Will you take this trash of yours and shove it up your anus where it
belongs, you've spammed this place for ages and its not welcome.

Please E-Mail Atari@arsnet.com Thanx! ===Ben===

>> > I'm building SCSI Hard Drives for my Customers & need Link Host
>> > Adapters!
>> > Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant
>> > afford
>> > New! That means no Dealers.Pervert Parties only. E-Mail
>> > Atari@arsenet.com

You don't have any customers, or you wouldn't be whining here!!

Now fuck off you brain damaged moron!!

--

Regards, Steve S.

5380. Re: HDDriver8.1

Newsgroup: comp.sys.atari.st
Date: 2004-10-22 22:41:13 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <417937be3ddbe2@comcast.net>
Source record: 16574

>Hello,
>
>Who uses HDDriver8.1? How does one use it? Can one boot from the HDDriver
>floppy? I am asking because when I boot from floppy, everything get scrambled
>on the screen when HDDriver starts to load.
>
>Can someone help me out? What am I missing?
>
>Thanks,
>
>Sam F.
>Virginia U.S.A.
>Atari Computer Nut
>C-Lab Falcon/CT060, 128mb Fastram,14mb STram, 4gig hdd

I use version 8.11 and it works great for me on my Hadea and my
STe. I also boot from a floppy when I needed to adjust some files
on the boot partition. Actually, to do that you can also just boot
up the ATari computer and get a plain desktop, then run the
HDdriver program and you will have access to the hard drive.

You need to run the HDDriver ultility program and create a SYS
file that will go on your boot partition. Then just reset the
computer and everything should come up.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5381. Re: manual

Newsgroup: comp.sys.atari.st
Date: 2004-10-22 22:41:14 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <417937be3ddbe4@comcast.net>
Source record: 16575

>I'm just in the process of putting some stuff on the web I've had lying
>around for ages. The first is a Computer Field Service Manual for the
>520/1040 STe
>I haven't seen this online before, maybe someone can make use of it ......
>
>Cheers

I still have and use my STe, so I would make reference to it if I
had a problem and could not figure it out on my own.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5382. Re: I NEED SOME ADVICE.....

Newsgroup: comp.sys.atari.st
Date: 2004-10-22 22:41:14 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <417937be3ddbe3@comcast.net>
Source record: 16576

>What kind of hard disk i can put of my Atari 1040STe?
>
>Is it PC's HDD compatible with that or not?
>
>Explain please...
>
>P.S.-Sorry on my bad english.... :(

Mosty any SCSI hard will work just fine. In my 10STe I use a Link
II and a Seagate hard drive.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5383. Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-22 23:52:37 UTC
From: sf0218@aol.com
Message-ID: <20041022195237.10984.00002199@mb-m14.aol.com>
Source record: 16577

Hello All,

Let me start by saying that once in awhile, my Falcon will actually boot, and then allow rebooting a few times. However, much more often than not, I just get a white, blank, screen.

Okay, my problem. I start my Falcon, the Falcon and CT60 both get power, but my fdd does not get checked (no light), and the hdd does not spin up. All I get on the monitor is a white, blank, screen.
Even if I re-boot, completely power down then power up the Falcon/CT60...nada, zip, nothing, but a white, blank, screen.

As I noted earlier, once in a awhile, everything works. Falcon/CT60 boot, the on-screen display of the CT60 info, memory count, hdd check....oh!!! What a beatiful sight!!!! Then, if I am lucky, I can reboot and see all that again!!!!!
But more often then not, I'll reboot and get a white, blank,screen.

And what's really frustrating, I can't even get the hdd prepped because I can't reboot!!
All I get is a white, blank, screen.

I know I could send it to Rodolphe and more than likely he will be able to fix it but, given the cost of the shipping alone (I live in the U.S.A.), not to mention the distance of the round trip for Falcon mb/CT60, I have decided to leave that as the ultimate last resort.

So, I hope between all of you, you will recognize what is causing the problem, and know what the fix is.

Thanks to each and every one of you!!!

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 30gig hdd

5384. Re: N.aes v2.0

Newsgroup: comp.sys.atari.st
Date: 2004-10-22 23:59:08 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <clc6scgui1@reader1.panix.com>
Source record: 16592

This is not worth arguing about, but for me, N.aes installed under TOS. Of course, it did not run under TOS. And yes, it does add stuff all over the C Drive. Or, I am wrong.

Disable? Do you have a boot manager, such as Superboot? Boot into single tos. EasyMiNT starts under TOS, or can start under TOS, and installs MiNT.

Maybe a TT works differently, but I doubt it.

Jim

uRonald J. Hall <darklord@darkforce.ky.org> writes:

: On Fri, 22 Oct 2004 04:38:38 -0700, smeg wrote:

: > Maybe. Are you trying to run NAES, but have not yet installed MiNT? If
: > so then thats your problem. NAES will not run under TOS. Once
: > installed, disable it, then install the Easymint. I personally would
: > have installed Easymint first, but then you have to configure NAES by
: > hand afterwards which is a pain.
: >
: > Coda.

: Hi Coda. Thanks for the reply.

: Okay, the last message from the installation, I believe tells you that its
: done and asks whether to continue or reboot for the changes to take effect
: (please feel free to correct my sorry attempts at interpretation!). This
: would be the time, I'm assuming, to disable *before* rebooting that first
: time, right? :-)

: Whats the best way to do that? It adds stuff literally all over the C
: drive, an AUTO folder program, Multitos, Naes, and several ACCs.

: Thanks much!

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

5385. Atari Online News, Etc. #06-43

Newsgroup: comp.sys.atari.st
Date: 2004-10-23 01:23:07 UTC
From: danap8@aol.comno-spam
Message-ID: <20041022212307.25923.00002862@mb-m03.aol.com>
Source record: 16578

A-ONE #0643 10/22/04

~ Games Getting Risque! ~ People Are Talking! ~ Half Life 2 Soon!
~ Apple Enhances iBook! ~ eDonkey Kicks Kazaa Ass ~ AVC Newsstand!
~ Icon Extract Update! ~ Apple Cuts Some Prices ~ Calling Dick Tracy!
~ Pick Prez Virtually! ~ Web Reputation Systems ~ Games See More Ads!

-* Hell Freezes Over in New York *-
-* Worldwide Phishing From Few Sources *-
-* Google's New PC Search Tool Poses A Risk! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/_0_/ _0_/\
-| o o |- E-mail subscription: dpj*atarinews*org
/ _____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org

5386. Re: HDDriver8.1

Newsgroup: comp.sys.atari.st
Date: 2004-10-23 04:03:05 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <msljn0tkc0so67qdaibe47ta27ha6qrpq0@4ax.com>
Source record: 16579

On Fri, 22 Oct 2004 11:18:02 +0200, Uwe Seimet <Uwe.Seimet@seimet.de>
wrote:

>David Bolt wrote:
>
>>>Can you please send me your HDDRIVER's serial number, so that I can
>>>register you? Thank you.
>>
>>
>> Done.
>
>Thank you. I only have the data of users who purchased HDDRIVER 8.x from
>Atari Workshop, but no data of older versions purchased from System
>solutions.

Hi Uwe
I got mine from 16/32 systems but haven't regestered it yet..would i
be listed? I had the serial # but can't find it since I moved
Thomas

5387. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-23 04:13:33 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <l9mjn09jcf043rdkkvrokulklusorg2te9@4ax.com>
Source record: 16580

On 22 Oct 2004 23:52:37 GMT, sf0218@aol.com (SF0218) wrote:

>Hello All,
>
>Let me start by saying that once in awhile, my Falcon will actually boot, and
>then allow rebooting a few times. However, much more often than not, I just get
>a white, blank, screen.
>
>Okay, my problem. I start my Falcon, the Falcon and CT60 both get power, but my
>fdd does not get checked (no light), and the hdd does not spin up. All I get on
>the monitor is a white, blank, screen.
>Even if I re-boot, completely power down then power up the Falcon/CT60...nada,
>zip, nothing, but a white, blank, screen.
>
>As I noted earlier, once in a awhile, everything works. Falcon/CT60 boot, the
>on-screen display of the CT60 info, memory count, hdd check....oh!!! What a
>beatiful sight!!!! Then, if I am lucky, I can reboot and see all that
>again!!!!!
>But more often then not, I'll reboot and get a white, blank,screen.
>
>And what's really frustrating, I can't even get the hdd prepped because I can't
>reboot!!
>All I get is a white, blank, screen.
>
>I know I could send it to Rodolphe and more than likely he will be able to fix
>it but, given the cost of the shipping alone (I live in the U.S.A.), not to
>mention the distance of the round trip for Falcon mb/CT60, I have decided to
>leave that as the ultimate last resort.
>
>So, I hope between all of you, you will recognize what is causing the problem,
>and know what the fix is.
>
>Thanks to each and every one of you!!!
>
>Sam F.
>Virginia U.S.A.
>Atari Computer Nut
>C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 30gig hdd
>

Hi Sam
Well the only thing I have seen that simular to that is my TT,
sometimes the memory expanson works its way loose and I get the white
screen.. once I press it back it boots ok so maybe something isn't
seated all the way and it shorts..gonna fix that soon tho (got me a

hot glue gun) I wish you luck on the Falcon :)

Thomas

5388. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-23 05:16:44 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.23.05.16.41.198565@darkforce.ky.org>
Source record: 16581

On Fri, 22 Oct 2004 23:52:37 +0000, SF0218 wrote:

> Hello All,
>
> Let me start by saying that once in awhile, my Falcon will actually boot, and
> then allow rebooting a few times. However, much more often than not, I just get
> a white, blank, screen.

Sam, can you fill in a few details for us? You are using an ATX power supply right? What memory board are you using (original), etc?

If I was in your position, I'd check a couple of things:

1. Is the power supply a known good one? If in doubt, I'd try another one.
2. Is the floppy power cable from the Falcons MB firmly connected to the CT60 - noting the red/blue wire position?
3. Are you using the ATX power supply to power the floppy drive, the hard drive, and CDROM if you have one? If not, I would.
4. Is the CT60 itself firmly and correctly plugged into the Falcons expansion bus?
5. Is it possible that you need the 4.7 capacitor attached to the existing capacitor? The one right behind the reset switch on the Falcons MB? I had to put one there. Rodolphe mentions it on his website, and Wizztronics included the capacitor with their Falcon Rack, if you have one of their kits (if I remember correctly, you did buy one, right?)
6. RAM. Make sure your RAM card is firmly and correctly seated into the memory slot on the CT60. Also, make sure you're using a single SIMM memory board for the Falcons original memory expansion, and that everything is firmly/correctly seated their as well.

I hope this helps, and you get everything going soon! :-)

5389. Re: MSTE + TT : VME + CTLink

Newsgroup: comp.sys.atari.st
Date: 2004-10-23 07:16:15 UTC
From: Andy Ball <null@not.valid>
Message-ID: <3zned.4873$%h1.4620@newsread3.news.pas.earthlink.net>
Source record: 16582

```
c> Maybe. There are some ECL monitors around for the
> Sparcs, but if you look at the specs, most of them have
> hugely different H+V frequencies.

ISTR the TTM-195 was the same model as a Monitor that Sun
sold back in the Sun 3 days. What are the scan rates of the
TTM-195?

- Andy Ball
```

5390. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-23 08:19:30 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410230019.1f140205@posting.google.com>
Source record: 16583

sf0218@aol.com (SF0218) wrote in message
news:<20041022195237.10984.00002199@mb-m14.aol.com>...
> Hello All,
>
> Let me start by saying that once in awhile, my Falcon will actually boot, and
> then allow rebooting a few times. However, much more often than not, I just get
> a white, blank, screen.
>
> Okay, my problem. I start my Falcon, the Falcon and CT60 both get power, but my
> fdd does not get checked (no light), and the hdd does not spin up. All I get on
> the monitor is a white, blank, screen.
> Even if I re-boot, completely power down then power up the Falcon/CT60...nada,
> zip, nothing, but a white, blank, screen.
>
> As I noted earlier, once in a awhile, everything works. Falcon/CT60 boot, the
> on-screen display of the CT60 info, memory count, hdd check....oh!!! What a
> beatiful sight!!!! Then, if I am lucky, I can reboot and see all that
> again!!!!!
> But more often then not, I'll reboot and get a white, blank,screen.
>
> And what's really frustrating, I can't even get the hdd prepped because I can't
> reboot!!
> All I get is a white, blank, screen.
>
> I know I could send it to Rodolphe and more than likely he will be able to fix
> it but, given the cost of the shipping alone (I live in the U.S.A.), not to
> mention the distance of the round trip for Falcon mb/CT60, I have decided to
> leave that as the ultimate last resort.
>
> So, I hope between all of you, you will recognize what is causing the problem,
> and know what the fix is.
>
> Thanks to each and every one of you!!!
>
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 30gig hdd

Sam,

Im assuming that the HDD is a 3.5" drive, which you have powered from
the ATX supply. 2 things.

1. What type of IDE cable are you using (40/80pin), and how long is it? Do you have another you can try? (Try cutting a spare one in half so you have a short length with a connector at each end).
2. Can you get a multimeter, and test the 12v off the ATX supply?

I think that the garbage you are seeing with HDDriver is when it doesnt detect the IDE drive properly and you get loads of wierd "~~~~~~~~~~" when it should say "IDE0: IBM-20040 HUGE MOTHER" or whatever. The IDE in the falcon is flaky to say the least (its not buffered at all) so although some people can use 2' IDE cables most of us have to use short ones (mine didnt work with a standard cable, I had to cut it down).

As for your white screen problem, like I said check the 12v, and also have a look at the solder jumpers on the motherboard. They tell the system what speed ROMS are fitted. They need to be a particular way for the CT60.

Coda.

5391. Re: Whatever is going on in "comp.sys.atari.st.tech"?

Newsgroup: comp.sys.atari.st
Date: 2004-10-23 08:31:15 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410230031.8e6d83@posting.google.com>
Source record: 16584

"Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
news:<clbmro$9kp$1@hercules.btinternet.com>...
> Hi Hallvard
>
>
> "Hallvard Tangeraas" <inv@lid.email> wrote in message
> news:4178f0f1$1@news.broadpark.no...
> > I've been away from the scene for a while, and upon re-subscribing to this
> > group and "comp.sys.atari.st.tech" I'm shocked to see that the latter is
> > more or less empty, and the few messages there are just spam -nothing
> > Atari ST related at all!
> >
> > What's going on?
>
> That brain damaged twat at Bravi Sierra is what!!, he's got too many
> sympathisers here in care in the community land.

Hallvard actually said CSAS.Tech. Yes its full of spam, but most
newsgroups have been hit by a NG spammer in the last few weeks,
luckily the only spammer we have in CSAS is Ben Smith.

Coda.

5392. Re: N.aes v2.0

Newsgroup: comp.sys.atari.st
Date: 2004-10-23 08:42:07 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410230042.5ae0d06d@posting.google.com>
Source record: 16585

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:<pan.2004.10.22.14.08.55.9329@darkforce.ky.org>...
> On Fri, 22 Oct 2004 04:38:38 -0700, smeg wrote:
>
> > Maybe. Are you trying to run NAES, but have not yet installed MiNT? If
> > so then thats your problem. NAES will not run under TOS. Once
> > installed, disable it, then install the Easymint. I personally would
> > have installed Easymint first, but then you have to configure NAES by
> > hand afterwards which is a pain.
> >
> > Coda.
>
> Hi Coda. Thanks for the reply.
>
> Okay, the last message from the installation, I believe tells you that its
> done and asks whether to continue or reboot for the changes to take effect
> (please feel free to correct my sorry attempts at interpretation!). This
> would be the time, I'm assuming, to disable *before* rebooting that first
> time, right? :-)
>
> Whats the best way to do that? It adds stuff literally all over the C
> drive, an AUTO folder program, Multitos, Naes, and several ACCs.
>
> Thanks much!

Well the Accs wont bother you, I cant remember if NAES puts anything
in the auto folder (maybe NDIALOG?). IIRC the way the falcon starts
its GEM it looks in the gemsys folder (from the assign.sys) for the
new gem.sys is which is for multitos, the NAES is named N_AES030.sys
it may be in the /N_AES folder. Just start renaming the last letter of
the file to 'x', example: N_AES030.SYX. This will prevent the file
being found and normal gem will start up.

Im afraid I cant remember more, its been a while since I played with
NAES, however, if your still stuck then email me, and I will install
it on the TT and see what the deal is.

Coda.

5393. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-23 08:51:52 UTC
From: Rodolphe Czuba <rodolphe.czuba@free.fr>
Message-ID: <417a1baa$0$24445$636a15ce@news.free.fr>
Source record: 16586

Ronald J. Hall wrote:
> On Fri, 22 Oct 2004 23:52:37 +0000, SF0218 wrote:
>
>> Hello All,
>>
>> Let me start by saying that once in awhile, my Falcon will actually
>> boot, and then allow rebooting a few times. However, much more often
>> than not, I just get a white, blank, screen.
>
> Sam, can you fill in a few details for us? You are using an ATX power
> supply right? What memory board are you using (original), etc?
>
> If I was in your position, I'd check a couple of things:
>
> 1. Is the power supply a known good one? If in doubt, I'd try another
> one.
> 2. Is the floppy power cable from the Falcons MB firmly connected to
> the CT60 - noting the red/blue wire position?

> 3. Are you using the ATX power supply to power the floppy drive, the
> hard drive, and CDROM if you have one? If not, I would.

ATX PSU power up problem
Check to add a 47 uF capacitor on C7 to increase power up sequence ..

> 4. Is the CT60 itself firmly and correctly plugged into the Falcons
> expansion bus?
> 5. Is it possible that you need the 4.7 capacitor

47 not 4.7 ! Check manual please.

attached to the
> existing capacitor? The one right behind the reset switch on the
> Falcons MB? I had to put one there. Rodolphe mentions it on his
> website, and Wizztronics included the capacitor with their Falcon
> Rack, if you have one of their kits (if I remember correctly, you did
> buy one, right?)

> 6. RAM. Make sure your RAM card is firmly and correctly seated into
> the memory slot on the CT60. Also, make sure you're using a single
> SIMM memory board for the Falcons original memory expansion, and that
> everything is firmly/correctly seated their as well.
>
> I hope this helps, and you get everything going soon! :-)

If there is a 74F04 or 08 on U63 GAL, remove it !!

5394. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-23 08:55:58 UTC
From: Rodolphe Czuba <rodolphe.czuba@free.fr>
Message-ID: <417a1c9d$0$24454$636a15ce@news.free.fr>
Source record: 16587

smeg wrote:
> sf0218@aol.com (SF0218) wrote in message
> news:<20041022195237.10984.00002199@mb-m14.aol.com>...
>> Hello All,
>>
>> Let me start by saying that once in awhile, my Falcon will actually
>> boot, and then allow rebooting a few times. However, much more often
>> than not, I just get a white, blank, screen.
>>
>> Okay, my problem. I start my Falcon, the Falcon and CT60 both get
>> power, but my fdd does not get checked (no light), and the hdd does
>> not spin up. All I get on the monitor is a white, blank, screen.
>> Even if I re-boot, completely power down then power up the
>> Falcon/CT60...nada, zip, nothing, but a white, blank, screen.
>>
>> As I noted earlier, once in a awhile, everything works. Falcon/CT60
>> boot, the on-screen display of the CT60 info, memory count, hdd
>> check....oh!!! What a beatiful sight!!!! Then, if I am lucky, I can
>> reboot and see all that again!!!!!
>> But more often then not, I'll reboot and get a white, blank,screen.
>>
>> And what's really frustrating, I can't even get the hdd prepped
>> because I can't reboot!!
>> All I get is a white, blank, screen.
>>
>> I know I could send it to Rodolphe and more than likely he will be
>> able to fix it but, given the cost of the shipping alone (I live in
>> the U.S.A.), not to mention the distance of the round trip for
>> Falcon mb/CT60, I have decided to leave that as the ultimate last
>> resort.
>>
>> So, I hope between all of you, you will recognize what is causing
>> the problem, and know what the fix is.
>>
>> Thanks to each and every one of you!!!
>>
>> Sam F.
>> Virginia U.S.A.
>> Atari Computer Nut
>> C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 30gig hdd
>
> Sam,
>
> Im assuming that the HDD is a 3.5" drive, which you have powered from

> the ATX supply. 2 things.
>
> 1. What type of IDE cable are you using (40/80pin),

????? Don't care here with slow bus at 16 MHz !

and how long is
> it? Do you have another you can try? (Try cutting a spare one in half
> so you have a short length with a connector at each end).

Don't care with 16 MHz bus !
Or the HDD is very old and had too slow timings (PIO 0 or 1 maybe).

> 2. Can you get a multimeter, and test the 12v off the ATX supply?
>
> I think that the garbage you are seeing with HDDriver is when it
> doesnt detect the IDE drive properly and you get loads of wierd
> "~~~~~~~~~~~" when it should say "IDE0: IBM-20040 HUGE MOTHER" or
> whatever. The IDE in the falcon is flaky to say the least (its not
> buffered at all) so although some people can use 2' IDE cables most of
> us have to use short ones (mine didnt work with a standard cable, I
> had to cut it down).
>
> As for your white screen problem, like I said check the 12v, and also
> have a look at the solder jumpers on the motherboard. They tell the
> system what speed ROMS are fitted. They need to be a particular way
> for the CT60.

The timing of ROM don't care at 16 MHz bus !

AGAIN, a 16 MHz bus with CT60 is like a 16 MHz bus with nothing on the exp
connector !
CT60 follow the Falcon timings and 68030 cycles !

The only timing problem is the 74F04 or 08 that can add a delay that may
de-synchronize the ABE chip of the CT60 with the F30 bus !

> Coda.

5395. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-23 08:58:36 UTC
From: Rodolphe Czuba <rodolphe.czuba@free.fr>
Message-ID: <417a1d3b$0$24446$636a15ce@news.free.fr>
Source record: 16588

I tried to contact you by email (you wrote me one time !) but it doesn't
work !!
Hey, with bad email you may miss some other things in your life !

I HAVE ONE CT60 available for you !

Andrew wrote:
> Okay, since it's clear Rodolphe doesn't have any left and I missed
> my opportunity, I'll try it this way.
>
> Anyone got a CT60 they've decided they don't want? I'd really like
> to get ahold of one. If you've got one you've decided you don't
> want to install and you'd like to make a (reasonable) profit on it,
> let me know.
>
> Can't say I'm not trying... :-)
>
> -andrew

5396. 3 CT60 are available !

Newsgroup: comp.sys.atari.st
Date: 2004-10-23 09:15:03 UTC
From: Rodolphe Czuba <rodolphe.czuba@free.fr>
Message-ID: <417a2116$0$24428$636a15ce@news.free.fr>
Source record: 16589

3 are ready for you !

Why ? : some bad people reserve and when I go back to them to ask money to confirm, they don't answer me after several emails !!
Bad guys on atari !

PS : 50 MHz clocked boards ! The 060 is not accepting 66 MHz !

Same remark with CTEX !
I get 40 reservations and now only 28 were payed !
The others are from bad people that never cancelled !
A such attitude is very dangerous for me ! Happy that I did not order the production of 40 CTEX !!

CTEX producttion will be order monday ! 28 exactly.

If you are new here (?) you get time up to monday morning (Europe time) to pay one.

Regards

5397. CTLink [WAS:] Re: 3 CT60 are available !

Newsgroup: comp.sys.atari.st
Date: 2004-10-23 10:20:36 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0410231214460.401@feanor.schunter.etc.tu-bs.de>
Source record: 16590

Hi, Rodolphe!

RC> Same remark with CTEX !
RC> I get 40 reservations and now only 28 were payed !

How about the CTLink? I guess you still are gathering reservations, right?
No fix prices yet?

Regards,

Alexander

5398. Re: Whatever is going on in "comp.sys.atari.st.tech"?

Newsgroup: comp.sys.atari.st
Date: 2004-10-23 13:20:38 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <417a5a9c$1@news.broadpark.no>
Source record: 16591

Stephen Moss wrote:

> "Hallvard Tangeraas" <inv@lid.email> wrote in message
> news:4178f0f1$1@news.broadpark.no...
>> this group and "comp.sys.atari.st.tech" I'm shocked to see that the
>> latter is more or less empty, and the few messages there are just
>> spam -nothing Atari ST related at all!
>> What's going on?
>
> A lot of people were/are fed up of the flame wars, general abuse and
> spam that gets posted to a lot of newsgroups and have changed to
> moderated web forums like Atari Age (www.atariage.com)

No Atari ST related discussions there though.

> where anyone
> posting such rubbish will have their account closed, I guess this is
> what has happened.
> For the most part the flamers, spammers and trolls can't be bothered
> to keep setting up accounts as so it a much nicer environment be in.

Too bad that a few people have to mess up for the greater mass of
serious people.
So does this mean that "comp.sys.atari.st" has changed to include
hardware related stuff as well?

> On a seperate note could you E-Mail me privately as I want to talk to
> you about your TOS 2.06 guide.

I'd forgotten all about that (been travelling for almost a year), but as
I remember it I'm done with that project.
Are you saying there are some loose ends?

I put in an awful lot of work in that stuff, and I'm not really keen on
restarting it all if you know what I mean.

--
Hallvard

5399. Re: MSTE + TT : VME + CTLink

Newsgroup: comp.sys.atari.st
Date: 2004-10-23 13:45:56 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <cldnak$t8u$1@reader1.panix.com>
Source record: 16595

What language would you like that in? There are several in the book.

It lists deflection angle, phosphor tupe, active display area, rise and
fall times, blanking rate and frequency.

Assuming that what you are asking for is frequency data, it is 71.9 kHz
horizontal, and 71.6 Hz vertical.

If dim memory counts, the Montiterm and the TTM-195 were interchangeable.
I know that a Moniterm adapter board was made for Mega Machines, and
worked better if wired directly into the power supply.

Andy Ball <null@not.valid> writes:

: c> Maybe. There are some ECL monitors around for the
: > Sparcs, but if you look at the specs, most of them have
: > hugely different H+V frequencies.

: ISTR the TTM-195 was the same model as a Monitor that Sun
: sold back in the Sun 3 days. What are the scan rates of the
: TTM-195?

: - Andy Ball

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

5400. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-23 14:27:59 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.23.14.27.58.25537@nosspamatari-source.com>
Source record: 16593

On Sat, 23 Oct 2004 01:19:30 -0700, smeg wrote:

> sf0218@aol.com (SF0218) wrote in message
news:<20041022195237.10984.00002199@mb-m14.aol.com>...
>> Hello All,
>>
>> Let me start by saying that once in awhile, my Falcon will actually boot, and
>> then allow rebooting a few times. However, much more often than not, I just get
>> a white, blank, screen.
>>
>> Okay, my problem. I start my Falcon, the Falcon and CT60 both get power, but my
>> fdd does not get checked (no light), and the hdd does not spin up. All I get on
>> the monitor is a white, blank, screen.
>> Even if I re-boot, completely power down then power up the Falcon/CT60...nada,
>> zip, nothing, but a white, blank, screen.
>>
>> As I noted earlier, once in a awhile, everything works. Falcon/CT60 boot, the
>> on-screen display of the CT60 info, memory count, hdd check....oh!!! What a
>> beatiful sight!!!! Then, if I am lucky, I can reboot and see all that
>> again!!!!!
>> But more often then not, I'll reboot and get a white, blank,screen.
>>
>> And what's really frustrating, I can't even get the hdd prepped because I can't
>> reboot!!
>> All I get is a white, blank, screen.
>>
>> I know I could send it to Rodolphe and more than likely he will be able to fix
>> it but, given the cost of the shipping alone (I live in the U.S.A.), not to
>> mention the distance of the round trip for Falcon mb/CT60, I have decided to
>> leave that as the ultimate last resort.
>>
>> So, I hope between all of you, you will recognize what is causing the problem,
>> and know what the fix is.
>>
>> Thanks to each and every one of you!!!
>>
>> Sam F.
>> Virginia U.S.A.
>> Atari Computer Nut
>> C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 30gig hdd
>
> Sam,
>
> Im assuming that the HDD is a 3.5" drive, which you have powered from

> the ATX supply. 2 things.
>
> 1. What type of IDE cable are you using (40/80pin), and how long is
> it? Do you have another you can try? (Try cutting a spare one in half
> so you have a short length with a connector at each end).
> 2. Can you get a multimeter, and test the 12v off the ATX supply?

Neither of these are the problems. I used several ATX PSU's to try to get the problem to go away. I also used my working configuration of IDE cabling/adapters/drives on his falcon and it didn't help. I REALLY tried to troubleshoot this. It does it in 060 mode and 030 mode.

>
> I think that the garbage you are seeing with HDDriver is when it
> doesnt detect the IDE drive properly and you get loads of wierd
> "~~~~~~~~~~~" when it should say "IDE0: IBM-20040 HUGE MOTHER" or
> whatever. The IDE in the falcon is flaky to say the least (its not
> buffered at all) so although some people can use 2' IDE cables most of
> us have to use short ones (mine didnt work with a standard cable, I
> had to cut it down).
>

I think he got that fixed up.

> As for your white screen problem, like I said check the 12v, and also
> have a look at the solder jumpers on the motherboard. They tell the
> system what speed ROMS are fitted. They need to be a particular way
> for the CT60.
>

It's right. I did the with solders installation adn the solder jumpers look good. He has the faster tos rom.

Thanks,
mark

5401. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-23 14:29:45 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.23.14.29.45.143360@nosspamatari-source.com>
Source record: 16594

On Sat, 23 Oct 2004 10:55:58 +0200, Rodolphe Czuba wrote:

> The timing of ROM don't care at 16 MHz bus !
>
> AGAIN, a 16 MHz bus with CT60 is like a 16 MHz bus with nothing on the exp
> connector !
> CT60 follow the Falcon timings and 68030 cycles !
>
> The only timing problem is the 74F04 or 08 that can add a delay that may
> de-synchronize the ABE chip of the CT60 with the F30 bus !

His falcon does this boosted or not. 74F04 is gone and resistors are
installed. ABE5L as came from the factory (you ;-)). His falcon does
this with my CT60 on it. This is a problem with his falcon motherboard.

Thanks,
Mark

5402. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-23 14:34:25 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.23.14.34.24.393028@nosspamatari-source.com>
Source record: 16596

On Sat, 23 Oct 2004 01:16:44 -0400, Ronald J. Hall wrote:

> On Fri, 22 Oct 2004 23:52:37 +0000, SF0218 wrote:
>
> Sam, can you fill in a few details for us? You are using an ATX power
> supply right? What memory board are you using (original), etc?
>

He has a wizztronics which I am sure is working perfectly.

> If I was in your position, I'd check a couple of things:
>
> 1. Is the power supply a known good one? If in doubt, I'd try another one.

Tried 3 not counting his ATX psu too.

> 2. Is the floppy power cable from the Falcons MB firmly connected to the
> CT60 - noting the red/blue wire position?

This only causes no sound. System would still boot. His white screen
issue is more like DSP is crashing. I think this problem could be related
to his audio crackling in the right channel.

3. Are you using the ATX power
> supply to power the floppy drive, the hard drive, and CDROM if you have
> one? If not, I would.

Sam this is important. Make sure you're following those instructions.

4. Is the CT60 itself firmly and correctly plugged
> into the Falcons expansion bus?

Definitely.

> 5. Is it possible that you need the 4.7 capacitor attached to the
> existing capacitor? The one right behind the reset switch on the Falcons
> MB? I had to put one there. Rodolphe mentions it on his website, and
> Wizztronics included the capacitor with their Falcon Rack, if you have
> one of their kits (if I remember correctly, you did buy one, right?) 6.
> RAM.

Mmmmm.. I have to call no on this. When that capacitor needs installed
the problem is a black screen. I have this problem with my falcon and it
only happens sometimes. His falcon displays CT60 boot logo and THEN a
white screen.

Make sure your RAM card is firmly and correctly seated into the
> memory slot on the CT60. Also, make sure you're using a single SIMM

> memory board for the Falcons original memory expansion, and that
> everything is firmly/correctly seated their as well.
>

He's got a wizztronics and it's installed right.

When you guys think about this. Think about defective hardware or component or broken trace on the MB itself. CT60 + accessories like PSU and floppydisk are fine.

His note is also important. When it shows the white screen instead of atari logo, his hdd won't spin up, no floppy access etc. Kind of strange.

Thanks,
Mark

5403. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-23 14:35:47 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.23.14.35.47.971836@nosspamatari-source.com>
Source record: 16597

On Sat, 23 Oct 2004 10:51:52 +0200, Rodolphe Czuba wrote:

> If there is a 74F04 or 08 on U63 GAL, remove it !!

Rodolphe, it's gone. I did the with solders installation on his falcon
and I did it according to your instructions.

Thanks,
Mark

5404. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-23 14:37:08 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.23.14.37.08.197450@nosspamatari-source.com>
Source record: 16598

On Sat, 23 Oct 2004 00:13:33 -0400, twbrown wrote:
> Hi Sam
> Well the only thing I have seen that simular to that is my TT,
> sometimes the memory expanson works its way loose and I get the white
> screen.. once I press it back it boots ok so maybe something isn't
> seated all the way and it shorts..gonna fix that soon tho (got me a
> hot glue gun) I wish you luck on the Falcon :)
>
> Thomas

Well this is best thing I've seen yet. But I was getting this issue with my Atari 4mb or my 14 meg card too on his falcon. I subbed all parts out. Again this must be a problem with a component on his falcon mb. Anything easily removable WAS and was swapped with known good parts to test. None of that stuff is broken.

5405. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-23 16:10:43 UTC
From: sf0218@aol.com
Message-ID: <20041023121043.08240.00002369@mb-m18.aol.com>
Source record: 16499

Just another thing to let you folks know, the orange floppy busy light is constantly on when I get the white, blank, screen thingy.

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 30gig hdd

5406. Wacom driver for Atari ???

Newsgroup: comp.sys.atari.st
Date: 2004-10-23 16:27:56 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <417a8567$0$283$636a15ce@news.free.fr>
Source record: 16500

Hi, I was looking for informations about new Wacom tablets on the web, when I suddendly found a page talking about how to use a serial Wacom tablet on Amiga.

So I've done a search for Atari driver, and they exist:

http://www.wacom-europe.com/uk/downloads/driver/driver.asp
=> ftp://ftp.wacom-europe.com/pub/Others/ATARI.ZIP

Unfortunately, if there is a "liesmich.txt" and a "readme.txt", they are both written in German :(

Could someone that knows german tell me if this driver would allow me to use my good old Pen Partner (serial connection) on my MegaSTE, and use it under gem programs like Degas Elite ?

Thanks in advance !

Dbug

5407. Re: Wacom driver for Atari ???

Newsgroup: comp.sys.atari.st
Date: 2004-10-23 16:46:08 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.23.16.46.08.609706@nosspamatari-source.com>
Source record: 16501

On Sat, 23 Oct 2004 18:27:56 +0200, Mickael Pointier wrote:

> Hi, I was looking for informations about new Wacom tablets on the web, when
> I suddendly found a page talking about how to use a serial Wacom tablet on
> Amiga.
>
> So I've done a search for Atari driver, and they exist:
>
> http://www.wacom-europe.com/uk/downloads/driver/driver.asp
> => ftp://ftp.wacom-europe.com/pub/Others/ATARI.ZIP
>
> Unfortunately, if there is a "liesmich.txt" and a "readme.txt", they are
> both written in German :(
>
> Could someone that knows german tell me if this driver would allow me to use
> my good old Pen Partner (serial connection) on my MegaSTE, and use it under
> gem programs like Degas Elite ?
>
> Thanks in advance !
>
> Dbug

My old roomate Noah Silva wrote a wacom driver once before. I'll try to
dig up the sources to it. I think he wrote it in pure pascal. He had a
serial artpad I think.

Thanks,
Mark

5408. Easy Rider 4.0 disassembler

Newsgroup: comp.sys.atari.st
Date: 2004-10-23 17:58:13 UTC
From: Kamelito <nospam@nospam.net>
Message-ID: <417a9b74$0$302$626a14ce@news.free.fr>
Source record: 16502

Hi,

I'm looking for the interactive disassembler Easy Rider, I'm not sure if
version 4.0 is the latest.

Any link to download it ?
Thx
kml

5409. Re: Whatever is going on in "comp.sys.atari.st.tech"?

Newsgroup: comp.sys.atari.st
Date: 2004-10-23 20:38:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0410231337060.16704-100000@onyx.spiritone.com>
Source record: 16503

On 23 Oct 2004, smeg wrote:

> "Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
news:<clbmro$9kp$1@hercules.btinternet.com>...
> > Hi Hallvard
> >
> >
> > "Hallvard Tangeraas" <inv@lid.email> wrote in message
> > news:4178f0f1$1@news.broadpark.no...
> > > I've been away from the scene for a while, and upon re-subscribing to this
> > > group and "comp.sys.atari.st.tech" I'm shocked to see that the latter is
> > > more or less empty, and the few messages there are just spam -nothing
> > > Atari ST related at all!
> > >
> > > What's going on?
> >
> > That brain damaged twat at Bravi Sierra is what!!, he's got too many
> > sympathisers here in care in the community land.
>
> Hallvard actually said CSAS.Tech. Yes its full of spam, but most
> newsgroups have been hit by a NG spammer in the last few weeks,
> luckily the only spammer we have in CSAS is Ben Smith.
>
> Coda.

Why thank You!

Ben

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5410. Re: Whatever is going on in "comp.sys.atari.st.tech"?

Newsgroup: comp.sys.atari.st
Date: 2004-10-23 23:08:35 UTC
From: "Steve Sweet"
Message-ID: <cleo9bbkr1@sparta.btinternet.com>
Source record: 16504

Why its

"B S Computers" <atari@arsenet.com>

>> > > I've been away from the scene for a while, and upon re-subscribing to
>> > > this
>> > > group and "comp.sys.atari.st.tech" I'm shocked to see that the latter
>> > > is
>> > > more or less empty, and the few messages there are just spam -nothing
>> > > Atari ST related at all!
>> > >
>> > > What's going on?
>> >
>> > That brain damaged twat at Bravi Sierra is what!!, he's got too many
>> > sympathisers here in care in the community land.
>>
>> Hallvard actually said CSAS.Tech. Yes its full of spam, but most
>> newsgroups have been hit by a NG spammer in the last few weeks,
>> luckily the only spammer we have in CSAS is Ben Smith.
>>
>> Coda.
>
> Why thank You!
>
> Bendover

Your welcome asshole

--

Regards, Steve S.

5411. The ATARI ST is EVIL, it's the computer of SATAN ! ! ! !

Newsgroup: comp.sys.atari.st
Date: 2004-10-24 08:18:36 UTC
From: netspider4@lycos.com
Message-ID: <7666ed5f.0410240018.2ac37599@posting.google.com>
Source record: 16506
Cross-posted to: comp.sys.atari.st,can.uucp,alt.evil

The ATARI ST is EVIL, it's the work of the devil, made to collect your souls and to turn you into brainless slaves of hell.

If you like the ATARI ST, you will lose your soul to be damned for eternal torment in hell.Demons and devils will feast on your soul for all eternity.

So stop using this evil system now to save your soul.

Or the holy inquisition will come for you and burn your flesh to save your soul, because the devil must not collect more souls or nobody can prevent Armageddon.

The ATARI ST is evil, using an ATARI ST is BLASPHEMY , only heretics and witches like the ATARI ST.And heretics and witches shall BURN !

ATARI ST = hellish computer manufactured in Hell's Kitchen by Satan !

5412. Re: The ATARI ST is EVIL, it's the computer of SATAN ! ! ! !

Newsgroup: comp.sys.atari.st
Date: 2004-10-24 08:53:13 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <417b6d62$0$2292$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16507
Cross-posted to: comp.sys.atari.st,can.uucp,alt.evil

"Karl-Hugo Weesberg" <netspider4@lycos.com> wrote in message
news:7666ed5f.0410240018.2ac37599@posting.google.com...
> The ATARI ST is EVIL, it's the work of the devil, made to collect your
> souls and to turn you into brainless slaves of hell.
>
> If you like the ATARI ST, you will lose your soul to be damned
> for eternal torment in hell.Demons and devils will feast on your soul
> for all eternity.
>
> So stop using this evil system now to save your soul.
>
> Or the holy inquisition will come for you and burn your flesh to save
> your soul, because the devil must not collect more souls or nobody can
> prevent Armageddon.
>
> The ATARI ST is evil, using an ATARI ST is BLASPHEMY , only heretics and
> witches like the ATARI ST.And heretics and witches shall BURN !
>
> ATARI ST = hellish computer manufactured in Hell's Kitchen by Satan !

God help the Falcon users then! :o)

Chris

5413. Re: The ATARI ST is EVIL, it's the comp

Newsgroup: comp.sys.atari.st
Date: 2004-10-24 09:11:17 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <417b71b5$0$2653$4c56ba96@master.news.zetnet.net>
Source record: 16508

On 24 Oct 2004 09:53:13 , "exxos" wrote:
>
>"Karl-Hugo Weesberg" <netspider4@lycos.com> wrote in message
>news:7666ed5f.0410240018.2ac37599@posting.google.com...
>> The ATARI ST is EVIL, it's the work of the devil, made to collect your
>> souls and to turn you into brainless slaves of hell.

>God help the Falcon users then! :o)
>
He's clearly never heard of a Hades !!

Cheers

Paul

5414. Re: The ATARI ST is EVIL, it's the computer of SATAN ! ! ! !

Newsgroup: comp.sys.atari.st
Date: 2004-10-24 10:07:11 UTC
From: "Steve Sweet"
Message-ID: <clfusc$5a7$3@hercules.btinternet.com>
Source record: 16509
Cross-posted to: comp.sys.atari.st,can.uucp,alt.evil

Hi there

"Karl-Hugo Weesberg" <netspider4@lycos.com> wrote in message
news:7666ed5f.0410240018.2ac37599@posting.google.com...
> The ATARI ST is EVIL, it's the work of the devil, made to collect your
> souls and to turn you into brainless slaves of hell.
>
> If you like the ATARI ST, you will lose your soul to be damned
> for eternal torment in hell.Demons and devils will feast on your soul
> for all eternity.
>
> So stop using this evil system now to save your soul.
>
> Or the holy inquisition will come for you and burn your flesh to save
> your soul, because the devil must not collect more souls or nobody can
> prevent Armageddon.
>
> The ATARI ST is evil, using an ATARI ST is BLASPHEMY , only heretics and
> witches like the ATARI ST.And heretics and witches shall BURN !
>
> ATARI ST = hellish computer manufactured in Hell's Kitchen by Satan !

Hm!, that explains a few things, I've got 9 of the things!!

--

Regards, Steve S.

5415. Re: The ATARI ST is EVIL, it's the comp

Newsgroup: comp.sys.atari.st
Date: 2004-10-24 10:26:04 UTC
From: "Steve Sweet"
Message-ID: <clfvvrlvf1@sparta.btinternet.com>
Source record: 16510

Hi Peop's

"Paul Williamson"

>>> The ATARI ST is EVIL, it's the work of the devil, made to collect your
>>> souls and to turn you into brainless slaves of hell.
>
>>God help the Falcon users then! :o)
>>
> He's clearly never heard of a Hades !!

Not exactly mass produced was it?? Must be all of 4 of them in the entire
world!

--

Regards, Steve S.

5416. Re: CTLink [WAS:] Re: 3 CT60 are available !

Newsgroup: comp.sys.atari.st
Date: 2004-10-24 11:05:48 UTC
From: Rodolphe Czuba <rodolphe.czuba@free.fr>
Message-ID: <417b8c8a$0$287$636a15ce@news.free.fr>
Source record: 16511

??????
The price of 100 EUR is indicated on my web page and that's not new !

Alexander Beuscher wrote:
> Hi, Rodolphe!
>
>> Same remark with CTEX !
>> I get 40 reservations and now only 28 were payed !
>
> How about the CTLink? I guess you still are gathering reservations,
> right? No fix prices yet?
>
>
> Regards,
>
> Alexander

5417. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-24 11:10:28 UTC
From: Rodolphe Czuba <rodolphe.czuba@free.fr>
Message-ID: <417b8da3$0$276$636a15ce@news.free.fr>
Source record: 16512

>
> Mmmmm.. I have to call no on this. When that capacitor needs
> installed the problem is a black screen. I have this problem with my
> falcon and it only happens sometimes. His falcon displays CT60 boot
> logo and THEN a white screen.

There are only two ways to explain a WHITe screen without atari black logo !
:
- Blitter problem : check the arbitration signals and the jumper on falcon
bus when no CT60.
- DSP is crashed ! : check what you did on the DSP clock of the DSP !

No other way I know for white screen during TOS 4 boot !

Regards

5418. Re: The ATARI ST is EVIL, it's the comp

Newsgroup: comp.sys.atari.st
Date: 2004-10-24 11:18:44 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <417b8f93$0$2649$4c56ba96@master.news.zetnet.net>
Source record: 16513

On 24 Oct 2004 10:26:04 , "Steve Sweet" wrote:
>Hi Peop's
>
>"Paul Williamson"
>
>>>> The ATARI ST is EVIL, it's the work of the devil, made to collect your
>>>> souls and to turn you into brainless slaves of hell.
>>
>>>God help the Falcon users then! :o)
>>>
>> He's clearly never heard of a Hades !!
>
>Not exactly mass produced was it?? Must be all of 4 of them in the entire
>world!

.and maybe only a couple of those still working :-(Now is not a good
time for Hades owners, me included, as mine seems to have it's own devil
on the motherboard right now.

It has certainly been giving me a "hell" of a lot of agro recently.

Paul

5419. Re: The ATARI ST is EVIL, it's the comp

Newsgroup: comp.sys.atari.st
Date: 2004-10-24 12:45:14 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <417ba39a$0$755$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16514

"Paul Williamson" <paul.williamson@zetnet.co.uk> wrote in message
news:417b71b5$0$2653$4c56ba96@master.news.zetnet.net...
> On 24 Oct 2004 09:53:13 , "exxos" wrote:
>>
>>"Karl-Hugo Weesberg" <netspider4@lycos.com> wrote in message
>>news:7666ed5f.0410240018.2ac37599@posting.google.com...
>>> The ATARI ST is EVIL, it's the work of the devil, made to collect your
>>> souls and to turn you into brainless slaves of hell.
>
>>God help the Falcon users then! :o)
>>
> He's clearly never heard of a Hades !!
>
> Cheers
>
> Paul
>

forgot to mention CT60 too ;-)

Chris

5420. Re: The ATARI ST is EVIL, it's the computer of SATAN ! ! ! !

Newsgroup: comp.sys.atari.st
Date: 2004-10-24 13:18:03 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.24.13.18.03.178228@darkforce.ky.org>
Source record: 16515

On Sun, 24 Oct 2004 01:18:36 -0700, Karl-Hugo Weesberg wrote:

> The ATARI ST is EVIL, it's the work of the devil, made to collect your
> souls and to turn you into brainless slaves of hell.

<snipped useless drivel>

Ooooookay....time somebody gets back on their medication. ;-)

5421. Re: The ATARI ST is EVIL, it's the comp

Newsgroup: comp.sys.atari.st
Date: 2004-10-24 13:19:50 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <417bba52b31701@telenet.be>
Source record: 16516

on Sun 24-10-2004 10:26 Steve Sweet wrote:

>Hi Peop's
>
>"Paul Williamson"
>
>>>> The ATARI ST is EVIL, it's the work of the devil, made to collect your
>>>> souls and to turn you into brainless slaves of hell.
>>
>>>God help the Falcon users then! :o)
>>>
>> He's clearly never heard of a Hades !!
>
>Not exactly mass produced was it?? Must be all of 4 of them in the entire
>world!

AFAIK, there are/were at least 500 of them in the entire world. In the
UK alone I personaly know three Hades owners. There are probably more in
the UK.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5422. Re: The ATARI ST is EVIL, it's the computer of SATAN ! ! ! !

Newsgroup: comp.sys.atari.st
Date: 2004-10-24 13:41:25 UTC
From: John Oakes <doyene@zetnet.co.uk>
Message-ID: <417bb102$0$2648$4c56ba96@master.news.zetnet.net>
Source record: 16517

Ronald J. Hall wrote:
> On Sun, 24 Oct 2004 01:18:36 -0700, Karl-Hugo Weesberg wrote:
>
>
>>The ATARI ST is EVIL, it's the work of the devil, made to collect your
>>souls and to turn you into brainless slaves of hell.
>
>
> <snipped useless drivel>
>
> Ooooookay....time somebody gets back on their medication. ;-)
>
I a bit surprise that Satan has bothered. Must he loose his faith so
quickly.
--
-
Thank You

John N Oakes
Manchester, England.

==========
! doyeneatzetnetdotcodotuk !
! Landrover 90 2286cc 1984 !
! Atari/Win/Mac User !
==========

5423. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-24 13:55:12 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.24.13.55.12.602093@nosspamatari-source.com>
Source record: 16518

On Sun, 24 Oct 2004 13:10:28 +0200, Rodolphe Czuba wrote:

>>
>> Mmmmm.. I have to call no on this. When that capacitor needs
>> installed the problem is a black screen. I have this problem with my
>> falcon and it only happens sometimes. His falcon displays CT60 boot
>> logo and THEN a white screen.
>
>
> There are only two ways to explain a WHITe screen without atari black logo !
> :
> - Blitter problem : check the arbitration signals and the jumper on falcon
> bus when no CT60.
> - DSP is crashed ! : check what you did on the DSP clock of the DSP !
>
> No other way I know for white screen during TOS 4 boot !
>
>
> Regards

I did,

I reconnected 32MHz osc directly to it again and was still having the
probhlem. Also tried dedicated 50MHz osc. DSP was my first suspicion.

Mark
http://portal.atari-source.com

5424. Re: The ATARI ST is EVIL, it's the computer of SATAN ! ! ! !

Newsgroup: comp.sys.atari.st
Date: 2004-10-24 14:54:33 UTC
From: Colin Docherty <cdoc@blueyonder.co.uk>
Message-ID: <JmPed.12632$i02.81@fe1.news.blueyonder.co.uk>
Source record: 16519
Cross-posted to: comp.sys.atari.st,can.uucp,alt.evil

Karl-Hugo Weesberg wrote:
> The ATARI ST is EVIL, it's the work of the devil, made to collect your
> souls and to turn you into brainless slaves of hell.
>
> If you like the ATARI ST, you will lose your soul to be damned
> for eternal torment in hell.Demons and devils will feast on your soul
> for all eternity.
>
> So stop using this evil system now to save your soul.
>
> Or the holy inquisition will come for you and burn your flesh to save
> your soul, because the devil must not collect more souls or nobody can
> prevent Armageddon.
>
> The ATARI ST is evil, using an ATARI ST is BLASPHEMY , only heretics and
> witches like the ATARI ST.And heretics and witches shall BURN !
>
> ATARI ST = hellish computer manufactured in Hell's Kitchen by Satan !

1/ Aha a Hades user ;)
2/ Warlocks.

regards
CDoc

5425. Re: The ATARI ST is EVIL, it's the computer of SATAN ! ! ! !

Newsgroup: comp.sys.atari.st
Date: 2004-10-24 15:02:48 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <9sgnn0hb6gton9mffu1v8m477fa2rp82fq@4ax.com>
Source record: 16520

On Sun, 24 Oct 2004 14:54:33 GMT, Colin Docherty
<cdoc@blueyonder.co.uk> wrote:

>Karl-Hugo Weesberg wrote:
>> The ATARI ST is EVIL, it's the work of the devil, made to collect your
>> souls and to turn you into brainless slaves of hell.
>>
>> If you like the ATARI ST, you will lose your soul to be damned
>> for eternal torment in hell.Demons and devils will feast on your soul
>> for all eternity.
>>
>> So stop using this evil system now to save your soul.
>>
>> Or the holy inquisition will come for you and burn your flesh to save
>> your soul, because the devil must not collect more souls or nobody can
>> prevent Armageddon.
>>
>> The ATARI ST is evil, using an ATARI ST is BLASPHEMY , only heretics and
>> witches like the ATARI ST.And heretics and witches shall BURN !
>>
>> ATARI ST = hellish computer manufactured in Hell's Kitchen by Satan !
>
>1/ Aha a Hades user ;)
>2/ Warlocks.
>
>regards
> CDoc

LOL
Someone really needs to get a life :P
He trying same flame bait in the Amiga groups as well so he must be a
Mac user :P

Thomas

5426. Atari Sunday Chat

Newsgroup: comp.sys.atari.st
Date: 2004-10-24 15:17:51 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <BDA131E4.E17E%drclu@swbell.net>
Source record: 16521

```
Atari Sunday Chat
Sunday October 24, 2004
10:00 am - 1:00 pm
This event repeats every week.

Notes:
This is a chat room based on a web based client set around a good evening
time for European Atari users. Join us at
http://www.chat.playandview.com
Please use the Input-box in the left upper corner of the
PlayAndView-Chat-website enter your nickname and then use
the "Sign On"-button to enter the chatroom, there is no
registration necessary!
This starts at 10:00 am CST/16:00 UTC.
```

5427. Some CT60 news from DHS !

Newsgroup: comp.sys.atari.st
Date: 2004-10-24 16:54:16 UTC
From: Rodolphe Czuba <rodolphe.czuba@free.fr>
Message-ID: <417bde36$0$311$636a15ce@news.free.fr>
Source record: 16522

Lineout releases CT60 VLM System October 10, 2004

Earx of Lineout has released a new Virtual Light Machine system for
the CT60 (or other powerful accelerators) today. The VLM comes with a
miniwhip-style coding inviornment for coders who wants to use the background
engine.
Earx writes:
A preview of the forthcoming virtual light machine, primarily intended
for ct60, is released. It can play some plugins from the famous whip!
Program, but it can also run new style plugins. A few of these are supplied.
Have fun!
Download CT60 VLM from Lineout

ACE Midi v1.10 released October 7, 2004

Nemo writes:
ACE Midi Version 1.10 Released
Thomas of Newbeat has released a new version of ACE Midi. Here's the
overview of fixes and features for this version:

a.. Update: Mono/Poly-mode was implemented.
b.. Update: Portamento was implemented.
c.. Update: The sound engine was improved to work better with
accelerators (for example AB40 and CT60).
d.. Update: All interface graphics were converted to loose IFF
files.
e.. Update: Interface graphics were updated.
f.. Update: Mouse acceleration and screen saver settings were moved
to the MASTER section and are now saved in the master configuration file.
g.. Update: A small window displaying the names of the currently
loaded samples was implemented.
h.. Update: The oscillator OFFSET parameter is now enabled in all
mix modes.
i.. Update: A small indicator was implemented in the MASTER section,
displaying current number of voices in use.
j.. Update: Parts of the final volume calculations were moved from
CPU to DSP to improve accuracy.
k.. Update: The filter tables were optimized to take less space in
memory.
l.. Update: Maximum number of voices possible increased to 20.
m.. Bug fixed: Effects settings in the MASTER section was not always
updated as they should have.

The new version was sent out to registered users via e-mail. Otherwise
it's possible to log in to the Newbeat site and download it there as well as
the updated manual. Good work!
Visit New Beat to download or getting more infos.
See a screenshot of ACE Midi.

5428. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-24 18:47:36 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1gm6brh.rxox7r1nx14lqN%NOSPAMS@wanadoo.fr>
Source record: 16523

Mark D <mducksub@nosspamatari-source.com> wrote:

> I reconnected 32MHz osc directly to it again and was still having the
> probhlem. Also tried dedicated 50MHz osc. DSP was my first suspicion.
>
> Mark
> http://portal.atari-source.com

Do you have tried the Atari Diagnostics ?

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
□□□Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT□60 10□5□□□□MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

5429. [WEB] Eiffel Atari PS/2 interface updated

Newsgroup: comp.sys.atari.st
Date: 2004-10-24 18:47:39 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1gm6h0i.1jcx7gw43l084N%NOSPAMS@wanadoo.fr>
Source record: 16524

Hi,

I have updated the Eiffel firmware 1.0.9 and the hardware (backwards
compatibility), there are some changes and a new cool feature...
An LCD display 2x16 for see clock, temperature, an user message of 8
characters.
Now there are a full Hypertext documentation, and the schema.
There are also an example in C for send the LCD message to Eiffel.
Eiffel works witout keyboard driver since v 1.0.7.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
□□□Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT□60 10□5□□□□MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

5430. Re: 1.44 floppy kits PCB now arrived!

Newsgroup: comp.sys.atari.st
Date: 2004-10-24 21:05:53 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <417c192b$1@news.broadpark.no>
Source record: 16525

Anyone ordered and used this High density adaptor?

I've been away from the scene for quite a while, but some time ago I worked hard trying (with the help of several other Atari ST users) to develop an adaptor like this which would work properly, without any "buts" and "ifs" -in other words, a circuit which would detect the density and change the clock rate and step-rate.

From what I gathered, the best and easiest (construction wise) way to do this would be to use a pre-programmed GAL chip, but I never had the knowledge for designing something like that.

So, does the mentioned circuit use a pre-programmed GAL for changing the step rates, or is it another spin-off of the many circuits freely available on the web?
It claims to fully automatic change the step rates and be able to boot in HD mode as well as in DD without any additional software.

--
Hallvard

5431. Re: Atari Sunday Chat

Newsgroup: comp.sys.atari.st
Date: 2004-10-24 22:10:27 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410241410.38b3c7f8@posting.google.com>
Source record: 16526

Greg Goodwin <drclu@swbell.net> wrote in message news:<BDA131E4.E17E%drclu@swbell.net>...
> Atari Sunday Chat
> Sunday October 24, 2004
> 10:00 am - 1:00 pm
> This event repeats every week.
>
> Notes:
> This is a chat room based on a web based client set around a good evening
> time for European Atari users. Join us at
> http://www.chat.playandview.com
> Please use the Input-box in the left upper corner of the
> PlayAndView-Chat-website enter your nickname and then use
> the "Sign On"-button to enter the chatroom, there is no
> registration necessary!
> This starts at 10:00 am CST/16:00 UTC.

Would have joined you, except I didnt see this message till 22:00 UTC.
Maybe U should have told us sooner?

I'll see if anyone is there in two weeks time...

Coda.

5432. Re: Atari Sunday Chat

Newsgroup: comp.sys.atari.st
Date: 2004-10-24 22:28:55 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <l0bon0pvdg2o3gdrsrc0tri1atjp8qi49n@4ax.com>
Source record: 16527

On 24 Oct 2004 15:10:27 -0700, smeg_007@hotmail.com (smeg) wrote:

>Greg Goodwin <drclu@swbell.net> wrote in message news:<BDA131E4.E17E%drclu@swbell.net>...
>> Atari Sunday Chat
>> Sunday October 24, 2004
>> 10:00 am - 1:00 pm
>> This event repeats every week.
>>
>> Notes:
>> This is a chat room based on a web based client set around a good evening
>> time for European Atari users. Join us at
>> http://www.chat.playandview.com
>> Please use the Input-box in the left upper corner of the
>> PlayAndView-Chat-website enter your nickname and then use
>> the "Sign On"-button to enter the chatroom, there is no
>> registration necessary!
>> This starts at 10:00 am CST/16:00 UTC.
>
>Would have joined you, except I didnt see this message till 22:00 UTC.
>Maybe U should have told us sooner?
>
>I'll see if anyone is there in two weeks time...
>
>Coda.

I popped in for a little while this morning :)
nice chat with some Atari folks there,its suppose to be a weekly thing
(every Sunday same time) I hope to meet a few more Atarians there next
week as well..and i didn't see the message till this morning also

Thomas

5433. Re: HDDriver8.1

Newsgroup: comp.sys.atari.st
Date: 2004-10-25 06:41:56 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <2u3li2F25oq8pU1@uni-berlin.de>
Source record: 16528

Steve Sweet wrote:

> Is my name in your little black book??

Yes, it is.

--

Dr. Uwe Seimet http://www.seimet.de

5434. Re: HDDriver8.1

Newsgroup: comp.sys.atari.st
Date: 2004-10-25 06:43:40 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <2u3llaF25oq8pU2@uni-berlin.de>
Source record: 16529

twbrown wrote:

> I got mine from 16/32 systems but haven't regestered it yet..would i
> be listed? I had the serial # but can't find it since I moved

No, those who got their copy from 16/32 systems are not registered with
their names. I only know the serial number of the copies 16/32 systems
got, but I don't know their customers.

--

Dr. Uwe Seimet http://www.seimet.de

5435. Re: Whatever is going on in "comp.sys.atari.st.tech"?

Newsgroup: comp.sys.atari.st
Date: 2004-10-25 07:45:52 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <cliaq5$a4t$1@gemini.csx.cam.ac.uk>
Source record: 16530

"Hallvard Tangeraas" <inv@lid.email> wrote in message
news:417a5a9c$1@news.broadpark.no...
> Stephen Moss wrote:
>

< cut >

> > A lot of people were/are fed up of the flame wars, general abuse
and
> > spam that gets posted to a lot of newsgroups and have changed to
> > moderated web forums like Atari Age (www.atariage.com)
>
> No Atari ST related discussions there though.

Click on the Forums Link there are forums for Atari ST/TT (inclusd all
1 & bit Ataria and clones) and a seperate Hardware forum.

< cut >

> > On a seperate note could you E-Mail me privately as I want to talk
to
> > you about your TOS 2.06 guide.
>
> I'd forgotten all about that (been travelling for almost a year),
but as
> I remember it I'm done with that project.
> Are you saying there are some loose ends?

There are no loose ends as far as I know.
I'm working on an small project and wanted to include and where
necessary circulate copy of the guide as an extension to that, if
thats ok by you.

Stephen Moss

5436. Re: 1.44 floppy kits PCB now arrived!

Newsgroup: comp.sys.atari.st
Date: 2004-10-25 08:30:59 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <417cb9b5$0$2305$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16531

"Hallvard Tangeraas" <inv@lid.email> wrote in message
news:417c192b$1@news.broadpark.no...
> Anyone ordered and used this High density adaptor?
>
> I've been away from the scene for quite a while, but some time ago I
> worked hard trying (with the help of several other Atari ST users) to
> develop an adaptor like this which would work properly, without any
> "buts" and "ifs" -in other words, a circuit which would detect the
> density and change the clock rate and step-rate.
>
> From what I gathered, the best and easiest (construction wise) way to
> do this would be to use a pre-programmed GAL chip, but I never had the
> knowledge for designing something like that.
>
> So, does the mentioned circuit use a pre-programmed GAL for changing the
> step rates, or is it another spin-off of the many circuits freely
> available on the web?
> It claims to fully automatic change the step rates and be able to boot
> in HD mode as well as in DD without any additional software.
>
>

It uses 2 standard logic IC's, no GAL's, why would anyone want to use a gal
for very basic logic functions ???. No software needed to function.

There are countless "spin off's" on the internet, AFAIK, my board is the
only one which doesn't require software. This was the goal some years ago
since at the time there was no modules which would be fully automatic, they
either needed a TOS patch, or boot from a floppy to patch TOS, or a
reprogram of the TOS chips, which ever way was a pain, which is why I
designed a "no fuss" solution. STE's seem have have a default of 6ms so it
makes it a lot easier for them, my board fits ST and STE.

Chris

> --
> Hallvard

5437. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-25 09:27:36 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <417cc707$0$15181$8fcfb975@news.wanadoo.fr>
Source record: 16532

Mark D a ï¿½crit :
>
> [...]
>
> His note is also important. When it shows the white screen instead of
> atari logo, his hdd won't spin up, no floppy access etc. Kind of strange.

This lets me think it's a bad contact with the expansion slots, maybe a
pin that got unsoldered due to plug/unplug ?
If this happens even without the CT60, I'd rather suspect the RAM
expansion slots and check all solders there.

J.-Luc

--

"From" is invalid. In order to answear directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

5438. Re: Atari Sunday Chat

Newsgroup: comp.sys.atari.st
Date: 2004-10-25 10:34:16 UTC
From: SWE/YesCREW <jvalant@atari.org>
Message-ID: <Pine.MNT.4.31.0410251232380.141-100000@TheFish>
Source record: 16533

On 24 Oct 2004, smeg wrote:

> Greg Goodwin <drclu@swbell.net> wrote in message
news:<BDA131E4.E17E%drclu@swbell.net>...
> > Atari Sunday Chat
> > Sunday October 24, 2004
> > 10:00 am - 1:00 pm
> > This event repeats every week.
> >
> > Notes:
> > This is a chat room based on a web based client set around a good evening
> > time for European Atari users. Join us at
> > http://www.chat.playandview.com
> > Please use the Input-box in the left upper corner of the
> > PlayAndView-Chat-website enter your nickname and then use
> > the "Sign On"-button to enter the chatroom, there is no
> > registration necessary!
> > This starts at 10:00 am CST/16:00 UTC.
>
> Would have joined you, except I didnt see this message till 22:00 UTC.
> Maybe U should have told us sooner?
>
> I'll see if anyone is there in two weeks time...

Just curious: Whats wrong with IRC channel #atariscne (not #atari)? No
need to wait, its up all days, better response as WEB based irc, no need
for PC since nice atari IRC clients exists...

Janez

5439. Re: Wacom driver for Atari ???

Newsgroup: comp.sys.atari.st
Date: 2004-10-25 10:50:08 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0410251232140.393@feanor.schunter.etc.tu-bs.de>
Source record: 16534

Hi, Mickael!

Sorry, but those files don't reveal which WACOM tablets are supported.

The WACOM Stylus is mentioned.

Simply try the driver, that can't do no harm ;-)

In the text the required DIP switch settings are given, thus if your
tablet has no switches it might not work:

- Wacom II command set
- data format ASCII
- working mode Point
- origin: absolute
- unit millimeters
- conditional transfer

- 9600bps
- no parity
- 1 stopbit
- no DSR-check
- 8 databits

- maximum transfer rate
- origin upper left corner
- beeper on
- data end character CR+LF

You have to put the WACOMDRI.PRG into the AUTO folder - as the first one
if possible.

You have to put WACOM.ACC and WACOM.RSC into the boot drives root
directory.

The program and the accessory need each other, they won't word
standalone.

You have to open the accessory and leave its dialog via [OK] - this
activates the driver, [ABBRUCH] (cancel) deactivates it.

Regards,

Alexander

5440. Type of cables w/ FDI - DAT?

Newsgroup: comp.sys.atari.st
Date: 2004-10-25 13:17:56 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0410250517.30a197f3@posting.google.com>
Source record: 16535

What type of cables should one use to go between an FDI and a DAT/CD recorder? Something other than standard RCA audio cords? Any length limit?
Thanks!
Wayne

5441. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-25 14:09:26 UTC
From: sf0218@aol.com
Message-ID: <20041025100926.28660.00001389@mb-m05.aol.com>
Source record: 16536

Well, I tried the Falcon a couple 2 or 3 times this weekend....absolutely nothing but but....white, blank. screen, no apparent drive activity, and the orange fdd light on the keyboard stays on.

I think I'm starting to get depressed :|

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 30gig hdd

5442. Re: Type of cables w/ FDI - DAT?

Newsgroup: comp.sys.atari.st
Date: 2004-10-25 14:26:36 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.25.14.26.36.218560@nosspamatari-source.com>
Source record: 16537

On Mon, 25 Oct 2004 06:17:56 -0700, Wayne Martz wrote:

> What type of cables should one use to go between an FDI and a DAT/CD
> recorder? Something other than standard RCA audio cords? Any length
> limit?
> Thanks!
> Wayne

If it's the standard SPDIF I think it is, you can go pretty far with pretty standard cabling. AFAIK standard RCA will work perfectly. It'll either make a connection or it won't, there won't be any signal loss or anything if you use crappy cable because it's digital. With optical you don't have very much in the way of distance restrictions, however it's expensive for longer lengths.

Thanks,
Mark
http://portal.atari-source.com

5443. for sale: Atari STe (vancouver area)

Newsgroup: comp.sys.atari.st
Date: 2004-10-25 15:37:59 UTC
From: binkybiffbaxter@hotmail.com
Message-ID: <e6aa8fbb.0410250737.214d77ad@posting.google.com>
Source record: 16538

looking for a good home!

i really liked my STe and its 4 meg'o'ram and colour monitor... i bought soooo much software for it back then... bunch'o'music stuff and a number of (then) cool graphic apps: the entire Cyber series and the next gen of 3D stuff that came out including Chronos... it's pretty much a full system (ie: there's good software in almost everything from graphics to music to word processing to business, you name it... even a few good games like the original Civilization and Monkey Island :)

also a LOT of magazines including an almost complete collection of ST Format (only a couple issues missing).

sorry don't have complete listing, but i'm initially looking/hoping for someone in Vancouver area to be giving a response... if not, i'll look into doing a paypal or ebay thing and will dig up more detailed desc.

i've got a rough idea what i'm looking for for a sale price given what i've seen posted here over the last few years, but i'm prefering to find someone who'd like a complete setup to add to theirs rather than selling it off bit by bit... partly expendiency, but mostly just cuz i don't like the thought of it being scattered all over the place :)

later
rob

5444. Re: Atari Sunday Chat

Newsgroup: comp.sys.atari.st
Date: 2004-10-25 17:15:56 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.25.17.15.56.885109@nosspamatari-source.com>
Source record: 16539

On Mon, 25 Oct 2004 12:14:26 -0400, gfa wrote:

> in article Pine.MNT.4.31.0410251232380.141-100000@TheFish, SWE/YesCREW wrote
> on 10/25/04 6:34 AM:
>
>> Just curious: Whats wrong with IRC channel #atariscne (not #atari)? No
>> need to wait, its up all days, better response as WEB based irc, no need
>> for PC since nice atari IRC clients exists...
>
> I tried those once or twice, one word comes to mind... "avoid". hehe
> The interface is often clunky and they tend to refresh constantly for no
> apparent reason. There's several better ways to chat that were designed for
> that purpose. Also no cool people such as yourself there. ;-))

IRC is way better.. If you atari guys have permanent internet connections
to your atari's you should idle in irc with atarirc, fracirc or ircii. I
know frac doesn't run for me right now, But I've been hunting that bug for
a while in the source thanks to topp.

You can also use something similar to the java webchat on
http://www.drivemeinsane.com. It's just a java irc client but also much
better than using an always refreshing klunky web interface.

Thanks,
Mark

5445. Re: HDDriver8.1

Newsgroup: comp.sys.atari.st
Date: 2004-10-25 18:00:38 UTC
From: "Steve Sweet"
Message-ID: <cljf04$97r$2@sparta.btinternet.com>
Source record: 16540

Hi Uwe

>> Is my name in your little black book??
>
> Yes, it is.

I thought it would be, best to have checked anyway.

--

Regards, Steve S.

5446. Re: Type of cables w/ FDI - DAT?

Newsgroup: comp.sys.atari.st
Date: 2004-10-25 18:00:39 UTC
From: "Steve Sweet"
Message-ID: <cljf06$97r$3@sparta.btinternet.com>
Source record: 16541

Hi Wayne

> What type of cables should one use to go between an FDI and a DAT/CD
> recorder? Something other than standard RCA audio cords? Any length
> limit?

What is it you are trying to achieve?

--

Regards, Steve S.

5447. Re: Getting 5v from the Falcon MOBO??

Newsgroup: comp.sys.atari.st
Date: 2004-10-25 18:13:10 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <cljfnmsep1@thorium.cix.co.uk>
Source record: 16473

In message <1a7d6495.0410210005.6cca6d34@posting.google.com>, lyndonamsdon@hotmail.com said:

>I'm 99% sure that all three filters have the wiring as follows:
>
>Pin 1 : 5v
>Pin 2 : GND 0v
>Pin 3 : 5v
>
>I've seen filters that have no continuity between pin 1 and pin 3
>which is bad. You shouldn't have any continuity (less than 10ohms)
>between pin 2 and pin 1 or 3.

From your description, these sound more like voltage regulators to me. They would also act as filters in rejecting hum and noise, but their main aim is to stabilize the voltage a +5V. Of course I may be wrong - I haven't looked at the diagrams.

Regards, /Peter/

5448. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-25 20:12:21 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0410251212.73f4c170@posting.google.com>
Source record: 16542

Mark D <mducksub@nosspamatari-source.com> wrote in message
news:<pan.2004.10.23.14.37.08.197450@nosspamatari-source.com>...
> On Sat, 23 Oct 2004 00:13:33 -0400, twbrown wrote:
> > Hi Sam
> > Well the only thing I have seen that simular to that is my TT,
> > sometimes the memory expanson works its way loose and I get the white
> > screen.. once I press it back it boots ok so maybe something isn't
> > seated all the way and it shorts..gonna fix that soon tho (got me a
> > hot glue gun) I wish you luck on the Falcon :)
> >
> > Thomas
>
> Well this is best thing I've seen yet. But I was getting this issue with
> my Atari 4mb or my 14 meg card too on his falcon. I subbed all parts out.
> Again this must be a problem with a component on his falcon mb. Anything
> easily removable WAS and was swapped with known good parts to test. None
> of that stuff is broken.

Since your Falcon occasionally works but mostly doesn't, there's a
contact somewhere that is not always contacting! I'd search the
motherboard for tiny pieces of solder that might be shorting pins or
obviously damaged traces (I hope I'm wrong, but a hairline crack on
the motherboard would cause intermittent problems). If you don't find
anything, you need a tech to go over the Falcon, and the only one I
know of still in the business is Rodolphe.

If Mark thinks its the motherboard, I'd go buy some shipping
materials.

Galen

5449. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-25 20:17:01 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.25.20.17.01.80942@nosspamatari-source.com>
Source record: 16543

On Mon, 25 Oct 2004 13:12:21 -0700, Galen wrote:

> Since your Falcon occasionally works but mostly doesn't, there's a
> contact somewhere that is not always contacting! I'd search the
> motherboard for tiny pieces of solder that might be shorting pins or
> obviously damaged traces (I hope I'm wrong, but a hairline crack on
> the motherboard would cause intermittent problems). If you don't find
> anything, you need a tech to go over the Falcon, and the only one I
> know of still in the business is Rodolphe.
>
> If Mark thinks its the motherboard, I'd go buy some shipping
> materials.
>

I dunno. I'd tend to believe that because there's nothing else to
believe, but how about this. When you start it up, you get a white
screen, but if you hit the reset button and I mean ONLY the reset button
it works fine. So, I have my doubts that any traces are bumped into when
you do this. My guess is some capacitor is leaky or something and after
the thing is up and running it properly energizes and lets the system boot
right. But even that doesn't explain why some presses of the reset button
yield no success while others do. If he sends it back to me, I could
attempt to fix the audio but I don't know if I'd be able to find the cause
of the white screen problem. I could of course just resolder all the pads
of the ST-ram card and do other things until some good results occur. I
have no idea how to test a capacitor though ;-)

Thanks,
Mark

5450. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-25 20:26:38 UTC
From: Rodolphe Czuba <rodolphe.czuba@free.fr>
Message-ID: <417d617f$0$24458$636a15ce@news.free.fr>
Source record: 16544

Check a problem on a pin of COMBEL ...with a magnify ....
Touch each one a see if one is not moving... may arrive when you move the mb
from a case to an other....

Regards

Mark D wrote:
> On Sun, 24 Oct 2004 13:10:28 +0200, Rodolphe Czuba wrote:
>
>>>
>>> Mmmmm.. I have to call no on this. When that capacitor needs
>>> installed the problem is a black screen. I have this problem with
>>> my falcon and it only happens sometimes. His falcon displays CT60
>>> boot logo and THEN a white screen.
>>
>>
>> There are only two ways to explain a WHITe screen without atari
>> black logo !
>>>
>> - Blitter problem : check the arbitration signals and the jumper on
>> falcon bus when no CT60.
>> - DSP is crashed ! : check what you did on the DSP clock of the DSP !
>>
>> No other way I know for white screen during TOS 4 boot !
>>
>>
>> Regards
>
> I did,
>
> I reconnected 32MHz osc directly to it again and was still having the
> probhlem. Also tried dedicated 50MHz osc. DSP was my first
> suspicion.
>
> Mark
> http://portal.atari-source.com

5451. Re: Wacom driver for Atari ???

Newsgroup: comp.sys.atari.st
Date: 2004-10-25 23:16:21 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <417d881c$0$1997$626a14ce@news.free.fr>
Source record: 16545

> Hi, Mickael!
>
> Sorry, but those files don't reveal which WACOM tablets are supported.
>
> The WACOM Stylus is mentioned.
>
> Simply try the driver, that can't do no harm ;-)
>[...]
> You have to open the accessory and leave its dialog via [OK] - this
> activates the driver, [ABBRUCH] (cancel) deactivates it.
>
> Regards,

Thanks a lot, I will try that when I will find time :)

Dbug

5452. Re: HDDriver8.1

Newsgroup: comp.sys.atari.st
Date: 2004-10-25 23:51:36 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <la4rn0125j64225d44rrlevnjrt958p9id@4ax.com>
Source record: 16546

On Mon, 25 Oct 2004 08:43:40 +0200, Uwe Seimet <Uwe.Seimet@seimet.de>
wrote:

>twbrown wrote:
>
>> I got mine from 16/32 systems but haven't regestered it yet..would i
>> be listed? I had the serial # but can't find it since I moved
>
>No, those who got their copy from 16/32 systems are not registered with
>their names. I only know the serial number of the copies 16/32 systems
>got, but I don't know their customers.

Ok thanks
I will try and hunt up the manual/disk and regester it ASAP..atm still
living out of boxes ;P

Thomas

5453. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-26 00:23:56 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0410251623.9c20454@posting.google.com>
Source record: 16547

sf0218@aol.com (SF0218) wrote in message
news:<20041025100926.28660.00001389@mb-m05.aol.com>...
> Well, I tried the Falcon a couple 2 or 3 times this weekend....absolutely
> nothing but but....white, blank. screen, no apparent drive activity, and the
> orange fdd light on the keyboard stays on.
>
> I think I'm starting to get depressed :|

Sam,

Just a thought... Have you checked your ST-RAM memory? I once purchased a 14Mb memory card to upgrade from 4Mb. It was this ugly-looking redish-pink colored, really long card. I put it in, turned on my Falcon, and got the exact same symptoms as yours. It turned out, one of the solders on the under-side of the card were touching the metal top of a capacitor. Not a good situation. The only way to keep it from happening was to use a piece of non-conductive material (plastic) to cover the capacitor. Bad memory card design, I think. Anyway, if something is happening with your memory, that could possibly be a problem. Maybe?

Mike Freeman
mike [at] freeman-studio [dot] com

5454. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-26 00:24:06 UTC
From: Mark D <mducksub@notspamatari-source.com>
Message-ID: <pan.2004.10.26.00.23.59.593120@notspamatari-source.com>
Source record: 16548

On Mon, 25 Oct 2004 14:09:26 +0000, SF0218 wrote:

> Well, I tried the Falcon a couple 2 or 3 times this weekend....absolutely
> nothing but but....white, blank. screen, no apparent drive activity, and the
> orange fdd light on the keyboard stays on.
>
> I think I'm starting to get depressed :|

Doesn't it work after you hit reset a couple times? I didn't have a
problem getting it booted up. But you know this is a blessing in
disguise. If it breaks reliably it'll be easier to fix.

Thanks,
Mark
http://portal.atari-source.com

5455. AD: 8-Bit Classics Update, http://www.8bitclassics.com

Newsgroup: comp.sys.atari.st
Date: 2004-10-26 02:01:56 UTC
From: 8-Bit Classics <nospam@8bitclassics.com>
Message-ID: <osarn0t0mffqto5ai2v82bi6nvj88f4d6r@4ax.com>
Source record: 16449
Cross-posted to: comp.sys.apple2,comp.sys.amiga,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.colecovision

8-Bit Classics is an online commerce store specializing in the classics video game and console systems. In the past few weeks, we have added some cool features.

The store now can now be searched on Froogle (froogle.google.com). Here is a direct link:

http://froogle.google.com/froogle?q=store%3A8bitclassics

Or you can do a general search on products in Froogle and if it there is a match, our Inventory will show up.

We have updated the style of the store to a little more high tech look. We have also added features like a Poll Booth, Currency changer(non US Dollar), checkout without being a member, and forums.

Current poll asks, "What is your favorite 8-Bit computer system?", vote now for your favorite. Past poll was "Are you planning on purchasing the Atari Flashback?", 75% no, 25% yes.

Don't forget to use NEW20 when checking out to save 20% off your first order.

http://www.8bitclassics.com

5456. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-26 12:08:37 UTC
From: sf0218@aol.com
Message-ID: <20041026080837.18077.00005890@mb-m03.aol.com>
Source record: 16450

I haven't had a lot of time lately but, for a couple of days after I got it back, I was able to fool with it. However, it seemed to take steadily more resets to get things going.

So, for the past 3 days, and only spending a small amount of time, it has done nothing but give the white, blank, screen.

I'll fool with it tonight. BTW, Rodolphe says "Check a problem on a pin of COMBEL ...with a magnify ....
Touch each one a see if one is not moving... may arrive when you move the mb from a case to an other...."
Where the heck is the COMBEL?

Thanks

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 30gig hdd

5457. Re: Type of cables w/ FDI - DAT?

Newsgroup: comp.sys.atari.st
Date: 2004-10-26 20:01:06 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0410261201.748071c4@posting.google.com>
Source record: 16452

Mark D <mducksub@nosspamatari-source.com> wrote in message

> If it's the standard SPDIF I think it is, you can go pretty far with
> pretty standard cabling. AFAIK standard RCA will work perfectly. It'll
> either make a connection or it won't, there won't be any signal loss or
> anything if you use crappy cable because it's digital. With optical you
> don't have very much in the way of distance restrictions, however it's
> expensive for longer lengths.
>
> Thanks,
> Mark
> http://portal.atari-source.com

Thanks Mark!
Wayne

5458. Re: Type of cables w/ FDI - DAT?

Newsgroup: comp.sys.atari.st
Date: 2004-10-26 20:01:10 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0410261201.4c7a52bc@posting.google.com>
Source record: 16451

Mark D <mducksub@nosspamatari-source.com> wrote in message

> If it's the standard SPDIF I think it is, you can go pretty far with
> pretty standard cabling. AFAIK standard RCA will work perfectly. It'll
> either make a connection or it won't, there won't be any signal loss or
> anything if you use crappy cable because it's digital. With optical you
> don't have very much in the way of distance restrictions, however it's
> expensive for longer lengths.
>
> Thanks,
> Mark
> http://portal.atari-source.com

Thanks Mark!
Wayne

5459. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-26 20:49:23 UTC
From: sf0218@aol.com
Message-ID: <20041026164923.22480.00001476@mb-m06.aol.com>
Source record: 16453

Hi Rodolphe,

Where is the COMBEL?

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 30gig hdd

5460. HDDriver (again :|)

Newsgroup: comp.sys.atari.st
Date: 2004-10-26 23:13:20 UTC
From: sf0218@aol.com
Message-ID: <20041026191320.17534.00001835@mb-m20.aol.com>
Source record: 16454

Hi All,

Okay, I do all the initial things in HDUtility to pre-prep the hdd. I reboot, with the hddriver (backup of course) disk in the drive. The bootup is fine untill it sees the hdd because right after that I get an 'EXCEPTION PROCESSING 4: Illiegal Instruction. Then a bunch of stuff (intelligable but I don't understand it) and the boot process stops. This has happened on both the 30gig and the 4gig drives.

What does it mean? How do I fix it? This is one of the rare moments that my Falcon/CT60 is actually booting all the way!! :)

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 30gig hdd

5461. Re: 1.44 floppy kits PCB now arrived!

Newsgroup: comp.sys.atari.st
Date: 2004-10-27 11:02:16 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0410270302.68497a8d@posting.google.com>
Source record: 16455

I seem to remember Michael Schwingen had a design in a GAL that altered the step rate. Probably why a GAL is best. I have a GAL programmer for Atari ST/TT/Falcon along with the software that I may part with. All in box with ZIF socket and probably a few GALs kicking around.

5462. Re: 1.44 floppy kits PCB now arrived!

Newsgroup: comp.sys.atari.st
Date: 2004-10-27 11:25:00 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <417f8585$1@news.broadpark.no>
Source record: 16456

Lyndon Amsdon wrote:
> I seem to remember Michael Schwingen had a design in a GAL that
> altered the step rate. Probably why a GAL is best. I have a GAL
> programmer for Atari ST/TT/Falcon along with the software that I may
> part with. All in box with ZIF socket and probably a few GALs kicking
> around.

Yes, I was in touch with someone a while back who had designed one with
a GAL, but I can't remember offhand who it was, other than a German
company who used to sell them, but not any longer.
So the guy in charge said he'd consider making the circuit publicly
available. This was a while back, so I'll see if I can find those old
emails and ask about it again.

Was Michael Schwingen's design available freely? Do you have that
circuit of his?

--
Hallvard

5463. Re: 1.44 floppy kits PCB now arrived!

Newsgroup: comp.sys.atari.st
Date: 2004-10-27 11:30:59 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <417f86ec$1@news.broadpark.no>
Source record: 16457

Hallvard Tangeraas wrote:

> Was Michael Schwingen's design available freely? Do you have that
> circuit of his?

Found it!

http://www.ccac.rwth-aachen.de/~michaels/index.php/hardware

Have you tried to build it, Lyndon?

--
Hallvard

5464. Re: 1.44 floppy kits PCB now arrived!

Newsgroup: comp.sys.atari.st
Date: 2004-10-27 11:57:04 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <417f8d09$1@news.broadpark.no>
Source record: 16458

.. after a little searching on the web I also found the HD circuit which
I was talking about:

http://www.wrsonline.de/hdkit.html

It's unavailable for purchase, but I'm hoping the author will make it
publicly and freely available, so I've just mailed him about it.

--
Hallvard

5465. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-27 12:20:18 UTC
From: sf0218@aol.com
Message-ID: <20041027082018.25434.00002921@mb-m04.aol.com>
Source record: 16459

Okay,

Last night I was actually able to use the falcon/ct60 for about 1 1/2 to 2 hours. Then after that, it would not boot the drives i.e., the white, blank, screen thingy.

So, if anyone can tell me, step by step(cause I don't see a logical process in the HDDriver manual) how to intall HDDriver and prepare a hdd using (partitioning a 1.2gig hdd) , I would be very happy.

If I can get the hdd prepped, load Magic5 and all the other stuff, I should be okay. I'm pretty sure I could use it all friggin day, so long as I don't have to reboot.

Hey everybody, thanks for all your suggestions/ideas etc., and please accept my apologies for being such a pest for the last 2 months or so.

Thanks a bunch!!!!!

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 1.2gig hdd

5466. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-27 14:13:22 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.27.14.13.20.524011@nosspamatari-source.com>
Source record: 16460

On Wed, 27 Oct 2004 12:20:18 +0000, SF0218 wrote:

> Okay,
>
> Last night I was actually able to use the falcon/ct60 for about 1 1/2 to 2
> hours. Then after that, it would not boot the drives i.e., the white, blank,
> screen thingy.
>
> So, if anyone can tell me, step by step(cause I don't see a logical process in
> the HDDriver manual) how to intall HDDriver and prepare a hdd using
> (partitioning a 1.2gig hdd) , I would be very happy.
>
> If I can get the hdd prepped, load Magic5 and all the other stuff, I should be
> okay. I'm pretty sure I could use it all friggin day, so long as I don't have
> to reboot.
>
> Hey everybody, thanks for all your suggestions/ideas etc., and please accept my
> apologies for being such a pest for the last 2 months or so.
>
> Thanks a bunch!!!!!

Just partition it. I would do two 600 meg BGM
partitions. Once you partition the drive, reboot and rerun hd-driver.

Now those partitions will be detected. Go in and initialize those
partitions. The menu option might actually be "zero partition" i can't
remember. I think zero is an AHDI thing. Once this is done, click on the
very right menu and there should be an option for IDE disks. Click that
and then click the button that says "Modify HD-Driver". Then go to the
file menu and click install hd-driver. That should be about all there is
to it. After you install hd-driver, then go modify all your options like
partition and drive checking, etc. If you only have one IDE drive, the
the second IDE drive out of the boot scan, it'll boot faster.

If you need to know a good set of options, I can write them down for you
when I am home later, but honestly all you really need to do is hit
autoconfigure and it should take care of it.

Thanks,
Mark

5467. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-27 14:15:32 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.27.14.15.32.734444@nosspamatari-source.com>
Source record: 16464

On Tue, 26 Oct 2004 20:49:23 +0000, SF0218 wrote:

> Hi Rodolphe,
>
> Where is the COMBEL?

I think you need this Sam,

http://www.holmerup.com/f030pcb.gif

Thanks,
Mark

5468. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-27 14:15:59 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.27.14.15.59.25332@nosspamatari-source.com>
Source record: 16462

On Tue, 26 Oct 2004 20:49:23 +0000, SF0218 wrote:

> Hi Rodolphe,
>
> Where is the COMBEL?
>

And remember, in almost any case, Google is your friend. There's a wealth
of Atari knowledge on the internet.

Thanks,
Mark

5469. Re: Atari Sunday Chat

Newsgroup: comp.sys.atari.st
Date: 2004-10-27 14:18:16 UTC
From: Andy Ball <null@not.valid>
Message-ID: <I6Ofd.8646$KJ6.7866@newsread1.news.pas.earthlink.net>
Source record: 16463

Hi Greg,

GG> This starts at 10:00 am CST/16:00 UTC.

I'm in the "Central" time zone, but due to "daylight saving"
we're in Central Daylight Time (CDT, which is UTC-5 hours)
until 02:00 CDT on 2004-10-31, when we switch back to
Central Standard Time (CST, UTC-6).

I missed last Sunday's chat, which might have started at
15:00 UTC (10:00 CDT). I'll try to make it there for this
coming Sunday, aiming for 16:00 UTC (10:00 CST). I didn't
miss the chat due to the timezone thing, I was just not near
a computer.

Regards,
- Andy Ball

P.S: I'm told that now is as good a time as any to replace
your smoke alarm batteries (perhaps they think we're
buying batteries for wall clocks. :-) Zinc Carbon or
Zinc Chloride are probably best, but check your smoke
alarm's manual if you have it.

5470. Re: Atari Sunday Chat

Newsgroup: comp.sys.atari.st
Date: 2004-10-27 14:20:07 UTC
From: Andy Ball <null@not.valid>
Message-ID: <r8Ofd.8657$KJ6.8653@newsread1.news.pas.earthlink.net>
Source record: 16461

```
Janez> Just curious: Whats wrong with IRC channel
> #atariscne (not #atari)? No need to wait, its up
> all days, better response as WEB based irc, no need
> for PC since nice atari IRC clients exists...

On which IRC network?

- Andy Ball
```

5471. Re: Atari Sunday Chat

Newsgroup: comp.sys.atari.st
Date: 2004-10-27 14:22:56 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00206cd4@fmlynet.org>
Source record: 16468

FamilyNet Newsgate

> Just curious: Whats wrong with IRC channel #atariscne (not #atari)? No
> need to wait, its up all days, better response as WEB based irc, no need
> for PC since nice atari IRC clients exists...

> Janez

Nothing is wrong with IRC, except that I didn't know about the channel till
you posted it as a rebutal to this chat. Glad the IRC chat is there, and
anything else out there for Atari.

And hopefully see you and everyone else next Sunday. :)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5472. Re: Atari Sunday Chat

Newsgroup: comp.sys.atari.st
Date: 2004-10-27 17:21:04 UTC
From: SWE/YesCREW <jvalant@atari.org>
Message-ID: <Pine.MNT.4.31.0410271920170.157-100000@TheFish>
Source record: 16465

On Wed, 27 Oct 2004, Andy Ball wrote:

> Janez> Just curious: Whats wrong with IRC channel
>
> On which IRC network?

ircnet. U may try irc.stealt.net as server...

Janez

5473. Re: Atari Sunday Chat

Newsgroup: comp.sys.atari.st
Date: 2004-10-27 18:19:57 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.27.18.19.57.673502@nosspamatari-source.com>
Source record: 16466

On Wed, 27 Oct 2004 14:20:07 +0000, Andy Ball wrote:

> Janez> Just curious: Whats wrong with IRC channel
> > #atariscne (not #atari)? No need to wait, its up
> > all days, better response as WEB based irc, no need
> > for PC since nice atari IRC clients exists...
>
> On which IRC network?
>
> - Andy Ball

If in the US, you can only use us.ircnet.org or irc1.us.ircnet.com.
stealth.net has been down for a very long time now. US users
unfortunately have big troubles using IRCnet, but none of the euro guys
care ;-)

Thanks,
Mark
http://portal.atari-source.com

5474. Re: Atari Sunday Chat

Newsgroup: comp.sys.atari.st
Date: 2004-10-27 18:59:24 UTC
From: Andy Ball <null@not.valid>
Message-ID: <geSfd.8842$KJ6.7369@newsread1.news.pas.earthlink.net>
Source record: 16467

Hello Mark,

MD> If in the US, you can only use us.ircnet.org or
> irc1.us.ircnet.com.

Thanks. I was able to get there, but #atariscn was deserted.
I will look in there periodically to see if anyone is
around.

- Andy Ball

5475. Falcon Internal Hard Drive Question

Newsgroup: comp.sys.atari.st
Date: 2004-10-27 21:51:25 UTC
From: Derek Mark Edding <dreq@earthlink.net>
Message-ID: <xLUfd.9651$5i5.3163@newsread2.news.atl.earthlink.net>
Source record: 16469

Hi Folks,

I have a leftover 20 GB hard disk from a laptop computer upgrade. It's an IDE Fujitsu MHM2200AT.

The pinout looks identical to the 2.5" IDE drive inside the Falcon, although this drive is about half as thick.

If it's possible to use this drive, is there any software available that would be able to format and partition this drive for the Falcon?

I have the ICD Pro utilities with HDFMT.PRG version 6.23. I suspect that it is too outdated to work on a hard disk of this size. I see that ICDFMT.DAT lists drive parameters, so I wonder if there are more updated parameters available... Or if it would be worth trying to add them for this drive?

Thanks for any help.

-dreq

5476. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-27 23:23:53 UTC
From: sf0218@aol.com
Message-ID: <20041027192353.07524.00002749@mb-m11.aol.com>
Source record: 16470

Thanks Mark,

Looks like Rodolphe was right. The falcon/ct60 boots just fine, regardless if its reset, contro alt del, or cold start.....so long as I'm pressing down a bit on the (as you look at the falcon as if its a desktop case) front left corner of the COMBEL chip.

Now my floppy (atari) is seems to be acting up. I've tried using pc fdds, bot the falcon doesn't seem to recognize them. Any ideas?

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 1.2gig hdd

5477. Re: Falcon Internal Hard Drive Question

Newsgroup: comp.sys.atari.st
Date: 2004-10-27 23:35:24 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <0hWfd.1177$K7.960@news-server.bigpond.net.au>
Source record: 16471

Derek Mark Edding wrote:
> Hi Folks,
>
> I have a leftover 20 GB hard disk from a laptop computer upgrade. It's
> an IDE Fujitsu MHM2200AT.
>
> The pinout looks identical to the 2.5" IDE drive inside the Falcon,
> although this drive is about half as thick.
>
> If it's possible to use this drive, is there any software available that
> would be able to format and partition this drive for the Falcon?

Yes.
>
> I have the ICD Pro utilities with HDFMT.PRG version 6.23. I suspect
> that it is too outdated to work on a hard disk of this size. I see that
> ICDFMT.DAT lists drive parameters, so I wonder if there are more updated
> parameters available... Or if it would be worth trying to add them for
> this drive?

HDDriver will do the job. Definitely worth it.

http://www.seimet.de/hddriver_english.html

>
> Thanks for any help.

You are welcome;-)

Mark

5478. WANTED : STE / MEGA ST / MEGAFILE

Newsgroup: comp.sys.atari.st
Date: 2004-10-28 00:57:11 UTC
From: jafreck@yahoo.com
Message-ID: <53f1b27d.0410271657.269cd5b2@posting.google.com>
Source record: 16472

I am in the market for any one of the following Atari systems...

-520STE (preferably upgraded to 1MEG)
-1040STE
-MEGA ST (not STE) 1,2,or 4 MEGS

I am also looking for the following Atari hardware...

-SM124 monitor
-MEGAFILE HD for MEGA ST

I am interested in items that are in good working order and that are
in very good to excellent cosmetic condition. (IE : No discoloration,
no yellowing, no missing screws, no cracks, etc...)

I am in the U.S. / Atlanta, Georgia

If you have any of the above items up for sale please email me...

Thanks! :-)
Andrew
< jafreck@yahoo.com >

5479. [ANN]Zview

Newsgroup: comp.sys.atari.st
Date: 2004-10-28 05:05:37 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <41807e25$0$30713$ba620e4c@news.skynet.be>
Source record: 16474

Hello,

I'm proud to release the first public version of Zview.

The main goal of this software is to be the USB camera manager for the futur extention form Rodolphe Czuba and the group Nature(nevertheless, the port of libsane will be not from myself).

For now, you can use it like a picture browser/converter/viewer; it's decode all the variant of GIF, JPG, IMG, PNG and also the uncompressed degas and neochrome images and you can save in JPG format.

You need a FPU and a VDI with EDDI (nvdi >= 2.5, nova VDI, fVDI, etc) but if you want to make a catalog of 200 JPG, a CT60 or a Hades will be the minimum.

I hope that it will be usefull.

http://zorro.arcadia-crew.com/zview.html

Zorro

5480. Re: Falcon Internal Hard Drive Question

Newsgroup: comp.sys.atari.st
Date: 2004-10-28 09:07:41 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <xF2gd.65$Vb.59@newsfe3-gui.ntli.net>
Source record: 16475

Hello.

> Derek Mark Edding wrote:

> > Hi Folks,
> >
> > I have a leftover 20 GB hard disk

Will it fit the Falcon?

It probably will work but, from experience, you may find the mounting holes don't fit the bracket and the shield will need cutting to clear the cable end.

5481. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-28 13:46:58 UTC
From: sf0218@aol.com
Message-ID: <20041028094658.21100.00002769@mb-m07.aol.com>
Source record: 16476

Rodolphe,

I 'm pretty sure you just diagnosed the problem. Last night I was able to completely boot the falcon so long as I put a little pressure on the left front corner of the COMBEL chip.

My eyesight isnt that good and I didn't have a magnifying glass, but it seems the the COMBEL either needs re-soldering(?) or (I hope not..hard to find?) needs to be replaced.

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 1.2gig hdd

5482. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-28 14:46:18 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.28.14.46.18.140613@nosspamatari-source.com>
Source record: 16477

On Wed, 27 Oct 2004 23:23:53 +0000, SF0218 wrote:

> Thanks Mark,
>
> Looks like Rodolphe was right. The falcon/ct60 boots just fine, regardless if
> its reset, contro alt del, or cold start.....so long as I'm pressing down a
> bit on the (as you look at the falcon as if its a desktop case) front left
> corner of the COMBEL chip.
>
> Now my floppy (atari) is seems to be acting up. I've tried using pc fdds, bot
> the falcon doesn't seem to recognize them. Any ideas?
>

Sam,

When you feel it's appropriate, you can send your Falcon back to me and I
will repair the pins of the Combel. Man, Rodolphe is a friggin genius
isn't he? I can also get the parts and attempt to repair the right
channel of your audio. I think I have an FDD you might be able to use
too. I can check my headers to make sure i didn't bork your FDD stuff.
It could be my fault you're having floppy probs.

Thanks,
Mark

5483. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-28 14:47:15 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.28.14.47.13.811312@nosspamatari-source.com>
Source record: 16478

On Thu, 28 Oct 2004 13:46:58 +0000, SF0218 wrote:

> Rodolphe,
>
> I 'm pretty sure you just diagnosed the problem. Last night I was able to
> completely boot the falcon so long as I put a little pressure on the left front
> corner of the COMBEL chip.
>
> My eyesight isnt that good and I didn't have a magnifying glass, but it seems
> the the COMBEL either needs re-soldering(?) or (I hope not..hard to find?)
> needs to be replaced.
>
> Thanks,
>

The chip is not defective. Pins just need resoldered. A very challenging
job but my iron and super-fine tip is up to the job.

Thanks,
Mark

5484. Re: Falcon Internal Hard Drive Question

Newsgroup: comp.sys.atari.st
Date: 2004-10-28 14:52:32 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410280652.1b27286a@posting.google.com>
Source record: 16479

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:<xF2gd.65$Vb.59@newsfe3-gui.ntli.net>...
> Hello.
>
> > Derek Mark Edding wrote:
>
> > > Hi Folks,
> > >
> > > I have a leftover 20 GB hard disk
>
> Will it fit the Falcon?
>
> It probably will work but, from experience, you may find the mounting holes
> don't fit the bracket and the shield will need cutting to clear the cable
> end.

Why wouldnt it fit? Its a 2.5" IDE drive...

Coda.

5485. Re: Type of cables w/ FDI - DAT?

Newsgroup: comp.sys.atari.st
Date: 2004-10-28 14:54:02 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0410280654.38cfdbe5@posting.google.com>
Source record: 16480

"Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
news:<cljf06$97r$3@sparta.btinternet.com>...
> Hi Wayne
>
>
> > What type of cables should one use to go between an FDI and a DAT/CD
> > recorder? Something other than standard RCA audio cords? Any length
> > limit?
>
> What is it you are trying to achieve?

Hi Steve! Just the usual, establishing a stable 44.1 clock from a cd
burner to the fdi running CAF. I've done it before with no problem,
but have been getting an unstable signal or digital loop message from
CAF. I guess I'll try better quality cables and see if that makes a
difference.

Wayne

5486. Re: Atari Sunday Chat

Newsgroup: comp.sys.atari.st
Date: 2004-10-28 15:10:29 UTC
From: webmaster@atari-users.net
Message-ID: <b8d63ca5.0410280710.417f9073@posting.google.com>
Source record: 16481

Greg Goodwin <drclu@swbell.net> wrote in message
> Atari Sunday Chat
> Sunday October 24, 2004
> 10:00 am - 1:00 pm
> This event repeats every week.
>

The old Tuesday night Delphi Atari chat is still going on, but now at
www.atarinews.org BBS system.

Tuesday Nights at 9PM EST (-5 GMT)

To access the bbs system,
telnet or ssh to www.atarinews.org

username and password to enter the bbs are "bbs"

Create a user account(if needed or enter your user info), when you are
on the system type "t" for talk and then "c" for chat.

Rob
webmaster
http://www.atari-users.net

5487. Re: Falcon Internal Hard Drive Question

Newsgroup: comp.sys.atari.st
Date: 2004-10-28 15:32:47 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <zi8gd.107$Vb.7@newsfe3-gui.ntli.net>
Source record: 16482

Hello.

> > Hello.
> >
> > > Derek Mark Edding wrote:
> >
> > > > Hi Folks,
> > > >
> > > > I have a leftover 20 GB hard disk
> >
> > Will it fit the Falcon?
> >
> > It probably will work but, from experience, you may find the mounting
holes
> > don't fit the bracket and the shield will need cutting to clear the
cable
> > end.
>
> Why wouldnt it fit? Its a 2.5" IDE drive...

Somebody tell him.....

5488. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.st
Date: 2004-10-28 15:42:40 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0410280837520.24195-100000@onyx.spiritone.com>
Source record: 16483
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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5489. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-10-28 15:44:45 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0410280842470.24195-100000@onyx.spiritone.com>
Source record: 16485
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5490. ADV: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-10-28 15:47:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0410280844550.24195-100000@onyx.spiritone.com>
Source record: 16484
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail!
From Bravo Sierra Computers Atari Resale or the Portland Atari Club Goto

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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5491. Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.st
Date: 2004-10-28 15:53:15 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0410280850320.24195-100000@onyx.spiritone.com>
Source record: 16489
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I owe you a lot! You pay my bills. Defend me from attacks. Patronize me & vote with your money showing your support! Vote for your favorite Atari Dealer. Vote for Bravo Sierra this November! And get a FREE Gift with each purchase this month! E-Mail BenSells@Atari.org, goto my website below for details and/or Call Ben anytime (503)256-9974! Thanx and have a great day!

http://www.aracnet.com/~atari/specials.htm Atari Thank You Specials!
http://BensCatalogs.Atari.org Ben's FREE Atari Catalogs!

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5492. Re: Atari Sunday Chat

Newsgroup: comp.sys.atari.st
Date: 2004-10-28 16:08:51 UTC
From: SWE/YesCREW <jvalant@atari.org>
Message-ID: <Pine.MNT.4.31.0410281805500.803-100000@TheFish>
Source record: 16486

On Tue, 27 Oct 2004, Greg Goodwin wrote:

> FamilyNet Newsgate
>
> > Just curious: Whats wrong with IRC channel #atariscne (not #atari)? No
> > need to wait, its up all days, better response as WEB based irc, no need
> > for PC since nice atari IRC clients exists...
>
>
> > Janez
>
> Nothing is wrong with IRC, except that I didn't know about the channel till
> you posted it as a rebutal to this chat. Glad the IRC chat is there, and
> anything else out there for Atari.

I just wanted to stress that this channel exist some 10y and bunch of
ppl visits it (we dont visit #atari anymore, mainly because it was hacked
many times and also havent much incomon with Atari...). It is a bit hard
to came in at proper time, since we are scatered arround the globe... Also
deadline for DHS compo is approaching, so that also keep some ppl off and
rather coding :)

Janez

5493. Re: Atari Sunday Chat

Newsgroup: comp.sys.atari.st
Date: 2004-10-28 16:10:42 UTC
From: SWE/YesCREW <jvalant@atari.org>
Message-ID: <Pine.MNT.4.31.0410281809090.803-100000@TheFish>
Source record: 16487

On Wed, 27 Oct 2004, Mark D wrote:

> If in the US, you can only use us.ircnet.org or irc1.us.ircnet.com.
> stealth.net has been down for a very long time now. US users
> unfortunately have big troubles using IRCnet, but none of the euro guys
> care ;-)

Blah! we can care a lot, however, what we can do? ;) If complain to
much, we may end on the terrorist black list ;)

Janez

P.S: Sparemint Updater seems nice idea!

5494. Re: Atari Sunday Chat

Newsgroup: comp.sys.atari.st
Date: 2004-10-28 16:12:02 UTC
From: SWE/YesCREW <jvalant@atari.org>
Message-ID: <Pine.MNT.4.31.0410281810580.803-100000@TheFish>
Source record: 16488

On Wed, 27 Oct 2004, Andy Ball wrote:

> Thanks. I was able to get there, but #atariscn was deserted.
> I will look in there periodically to see if anyone is
> around.

Yeah, it can happen ;) Also have in mind, u should enter at aprox tea
time in europe :)

Janez ([swe] on IRC)

5495. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-28 19:01:26 UTC
From: sf0218@aol.com
Message-ID: <20041028150126.22383.00002552@mb-m17.aol.com>
Source record: 16490

Thanks Mark,

I'll send it to you next weekend, if that works out okay with you.

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 1.2gig hdd

5496. Re: Type of cables w/ FDI - DAT?

Newsgroup: comp.sys.atari.st
Date: 2004-10-28 20:21:45 UTC
From: "Steve Sweet"
Message-ID: <clrkco$d4s$1@hercules.btinternet.com>
Source record: 16491

Hi Wayne

>> > What type of cables should one use to go between an FDI and a DAT/CD
>> > recorder? Something other than standard RCA audio cords? Any length
>> > limit?
>>
>> What is it you are trying to achieve?
>
> Hi Steve! Just the usual, establishing a stable 44.1 clock from a cd
> burner to the fdi running CAF. I've done it before with no problem,
> but have been getting an unstable signal or digital loop message from
> CAF. I guess I'll try better quality cables and see if that makes a
> difference.

OK, i know nothing about this subject I'm afraid.

--

Regards, Steve S.

5497. Making Atari "disk image" files on a PC

Newsgroup: comp.sys.atari.st
Date: 2004-10-28 20:47:49 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <41815af0$1@news.broadpark.no>
Source record: 16492

I'm about to send the contents of several floppy disks to someone, and making "disk image" files of them would be a good idea to make it as easy as possible for the recipient.

Anything like that available for Windows?
And if the recipient uses a Mac or Linux, does it use some sort of universal format which could be used there as well?

--
Hallvard

5498. Looking for MagiC-PC demo in English

Newsgroup: comp.sys.atari.st
Date: 2004-10-28 20:58:55 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <41815d8a$1@news.broadpark.no>
Source record: 16493

I've been able to find the German demo of "MagiC-PC" (Atari ST emulator
for Windows), but isn't there an English one around?
I used to have an English demo for MacOS, so I assume there's one for
Windows as well.

If so, where can i download it from?

--
Hallvard

5499. Re: Sad news about Dennis Vermeire

Newsgroup: comp.sys.atari.st
Date: 2004-10-28 21:01:16 UTC
From: nick@1632systems.co.uk
Message-ID: <clrmmq$ip5$1@thorium.cix.co.uk>
Source record: 16388

He will be missed, a guinley nice person...

commiserations to family

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

5500. Re: HDDriver (again :|)

Newsgroup: comp.sys.atari.st
Date: 2004-10-28 21:18:54 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0410281318.7fbcca2c@posting.google.com>
Source record: 16494

sf0218@aol.com (SF0218) wrote in message
news:<20041026191320.17534.00001835@mb-m20.aol.com>...
> Hi All,
>
> Okay, I do all the initial things in HDUtility to pre-prep the hdd. I reboot,
> with the hddriver (backup of course) disk in the drive. The bootup is fine
> untill it sees the hdd because right after that I get an 'EXCEPTION PROCESSING
> 4: Illiegal Instruction. Then a bunch of stuff (intelligable but I don't
> understand it) and the boot process stops. This has happened on both the 30gig
> and the 4gig drives.
>
> What does it mean? How do I fix it? This is one of the rare moments that my
> Falcon/CT60 is actually booting all the way!! :)
>
This is a message from your CT60. It is not happy with something.

I wish my memory was better, but I recall getting HDdriver running at
first on my CT60 was difficult (using a very recent version -- 8.13?).
Have you tried the alternate boots yet? Since I don't have the clock
patch removed yet I have to run my CT60 by holding <Ctrl>+<L-Shift> at
bootup to keep TOS out of RAM. (I think it also does something else.)
If I do this, crashes are infrequent (although ZBench gives me a
score much slower -- about 50% -- than I'd expect). Without the boot
keys, my CT60 will crash in seconds.

Galen

5501. Re: Falcon Internal Hard Drive Question

Newsgroup: comp.sys.atari.st
Date: 2004-10-28 22:23:19 UTC
From: john.smith@macrosft.com
Message-ID: <clrrgi$s8q$1@garrison.globalnet.hr>
Source record: 16495

sure you may use it, lucky you! ;)
although you won't be able tu have partitions larger than 1 Gb under TOS and MagiC without hddriver...
other hard disk drivers should work fine as well...

On 27 Oct 2004 21:51:25 , Derek Mark Edding wrote:
>Hi Folks,
>
>I have a leftover 20 GB hard disk from a laptop computer upgrade. It's
>an IDE Fujitsu MHM2200AT.
>
>The pinout looks identical to the 2.5" IDE drive inside the Falcon,
>although this drive is about half as thick.
>
>If it's possible to use this drive, is there any software available that
>would be able to format and partition this drive for the Falcon?
>
>I have the ICD Pro utilities with HDFMT.PRG version 6.23. I suspect
>that it is too outdated to work on a hard disk of this size. I see that
>ICDFMT.DAT lists drive parameters, so I wonder if there are more updated
>parameters available... Or if it would be worth trying to add them for
>this drive?
>
>Thanks for any help.
>
> -dreq
>
>.

5502. Re: HDDriver (again :|)

Newsgroup: comp.sys.atari.st
Date: 2004-10-28 22:26:17 UTC
From: john.smith@macrosft.com
Message-ID: <clrrm3$s8q$2@garrison.globalnet.hr>
Source record: 16496

is it scsi or ide drive?
did you boost the motherboard of Falcon?
do you have other hard disk driver to test with in normal mode? (like hushi, ahdi, icd...)

On 26 Oct 2004 23:13:20 , SF0218 wrote:
>Hi All,
>
>Okay, I do all the initial things in HDUtility to pre-prep the hdd. I reboot,
>with the hddriver (backup of course) disk in the drive. The bootup is fine
>untill it sees the hdd because right after that I get an 'EXCEPTION PROCESSING
>4: Illiegal Instruction. Then a bunch of stuff (intelligable but I don't
>understand it) and the boot process stops. This has happened on both the 30gig
>and the 4gig drives.
>
>What does it mean? How do I fix it? This is one of the rare moments that my
>Falcon/CT60 is actually booting all the way!! :)
>
>Thanks,
>
>Sam F.
>Virginia U.S.A.
>Atari Computer Nut
>C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 30gig hdd
>
>
>.

5503. Re: Type of cables w/ FDI - DAT?

Newsgroup: comp.sys.atari.st
Date: 2004-10-28 22:29:02 UTC
From: john.smith@macrosft.com
Message-ID: <clrrrb$s8q$3@garrison.globalnet.hr>
Source record: 16497

optical or coaxial digital cable, my are 2 m long...
i prefer optical...

On 25 Oct 2004 06:17:56 , Wayne Martz wrote:
>What type of cables should one use to go between an FDI and a DAT/CD
>recorder? Something other than standard RCA audio cords? Any length
>limit?
>Thanks!
>Wayne
>.

5504. Re: Falcon Internal Hard Drive Question

Newsgroup: comp.sys.atari.st
Date: 2004-10-28 22:34:44 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0410281434.6ebdaf88@posting.google.com>
Source record: 16498

Derek Mark Edding <dreq@earthlink.net> wrote in message
news:<xLUfd.9651$5i5.3163@newsread2.news.atl.earthlink.net>...
> Hi Folks,
>
> I have a leftover 20 GB hard disk from a laptop computer upgrade. It's
> an IDE Fujitsu MHM2200AT.
>
> The pinout looks identical to the 2.5" IDE drive inside the Falcon,
> although this drive is about half as thick.
>
> If it's possible to use this drive, is there any software available that
> would be able to format and partition this drive for the Falcon?
>
> I have the ICD Pro utilities with HDFMT.PRG version 6.23. I suspect
> that it is too outdated to work on a hard disk of this size. I see that
> ICDFMT.DAT lists drive parameters, so I wonder if there are more updated
> parameters available... Or if it would be worth trying to add them for
> this drive?
>
Try the ICD tools. They might well work. Note that TOS 4.04 has a 1
GB partition limit, so you will not be able to use all 20 GB without
supplementing your OS.

Galen

5505. Re: Falcon Internal Hard Drive Question

Newsgroup: comp.sys.atari.st
Date: 2004-10-29 00:35:22 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <efggd.2263$K7.1835@news-server.bigpond.net.au>
Source record: 16399

Barrie at Keychange wrote:
> Hello.
>
>
>>>Hello.
>>>
>>>
>>>>Derek Mark Edding wrote:
>>>
>>>>>Hi Folks,
>>>>>
>>>>>I have a leftover 20 GB hard disk
>>>
>>>Will it fit the Falcon?
>>>
>>>It probably will work but, from experience, you may find the mounting
>
> holes
>
>>>don't fit the bracket and the shield will need cutting to clear the
>
> cable
>
>>>end.
>>
>>Why wouldnt it fit? Its a 2.5" IDE drive...
>
>
> Somebody tell him.....
>

The slimline 2.5 inch drive's have there mounting holes in a different location. 5 minutes with a drill on the Hard drive cradle fixes the problem;-)

Mark

5506. Terror Offer!!

Newsgroup: comp.sys.atari.st
Date: 2004-10-29 01:02:12 UTC
From: "Mr.Bus" <pretend@nowt.cum>
Message-ID: <4181bcda@news.greennet.net>
Source record: 16400

A pal in Barrow in Furness (this is not in America !) is about to bin a lot of mags , hardware, and software, I have stopped him while I write this, all will be free to someone willing to collect, as long as it is not like when I offered a lot of free stuff, dorks were asking for detailed lists of games and crap I never even used, if interested and not scared of posting a real address (I am) let me know on here and this stuff could be yours for free

5507. Fitting CT60 with solders help required.

Newsgroup: comp.sys.atari.st
Date: 2004-10-29 01:57:03 UTC
From: ausl8 <mc205@hotmail.com>
Message-ID: <cls81a$h2u$1@arachne.labyrinth.net.au>
Source record: 16401

Hi all
when fitting the CT60 with solders does pin 8 of U63 need to be cut or bent up before conecting? Also it appears from an earlier modification that pin 10 (2 to the right of pin 8 looking from the front of Falcon MB) of U63 is cut, would this need to be rejoined?

Thanks

5508. Re: Fitting CT60 with solders help required.

Newsgroup: comp.sys.atari.st
Date: 2004-10-29 03:58:52 UTC
From: Mark D <mducksub@notspamatari-source.com>
Message-ID: <pan.2004.10.29.03.58.52.465543@notspamatari-source.com>
Source record: 16402

On Fri, 29 Oct 2004 11:57:03 +1000, ausl8 wrote:

> Hi all
> when fitting the CT60 with solders does pin 8 of U63 need to be cut or bent
> up before conecting? Also it appears from an earlier modification that pin
> 10 (2 to the right of pin 8 looking from the front of Falcon MB) of U63 is
> cut, would this need to be rejoined?
>
> Thanks

Everything I see, and the way I installed my falcon myself, suggests the
pin that this wire connects to should be in the socket and proper, not
bent up. Have fun with that :-/

Thanks,
Mark

5509. Re: Making Atari "disk image" files on a PC

Newsgroup: comp.sys.atari.st
Date: 2004-10-29 05:17:00 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <clsjoc$2uq0$1@ariadne.rz.tu-clausthal.de>
Source record: 16403

Hallvard Tangeraas wrote:
> I'm about to send the contents of several floppy disks to someone, and
> making "disk image" files of them would be a good idea to make it as
> easy as possible for the recipient.
>
> Anything like that available for Windows?

See http://makedisk.atari.org/ - for Windows in particular "Windows
Floppy Copy" might be of interest.

> And if the recipient uses a Mac or Linux, does it use some sort of
> universal format which could be used there as well?

The emulator format .ST and the scene format .MSA are well accepted
standards. Both can be read and written on Atari ST machines directly.

HTH,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

5510. Re: Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.st
Date: 2004-10-29 08:58:12 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410290058.7ddc0287@posting.google.com>
Source record: 16404
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Bravo Sierra Computers <atari@aracnet.com> wrote in message
news:<Pine.LNX.4.44.0410280850320.24195-100000@onyx.spiritone.com>...
> I owe you a lot! You pay my bills. Defend me from attacks. Patronize me &
> vote with your money showing your support! Vote for your favorite Atari
> Dealer. Vote for Bravo Sierra this November! And get a FREE Gift with each
> purchase this month! E-Mail BenSells@Atari.org, goto my website below for
> details and/or Call Ben anytime (503)256-9974! Thanx and have a great day!

YEAH! BEN SMITH FOR FREAKIN PRESIDENT.

5511. Re: Looking for MagiC-PC demo in English

Newsgroup: comp.sys.atari.st
Date: 2004-10-29 09:01:29 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-6BF896.10010429102004@newsfe5-gui.server.ntli.net>
Source record: 16406

In article <41815d8a$1@news.broadpark.no>,
Hallvard Tangeraas <inv@lid.email> wrote:

> I've been able to find the German demo of "MagiC-PC" (Atari ST emulator
> for Windows), but isn't there an English one around?

I've rather lost track of MagiC PC, but you should be able to anglicise
the interface and CPXs by copying MagxDesk etc from an Atari MagiC
version. That would leave the config menu and any error messages
produced by the OS.

> I used to have an English demo for MacOS, so I assume there's one for
> Windows as well.

You would probably be advised to try the above, or ask Oliver Buchmann
at ASH.

--

Derryck

/ DDP Translations /
/ http://ddp.atari.org /

5512. Re: Falcon Internal Hard Drive Question

Newsgroup: comp.sys.atari.st
Date: 2004-10-29 09:01:43 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0410290101.5c0524e4@posting.google.com>
Source record: 16405

Mark Bedingfield <mark@nomorespamplease.computercom.com.au> wrote in message
news:<efggd.2263$K7.1835@news-server.bigpond.net.au>...
> Barrie at Keychange wrote:
> > Hello.
> >
> >
> >>>Hello.
> >>>
> >>>
> >>>>Derek Mark Edding wrote:
>
> >>>>>Hi Folks,
> >>>>>
> >>>>>I have a leftover 20 GB hard disk
> >>>
> >>>Will it fit the Falcon?
> >>>
> >>>It probably will work but, from experience, you may find the mounting
> >
> > holes
> >
> >>>don't fit the bracket and the shield will need cutting to clear the
> >
> > cable
> >
> >>>end.
> >>
> >>Why wouldnt it fit? Its a 2.5" IDE drive...
> >
> >
> > Somebody tell him.....

SMART ARSE.

> >
>
> The slimline 2.5 inch drive's have there mounting holes in a different
> location. 5 minutes with a drill on the Hard drive cradle fixes the
> problem;-)
>
> Mark

Typical. You think you have a standard then wham. Anyway, Velcro works
a treat, failing that - hotglue ;-)

Coda.

5513. Andrew ???

Newsgroup: comp.sys.atari.st
Date: 2004-10-29 10:00:30 UTC
From: Rodolphe Czuba <rodolphe.czuba@free.fr>
Message-ID: <418214bd$0$31460$636a15ce@news.free.fr>
Source record: 16407

I tried to contact you several times but your email is not good ...

I have one CT60 for you !
The last one !

Tell me what ...

Regards

5514. Full Atari ST Tosec and so much more...

Newsgroup: comp.sys.atari.st
Date: 2004-10-29 10:33:25 UTC
From: Bill <nospam@no.org>
Message-ID: <Z%ogd.65062$CT6.56470@sam.nntpserver.com>
Source record: 16408

Look here:

http://totalemulation.altervista.org

Section ROMSET

5515. Re: Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.st
Date: 2004-10-29 11:42:32 UTC
From: phozz bare <phozz@nowhere.com>
Message-ID: <newscache$hjgc6i$0u9$1@news.actcom.co.il>
Source record: 16409
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"smeg" <smeg_007@hotmail.com> wrote in message
news:4aa4f5cb.0410290058.7ddc0287@posting.google.com...
> Bravo Sierra Computers <atari@aracnet.com> wrote in message
> news:<Pine.LNX.4.44.0410280850320.24195-100000@onyx.spiritone.com>...
>> I owe you a lot! You pay my bills. Defend me from attacks. Patronize me &
>> vote with your money showing your support! Vote for your favorite Atari
>> Dealer. Vote for Bravo Sierra this November!
>
> YEAH! BEN SMITH FOR FREAKIN PRESIDENT.

Agreed!! I, for one, welcome our new Atari dealing overlord.

(or maybe just been reading /. too much)

-itay

5516. Partition - PC - HD?

Newsgroup: comp.sys.atari.st
Date: 2004-10-29 15:53:12 UTC
From: Donner <donw@intergate.com>
Message-ID: <10o4pr8ctnp0r5c@corp.supernews.com>
Source record: 16411

Greetings All,

I bought a PC-Notebook about 1-1/2 years ago and
only use my Atari computers for serious work. I use
the PC for the Internet only.

So I think its about time to force myself to get familiar
with "Windows XP-Pro". So could use some help with
the following questions?

1. Should I partition the 20-Gig Hard Drive, and if so how
is it done??
2. Are there any good Utilities available for the PC like
a good File Selector??
3. Or should I just look around for a good O/S, :) ??

Thank for any Help, Donner.....

5517. Re: Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.st
Date: 2004-10-29 16:03:23 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.29.16.03.23.707877@nosspamatari-source.com>
Source record: 16413

On Thu, 28 Oct 2004 08:53:15 -0700, Bravo Sierra Computers wrote:

> I owe you a lot! You pay my bills. Defend me from attacks. Patronize me &
> vote with your money showing your support! Vote for your favorite Atari
> Dealer. Vote for Bravo Sierra this November! And get a FREE Gift with each
> purchase this month! E-Mail BenSells@Atari.org, goto my website below for
> details and/or Call Ben anytime (503)256-9974! Thanx and have a great day!

Oh boy... As if this day wasn't bad enough.

Mark

5518. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-29 16:04:50 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.10.29.16.04.50.437493@nosspamatari-source.com>
Source record: 16414

On Thu, 28 Oct 2004 19:01:26 +0000, SF0218 wrote:

> Thanks Mark,
>
> I'll send it to you next weekend, if that works out okay with you.
>

Whenever you like. I'm sure you're just most interested in getting these
crappy problems solved.

Mark

5519. Re: Atari Sunday Chat

Newsgroup: comp.sys.atari.st
Date: 2004-10-29 16:36:02 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <%stgd.4926$F6.1276237@news.siol.net>
Source record: 16410

> Thanks. I was able to get there, but #atariscn was deserted.
> I will look in there periodically to see if anyone is
> around.

Thats odd. U sure u enter #atariscne and not #atariscn? It shouldnt be deserted, there are bots and few users permanently, altough away from keyboard etc..

Janez

5520. Re: Atari Sunday Chat

Newsgroup: comp.sys.atari.st
Date: 2004-10-29 17:01:38 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <eRtgd.4927$F6.1276324@news.siol.net>
Source record: 16412

```
9PM EST (-5 GMT)
>
> To access the bbs system,
> telnet or ssh to www.atarinews.org
>
> username and password to enter the bbs are "bbs"

BBSes rocks ;) Great move Rob, id just loved ppl would leave messages
there as well....

Janez
```

5521. GFA Basic game programming advice needed

Newsgroup: comp.sys.atari.st
Date: 2004-10-29 18:04:37 UTC
From: wboblitt@comcast.net
Message-ID: <83ffb5ca.0410291004.5fe43eba@posting.google.com>
Source record: 16415

I am a long time ST/STe/Falcon owner and user (as well as game collector) and I have recently decided that I would like to program some ST games. After reading through some ST Format magazines I had lying around, doing some usenet research and web browsing, I decided that GFA Basic was the way to start for me. I also like many of the ST games I have seen done in GFA.

M.A.G.E. by Majicsoft also seems very interesting, but unfortunately seems like it is impossible to find anywhere.

I prefer to have real copies of any software and manuals I use. I don't mind shelling out the money.

I would appreciate some advice from any programmers out there about what books are good to start with for a beginner, or any comprehensive online tutorials available. I did find one tutorial that looked good but it ended abruptly as it was unfinished. I would especially be interested in anything that deals with sprites, collision detection, joystick/mouse control and the like.

I have only done minimal Basic programming on the 8-bit years ago.

My ultimate goal would be to complete 2 or 3 arcade action type games. One idea
I have is a variant on the arcade game "Zookeeper" and the rest of the ideas are all in the same ballpark as far as processing power needed. Basically nothing more complex than a circa 1983 arcade game.

So far I have had trouble locating a full version of GFA 3.6 with manuals. 16/32 in the UK had one, but it only had the 3.5 manuals. I am not sure if they had specific 3.6 manuals for GFA but I didn't want to take a chance until I knew for sure. I have a GFA 3.5 on a disk from ST Format but the documentation in the .txt files leaves a lot to be desired.

I am already working on the sprites with a sprite editor and animator, music, and the logic for my ideas on paper with flow charts etc.

The computers I own currently are an STe with 4 megs, TOS 2.06, and a 16mhz accelerator, and a stock Falcon 030 with 14 megs.

Please leave any reply here on usenet and I will check back. Thanks.

5522. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-29 18:40:55 UTC
From: sf0218@aol.com
Message-ID: <20041029144055.13201.00002751@mb-m11.aol.com>
Source record: 16416

At this point, crappy is too kind a word. The floppy drive is getting testy as well. I now have to put some pressure on the COMBEL in order to be able to use the fdd.

Let me know if you are still willing to take this baby on!!!

Thanks,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 1.2gig hdd

5523. Which "quick and easy" Atari ST emulator for PC?

Newsgroup: comp.sys.atari.st
Date: 2004-10-29 20:09:37 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <4182a37b$1@news.broadpark.no>
Source record: 16417

I don't have time to mess around trying to find out what'll work, how to set things up etc. so....

of the many Atari ST emulators available for Windows, which one is easiest to set up and use?
I believe that some of these emulators are made just for .ST or .MSA disk image files, but I need to run a few simple ".PRG" or ".APP" programs, preferably in hires mode.

--
Hallvard

5524. found cool TOS "chip creep" solution

Newsgroup: comp.sys.atari.st
Date: 2004-10-29 20:38:41 UTC
From: wboblitt@comcast.net
Message-ID: <83ffb5ca.0410291238.4af97def@posting.google.com>
Source record: 16418

Just thought I would "TOS" this out there. (get it??? I'm just killin' myself here!) I have been trying to get my STe in top working order. I have had problems with it ever since I got it it 1995. It has an Adspeed STe board in it, and TOS 2.06 on socketed chips. It seems like every few days, especially after heavy use or on cold mornings I would turn it on to a blank or bombed out screen, forcing me to open it up and press the TOS chips in with my thumb. (or less frequently twiddle with the Adspeed board or 4 meg memory chips) Eventually I just left the top off of the thing, since there was no point screwing it together. The floppy drive just sat on those plastic posts with no screws, and I had to hold the back of the drive with one hand and insert floppies with the other. Very annoying, but I kind of got used to it. Finally a few weeks ago I decided to start using my STe again regularly, and that I had to try something to fix this problem. What I did was take out both TOS chips carefully with a screwdriver (VERY slowly and evenly, never lifting more than a millimeter at a time from either side), remove the Adspeed board, and take out the 4 megs of memory. I sat for 20 minutes rubbing all of the metal contacts with a pencil eraser. Put everything back in the computer, put the case back on with screws and have never had to open it again since! I know it is sort of common sense in a way, but it is easy to think a computer is flaky just because it is "worn out", and this is an example of a perfectly functioning machine hampered only by a few microns of oxidation on some metal contacts.

5525. Re: Which "quick and easy" Atari ST emulator for PC?

Newsgroup: comp.sys.atari.st
Date: 2004-10-29 20:47:31 UTC
From: "Eric Bozon"
Message-ID: <4182ac25$0$31233$8fcfb975@news.wanadoo.fr>
Source record: 16419

Hello,

"Hallvard Tangeraas" <inv@lid.email> a crit dans le message de news:
4182a37b$1@news.broadpark.no...
>I don't have time to mess around trying to find out what'll work, how to
>set things up etc. so....
>
> of the many Atari ST emulators available for Windows, which one is easiest
> to set up and use?
> I believe that some of these emulators are made just for .ST or .MSA disk
> image files, but I need to run a few simple ".PRG" or ".APP" programs,
> preferably in hires mode.
>
>

Steem Engine is the best Atari ST emulator for Windows or Linux (XSteem) :

http://steem.atari.st/

5526. Re: Making Atari "disk image" files on a PC

Newsgroup: comp.sys.atari.st
Date: 2004-10-29 22:08:07 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <4182bf42$1@news.broadpark.no>
Source record: 16420

Matthias Arndt wrote:
> Hallvard Tangeraas wrote:
>> And if the recipient uses a Mac or Linux, does it use some sort of
>> universal format which could be used there as well?
>
> The emulator format .ST and the scene format .MSA are well accepted
> standards. Both can be read and written on Atari ST machines directly.

Thanks.
I'm running into problems here (as usual with computers), but the above should be at least partly helpful.

I've got several floppy disks which I need to send someone by email. The files are on the Atari Mega STe, and I somehow need to transfer them over to the PC which runs Windows ME (I can also boot into Mandrake Linux 10.0).
The biggest problem now is that I can't read floppies that have been formatted on the STe (even with formatters that are supposed to do proper MSDOS formatting). When I put them in the PCs drive and try to access the floppy, I get an error message saying it needs to be formatted.
But when I format it on the PC I can't read it on the Mega STe.
Bummer! :-(

Is there a solution to this problem?

As for finding a common file-format to use...
I've been using "MSA II" on the Mega STe to make .MSA disk images, and I suppose the recipient could make these files into Atari ST readable floppies from their PCs using the program you mentioned here.
But first I have to find a way to transfer the files from the Mega STe to the PC.

--
Hallvard

5527. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-29 22:27:28 UTC
From: sf0218@aol.com
Message-ID: <20041029182728.17556.00001710@mb-m01.aol.com>
Source record: 16421

BTW Mark,

As it turns out, it's not the falcon's fdd that's bad, it's whatever the problem is with the COMBEL. If I constantly apply pressure to that chip, then everything appears to operate just fine.

Anyhow, I won''t be needing that fdd from you after all.

Remember, I'll send the falcon to you next weekend, not this coming weekend. :)

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 1.2gig hdd

5528. Re: Atari Sunday Chat

Newsgroup: comp.sys.atari.st
Date: 2004-10-29 23:09:53 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <418278e4c25433@comcast.net>
Source record: 16422

>Atari Sunday Chat
>Sunday October 24, 2004
>10:00 am - 1:00 pm
>This event repeats every week.
>
>Notes:
>This is a chat room based on a web based client set around a good evening
>time for European Atari users. Join us at
>http://www.chat.playandview.com
>Please use the Input-box in the left upper corner of the
>PlayAndView-Chat-website enter your nickname and then use
>the "Sign On"-button to enter the chatroom, there is no
>registration necessary!
>This starts at 10:00 am CST/16:00 UTC.

I will try and be there. I am on EST so that means that 1pm will
be my time...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5529. Re: HDDriver (again :|)

Newsgroup: comp.sys.atari.st
Date: 2004-10-29 23:09:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <418278e4c25434@comcast.net>
Source record: 16423

>Hi All,
>
>Okay, I do all the initial things in HDUtility to pre-prep the hdd. I reboot,
>with the hddriver (backup of course) disk in the drive. The bootup is fine
>untill it sees the hdd because right after that I get an 'EXCEPTION PROCESSING
>4: Illiegal Instruction. Then a bunch of stuff (intelligable but I don't
>understand it) and the boot process stops. This has happened on both the 30gig
>and the 4gig drives.
>
>What does it mean? How do I fix it? This is one of the rare moments that my
>Falcon/CT60 is actually booting all the way!! :)
>
>Thanks,
>
>Sam F.
>Virginia U.S.A.
>Atari Computer Nut
>C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 30gig hdd

I would do this. Boot up your computer without the hard drive, but
make sure your hard drivers are on and connected. Then run the
HDDriver program and that should allow you to have access to your
hard drives. Run the Hddriver utility program and set everything
up. Save a SYS file to what ever partition you have selected in
the Hddriver utility program. Reboot and the hard drive should
load. That is the way I did it.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5530. Re: Partition - PC - HD?

Newsgroup: comp.sys.atari.st
Date: 2004-10-29 23:09:55 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <418278e4c25435@comcast.net>
Source record: 16424

>Greetings All,
>
>I bought a PC-Notebook about 1-1/2 years ago and
>only use my Atari computers for serious work. I use
>the PC for the Internet only.
>
>So I think its about time to force myself to get familiar
>with "Windows XP-Pro". So could use some help with
>the following questions?
>
>1. Should I partition the 20-Gig Hard Drive, and if so how
> is it done??
>2. Are there any good Utilities available for the PC like
> a good File Selector??
>3. Or should I just look around for a good O/S, :) ??
>
>Thank for any Help, Donner........

Hello Donner,

1) My son's notebook does fine with one big partition, but I will
make about 3. I would use one for backups and the others for
everyday use.

2)Do not know this one, but I would imagine they are out there
some where.

3)If you can install Linux, I would do it. Nice OS...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5531. Re: The ATARI ST is EVIL, it's the comp

Newsgroup: comp.sys.atari.st
Date: 2004-10-29 23:09:55 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <418278e4c25436@comcast.net>
Source record: 16425

>On 24 Oct 2004 09:53:13 , "exxos" wrote:
>>
>>"Karl-Hugo Weesberg" <netspider4@lycos.com> wrote in message
>>news:7666ed5f.0410240018.2ac37599@posting.google.com...
>>> The ATARI ST is EVIL, it's the work of the devil, made to collect your
>>> souls and to turn you into brainless slaves of hell.
>
>>God help the Falcon users then! :o)
>>
>He's clearly never heard of a Hades !!
>
>Cheers
>
>Paul

Good one Paul. He will soon know as I answered one of his emails
and my sig notes that I own a Hades....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5532. Re: HDDriver (again :|)

Newsgroup: comp.sys.atari.st
Date: 2004-10-30 01:02:11 UTC
From: sf0218@aol.com
Message-ID: <20041029210211.02895.00002149@mb-m01.aol.com>
Source record: 16427

Edward,

>Run the Hddriver utility program and set everything
>up. Save a SYS file to what ever partition you have selected in
>the Hddriver utility program.

The thing is that my hdd has never been prepped for the falcon.

I think my problem is in the initial setup phase. I must be doing something wrong during that process.

I boot with a flopply not containing hddriver.prg. Then I put in the HDDriver disk and run the hddrutil.

Next, I locate hddriver.prg. Then I go to tools and run the device check. Next, I cancel out of that and run Auto onfiguring, and when it's done I cancel out of that.

Then I do the General, Boot Parameters, and the Removable Media from the Settings Menu.
Then I quit Hddrutil and re-boot. Then when it reboots. I get: Exception Processing 4: Illegal Instruction. Then a bunch of other stuff.

So what the heck am I doing wrong?

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 1.2gig hdd

5533. Re: Partition - PC - HD?

Newsgroup: comp.sys.atari.st
Date: 2004-10-30 01:53:02 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <clus5umsn1@reader1.panix.com>
Source record: 16428

As to file selectors, one resounding NO, or non-resounding nope.

A programmer I know still uses Windows 2 for programming, because the one good file selector he knows of was never upgraded, or downgrades, for the next poor try by Microsoft at writing an operating system.

On other topics, get Partition Magic, and follow directions.

Other utilities, see Norton.

Jim

Donner <donw@intergate.com> writes:

: Greetings All,

: I bought a PC-Notebook about 1-1/2 years ago and
: only use my Atari computers for serious work. I use
: the PC for the Internet only.

: So I think its about time to force myself to get familiar
: with "Windows XP-Pro". So could use some help with
: the following questions?

: 1. Should I partition the 20-Gig Hard Drive, and if so how
: is it done??
: 2. Are there any good Utilities available for the PC like
: a good File Selector??
: 3. Or should I just look around for a good O/S, :) ??

: Thank for any Help, Donner........

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

5534. Re: Partition - PC - HD?

Newsgroup: comp.sys.atari.st
Date: 2004-10-30 01:58:21 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <clBgd.4944$F6.1276385@news.siol.net>
Source record: 16426

gfa wrote:

>> 3. Or should I just look around for a good O/S, :) ??
>
> 4. Get a mac
>
> 5. Perhaps ask in the proper news group. No one wants to read
> windows tips here.

Wont do, check option 3, its colliding with option 4 ;)

5535. Re: Partition - PC - HD?

Newsgroup: comp.sys.atari.st
Date: 2004-10-30 03:32:00 UTC
From: Donner <donw@intergate.com>
Message-ID: <10o62poqsh32n38@corp.supernews.com>
Source record: 16429

Thanks Jim,

I'll check out Partition Magic & Norton utilities

Donner....

"Jim DeClercq" <jimd@panix1.panix.com> wrote in message
news:clus5umsn1@reader1.panix.com...
> As to file selectors, one resounding NO, or non-resounding nope.
>
> A programmer I know still uses Windows 2 for programming, because the one
> good file selector he knows of was never upgraded, or downgrades, for the
> next poor try by Microsoft at writing an operating system.
>
> On other topics, get Partition Magic, and follow directions.
>
> Other utilities, see Norton.
>
> Jim
>
> Donner <donw@intergate.com> writes:
>
> : Greetings All,
>
> : I bought a PC-Notebook about 1-1/2 years ago and
> : only use my Atari computers for serious work. I use
> : the PC for the Internet only.
>
> : So I think its about time to force myself to get familiar
> : with "Windows XP-Pro". So could use some help with
> : the following questions?
>
> : 1. Should I partition the 20-Gig Hard Drive, and if so how
> : is it done??
> : 2. Are there any good Utilities available for the PC like
> : a good File Selector??
> : 3. Or should I just look around for a good O/S, :) ??
>
> : Thank for any Help, Donner........
>
>
>
> --
> --
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA

```
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .
>
```

5536. Re: Partition - PC - HD?

Newsgroup: comp.sys.atari.st
Date: 2004-10-30 03:48:02 UTC
From: Donner <donw@intergate.com>
Message-ID: <10o63nmor3qs72d@corp.supernews.com>
Source record: 16430

Hi Gamer,

Are you running "LINUX" on your HADES? I've never
used it on the Atari's and would not have the foggiest notion
of how to install it on the PC. without a Auto folder and a
Hard-Driver Prg, I've no clue as to what this PC is doing, I
get the feeling that windows wants you to be totally
dependent on windows.:^(

Later, Donner......

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:418278e4c25435@comcast.net...
> >Greetings All,
> >
> >I bought a PC-Notebook about 1-1/2 years ago and
> >only use my Atari computers for serious work. I use
> >the PC for the Internet only.
> >
> >So I think its about time to force myself to get familiar
> >with "Windows XP-Pro". So could use some help with
> >the following questions?
> >
> >1. Should I partition the 20-Gig Hard Drive, and if so how
> > is it done??
> >2. Are there any good Utilities available for the PC like
> > a good File Selector??
> >3. Or should I just look around for a good O/S, :) ??
> >
> >Thank for any Help, Donner........
>
> Hello Donner,
>
> 1) My son's notebook does fine with one big partition, but I will
> make about 3. I would use one for backups and the others for
> everyday use.
>
> 2)Do not know this one, but I would imagine they are out there
> some where.
>
> 3)If you can install Linux, I would do it. Nice OS...
>
>
> --
> Edward S. Baiz Jr.

> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5537. Re: Which "quick and easy" Atari ST emulator for PC?

Newsgroup: comp.sys.atari.st
Date: 2004-10-30 10:16:23 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <clvpln$176u$1@ariadne.rz.tu-clausthal.de>
Source record: 16431

Hallvard Tangeraas wrote:
> I don't have time to mess around trying to find out what'll work, how to
> set things up etc. so....
>
> of the many Atari ST emulators available for Windows, which one is
> easiest to set up and use?
> I believe that some of these emulators are made just for .ST or .MSA
> disk image files, but I need to run a few simple ".PRG" or ".APP"
> programs, preferably in hires mode.

Easiest to use is SainT, http://saint.atari.org/ but it does not feature
hires emulation nor filebased access (harddisc emulation), only support
for disk images.

Best is surely STEEM, http://steem.atari.org/ but its GUI is not that
easy and it requires configuration for a non-gaming setup.

HTH,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

5538. Re: found cool TOS "chip creep" solution

Newsgroup: comp.sys.atari.st
Date: 2004-10-30 12:00:12 UTC
From: Hellraiser <hellraiser1.nospam@blueyonder.co.uk>
Message-ID: <2uhe1vF2b3ps8U1@uni-berlin.de>
Source record: 16432

> memory. I sat for 20 minutes rubbing all of the metal contacts with a
> pencil eraser. Put everything back in the computer, put the case back
> on with screws and have never had to open it again since! I know it is
> sort of common sense in a way, but it is easy to think a computer is
> flaky just because it is "worn out", and this is an example of a
> perfectly functioning machine hampered only by a few microns of
> oxidation on some metal contacts.

I seem to recall electronic engineers have a special tool for this purpose,
a sort of fibre-glass eraser which is highly abrasive and rips oxide off at
light speed - used one myself to fix a similar problem on an A500, and it
worked like a charm :)

Hellraiser.........>

5539. Re: Partition - PC - HD?

Newsgroup: comp.sys.atari.st
Date: 2004-10-30 12:26:48 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.30.12.26.43.298187@darkforce.ky.org>
Source record: 16433

On Fri, 29 Oct 2004 23:48:02 -0400, Donner wrote:

> Hi Gamer,
>
> Are you running "LINUX" on your HADES? I've never
> used it on the Atari's and would not have the foggiest notion
> of how to install it on the PC. without a Auto folder and a
> Hard-Driver Prg, I've no clue as to what this PC is doing, I
> get the feeling that windows wants you to be totally
> dependent on windows.:^(
>
> Later, Donner......

If you're gonna try Linux - then I would highly recommend Mandrake Linux.
Its geared toward desktop users.

I have an extreme dislike for anything Microsoft... :-)

5540. Can I do anything with a 520 STFM without a mouse?

Newsgroup: comp.sys.atari.st
Date: 2004-10-30 14:22:12 UTC
From: Tim <bollox@bollox.com>
Message-ID: <ef87o0tkp25q0en67in5j1257ogcv3qju5@4ax.com>
Source record: 16434

Hi all.

Hope this is the right group to post this - if not, please accept my apologies, and I would be grateful if someone could direct me to a more appropriate group.

I've got an old Atari 520 STFM, but I have no disks for it, and no mouse. I have hooked it up to a TV via the RF output, and it seems to work, giving a green screen with menu headings along the top, and what I assume is a mouse pointer in the centre of the screen.

Pressing any key on the keyboard causes a "pip" sound from the TV, but little else happens.

I cannot find any key combination that allows me to access the menus at the top of the screen. I've tried googling, but all the FAQ pages I've turned up assume that you have a working mouse attached to the machine.

Can anyone help?

Thanks!

5541. Re: Can I do anything with a 520 STFM without a mouse?

Newsgroup: comp.sys.atari.st
Date: 2004-10-30 14:36:40 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <cm08tm$1slv$1@ariadne.rz.tu-clausthal.de>
Source record: 16435

Tim wrote:
> [no mouse but working 520STFM]
> Can anyone help?

Try pressing ALTERNATE + one of the cursor keys to move the pointer.
Press ALTERNATE + Insert for left click, ALTERNATE + Clr Home for right
click.

HTH,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

5542. Link 97

Newsgroup: comp.sys.atari.st
Date: 2004-10-30 15:14:29 UTC
From: peterbain@cix.compulink.co.uk
Message-ID: <cm0b4live1@thorium.cix.co.uk>
Source record: 16390

Anyone know if Link 97 is still available ?
If so where ?

5543. Re: Which "quick and easy" Atari ST emulator for PC?

Newsgroup: comp.sys.atari.st
Date: 2004-10-30 15:24:36 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <2uhq38F2as02mU1@uni-berlin.de>
Source record: 16436

"Matthias Arndt" <matthias.arndt@tu-clausthal.de> wrote in message
news:clvpln$176u$1@ariadne.rz.tu-clausthal.de...
>
>
> Hallvard Tangeraas wrote:
> > I don't have time to mess around trying to find out what'll work, how to
> > set things up etc. so....
> >
> > of the many Atari ST emulators available for Windows, which one is
> > easiest to set up and use?
> > I believe that some of these emulators are made just for .ST or .MSA
> > disk image files, but I need to run a few simple ".PRG" or ".APP"
> > programs, preferably in hires mode.
>
> Easiest to use is SainT, http://saint.atari.org/ but it does not feature
> hires emulation nor filebased access (harddisc emulation), only support
> for disk images.
>
> Best is surely STEEM, http://steem.atari.org/ but its GUI is not that
> easy and it requires configuration for a non-gaming setup.
>

I still like genulator because it will do big screens !!

> HTH,
> Matthias
> --
> Matthias Arndt <marndt@asmsoftware.de>
> <matthias.arndt@tu-clausthal.de>
> PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

5544. Re: Can I do anything with a 520 STFM without a mouse?

Newsgroup: comp.sys.atari.st
Date: 2004-10-30 15:37:25 UTC
From: Tim <bollox@bollox.com>
Message-ID: <o6d7o05erjubjkkbtec4d1ssuv4k7t0k9v@4ax.com>
Source record: 16437

On Sat, 30 Oct 2004 16:36:40 +0200, Matthias Arndt
<matthias.arndt@tu-clausthal.de> wrote:

>Tim wrote:
>> [no mouse but working 520STFM]
>> Can anyone help?
>
>Try pressing ALTERNATE + one of the cursor keys to move the pointer.
>Press ALTERNATE + Insert for left click, ALTERNATE + Clr Home for right
>click.

That worked great - many thanks!

I've successfully formatted a disk - can't really do much else :-)
At least it proves the thing works!

Thanks.

5545. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-10-30 16:21:29 UTC
From: sf0218@aol.com
Message-ID: <20041030122129.29660.00006748@mb-m16.aol.com>
Source record: 16438

Hey Mark,

You are not going to believe this but, I must have re-booted my falcon at least 15 time between the time I sent the reply in this newsgroup and today. That is to say the reboots were accomplished without any pressure on the COMBEL chip. I think the reason for this is, a couple of time I got a bit frustrated and put more than a little pressure on the chip.

Anyhow, still having problems with HDDriver. If Uwe had a contact email, I would explain exactly what's happening and what equipment I'm using.

I just downloaded the latest (20041029) CT60 config. file from Didier.

Can that be setup to boot from/run from floppy?

So we'll so how the falcon hold out between now and next weekend, I may not need to send, but probably will just to be safe.

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 1.2gig hdd

5546. Re: HDDriver (again :|)

Newsgroup: comp.sys.atari.st
Date: 2004-10-30 18:53:29 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <4183e329$0$3688$8fcfb975@news.wanadoo.fr>
Source record: 16439

SF0218 a ï¿½crit :
>
>
> The thing is that my hdd has never been prepped for the falcon.

Hello Sam,
>
> I think my problem is in the initial setup phase. I must be doing something
> wrong during that process.
>
Boot from your copy of HDDriver, run HDDrutil, Medium/Partition, and
chose a suitable scheme - you should however limit your C: partition to
less than 16Mo, for TOS compatibility.
Then, go and have fun during the partitionning and formatting (IIRC).
When all is done, set your system as described in my previous post,
then all should be OK.

J.-Luc

"From" is invalid. In order to answear directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

5547. CT60/memory questions

Newsgroup: comp.sys.atari.st
Date: 2004-10-30 20:02:51 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.30.20.02.49.965162@darkforce.ky.org>
Source record: 16440

Well, I think I'm suffering from the poor SIMM problem with the CT60.
Here's what its doing:

In 030 mode, 640x480-256 colors, running the Thing desktop, everything is
fine.

In CT60 enabled mode, same setup, icons in Thing have funny, fuzzy colors
along the top edges.

In CT60 enabled mode, same setup, running under Mint/N.aes 2.0, Thing has
the funny, fuzzy colors along the top edges of the icons, plus the mouse
pointer is invisible at first, until I click it a couple of times. Also,
the mouse point leaves "blocky" pixel patches in the menus once its run
through them. Worse, its very unstable. I can click on configuration and
it crashes back to N.aes.

I've got a DEKA keyboard interface. I'm using a 60ns, 2 cls, 256 meg SIMM
from Crucial in the CT60. I've got a 14 meg Wizztronics RAM board in the
Falcon itself. I also have the original Atari 4 meg board. I've tried both
boards and the problem shows up with either one in place.

I have the CT60 installed with *no* solders.

Anyone have any ideas or suggestions? Thanks!

5548. Re: HDDriver (again :|)

Newsgroup: comp.sys.atari.st
Date: 2004-10-30 20:42:57 UTC
From: Paul Williamson <paul.williamson@zetnet.co.uk>
Message-ID: <hru7o091r13o9gaigl30m6gcpvc8l52vt1@4ax.com>
Source record: 16441

Hello Sam,

You wrote...

>> I think my problem is in the initial setup phase. I must be doing something
>> wrong during that process.

I haven't got my Hades to hand in order to check this out, but do you
remember to "Install" HDDriver. It's on a menu option somewhere to
the left, and when you do it, it writes the HDDriver .sys file to the
root of your C partition.

If you keep having to boot HDDriver off the floppy, then check this
out.

Cheers

Paul

5549. CD-ROM drive on Atari STe

Newsgroup: comp.sys.atari.st
Date: 2004-10-30 21:12:28 UTC
From: wboblitt@comcast.net
Message-ID: <83ffb5ca.0410301312.325e08b2@posting.google.com>
Source record: 16442

I am trying to hook up a PROCOM (1993 Mac external SCSI) CD-ROM to my 4meg TOS 2.06 STe and after fiddling around for 2 hours with MetaDos, the SCSI ID switch etc. it is dawning on me that I have no idea what the heck I am doing. From searching usenet it looks like the driver that comes with MetaDos only works on some specific CD-ROM that I do not have. My questions are; can I run a SCSI CD-ROM chained off of the back of my Supra hard drive? Do I need some kind of Mint setup, or can I just run the thing with a stock TOS 2.06 setup? I would like to get this running so that I can have the Atari Compendium available while I am programming. Thanks in advance for any help.

5550. Re: Making Atari "disk image" files on a PC

Newsgroup: comp.sys.atari.st
Date: 2004-10-30 21:46:26 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0410301346.2089e2a7@posting.google.com>
Source record: 16443

Hallvard Tangeraas <inv@lid.email> wrote in message news:<4182bf42$1@news.broadpark.no>...

> The biggest problem now is that I can't read floppies that have been
> formatted on the STe (even with formatters that are supposed to do
> proper MSDOS formatting). When I put them in the PCs drive and try to
> access the floppy, I get an error message saying it needs to be formatted.
> But when I format it on the PC I can't read it on the Mega STe.
> Bummer! :-(
>
> Is there a solution to this problem?
>
This should have worked, and the only reason I can think of off the
top of my head is that perhaps one of your drives is a bit out of
sync? Try formatting the floppy on a third computer or using a brand
new preformatted diskette.

Other than floppies, there's always the options of null modem or
emailing yourself an attachment. However, floppies are supposed to
work on multiple systems. I use the same 720K floppy on an STe, a
Falcon, and Win98 on a regular basis.

Galen

5551. Re: Which "quick and easy" Atari ST emulator for PC?

Newsgroup: comp.sys.atari.st
Date: 2004-10-30 22:00:59 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0410301400.9738109@posting.google.com>
Source record: 16444

Hallvard Tangeraas <inv@lid.email> wrote in message news:<4182a37b$1@news.broadpark.no>...
> I don't have time to mess around trying to find out what'll work, how to
> set things up etc. so....
>
> of the many Atari ST emulators available for Windows, which one is
> easiest to set up and use?
> I believe that some of these emulators are made just for .ST or .MSA
> disk image files, but I need to run a few simple ".PRG" or ".APP"
> programs, preferably in hires mode.

What programs are you trying to run?

I use Gemulator (Jun 22 2000 version, NOT the last version) for my Windows Atari emulation needs. It appears to run every GEM-based application I've thrown at it. Gemulator does not care for non-GEM software much, but most applications use GEM. Please note that I have had trouble with Gemulator under WinXP, but Win98 works fine.

STeem is looking increasingly promising. I ran the latest version a couple of days ago under WinXP and it ran the few programs I tried without any problems, including a few games. One limitation of STeem is that it cannot map the floppy to drive A:. However, it CAN map it as a hard drive sector like D:. (Don't remove the floppy while running the emulator, though.)

For both emulators you will need to have a parallel port printer. Neither can remap printing to the USB port as yet.

In short, I would try STeem first.

Galen

5552. Re: Partition - PC - HD?

Newsgroup: comp.sys.atari.st
Date: 2004-10-30 22:10:41 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0410301410.1c0d4121@posting.google.com>
Source record: 16445

"Donner" <donw@intergate.com> wrote in message
news:<10o4pr8ctnp0r5c@corp.supernews.com>...
> Greetings All,
>
> I bought a PC-Notebook about 1-1/2 years ago and
> only use my Atari computers for serious work. I use
> the PC for the Internet only.
>
> So I think its about time to force myself to get familiar
> with "Windows XP-Pro". So could use some help with
> the following questions?
>
> 1. Should I partition the 20-Gig Hard Drive, and if so how
> is it done??
> 2. Are there any good Utilities available for the PC like
> a good File Selector??
> 3. Or should I just look around for a good O/S, :) ??
>
I'd recommend you purchase a copy of Linux (like SUSE or Mandrake), as
it would address all your questions.

First of all, all modern Linux systems have the to partition your
drive in order to install a "dual-boot" setup. That means that on
startup you can choose between Windows and Linux by pressing a key
(much like XBoot on the Atari). Hence they include the partitioning
software required. Your existing Windows files will not be harmed.

Secondly, between Gnome and KDE you are likely to find a file selector
you like.

Thirdly, should you dislike all the above O/S, you can (and probably
should in any event) install both STeem and Aranym. Then you can keep
the bulk of your existing software in use. There's no point buying
new software unless you want the new features.

Galen

5553. Re: Making Atari "disk image" files on a PC

Newsgroup: comp.sys.atari.st
Date: 2004-10-30 23:16:38 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <418420cf@news.broadpark.no>
Source record: 16446

Galen wrote:
> Hallvard Tangeraas <inv@lid.email> wrote in message
news:<4182bf42$1@news.broadpark.no>...
>
>> The biggest problem now is that I can't read floppies that have been
>> formatted on the STe (even with formatters that are supposed to do
>> proper MSDOS formatting).

> This should have worked, and the only reason I can think of off the
> top of my head is that perhaps one of your drives is a bit out of
> sync? Try formatting the floppy on a third computer or using a brand
> new preformatted diskette.

Yes, I believe you're right.
Either that or the floppy is worn out/damaged.
I say this because I can't reproduce the problem all the time, so I
should probably go out looking for a pack of new DD floppies (they
usually cost twice as much as HD floppies even though they only carry
half the amount of data -if they can be found in any shops at all!).

> Other than floppies, there's always the options of null modem or
> emailing yourself an attachment. However, floppies are supposed to
> work on multiple systems. I use the same 720K floppy on an STe, a
> Falcon, and Win98 on a regular basis.

Well, the Mega STe isn't connected online, and I don't feel like messing
around with any cables for a "Ghostlink" connection either. Since the
floppy solution has worked I think I'll continue with that, only taking
care that I try to use disks that aren't worn out.

On another matter....
I've successfully set up the "GEMulator 2000" Atari ST emulator on the
PC, and can easily run standard ".PRG" etc. Atari ST programs from the
PC hard drive (I have STeem installed as well, but found it to be a lot
more complicated -couldn't figure out the virtual hard drive setup, and
didn't feel like wasting too much time with it).

So this means I can work with Atari files/programs on the PC as well.

I now have a bunch of ".MSA" disk image files I've made on the Mega STe.
I'd also like to store the contents of those disk image files on the PC,
so is there a way I can extract the actual files/folders of those disk
images on the PC, either from Windows or via GEMulator?
"MSA II" on the Atari ST only allows me to create a floppy disk from a
.MSA file, or create a .MSA disk image file from the contents of a floppy.

Perhaps if I could create a "virtual" floppy disk within GEMulator I could do this (sure beats actually writing to a real floppy disk just so I can copy the files/folders back to the PC har drive).

--
Hallvard

5554. Re: CD-ROM drive on Atari STe

Newsgroup: comp.sys.atari.st
Date: 2004-10-30 23:35:33 UTC
From: Atari Only <atarionly@adelphia.net>
Message-ID: <U5adnd_Z1YTYuBncRVn-2g@adelphia.com>
Source record: 16447

wboblitt@comcast.net (CrimKingson) wrote in news:83ffb5ca.0410301312.325e08b2
@posting.google.com:

> I am trying to hook up a PROCOM (1993 Mac external SCSI) CD-ROM to my
> 4meg TOS 2.06 STe and after fiddling around for 2 hours with MetaDos,
> the SCSI ID switch etc. it is dawning on me that I have no idea what
> the heck I am doing. From searching usenet it looks like the driver
> that comes with MetaDos only works on some specific CD-ROM that I do
> not have. My questions are; can I run a SCSI CD-ROM chained off of the
> back of my Supra hard drive? Do I need some kind of Mint setup, or can
> I just run the thing with a stock TOS 2.06 setup? I would like to get
> this running so that I can have the Atari Compendium available while I
> am programming. Thanks in advance for any help.
>

From past experience hooking up a CD ROM drive to a Supra hard drive depends
on what version the Supra adapter is. The older ones it was not possible, I
know this because I tried and was finally told it could not be done. Was
also told the newer Supra interface may work, but I never tried it.

Don

5555. Re: Type of cables w/ FDI - DAT?

Newsgroup: comp.sys.atari.st
Date: 2004-10-31 01:21:38 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0410301721.1faf5046@posting.google.com>
Source record: 16448

john.smith@macrosft.com (kiselo zelje) wrote in message
news:<clrrrb$s8q$3@garrison.globalnet.hr>...
> optical or coaxial digital cable, my are 2 m long...
> i prefer optical...
>
Thanks!

Wayne

5556. Re: CD-ROM drive on Atari STe

Newsgroup: comp.sys.atari.st
Date: 2004-10-31 05:21:59 UTC
From: rs.death_of_spam.mac@t-online.de
Message-ID: <1gmi9wk.gek0t613dtly8N%rs.death_of_spam.mac@t-online.de>
Source record: 16299

CrimKingson <wboblitt@comcast.net> wrote:

> I am trying to hook up a PROCOM (1993 Mac external SCSI) CD-ROM to my

MetaDOS isnt easy realy.

Example CONFIG.SYS from long time used Atari ST

```
------------------------------------------------
; Geri¿½te/Devices
;
; SCSI 6: `TOSHIBA CD-ROM XM-4101TA' -> K
;
; BOS-Treiber/BOS drivers
;
*BOS, c:\auto\cd_boot\hs-cdrom.bos, K:14
;
; DOS-Treiber/DOS drivers
;
*DOS, c:\auto\cd_boot\hs-iso.dos, K:K
;
;
Config.sys An ascii file that describes the system configuration.
;
; Physical Basic operating system format
;*BOS, [Physical Bos driver][Arguments], [Physical id]:[DMA channel],
...
; Device # meaning
; 0 - 7 ACSI device 0 - 7
; 8 - 15 SCSI device 0 - 7
;
;The next line installs FALCON.BOS for SCSI device 6 (14 = 8 + 6).
;
; Logical DOS format.
;*DOS [Logical DOS] [Arguments], [Logical id]:[physical id],...
;
;The High Sierra driver won't be needed in most cases
;*DOS, C:\AUTO\HSMAY86.DOS, Q:Y
;
;The next line installs ISO9660F.DOS for MetaDOS drive letter Y
;(which has been assigned to SCSI 5 above) as GEMDOS drive R:. Note
;that a lot of applications can't access drive letters beyond P:, so
;you might have to change the drive letter.
;
; You can use statements as below to launch other applications.
```

;

This example will fit a Thosiba XM 4101 CD-ROM to CDROM
Device "K" on desktop. Usable with MetaDOS or SPIN!

Watch for loading DOS- and BOS-Drivers on the right device.
DOS- and BOS- Driver of that example are not from Metados package.
They comes from CD-Tools, what support a lot more devices.

MetaDOS ist crap and not useful for modern devices.

A better way is to use ExtenDOS. Much more usable and suppportet..
Work for CD-ROM an CD burners also.
<http://www.anodynesoftware.com/>

Your SCSI chain should look like this example:

(Host Adaptor)
Computer Supra CDROM
T-#########----#####---######-T
ID 7 ID 0 ID 1

T= Terminator
-= SCSI Bus (all in all not more as 2 meters)
#= SCSI Device or Atari

Parity on all devices on, TermPWR of all devices on.

Regards, Robert
--
-= DOIT-Hardware FAQs =-
_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

5557. Re: CT60/memory questions

Newsgroup: comp.sys.atari.st
Date: 2004-10-31 05:22:00 UTC
From: rs.death_of_spam.mac@t-online.de
Message-ID: <1gmib40.1quj86y133wmm8N%rs.death_of_spam.mac@t-online.de>
Source record: 16300

Ronald J. Hall <darklord@darkforce.ky.org> wrote:

> In CT60 enabled mode, same setup, icons in Thing have funny, fuzzy colors
> along the top edges.

VDI/NVDI?
Sounds like a driver problem.
(But also the rom is too slow)

Make shure all 060 patches and drivers are loaded from autofolder on
sequence as described on manual.

I tested some different 4Meg atari ram boards without any problem
on 060 mode, crapy colors i got without NVDI.

Regards, Robert
--
-= DOIT-Hardware FAQs =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

5558. Re: Can I do anything with a 520 STFM without a mouse?

Newsgroup: comp.sys.atari.st
Date: 2004-10-31 08:54:04 UTC
From: Tim <bollox@bollox.com>
Message-ID: <mi99o0prvfth506opm29mv6dksn379v33v@4ax.com>
Source record: 16301

On Sat, 30 Oct 2004 15:37:25 GMT, Tim <bollox@bollox.com> wrote:

>On Sat, 30 Oct 2004 16:36:40 +0200, Matthias Arndt
><matthias.arndt@tu-clausthal.de> wrote:
>
>>Try pressing ALTERNATE + one of the cursor keys to move the pointer.
>>Press ALTERNATE + Insert for left click, ALTERNATE + Clr Home for right
>>click.
>
>That worked great - many thanks!

Now I'm having similar troubles with games. I've successfully written
a couple of games disks on a PC using Makedisk, and they work
perfectly in the Atari, except that whatever game I pick, I can't get
past the initial intro screens and actually start playing the game. If
I run them in SainT, the only way to start the game is to right-click
the mouse, but I have no mouse for the Atari :-(

Tried the key-combinations Matthias suggested, but no luck.

Any ideas?

Thanks.

5559. Data transfer

Newsgroup: comp.sys.atari.st
Date: 2004-10-31 09:42:16 UTC
From: Posring <posringfake@chello.nl>
Message-ID: <Yr2hd.104325$Ye1.69443@amsnews05.chello.com>
Source record: 16302

Maybe a silly question but if you don't ask you'll never know.
I have 2 Atari Megafile 60 with data that I would like to transfer to my
PC. Is such possible ? If so, how can I do that?
Thanks.

5560. Re: Can I do anything with a 520 STFM without a mouse?

Newsgroup: comp.sys.atari.st
Date: 2004-10-31 10:30:17 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4184be82$0$755$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16303

"Tim" <bollox@bollox.com> wrote in message
news:mi99o0prvfth506opm29mv6dksn379v33v@4ax.com...
> On Sat, 30 Oct 2004 15:37:25 GMT, Tim <bollox@bollox.com> wrote:
>
>>On Sat, 30 Oct 2004 16:36:40 +0200, Matthias Arndt
>><matthias.arndt@tu-clausthal.de> wrote:
>>
>>>Try pressing ALTERNATE + one of the cursor keys to move the pointer.
>>>Press ALTERNATE + Insert for left click, ALTERNATE + Clr Home for right
>>>click.
>>
>>That worked great - many thanks!
>
> Now I'm having similar troubles with games. I've successfully written
> a couple of games disks on a PC using Makedisk, and they work
> perfectly in the Atari, except that whatever game I pick, I can't get
> past the initial intro screens and actually start playing the game. If
> I run them in SainT, the only way to start the game is to right-click
> the mouse, but I have no mouse for the Atari :-(
>
> Tried the key-combinations Matthias suggested, but no luck.
>
> Any ideas?
>
> Thanks.

Right click on the mouse is fire on the joystick, you will need one if you
intend to play games ;-)

Chris

5561. Re: found cool TOS "chip creep" solution

Newsgroup: comp.sys.atari.st
Date: 2004-10-31 10:33:03 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4184bf28$0$10003$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16304

"Hellraiser" <hellraiser1.nospam@blueyonder.co.uk> wrote in message
news:2uhe1vF2b3ps8U1@uni-berlin.de...
>> memory. I sat for 20 minutes rubbing all of the metal contacts with a
>> pencil eraser. Put everything back in the computer, put the case back
>> on with screws and have never had to open it again since! I know it is
>> sort of common sense in a way, but it is easy to think a computer is
>> flaky just because it is "worn out", and this is an example of a
>> perfectly functioning machine hampered only by a few microns of
>> oxidation on some metal contacts.
>
> I seem to recall electronic engineers have a special tool for this
> purpose, a sort of fibre-glass eraser which is highly abrasive and rips
> oxide off at light speed - used one myself to fix a similar problem on an
> A500, and it worked like a charm :)
>
> Hellraiser.........>

yep we do ;-)

but I wouldn't use those fiber pens, u get lots of it in your fingers and it
hurts like hell ;-)

I would rub the IC's on a bit of paper, been doing that for the past 10
years, you can fill a whole sheet of A4 which the crap which comes off 1
single IC ;-)

Chris

>

5562. [ANN] Cresus beta 8

Newsgroup: comp.sys.atari.st
Date: 2004-10-31 10:50:59 UTC
From: Pierre TON-THAT <geek@atarians.com>
Message-ID: <4184c392$0$15755$7a628cd7@news.club-internet.fr>
Source record: 16305

Bonjour :)

New release of my banks accounts manager named Crï¿½sus. You can download
the beta 8 on my homepage or directly in the folder:
http://rajah.atari.org/files/ -> cresusb8_uk.zip (170 KB)

Features:
- bugfixes:
- display error on balance amounts (cents in 'n.100')
- when confirming an automatic transaction, the changes
(date, checking, amount) affects only the one displayed,
not the next transactions.
(Thanks to Strider)
- BubbleGEM font height is no more set.
+ transactions filtering (tip: "Select all" selects only
the only remaining transactions)
+ transactions printing (see "Misc")
- GDOS or compatible (default) or GEMDOS
- A4 (default) or US-letter
- to printer or clipboard (metafile *.GEM or *.TXT)
+ transactions export, to text file with TAB for
field separator, and CR+LR for lineends.

Printing tests ware done with a HP DeskJet 500. Please mail me if you
encounter problems (bad margins ?). With NVDI and vector fonts, the
printing is pretty.

The 1.0 is near to completion, before Xmas. Lacks a tutorial in the
STGuide documentation, bugfixes and a few minor functions (remaining
test RAM). The import and stat/graphs modules will be coded only
if sufficient registrations and if truly needed.

Tchuss :)

-- Pierre TONTHAT - Rajah Lone / Renaissance
http://rajah.atari.org

5563. Re: Data transfer

Newsgroup: comp.sys.atari.st
Date: 2004-10-31 13:13:45 UTC
From: Mark D <mducksub@notspamatari-source.com>
Message-ID: <pan.2004.10.31.13.13.45.335491@notspamatari-source.com>
Source record: 16306

On Sun, 31 Oct 2004 09:42:16 +0000, Posring wrote:

>
> Maybe a silly question but if you don't ask you'll never know.
> I have 2 Atari Megafile 60 with data that I would like to transfer to my
> PC. Is such possible ? If so, how can I do that?
> Thanks.

Best to get an atari with ethernet. In theory you might be able to find
an MFM/RLL controller for PC, rip the internal disk mechanism out of hte
megafile and then read it on the pc, but things on the Atari were not dos
compatible back in the day. You'd need Linux with MFM drivers (which may
not have been maintained for YEARS), and you need Atari partition table
support.

Theoretically it could work but I've never heard anyone anywhere try it ;-)

I only have scsi mechs from newer drives like supra, etc. I know they
work on linux with /|\ partition table support.

Thanks,
Mark
http://portal.atari-source.com

5564. Atari Online News, Etc. #06-44

Newsgroup: comp.sys.atari.st
Date: 2004-10-31 13:45:49 UTC
From: danap8@aol.comno-spam
Message-ID: <20041031084549.29660.00006791@mb-m16.aol.com>
Source record: 16307

```
A-ONE #0644 10/29/04

~ More Spam Suits Filed! ~ People Are Talking! ~ Eiffel Updated!
~ Cheap Ink for Lexmark? ~ Sony's PSP Price Tag! ~ AOL Adds McAfee!
~ Linux Users Scammed! ~ AOL Files 'Spim' Suit! ~ Steem Engine 3.2!
~ Malware Threatens Macs ~ New NASA Supercomputer ~ PayPal Says Sorry!

-* 'Spam King' Gets His Orders! *-
-* Microsoft Revises SenderID Protocol *-
-* Security for Internet Users Is Deemed Weak *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj+atarinews+org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

5565. Atari Ethernet

Newsgroup: comp.sys.atari.st
Date: 2004-10-31 15:44:29 UTC
From: Chris <mrg@mrgs.cix.co.uk>
Message-ID: <cm318umoe1@thorium.cix.co.uk>
Source record: 16389

Hi all,

Is there an ethernet card for the Falcon?

--

Chris (in the UK)

5566. Re: Can I do anything with a 520 STFM without a mouse?

Newsgroup: comp.sys.atari.st
Date: 2004-10-31 16:08:20 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0410310808.6f85bdad@posting.google.com>
Source record: 16308

> That worked great - many thanks!
>
> I've successfully formatted a disk - can't really do much else :-)
> At least it proves the thing works!
>
> Thanks.

If you want to play round a bit more with the system, there is a lot
of ST software you can download from FTP archives on your PC and copy
across on disk to use on the atari. (remeber to format the PC disks to
720k, unmodified ST's can't handle 1.44mb format)

The best archives are

ftp://ftp.cs.tu-berlin.de/pub/atari
http://www.umich.edu/~archive/atari/

5567. Re: Data transfer

Newsgroup: comp.sys.atari.st
Date: 2004-10-31 16:55:12 UTC
From: JammSTer <news@mevagissey.net>
Message-ID: <418550c4@news.greennet.net>
Source record: 16309

Hi there
I used to use some software called Ghost to transfer from PC/ST over the
serial ports.
Let me know if you need it.
Cheers

"Posring" <posringfake@chello.nl> wrote in message
news:Yr2hd.104325$Ye1.69443@amsnews05.chello.com...
>
> Maybe a silly question but if you don't ask you'll never know.
> I have 2 Atari Megafile 60 with data that I would like to transfer to my
> PC. Is such possible ? If so, how can I do that?
> Thanks.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.786 / Virus Database: 532 - Release Date: 29/10/2004

5568. Re: Data transfer

Newsgroup: comp.sys.atari.st
Date: 2004-10-31 17:42:31 UTC
From: john.smith@macrosoft.com
Message-ID: <cm3865$g0n$1@bagan.srce.hr>
Source record: 16312

you connect them one by one to TT for example, and then burn the contents to cdrw :)
and then...you know the rest...;)

On 31 Oct 2004 09:42:16 , Posring wrote:
>
>Maybe a silly question but if you don't ask you'll never know.
>I have 2 Atari Megafile 60 with data that I would like to transfer to my
>PC. Is such possible ? If so, how can I do that?
>Thanks.
>.

5569. Re: CD-ROM drive on Atari STe

Newsgroup: comp.sys.atari.st
Date: 2004-10-31 17:44:31 UTC
From: john.smith@macrosoft.com
Message-ID: <cm389t$g0n$2@bagan.srce.hr>
Source record: 16310

well, that should be no problem if you care enough about scsi id numbers and proper termination...
and if metados driver supports your cd rom, of course :)
this should work on TOS.

On 30 Oct 2004 14:12:28 , CrimKingson wrote:
>I am trying to hook up a PROCOM (1993 Mac external SCSI) CD-ROM to my
>4meg TOS 2.06 STe and after fiddling around for 2 hours with MetaDos,
>the SCSI ID switch etc. it is dawning on me that I have no idea what
>the heck I am doing. From searching usenet it looks like the driver
>that comes with MetaDos only works on some specific CD-ROM that I do
>not have. My questions are; can I run a SCSI CD-ROM chained off of the
>back of my Supra hard drive? Do I need some kind of Mint setup, or can
>I just run the thing with a stock TOS 2.06 setup? I would like to get
>this running so that I can have the Atari Compendium available while I
>am programming. Thanks in advance for any help.
>.

5570. Re: CT60/memory questions

Newsgroup: comp.sys.atari.st
Date: 2004-10-31 17:45:51 UTC
From: john.smith@macrosoft.com
Message-ID: <cm38cb$g0n$3@bagan.srce.hr>
Source record: 16311

do you use nvdi?

On 30 Oct 2004 16:02:51 , "Ronald J. Hall" wrote:
>Well, I think I'm suffering from the poor SIMM problem with the CT60.
>Here's what its doing:
>
>In 030 mode, 640x480-256 colors, running the Thing desktop, everything is
>fine.
>
>In CT60 enabled mode, same setup, icons in Thing have funny, fuzzy colors
>along the top edges.
>
>In CT60 enabled mode, same setup, running under Mint/N.aes 2.0, Thing has
>the funny, fuzzy colors along the top edges of the icons, plus the mouse
>pointer is invisible at first, until I click it a couple of times. Also,
>the mouse point leaves "blocky" pixel patches in the menus once its run
>through them. Worse, its very unstable. I can click on configuration and
>it crashes back to N.aes.
>
>I've got a DEKA keyboard interface. I'm using a 60ns, 2 cls, 256 meg SIMM
>from Crucial in the CT60. I've got a 14 meg Wizztronics RAM board in the
>Falcon itself. I also have the original Atari 4 meg board. I've tried both
>boards and the problem shows up with either one in place.
>
>I have the CT60 installed with *no* solders.
>
>Anyone have any ideas or suggestions? Thanks!
>
>.

5571. Re: Can I do anything with a 520 STFM without a mouse?

Newsgroup: comp.sys.atari.st
Date: 2004-10-31 17:59:02 UTC
From: Tim <bollox@bollox.com>
Message-ID: <3u9ao0p7gtb5m0ve32pgok8j410s6itqt9@4ax.com>
Source record: 16313

On 31 Oct 2004 08:08:20 -0800, dark_willow1981@lycos.com (Dark Willow)
wrote:

>> I've successfully formatted a disk - can't really do much else :-)
>> At least it proves the thing works!
>
>If you want to play round a bit more with the system, there is a lot
>of ST software you can download from FTP archives on your PC and copy
>across on disk to use on the atari. (remeber to format the PC disks to
>720k, unmodified ST's can't handle 1.44mb format)
>
>The best archives are
>
>ftp://ftp.cs.tu-berlin.de/pub/atari
>http://www.umich.edu/~archive/atari/

Thanks for that - I will have a look around.

Thinking about getting hold of a joystick off eBay - seems like you
need at least a joystick or mouse to do most things :-)

5572. Re: Can I do anything with a 520 STFM without a mouse?

Newsgroup: comp.sys.atari.st
Date: 2004-10-31 18:01:41 UTC
From: Tim <bollox@bollox.com>
Message-ID: <q2aao09c9ropiceqm57gn34ef4k5alknj6@4ax.com>
Source record: 16314

On Sun, 31 Oct 2004 10:30:17 -0000, "exxos" <exxos@home.co.uk> wrote:

>Right click on the mouse is fire on the joystick, you will need one if you
>intend to play games ;-)

Thanks Chris. Just off to scour eBay for a joystick :-)

5573. Re: Data transfer

Newsgroup: comp.sys.atari.st
Date: 2004-10-31 20:55:37 UTC
From: Posring <posringfake@chello.nl>
Message-ID: <djchd.105251$Ye1.25936@amsnews05.chello.com>
Source record: 16315

JammSTer wrote:

> Hi there
> I used to use some software called Ghost to transfer from PC/ST over the
> serial ports.
> Let me know if you need it.
> Cheers
>
>
> "Posring" <posringfake@chello.nl> wrote in message
> news:Yr2hd.104325$Ye1.69443@amsnews05.chello.com...
>
>>Maybe a silly question but if you don't ask you'll never know.
>>I have 2 Atari Megafile 60 with data that I would like to transfer to my
>>PC. Is such possible ? If so, how can I do that?
>>Thanks.
>
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.786 / Virus Database: 532 - Release Date: 29/10/2004
>
>
I am willing to try anything, so if you can help me .... please.

5574. C-Lab Falcon Mk X

Newsgroup: comp.sys.atari.st
Date: 2004-10-31 21:58:09 UTC
From: Atari-Korps <news@atari-korps.com>
Message-ID: <cm3n5h$1qf$1@sparta.btinternet.com>
Source record: 16316

hi, I have recently purchased one of these units and I am waiting for it to
be delivered...
has anyone got any information on this model of Falcon..? is it different
from the MKI or the MKII?

I understand it was the last model produced by C-Lab,
it's housed in a box that looks rack "mount-able"..

the spec I have been given is as follows....

C-LAB Falcon MKX
68030er Prozessor, @ 32MHz
32MB TT-RAM
14MB ST-RAM
2GB SCSI-HHD

any information would be a great help..
kind regards

5575. Looking for 2.5" HD flat cables

Newsgroup: comp.sys.atari.st
Date: 2004-10-31 22:11:37 UTC
From: Davide Guida <davide.guida@email.it>
Message-ID: <MPG.1bef816d3898101d9896b1@news.x-privat.org>
Source record: 16317

Hi everybody,
I'm looking for three HD 2.5" cables, in order to connect some hard disk
to my Atari Falcon030.

I will be happy if someone has some cable more and can help me.

Thanks in advance!
--
|---|
Davide Guida >>> davide.guida@email.it

5576. Re: CT60/memory questions

Newsgroup: comp.sys.atari.st
Date: 2004-10-31 22:27:46 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.31.22.27.46.966532@darkforce.ky.org>
Source record: 16319

On Sun, 31 Oct 2004 17:45:51 +0000, kiselo zelje wrote:

> do you use nvdi?

As Robert S. suggested in the first message, that is indeed, the culprit.

When I first installed my CT60, I disabled all the AUTO folder programs
because of a crash I was having. This includeded NVDI. I had not
re-enabled it yet. :-(

Live and learn. :-)

Thanks to all who replied.

5577. Re: CT60/memory questions

Newsgroup: comp.sys.atari.st
Date: 2004-10-31 22:29:08 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.31.22.29.08.39670@darkforce.ky.org>
Source record: 16318

On Sun, 31 Oct 2004 06:22:00 +0100, Robert Schaffner wrote:

> VDI/NVDI?
> Sounds like a driver problem.
> (But also the rom is too slow)

Yes, it was NVDI. I had disabled all my AUTO folder programs because of a crash I was having when I first installed my CT60. All is well now.

Thanks Robert!

5578. Zview is available !! Test it.

Newsgroup: comp.sys.atari.st
Date: 2004-10-31 22:31:16 UTC
From: Rodolphe Czuba <rodolphe.czuba@free.fr>
Message-ID: <418567b1$0$310$636a15ce@news.free.fr>
Source record: 16320

Zview is available :

http://the.zorro.free.fr/zview.html

This software is a FREE & full version for test !
Minimal Configuration : 68020 CPU + FPU.

It is supporting the Alpha layer of some images, what is rare on PC.
And it is managing (virtually this time) the USB photo devices, to be usable
with the CTLink.

View of as images panel in Zview : http://the.zorro.free.fr/gfx/snap000.JPG

and the same images panel with XNView on PC :
http://the.zorro.free.fr/gfx/xnview.jpg

For all suggestions & remarks, please contact the author.

5579. Re: Can I do anything with a 520 STFM without a mouse?

Newsgroup: comp.sys.atari.st
Date: 2004-10-31 23:26:40 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <Qwehd.105272$Ye1.40676@amsnews05.chello.com>
Source record: 16321

Dark Willow wrote:

> The best archives are
>
> ftp://ftp.cs.tu-berlin.de/pub/atari
> http://www.umich.edu/~archive/atari/

Definately the best is:

ftp://chapelie.rma.ac.be/atari

It is regularly updated.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

5580. Re: Terror Offer!!

Newsgroup: comp.sys.atari.st
Date: 2004-10-31 23:40:08 UTC
From: "Mr.Bus" <pretend@nowt.cum>
Message-ID: <5MSdnRdBfKu_5RjcRVnyhg@brightview.com>
Source record: 16322

Sad to see, even offered for free Atari software, hardware and mags are only fit for the rubbish bin, well at least my concience is clear as I dump it all with a tear in my eye

"Mr.Bus" <pretend@nowt.cum> wrote in message news:4181bcda@news.greennet.net...
> A pal in Barrow in Furness (this is not in America !) is about to bin a lot
> of mags , hardware, and software, I have stopped him while I write this, all
> will be free to someone willing to collect, as long as it is not like when I
> offered a lot of free stuff, dorks were asking for detailed lists of games
> and crap I never even used, if interested and not scared of posting a real
> address (I am) let me know on here and this stuff could be yours for free
>
>

5581. Re: Terror Offer!!

Newsgroup: comp.sys.atari.st
Date: 2004-11-01 00:29:19 UTC
From: 8-Bit Classics <nospam@8bitclassics.com>
Message-ID: <do0bo0d6anlb0bd4jpn8s8cp0hiclqijgs@4ax.com>
Source record: 16323

If I could get an estimate on shipping to 53806 (Wisconsin, USA), I
didn't post because thought somebody would have posted sooner. But I
am interested as long as shipping is unreasonable, I don't even mind
slow boat.

Corey

On Sun, 31 Oct 2004 23:40:08 -0000, "Mr.Bus" <pretend@nowt.cum> wrote:

>Sad to see, even offered for free Atari software, hardware and mags are only
>fit for the rubbish bin, well at least my concience is clear as I dump it
>all with a tear in my eye
>
>
>
>"Mr.Bus" <pretend@nowt.cum> wrote in message
>news:4181bcda@news.greennet.net...
>> A pal in Barrow in Furness (this is not in America !) is about to bin a
>lot
>> of mags , hardware, and software, I have stopped him while I write this,
>all
>> will be free to someone willing to collect, as long as it is not like when
>I
>> offered a lot of free stuff, dorks were asking for detailed lists of games
>> and crap I never even used, if interested and not scared of posting a real
>> address (I am) let me know on here and this stuff could be yours for free
>>
>>
>

5582. Re: Making Atari "disk image" files on a PC

Newsgroup: comp.sys.atari.st
Date: 2004-11-01 06:04:57 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0410312204.40c39435@posting.google.com>
Source record: 16324

Hallvard Tangeraas <inv@lid.email> wrote in message news:<418420cf@news.broadpark.no>...

> On another matter....
>
> I now have a bunch of ".MSA" disk image files I've made on the Mega STe.
> I'd also like to store the contents of those disk image files on the PC,
> so is there a way I can extract the actual files/folders of those disk
> images on the PC, either from Windows or via GEMulator?
> "MSA II" on the Atari ST only allows me to create a floppy disk from a
> .MSA file, or create a .MSA disk image file from the contents of a floppy.
>
> Perhaps if I could create a "virtual" floppy disk within GEMulator I
> could do this (sure beats actually writing to a real floppy disk just so
> I can copy the files/folders back to the PC har drive).

I do not know the answer to your question. I do know that STeem can
read .MSA images. (It loads them as the A: and B: drives.) I do not
know if Gemulator can read .MSA, but I suspect not. Perhaps there is
a utility for the PC to unMSA? I do not use MSA myself, so I have not
paid attention.

Galen

5583. Re: Can I do anything with a 520 STFM without a mouse?

Newsgroup: comp.sys.atari.st
Date: 2004-11-01 07:58:24 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <_9lhd.5024$F6.1276629@news.siol.net>
Source record: 16325

Hi,

>> ftp://ftp.cs.tu-berlin.de/pub/atari
>> http://www.umich.edu/~archive/atari/
>
> Definately the best is:
>
> ftp://chapelie.rma.ac.be/atari

In betwen those (umich, berlin were abandoned quite soon and chapelie taked over quite late) are imho:

ftp://ftp.funet.fi
ftp://ftp.lip.fr

Those hosts a lot of stuff before chapelie took over...

Janez

5584. Come see Atari exhibits at VCF 7.0!

Newsgroup: comp.sys.atari.st
Date: 2004-11-01 08:04:55 UTC
From: Sellam Ismail <sellam@vintage.org>
Message-ID: <H6mhd.41922$R05.38991@attbi_s53>
Source record: 16326

There will be several significant Atari exhibits at the upcoming Vintage Computer Festival this weekend, November 6-7.

http://www.vintage.org/2004/main/

5585. Re: Partition - PC - HD?

Newsgroup: comp.sys.atari.st
Date: 2004-11-01 08:48:38 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <cm4t3gqor1@gemini.csx.cam.ac.uk>
Source record: 16327

"Donner" <donw@intergate.com> wrote in message
news:10o4pr8ctnp0r5c@corp.supernews.com...
> Greetings All,
>
> I bought a PC-Notebook about 1-1/2 years ago and
> only use my Atari computers for serious work. I use
> the PC for the Internet only.
>
> So I think its about time to force myself to get familiar
> with "Windows XP-Pro". So could use some help with
> the following questions?
>
> 1. Should I partition the 20-Gig Hard Drive, and if so how
> is it done??

I would partition it and arrange it this way...
C is a primary DOS partition make it 3 times larger that XP requires - this should allow room for XP, the SP2 update and extra space for more updates. Once XP is running search for "partitions" in the help menu, this should take you to a disk manager from where you can select and format the rest of the HD as another partition.
Install any other software you have on this other partition eg X:\Program Files\software name where X is the drive letter.

The reason for this is that you then keep all your installing/removing/deleating file operations on this other partition (unless you re-installing the OS) so you can perfom them safe in the knoweledge that your not deleteing OS relevent files and thus your laptop will still boot up in the morning. Also move your "My Documents" folder to this partition.

As for software I have files for Win 95, 98, and XP boot floppies from which you would use Fdisk to format and partition your HD before installing your OS. You can either do a search for "windows boot disks" or I would E-Mail you one. If your Laptop came with a recovery disk that probably has partition software on it although you may have to select the expert as opposed to comsumer (or basic) option which would just create on partition.

> 2. Are there any good Utilities available for the PC like
> a good File Selector??

I'm not sure about this one but what I do to keep an Atari esq feel is to place shortcuts for my HD partition, Floppy Drive and CD ROM on the Desktop so that I can access them quickly as opposed to having to go through "My Computer".

Stephen Moss

5586. AtarICQ 0.161 is released

Newsgroup: comp.sys.atari.st
Date: 2004-11-01 09:44:04 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0411010144.2fab52b3@posting.google.com>
Source record: 16328

Hi all,

At last I got time to fix up documentation and stuff for the 0.161
release of AtarICQ! For those who don't know, AtarICQ is a GEM
application that allows you to chat to your friends via the ICQ
network. A STiK compatible internet connection is required and a
640x400 or better resolution is recommended.

In this new release you will find these most noticeable changes and
additions:

* Possibility to set how long aICQ should wait until a message is
considered to be read. AtarICQ will count the time from the moment
that
the user starts view a contact message with the message window topped!
If you temporarily have another window topped, aICQ will reset the
timer.

* Lots of general changes and additions to preferences for a change.
Check them out, should hopefully be logical to figure stuff out. If
not,
have a look in the HYP.

* A _very_ nasty bug fixed, which would make AtarICQ crash upon
certain
AV-messages. Thanks to Martin Byttebier for patience during tests.

* Internal handling of contact data has been reworked, allowing for
better
flexibility which might prove important for future additions.

* The routine for unshading windows now uses
WIND_SET(hdl&,22365,0,0,0,0)
to allow it to work also with new XaAES.

* Fixed a problem where TT-RAM would (if present) was reserved for the
DMA
sound buffer.

Read more and download AtarICQ here:

www.ataricq.org/

Regards,

Joakim

http://www.ataricq.org
http://xaaes.atariforge.net
http://topp.atari-users.net

5587. Re: C-Lab Falcon Mk X

Newsgroup: comp.sys.atari.st
Date: 2004-11-01 10:47:58 UTC
From: gaiyan@luukku.com
Message-ID: <961be845.0411010247.65a0d7ec@posting.google.com>
Source record: 16329

"Atari-Korps" <news@atari-korps.com> wrote in message
news:<cm3n5h$1qf$1@sparta.btinternet.com>...
> hi, I have recently purchased one of these units and I am waiting for it to
> be delivered...
> has anyone got any information on this model of Falcon..? is it different
> from the MKI or the MKII?
>
> I understand it was the last model produced by C-Lab,
> it's housed in a box that looks rack "mount-able"..
>
> the spec I have been given is as follows....
>
> C-LAB Falcon MKX
> 68030er Prozessor, @ 32MHz
> 32MB TT-RAM
> 14MB ST-RAM
> 2GB SCSI-HHD
>
> any information would be a great help..
> kind regards

It seems that you have a Mighty Sonic 32 accelerator board or similar
as a stock MKX is 16MHz and no TT-RAM.

The MKI was basically a stock Falcon with the clock patch and audio
patch done by C-Lab. The MKII was also similar but it also included a
modded SCSI to allow for an internal 2.5" SCSI drive. The MKX is in an
external rackable case with optional internal SCSI and optional RCA
line-level audio jacks.

Joshua.

5588. "Discovery" cartridge info wanted

Newsgroup: comp.sys.atari.st
Date: 2004-11-01 11:06:39 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <418618b7$1@news.broadpark.no>
Source record: 16330

I've got a "Discovery" copy cartridge which I use to backup
copy-protected floppy disks.

It's a while since I've used mine, so I've got a few questions (hoping
I'll bump into someone here who has one as well):

a) There is no labelling on mine, so looking at the unit connected to
the ST cartridge port (i.e. the "Happy computers" label facing up and
the "pass through" cartridge connector facing forward), there are two
disk-drive connectors on the rear.
I understand that the rightmost of those should be labelled "Drive B" as
it connects via a cable to the external (floppy disk drive B) floppy
connector on the ST. Correct?

What about the connector next to it (to the left)?
(Looks like a floppy drive connector as well).

And what about the connector next to that one (the leftmost connector)?
Actually, there is no connector there on mine, just an unused space on
the circuit board, but from the holes and the silk-screen printing I
assume this one is also for a floppy disk drive.

b) As a DIY hobbyist I'm always interested in what's going on inside
electronic devices, so I opened it up.
The circuit board has a lot of unused space -room for additional ICs (a
couple of ROM chips?), a battery, one or two switches, several resistors
etc.
My Discovery cartridge is labelled "Option 0", and as far as I remember
from past discussions it came with several other options. Was one of
them to add ROM chips from an Apple Macintosh?
Were there other options available?

--
Hallvard

5589. Re: C-Lab Falcon Mk X

Newsgroup: comp.sys.atari.st
Date: 2004-11-01 12:15:00 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <418628bc$1@news.broadpark.no>
Source record: 16331

Joshua Kaijankoski wrote:

> The MKX is in an
> external rackable case with optional internal SCSI and optional RCA
> line-level audio jacks.

Anyone know of any photos of the C-Lab Mk. X online?
Haven't found any myself and am curious about it.

--
Hallvard

5590. Re: Can I do anything with a 520 STFM without a mouse?

Newsgroup: comp.sys.atari.st
Date: 2004-11-01 12:44:52 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0411010425410.15249-100000@onyx.spiritone.com>
Source record: 16332

What your looking for is the Keyboard equivelent. It all starts with the Alternate key, left of the space bar. Hold down Alternate with the Arrow Keys for direction. Arrow keys are under the Help Key. Left and Right Mouse Keys are above the Left and Right Arrow keys. These are Insert and Clr Home. Also, if you include the Left shift key with Alternate and Arrow Key. You will get a finer movement of the mouse pointer.

Now, I sell Atari Mice and Atari Disk Drives. Should you decide to Buy one. E-Mail Atari@aracnet.com Thanx! ===Ben===

On Sat, 30 Oct 2004, Tim wrote:

> Hi all.
>
> Hope this is the right group to post this - if not, please accept my
> apologies, and I would be grateful if someone could direct me to a
> more appropriate group.
>
> I've got an old Atari 520 STFM, but I have no disks for it, and no
> mouse. I have hooked it up to a TV via the RF output, and it seems to
> work, giving a green screen with menu headings along the top, and what
> I assume is a mouse pointer in the centre of the screen.
>
> Pressing any key on the keyboard causes a "pip" sound from the TV, but
> little else happens.
>
> I cannot find any key combination that allows me to access the menus
> at the top of the screen. I've tried googling, but all the FAQ pages
> I've turned up assume that you have a working mouse attached to the
> machine.
>
> Can anyone help?
>
> Thanks!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5591. Re: Zview is available !! Test it.

Newsgroup: comp.sys.atari.st
Date: 2004-11-01 13:59:35 UTC
From: john.smith@macrosoft.com
Message-ID: <cm5fg3qrk2@bagan.srce.hr>
Source record: 16334

are there any plans for non-fpu machines?
:)

On 31 Oct 2004 23:31:16 , "Rodolphe Czuba" wrote:
>
>Zview is available :
>
>http://the.zorro.free.fr/zview.html
>
>This software is a FREE & full version for test !
>Minimal Configuration : 68020 CPU + FPU.
>
>It is supporting the Alpha layer of some images, what is rare on PC.
>And it is managing (virtually this time) the USB photo devices, to be usable
>with the CTLink.
>
>View of as images panel in Zview : http://the.zorro.free.fr/gfx/snap000.JPG
>
>and the same images panel with XNView on PC :
>http://the.zorro.free.fr/gfx/xnview.jpg
>
>
>For all suggestions & remarks, please contact the author.
>
>
>.

5592. Re: C-Lab Falcon Mk X

Newsgroup: comp.sys.atari.st
Date: 2004-11-01 14:00:09 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <Jjrhd.278$7b6.139@newsfe6-gui.ntli.net>
Source record: 16333

Hello.

"Hallvard Tangeraas" <inv@lid.email> wrote in message
news:418628bc$1@news.broadpark.no...
> Joshua Kaijankoski wrote:
>
> Anyone know of any photos of the C-Lab Mk. X online?
> Haven't found any myself and am curious about it.

I have one for sale, you could buy it, photograph it and post the
pics........

5593. Re: CT60/memory questions

Newsgroup: comp.sys.atari.st
Date: 2004-11-01 17:30:09 UTC
From: rs.death_of_spam.mac@t-online.de
Message-ID: <1gml444.1sxwzk61d3tiegN%rs.death_of_spam.mac@t-online.de>
Source record: 16335

Ronald J. Hall <darklord@darkforce.ky.org> wrote:

> When I first installed my CT60, I disabled all the AUTO folder programs

> Live and learn. :-)

Itï¿½s not a trick, itï¿½s an Atari :)

Regards, Robert
--
-= DOIT-Hardware FAQs =-
____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

5594. CTlink web page update

Newsgroup: comp.sys.atari.st
Date: 2004-11-01 18:08:50 UTC
From: Rodolphe Czuba <rodolphe.czuba@free.fr>
Message-ID: <41867d9f$0$7012$636a15ce@news.free.fr>
Source record: 16336

Mise jour de la page CTLink !
http://www.czuba-tech.com/CTLink/french/bienvenu.htm

CTLink page update !
http://www.czuba-tech.com/CTLink/english/welcome.htm

5595. Re: Data transfer

Newsgroup: comp.sys.atari.st
Date: 2004-11-01 18:41:32 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0411011041.5c3d8600@posting.google.com>
Source record: 16337

> On 31 Oct 2004 09:42:16 , Posring wrote:
> >
> >Maybe a silly question but if you don't ask you'll never know.
> >I have 2 Atari Megafile 60 with data that I would like to transfer to my
> >PC. Is such possible ? If so, how can I do that?
> >Thanks.
> >.

I wouldn't reccomend trying to connect Atari formatted RLL drive to a PC. It's still easy enough to come by RLL controllers for the PC, but it's unlikely the PC will be able to recognise the Atari partitions and format, and there is a chance that Windows will try o write to the drive and corrupt the data in doing so. best thing is to hook up the drives to an Atari (any ST can support the megafile hard disks) and then hook that to the PC for the serial port, you can get serial cables with both the old 24/25pin serial port connectors and new ones and both ends, they cable splits into two heads at each end.

GhostLink is the best software but it's fairly easy to rig up a link with other software, some DOS versions on the PC used to come complete with it's own transfer software, I think it was called InterLink.

5596. Re: C-Lab Falcon Mk X

Newsgroup: comp.sys.atari.st
Date: 2004-11-01 19:09:04 UTC
From: Atari-Korps <news@atari-korps.com>
Message-ID: <cm61kgri1@sparta.btinternet.com>
Source record: 16338

I'll send you some photos, when i recieve it!!!
i have only seen one photo on the internet.....and that was not very
clear....

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:Jjrhd.278$7b6.139@newsfe6-gui.ntli.net...
> Hello.
>
> "Hallvard Tangeraas" <inv@lid.email> wrote in message
> news:418628bc$1@news.broadpark.no...
> > Joshua Kaijankoski wrote:
> >
> > Anyone know of any photos of the C-Lab Mk. X online?
> > Haven't found any myself and am curious about it.
>
> I have one for sale, you could buy it, photograph it and post the
> pics........
>
>

5597. Re: CD-ROM drive on Atari STe

Newsgroup: comp.sys.atari.st
Date: 2004-11-01 19:22:13 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0411011122.30b14f11@posting.google.com>
Source record: 16339

Atari Only <atarionly@adelphia.net> wrote in message
news:<U5adnd_Z1YTYuBncRVn-2g@adelphia.com>...
> wboblitt@comcast.net (CrimKingson) wrote in news:83ffb5ca.0410301312.325e08b2
> @posting.google.com:
>
> > I am trying to hook up a PROCOM (1993 Mac external SCSI) CD-ROM to my
> > 4meg TOS 2.06 STe and after fiddling around for 2 hours with MetaDos,
> > the SCSI ID switch etc. it is dawning on me that I have no idea what
> > the heck I am doing. From searching usenet it looks like the driver
> > that comes with MetaDos only works on some specific CD-ROM that I do
> > not have. My questions are; can I run a SCSI CD-ROM chained off of the
> > back of my Supra hard drive? Do I need some kind of Mint setup, or can
> > I just run the thing with a stock TOS 2.06 setup? I would like to get
> > this running so that I can have the Atari Compendium available while I
> > am programming. Thanks in advance for any help.
>
> From past experience hooking up a CD ROM drive to a Supra hard drive depends
> on what version the Supra adapter is. The older ones it was not possible, I
> know this because I tried and was finally told it could not be done. Was
> also told the newer Supra interface may work, but I never tried it.
>
The Supra interface is surely missing some of the SCSI-II command set.
Thus Audio CD, Photo CD, and CD-RW are very unlikely to work. Just
reading the CD might work however. The person to ask would be Roger
Burrows at Anodyne software. I'd also suggest reading
http://www.atarimagazines.com/startv3n11/smalltools.html and
http://www.anodynesoftware.com/egold/hardware.htm for some background.
While not cheap, Extendos Gold does work very nicely, and Roger is
extremely helpful should you have any questions.

Galen

5598. Re: Data transfer

Newsgroup: comp.sys.atari.st
Date: 2004-11-01 19:28:34 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0411011128.104ec907@posting.google.com>
Source record: 16340

Posring <posringfake@chello.nl> wrote in message
news:<Yr2hd.104325$Ye1.69443@amsnews05.chello.com>...
> Maybe a silly question but if you don't ask you'll never know.
> I have 2 Atari Megafile 60 with data that I would like to transfer to my
> PC. Is such possible ? If so, how can I do that?
> Thanks.

The easiest method would be null modem transfer. ZModem should be
easy to find for the PC and exists as parts of terminal programs (like
STorm) for the ST.

Ghostlink is faster (as it uses the parallel ports), but I believe it
requires a special cable.

If you take the time to figure out STing, emailing yourself your files
also works quite nicely.

All programs noted above are freely distributible as far as I know.

Galen

5599. Re: Data transfer

Newsgroup: comp.sys.atari.st
Date: 2004-11-01 19:44:59 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.11.01.19.44.57.595620@darkforce.ky.org>
Source record: 16341

On Mon, 01 Nov 2004 10:41:32 -0800, Dark Willow wrote:

>> On 31 Oct 2004 09:42:16 , Posring wrote:
>> >
>> >Maybe a silly question but if you don't ask you'll never know.
>> >I have 2 Atari Megafile 60 with data that I would like to transfer to my
>> >PC. Is such possible ? If so, how can I do that?
>> >Thanks.
>> >.
>
> I wouldn't reccomend trying to connect Atari formatted RLL drive to a
> PC. It's still easy enough to come by RLL controllers for the PC, but
> it's unlikely the PC will be able to recognise the Atari partitions
> and format, and there is a chance that Windows will try o write to the
> drive and corrupt the data in doing so. best thing is to hook up the
> drives to an Atari (any ST can support the megafile hard disks) and
> then hook that to the PC for the serial port, you can get serial
> cables with both the old 24/25pin serial port connectors and new ones
> and both ends, they cable splits into two heads at each end.
>
> GhostLink is the best software but it's fairly easy to rig up a link
> with other software, some DOS versions on the PC used to come complete
> with it's own transfer software, I think it was called InterLink.

I know you used to be able to set Atari support in the Linux kernel and it
would recognize Atari hard drives. I've never actually tried this myself
though.

Another good reason for using Linux or Atari over a MS product! :-)

5600. Supervidel?

Newsgroup: comp.sys.atari.st
Date: 2004-11-01 20:10:56 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0411011210.56830e26@posting.google.com>
Source record: 16342

It has been about six months since the Nature site's news has been updated. Does anyone know about the progress on the SuperVidel?

Galen

5601. Re: Which "quick and easy" Atari ST emulator for PC?

Newsgroup: comp.sys.atari.st
Date: 2004-11-01 20:54:19 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <2unm5tF2c7hpjU1@uni-berlin.de>
Source record: 16343

"Galen" <atarigalen@yahoo.com> wrote in message
news:4645be9.0410301400.9738109@posting.google.com...
> Hallvard Tangeraas <inv@lid.email> wrote in message
news:<4182a37b$1@news.broadpark.no>...
> > I don't have time to mess around trying to find out what'll work, how to
> > set things up etc. so....
> >
> > of the many Atari ST emulators available for Windows, which one is
> > easiest to set up and use?
> > I believe that some of these emulators are made just for .ST or .MSA
> > disk image files, but I need to run a few simple ".PRG" or ".APP"
> > programs, preferably in hires mode.
>
> What programs are you trying to run?
>

Is this still available any where, I could not find it on the Gemulator site

> I use Gemulator (Jun 22 2000 version, NOT the last version) for my
> Windows Atari emulation needs. It appears to run every GEM-based
> application I've thrown at it. Gemulator does not care for non-GEM
> software much, but most applications use GEM. Please note that I have
> had trouble with Gemulator under WinXP, but Win98 works fine.
>
> STeem is looking increasingly promising. I ran the latest version a
> couple of days ago under WinXP and it ran the few programs I tried
> without any problems, including a few games. One limitation of STeem
> is that it cannot map the floppy to drive A:. However, it CAN map it
> as a hard drive sector like D:. (Don't remove the floppy while
> running the emulator, though.)
>
> For both emulators you will need to have a parallel port printer.
> Neither can remap printing to the USB port as yet.
>
> In short, I would try STeem first.
>
> Galen

5602. Re: Supervidel?

Newsgroup: comp.sys.atari.st
Date: 2004-11-01 21:56:40 UTC
From: "Eric Bozon"
Message-ID: <4186b16e$0$24985$8fcfb975@news.wanadoo.fr>
Source record: 16344

Bonsoir,

"Galen" <atarigalen@yahoo.com> a crit dans le message de news:
4645be9.0411011210.56830e26@posting.google.com...
> It has been about six months since the Nature site's news has been
> updated. Does anyone know about the progress on the SuperVidel?
>

http://www.dtek.chalmers.se/~d98gilda/

is the old web site of Nature (next news April 15th 2004)

http://nature.atari.org/

is the actual web site of Nature (next news September 12th 2004)

SuperVidel isn't died :-)

@+

5603. Re: C-Lab Falcon Mk X

Newsgroup: comp.sys.atari.st
Date: 2004-11-01 22:39:32 UTC
From: falcon@atari-korps.com
Message-ID: <7484702d.0411011439.3581653a@posting.google.com>
Source record: 16345

Yes you are correct Joshua,

It does indeed have a Mighty Sonic 32 accelerator board....

that is good news.... but can anyone tell me what it is!!!!!(LOL)

Has it got different sound inputs / outputs?
Was there C-LAB specific software that i should be looking for..
i have Notator SL on my Mega STE with a unitor2 and Midi Export but i understand that it will not work on the Falcon..

kind regards

5604. Re: STOS?

Newsgroup: comp.sys.atari.st
Date: 2004-11-02 00:09:19 UTC
From: Kamelito <nospam@nospam.net>
Message-ID: <4188251c$0$6053$636a15ce@news.free.fr>
Source record: 16360

Tim wrote:

> I heard that STOS was released freeware, where can I get the disks for
> download?
>
> Thanks
> Tim
>
>
http://www.clickteam.com/English/download_section.php?PID=2&SID=5&Sname=Main+Download

5605. Re: Falcon Internal Hard Drive Question

Newsgroup: comp.sys.atari.st
Date: 2004-11-02 01:28:49 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <4186e22f$0$24988$afc38c87@news.optusnet.com.au>
Source record: 16346

smeg wrote:

> Mark Bedingfield <mark@nomorespamplease.computercom.com.au> wrote in message
news:<efggd.2263$K7.1835@news-server.bigpond.net.au>...
>
>>Barrie at Keychange wrote:
>>
>>>Hello.
>>>
>>>
>>>
>>>>Hello.
>>>>
>>>>
>>>>
>>>>>Derek Mark Edding wrote:
>>
>>
>>
>>>>>>>Hi Folks,
>>>>>>>
>>>>>>>I have a leftover 20 GB hard disk
>>>>>
>>>>>Will it fit the Falcon?
>>>>>
>>>>>It probably will work but, from experience, you may find the mounting
>>>
>>>holes
>>>
>>>
>>>>>don't fit the bracket and the shield will need cutting to clear the
>>>
>>>cable
>>>
>>>
>>>>>end.
>>>>
>>>>Why wouldnt it fit? Its a 2.5" IDE drive...
>>>
>>>
>>>Somebody tell him.....
>
>
> SMART ARSE.

>
>
>>The slimline 2.5 inch drive's have there mounting holes in a different
>>location. 5 minutes with a drill on the Hard drive cradle fixes the
>>problem;-)
>>
>>Mark
>
>
> Typical. You think you have a standard then wham. Anyway, Velcro works
> a treat, failing that - hotglue ;-)

Or Duct tape, it is like the force, "there is a dark side and a light
side, and it holds the universe together";-)

Mark

5606. Re: C-Lab Falcon Mk X

Newsgroup: comp.sys.atari.st
Date: 2004-11-02 06:12:11 UTC
From: BMaedicke@t-online.de
Message-ID: <1gmm3wy.1imfkxo1udvi0cN%BMaedicke@t-online.de>
Source record: 16347

Atari-Korps <news@atari-korps.com> wrote:

> I'll send you some photos, when i recieve it!!!
> i have only seen one photo on the internet.....and that was not very
> clear....

Me too, please.

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

5607. Mega STE Language Disk?

Newsgroup: comp.sys.atari.st
Date: 2004-11-02 07:00:41 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10oec4qb2d24ced@corp.supernews.com>
Source record: 16348

I just got a Mega STE computer and would like to get a copy of the Mega STE Language Disk. Anyone have one for sale or for download? USA version preferred.

Thanks
Tim

5608. Re: HDDriver (again :|)

Newsgroup: comp.sys.atari.st
Date: 2004-11-02 08:14:20 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <2uotusF2cst5qU1@uni-berlin.de>
Source record: 16349

SF0218 wrote:

> So what the heck am I doing wrong?

In case you want to boot from your floppy disk drive there is nothing wrong.
As I already said previously, if a setup that has works fine for others
does not work with your machine it sounds like a problem with your hardware.

--

Dr. Uwe Seimet http://www.seimet.de

5609. Re: Zview is available !! Test it.

Newsgroup: comp.sys.atari.st
Date: 2004-11-02 10:25:08 UTC
From: Rodolphe Czuba <rodolphe.czuba@free.fr>
Message-ID: <41876085$0$7024$636a15ce@news.free.fr>
Source record: 16350

I don't think but you should ask to the author, not to me !

kiselo zelje wrote:
> are there any plans for non-fpu machines?
> :)
>
>
> On 31 Oct 2004 23:31:16 , "Rodolphe Czuba" wrote:
>>
>> Zview is available :
>>
>> http://the.zorro.free.fr/zview.html
>>
>> This software is a FREE & full version for test !
>> Minimal Configuration : 68020 CPU + FPU.
>>
>> It is supporting the Alpha layer of some images, what is rare on PC.
>> And it is managing (virtually this time) the USB photo devices, to
>> be usable with the CTLink.
>>
>> View of as images panel in Zview :
>> http://the.zorro.free.fr/gfx/snap000.JPG
>>
>> and the same images panel with XNView on PC :
>> http://the.zorro.free.fr/gfx/xnview.jpg
>>
>>
>> For all suggestions & remarks, please contact the author.
>>
>>
>> .

5610. Re: Which "quick and easy" Atari ST emulator for PC?

Newsgroup: comp.sys.atari.st
Date: 2004-11-02 10:42:18 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <41876482$1@news.broadpark.no>
Source record: 16351

David Wade wrote:
> "Galen" <atarigalen@yahoo.com> wrote in message
> news:4645be9.0410301400.9738109@posting.google.com...

>> I use Gemulator (Jun 22 2000 version, NOT the last version) for my
>> Windows Atari emulation needs.

> Is this still available any where, I could not find it on the Gemulator site

I ended up giving it a try (downloaded it from:
http://www.emulators.com/gemul8r.htm) and it works fine here. I couldn't
figure out STeem properly (too impatient) and have to say it seems to
work very well indeed!
And easy to set up.
The only thing I couldn't figure out at first was how to get control
back of the mouse pointer in Windows, but now I know that I simply have
to click *both* mouse buttons at once.

A question to other GEMulator users: is it possible to make the tiny (at
least on a 1024x768 screen) Atari ST desktop bigger -for example twice
as big?

--
Hallvard

5611. Re: C-Lab Falcon Mk X

Newsgroup: comp.sys.atari.st
Date: 2004-11-02 11:11:49 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <41876b6d$1@news.broadpark.no>
Source record: 16352

atari_korps wrote:

> i have Notator SL on my Mega STE with a unitor2 and Midi Export but i
> understand that it will not work on the Falcon..

That's correct -it won't work on a Falcon or a TT.

By the way, in case you don't know about the Notator mailing
list/website (with lots of downloads and a big FAQ) you're welcome to
join: http://www.notator.org

--
Hallvard

5612. Re: C-Lab Falcon Mk X

Newsgroup: comp.sys.atari.st
Date: 2004-11-02 11:13:44 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <41876be1$1@news.broadpark.no>
Source record: 16353

Atari-Korps wrote:

> I'll send you some photos, when i recieve it!!!
> i have only seen one photo on the internet.....and that was not very
> clear....

Yeah, this one, right? :

http://www.ntrautanen.fi/marko/sao/esittelyt/clab_mkx.htm

Not very clear, I agree.
Anyone have a better photo? I'm working on a rack mounted STe and I'm
always open for design ideas ;-)

--
Hallvard

5613. Re: Mega STE Language Disk?

Newsgroup: comp.sys.atari.st
Date: 2004-11-02 11:40:10 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <41877213@news.broadpark.no>
Source record: 16354

Tim wrote:

> I just got a Mega STE computer and would like to get a copy of the Mega STE
> Language Disk. Anyone have one for sale or for download? USA version
> preferred.

You're not missing much of interest, and you can easily download the
contents of that disk from many places, freely.

What you basically want is the "Xcontrol" control panel accessory, and a
few "CPX control panel modules". These basically allow you to set things
like the clock/date and so on.

If you're new to all of this you can download a TOS 2.06 user-guide (the
operating system you've got in your Mega STe) which I wrote a while
back. It explains everything in depth, and also uncovers a lot of
unknown "secrets" and tricks, along with links to downloadable sofware
(including the stuff you're asking for). It's all in HTML, so you can
view it on your PC, Mac, Atari ST or whatever:

ftp://gem.win.co.nz/hall/tos_206/guide206.zip

--
Hallvard

5614. Re: Data transfer

Newsgroup: comp.sys.atari.st
Date: 2004-11-02 12:02:46 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-E3A230.12022002112004@newsfe5-gui.server.ntli.net>
Source record: 16355

In article <4645be9.0411011128.104ec907@posting.google.com>,
atarigalen@yahoo.com (Galen) wrote:

[...]

> Ghostlink is faster (as it uses the parallel ports), but I believe it
> requires a special cable.

It uses a normal parallel port cable (25 D plugs at each end) with 2
wires swopped over at one end. Buy a cable with plugs that you can open
the covers, the job's a cinch.

--

Derryck

/ DDP Translations /
/ http://ddp.atari.org /

5615. trouble with HD

Newsgroup: comp.sys.atari.st
Date: 2004-11-02 21:22:15 UTC
From: Paolo <paolo@null.address>
Message-ID: <paUhd.11463$1p.9492@nntpserver.swip.net>
Source record: 16357
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi, guys.
I just had a weird power fault in my area, the kind with blinking lights, and unfortunately I just had my falcon in the boot process.
Now, my boot IDE disk won't boot anymore. I can see it's there with my HD utilities, along with the ither IDE and the SCSI one, but I can't access it.
Looon g time ago, it happened something similar and I remember I had to reformat it. May I do something different now? Don't know, like restoring the boot sectors or such? Thanks.
Regards.

5616. Re: Which "quick and easy" Atari ST emulator for PC?

Newsgroup: comp.sys.atari.st
Date: 2004-11-02 22:07:42 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <2uqermF2db849U1@uni-berlin.de>
Source record: 16356

"Hallvard Tangeraas" <inv@lid.email> wrote in message
news:41876482$1@news.broadpark.no...
> David Wade wrote:
> > "Galen" <atarigalen@yahoo.com> wrote in message
> > news:4645be9.0410301400.9738109@posting.google.com...
>
> >> I use Gemulator (Jun 22 2000 version, NOT the last version) for my
> >> Windows Atari emulation needs.
>
> > Is this still available any where, I could not find it on the Gemulator
site
>
> I ended up giving it a try (downloaded it from:
> http://www.emulators.com/gemul8r.htm) and it works fine here. I couldn't
> figure out STeem properly (too impatient) and have to say it seems to
> work very well indeed!
> And easy to set up.
> The only thing I couldn't figure out at first was how to get control
> back of the mouse pointer in Windows, but now I know that I simply have
> to click *both* mouse buttons at once.
>
> A question to other GEMulator users: is it possible to make the tiny (at
> least on a 1024x768 screen) Atari ST desktop bigger -for example twice
> as big?

Pop winsizer.prg or vgawin.prg into your "auto" folder.

>
>
> --
> Hallvard

5617. Re: C-Lab Falcon Mk X

Newsgroup: comp.sys.atari.st
Date: 2004-11-02 23:16:40 UTC
From: falcon@atari-korps.com
Message-ID: <7484702d.0411021516.5cc34c22@posting.google.com>
Source record: 16358

yes thats the one.. i have one other.. which will be posted on my
atari site tonight at some point...

i have been trying to rack mount a Mega STe but i have found that the
mother board is too wide.. is there a work around? only come accross
STe and Falcon Rack solutions.. i do own a rack mounted Mega ST4 but
then the motherboard is alot smaller..

5618. STOS?

Newsgroup: comp.sys.atari.st
Date: 2004-11-02 23:54:13 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10og7h5j66qha55@corp.supernews.com>
Source record: 16359

I heard that STOS was released freeware, where can I get the disks for download?

Thanks
Tim

5619. Re: Which "quick and easy" Atari ST emulator for PC?

Newsgroup: comp.sys.atari.st
Date: 2004-11-03 02:00:40 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0411021800.59560c72@posting.google.com>
Source record: 16361

Hallvard Tangeraas <inv@lid.email> wrote in message news:<41876482$1@news.broadpark.no>...

> The only thing I couldn't figure out at first was how to get control
> back of the mouse pointer in Windows, but now I know that I simply have
> to click *both* mouse buttons at once.

Try F11.

> A question to other GEMulator users: is it possible to make the tiny (at
> least on a 1024x768 screen) Atari ST desktop bigger -for example twice
> as big?

There are two ways. <Alt><Enter> should give you full screen mode.
There is also a little AUTO folder program called WINSIZER that can
give you up to 1600x1200. You need to make sure you don't select
anything larger than your "real" resolution though.

Galen

5620. Free to good home..

Newsgroup: comp.sys.atari.st
Date: 2004-11-03 02:44:34 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0021b7f2@fmlynet.org>
Source record: 16367

FamilyNet Newsgate

You are probably new to this list, so that is cool. where are you?

Doctor Clu - Dallas, TX

> From: "FCR" <frosaire@olypen.com>
> Cleaning out the closet. This is a fully working(needs new ribbon
> cartridge)Panasonic KX-P1092 dot matrix Multi-Mode printer I'm giving away
> for only the cost of packing/shipping to you. I used this printer many
> years with my STe before switching over to the other guys. I have the
> drivers for this if needed.
> Interested persons may respond privately, first come first served.
> fcr
> _____
> Nighttrain Entertainment
> http://forrestrosaire.com

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5621. Re: STOS?

Newsgroup: comp.sys.atari.st
Date: 2004-11-03 02:50:57 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10oghskgrmcv145@corp.supernews.com>
Source record: 16362

"gfa" <lp@mint.org> wrote in message news:BDADAD88.A02A%lp@mint.org...
> in article 10og7h5j66qha55@corp.supernews.com, Tim wrote on 11/2/04 6:54
PM:
>
> > I heard that STOS was released freeware, where can I get the disks for
> > download?
>
>
http://www.clickteam.com/English/download_section.php?PID=2&SID=5&Sname=Main
> +Download
>

Thanks, but I am looking for ST or MSA images.

Tim

5622. Re: STOS?

Newsgroup: comp.sys.atari.st
Date: 2004-11-03 02:56:32 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10ogi6vsssv5p23@corp.supernews.com>
Source record: 16363

"Tim" <tjlazer@CRAPmail.com> wrote in message
news:10oghskgrmcv145@corp.supernews.com...
>
> "gfa" <lp@mint.org> wrote in message news:BDADAD88.A02A%lp@mint.org...
> > in article 10og7h5j66qha55@corp.supernews.com, Tim wrote on 11/2/04 6:54
> PM:
> >
> > > I heard that STOS was released freeware, where can I get the disks for
> > > download?
> >
> >
> >
http://www.clickteam.com/English/download_section.php?PID=2&SID=5&Sname=Main
> > +Download
> >
>
> Thanks, but I am looking for ST or MSA images.
>
> Tim
>

I found them, thanks.

Tim

5623. Re: STOS?

Newsgroup: comp.sys.atari.st
Date: 2004-11-03 03:53:56 UTC
From: gefi <gefican@rogers.com>
Message-ID: <65ednRgaoNDLyxXcRVn-vA@rogers.com>
Source record: 16364

```
"Tim" <tjlazer@CRAPmail.com> wrote in message
news:10ogi6vsssv5p23@corp.supernews.com...
>
> "Tim" <tjlazer@CRAPmail.com> wrote in message
> news:10oghskgrmcv145@corp.supernews.com...
>>
>> "gfa" <lp@mint.org> wrote in message news:BDADAD88.A02A%lp@mint.org...
>> > in article 10og7h5j66qha55@corp.supernews.com, Tim wrote on 11/2/04
>> > 6:54
>> PM:
>> >
>> > > I heard that STOS was released freeware, where can I get the disks
>> > > for
>> > > download?
>> >
>> >
>>
> http://www.clickteam.com/English/download_section.php?PID=2&SID=5&Sname=Main
>> > +Download
>> >
>>
>> Thanks, but I am looking for ST or MSA images.
>>
>> Tim
>>
>
> I found them, thanks.
>
> Tim
>
Hi Tim
where did U find it....
George.
>
```

5624. Free to good home..

Newsgroup: comp.sys.atari.st
Date: 2004-11-03 04:01:41 UTC
From: FCR <frosaire@olypen.com>
Message-ID: <10ogm178l4a3sea@corp.supernews.com>
Source record: 16365

Cleaning out the closet. This is a fully working(needs new ribbon cartridge)Panasonic KX-P1092 dot matrix Multi-Mode printer I'm giving away for only the cost of packing/shipping to you. I used this printer many years with my STe before switching over to the other guys. I have the drivers for this if needed.
Interested persons may respond privately, first come first served.
fcr

Nighttrain Entertainment
http://forrestrosaire.com

5625. Re: trouble with HD

Newsgroup: comp.sys.atari.st
Date: 2004-11-03 04:29:38 UTC
From: geek@atarians.com
Message-ID: <ts-dnd2gwvYvwxXcRVn-tw@speakeasy.net>
Source record: 16366

Paolo wrote:
>
> Hi, guys.
> I just had a weird power fault in my area, the kind with blinking lights,
> and unfortunately I just had my falcon in the boot process.
> Now, my boot IDE disk won't boot anymore. I can see it's there with my HD
> utilities, along with the ither IDE and the SCSI one, but I can't access
> it.
> Looon g time ago, it happened something similar and I remember I had to
> reformat it. May I do something different now? Don't know, like restoring
> the boot sectors or such? Thanks.
> Regards.

Hey,

Well I'd say it's likely that you need to reformat it, but definitely
check first whether or not the drive is recognized and readable from
the hd utils themselves. You should be able to run ahdi.prg or
whatever and then be able to read from the hdd. if you can't you
probably need to reformat it. If you can, then you probably just need
to run consistency check and reinstall th hdd-boot stuff to the boot
sector.

5626. Re: Zview is available !! Test it.

Newsgroup: comp.sys.atari.st
Date: 2004-11-03 14:59:36 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <4188f25b$0$15723$ba620e4c@news.skynet.be>
Source record: 16368

kiselo zelje a ï¿½crit :

> are there any plans for non-fpu machines?
> :)

No, sorry.

Ciao,
Zorro

5627. Re: Zview is available !! Test it.

Newsgroup: comp.sys.atari.st
Date: 2004-11-03 15:32:13 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <cmatltisq1@reader1.panix.com>
Source record: 16369

Well, there are plans for making non-fpu machines into
fpu machines, involving mostly a fpu and ribbon cable.
I found one once, and probably have a copy on my home
machine. Google is your friend.

If there are no 68020 specific instructions, and time
is not a consideration, Zview could run on a suitably
modified ST.

Zorro <Zorro271-1@yahoo.fr> writes:

: kiselo zelje a crit :

: > are there any plans for non-fpu machines?
: > :)

: No, sorry.

: Ciao,
: Zorro

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

5628. Re: Free to good home..

Newsgroup: comp.sys.atari.st
Date: 2004-11-03 16:50:07 UTC
From: FCR <frosaire@olypen.com>
Message-ID: <10oi3211fhqueca@corp.supernews.com>
Source record: 16370

Actually no, not new, but lurk here often, post once in a blue moon. I'm
in Port Angeles, Wa.
fcr

Nighttrain Entertainment
http://forrestrosaire.com

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:0021b7f2@fmlynet.org...
> FamilyNet Newsgate
>
> You are probably new to this list, so that is cool. where are you?
>
> Doctor Clu - Dallas, TX
>
>
>
>> From: "FCR" <frosaire@olypen.com>
>> Cleaning out the closet. This is a fully working(needs new ribbon
>> cartridge)Panasonic KX-P1092 dot matrix Multi-Mode printer I'm giving
>> away
>> for only the cost of packing/shipping to you. I used this printer many
>> years with my STe before switching over to the other guys. I have the
>> drivers for this if needed.
>> Interested persons may respond privately, first come first served.
>> fcr
>> ---
>> Nighttrain Entertainment
>> http://forrestrosaire.com
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

5629. Re: C-Lab Falcon Mk X

Newsgroup: comp.sys.atari.st
Date: 2004-11-03 17:19:53 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0411030919.57f14084@posting.google.com>
Source record: 16371

gaiyan@luukku.com (Joshua Kaijankoski) wrote in message
news:<961be845.0411010247.65a0d7ec@posting.google.com>...
> The MKI was basically a stock Falcon with the clock patch and audio
> patch done by C-Lab. The MKII was also similar but it also included a
> modded SCSI to allow for an internal 2.5" SCSI drive. The MKX is in an
> external rackable case with optional internal SCSI and optional RCA
> line-level audio jacks.

Just a few slight corrections...

I had a MK-X Falcon for a while, and it actually came with 1/4" audio
jacks instead of RCA-type. Basically the type of connector you would
use to plug it into any common mixer board. Looked like 1/4"
headphone-type connector, only instead of a single stereo jack it had
a mono-jack for each separated left and right channel for both input
and output.

Also, I don't believe it was rack-mountable. At least mine didn't come
with any way to mount it. It was a desktop-style case. If you were to
put it into a rack, the keyboard connector (and joystick/mouse ports,
if you bought the PC-compatible keyboard model), MIDI, ROM-Port, and
Enhanced Joystick ports would be inaccessible. It was a nice case, but
didn't have much room for extra drives, compared to a tower-type case.
It did have two 3.5" drive bays in the front, but despite what the
original ads for it said, you couldn't put a CD-ROM drive in it as far
as I know. It only had enough height and width in the drive area for a
drive the size of your average 3.5" floppy drive.

Finally, another addition to the MK-X feature was the external
keyboard. You could get either a MegaSTe/TT keyboard, or a
PC-compatible keyboard with it, with the appropriate connector built
into the right side of the case.

Mike Freeman
mike [at] freeman-studio [dot] com

5630. Re: trouble with HD

Newsgroup: comp.sys.atari.st
Date: 2004-11-03 19:51:18 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0411031151.1716f938@posting.google.com>
Source record: 16372

<geek@atarians.com> wrote in message news:<ts-dnd2gwvYvwxXcRVn-tw@speakeasy.net>...

> > I just had a weird power fault in my area, the kind with blinking lights,
> > and unfortunately I just had my falcon in the boot process.
> > Now, my boot IDE disk won't boot anymore. I can see it's there with my HD
> > utilities, along with the other IDE and the SCSI one, but I can't access
> > it.

> Well I'd say it's likely that you need to reformat it, but definitely
> check first whether or not the drive is recognized and readable from
> the hd utils themselves. You should be able to run ahdi.prg or
> whatever and then be able to read from the hdd. If you can't you
> probably need to reformat it. If you can, then you probably just need
> to run consistency check and reinstall the hdd-boot stuff to the boot
> sector.

A common side effect of a power failure is that the hard drive writes
garbage to a few sectors as the power goes down. While the drive
rarely "dies", the sectors that were overwritten might be blank, your
important documents, or the boot sector. A program like Diamond Edge
might be able to help, and there are expensive data recovery houses
that can certainly help, but for most of us the advice above will be
taken.

Galen (who remembers that he hasn't backed up his hard drive lately)

5631. Re: Free to good home..

Newsgroup: comp.sys.atari.st
Date: 2004-11-03 21:13:53 UTC
From: "P.Ness" <hip@hop.com>
Message-ID: <41898206@news.greennet.net>
Source record: 16373

```
Where is wa?
"FCR" <frosaire@olypen.com> wrote in message
news:10oi3211fhqueca@corp.supernews.com...
> Actually no, not new, but lurk here often, post once in a blue moon. I'm
> in Port Angeles, Wa.
> fcr
> ------------------------------------------------
> Nighttrain Entertainment
> http://forrestrosaire.com
>
>
>
> "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
> news:0021b7f2@fmlynet.org...
> > FamilyNet Newsgate
> >
> > You are probably new to this list, so that is cool. where are you?
> >
> > Doctor Clu - Dallas, TX
> >
> >
> >
> >> From: "FCR" <frosaire@olypen.com>
> >> Cleaning out the closet. This is a fully working(needs new ribbon
> >> cartridge)Panasonic KX-P1092 dot matrix Multi-Mode printer I'm giving
> >> away
> >> for only the cost of packing/shipping to you. I used this printer many
> >> years with my STe before switching over to the other guys. I have the
> >> drivers for this if needed.
> >> Interested persons may respond privately, first come first served.
> >> fcr
> >> ------------------------------------------------
> >> Nighttrain Entertainment
> >> http://forrestrosaire.com
> >
> > FamilyNet <> Internet Gated Mail
> > http://www.fmlynet.org
> >
>
>
```

5632. Re: trouble with HD

Newsgroup: comp.sys.atari.st
Date: 2004-11-03 22:05:31 UTC
From: john.smith@macrosoft.com
Message-ID: <cmbkn9hsv1@bagan.srce.hr>
Source record: 16374

yep, seems it got corrupted and you need to reformat it (or just repartition it)...
data still could be saved, but I guess data recovery is too expensive...

On 2 Nov 2004 21:22:15 G, "Paolo" wrote:
>Hi, guys.
>I just had a weird power fault in my area, the kind with blinking lights,
>and unfortunately I just had my falcon in the boot process.
>Now, my boot IDE disk won't boot anymore. I can see it's there with my HD
>utilities, along with the ither IDE and the SCSI one, but I can't access
>it.
>Looon g time ago, it happened something similar and I remember I had to
>reformat it. May I do something different now? Don't know, like restoring
>the boot sectors or such? Thanks.
>Regards.
>.

5633. Re: CT60/memory questions

Newsgroup: comp.sys.atari.st
Date: 2004-11-03 22:16:37 UTC
From: john.smith@macrosoft.com
Message-ID: <cmblc1hsv2@bagan.srce.hr>
Source record: 16375

use nvdi and check your power supply, the current may be too strong causeing overheating of the videl and other chips
(maybe :))

On 30 Oct 2004 16:02:51 , "Ronald J. Hall" wrote:
>Well, I think I'm suffering from the poor SIMM problem with the CT60.
>Here's what its doing:
>
>In 030 mode, 640x480-256 colors, running the Thing desktop, everything is
>fine.
>
>In CT60 enabled mode, same setup, icons in Thing have funny, fuzzy colors
>along the top edges.
>
>In CT60 enabled mode, same setup, running under Mint/N.aes 2.0, Thing has
>the funny, fuzzy colors along the top edges of the icons, plus the mouse
>pointer is invisible at first, until I click it a couple of times. Also,
>the mouse point leaves "blocky" pixel patches in the menus once its run
>through them. Worse, its very unstable. I can click on configuration and
>it crashes back to N.aes.
>
>I've got a DEKA keyboard interface. I'm using a 60ns, 2 cls, 256 meg SIMM
>from Crucial in the CT60. I've got a 14 meg Wizztronics RAM board in the
>Falcon itself. I also have the original Atari 4 meg board. I've tried both
>boards and the problem shows up with either one in place.
>
>I have the CT60 installed with *no* solders.
>
>Anyone have any ideas or suggestions? Thanks!
>
>.

5634. Re: Free to good home..

Newsgroup: comp.sys.atari.st
Date: 2004-11-03 22:41:12 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <c8did.10020$K7.5800@news-server.bigpond.net.au>
Source record: 16376

P.Ness wrote:
> Where is wa?

Western Australia? LOL, sorry;-)

Looks like Washington? Correct?

>>Actually no, not new, but lurk here often, post once in a blue moon. I'm
>>in Port Angeles, Wa.
>>fcr
>>
>>"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
>>news:0021b7f2@fmlynet.org...
>>
>>>FamilyNet Newsgate
>>>
>>> You are probably new to this list, so that is cool. where are you?
>>>
>>> Doctor Clu - Dallas, TX
>>>
>>>>From: "FCR" <frosaire@olypen.com>
>>>>Cleaning out the closet. This is a fully working(needs new ribbon
>>>>cartridge)Panasonic KX-P1092 dot matrix Multi-Mode printer I'm giving
>>>>away
>>>>for only the cost of packing/shipping to you. I used this printer many
>>>>years with my STe before switching over to the other guys. I have the
>>>>drivers for this if needed.
>>>>Interested persons may respond privately, first come first served.
>>>>fcr
>>>>_____

5635. Re: C-Lab Falcon Mk X

Newsgroup: comp.sys.atari.st
Date: 2004-11-03 23:43:43 UTC
From: Atari-Korps <news@atari-korps.com>
Message-ID: <cmbqffdva1@sparta.btinternet.com>
Source record: 16377

Hi Mike,

that sounds good news about the input / output sockets, but not so good
about the case.

I am still waiting to recieve the unit and when i do i will post some
photos..
This Falcon comes with a Mighty Sonic 32 accelerator board. Is this just for
extra RAM
and the increased CPU frequency of 32MHz?

I understand that the falcon had an IDE connector on the motherboard. so i
could connect a 250MB internal zip drive / or Jaz drive (same dimentions as
a floppy drive unit).
How easy is it to connect a CD Rom drive to a Falcon (IDE / SCSI) are there
driver issues?

kind regards

"Mike Freeman" <mail@freeman-studio.com> wrote in message
news:5c1cf651.0411030919.57f14084@posting.google.com...
> gaiyan@luukku.com (Joshua Kaijankoski) wrote in message
news:<961be845.0411010247.65a0d7ec@posting.google.com>...
> > The MKI was basically a stock Falcon with the clock patch and audio
> > patch done by C-Lab. The MKII was also similar but it also included a
> > modded SCSI to allow for an internal 2.5" SCSI drive. The MKX is in an
> > external rackable case with optional internal SCSI and optional RCA
> > line-level audio jacks.
>
> Just a few slight corrections...
>
> I had a MK-X Falcon for a while, and it actually came with 1/4" audio
> jacks instead of RCA-type. Basically the type of connector you would
> use to plug it into any common mixer board. Looked like 1/4"
> headphone-type connector, only instead of a single stereo jack it had
> a mono-jack for each separated left and right channel for both input
> and output.
>
> Also, I don't believe it was rack-mountable. At least mine didn't come
> with any way to mount it. It was a desktop-style case. If you were to
> put it into a rack, the keyboard connector (and joystick/mouse ports,
> if you bought the PC-compatible keyboard model), MIDI, ROM-Port, and
> Enhanced Joystick ports would be inaccessible. It was a nice case, but
> didn't have much room for extra drives, compared to a tower-type case.
> It did have two 3.5" drive bays in the front, but despite what the
> original ads for it said, you couldn't put a CD-ROM drive in it as far

> as I know. It only had enough height and width in the drive area for a
> drive the size of your average 3.5" floppy drive.
>
> Finally, another addition to the MK-X feature was the external
> keyboard. You could get either a MegaSTe/TT keyboard, or a
> PC-compatible keyboard with it, with the appropriate connector built
> into the right side of the case.
>
> Mike Freeman
> mike [at] freeman-studio [dot] com

5636. Re: Free to good home..

Newsgroup: comp.sys.atari.st
Date: 2004-11-04 04:34:50 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10ojcbb39e02040@corp.supernews.com>
Source record: 16378

"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:c8did.10020$K7.5800@news-server.bigpond.net.au...
> P.Ness wrote:
> > Where is wa?
>
> Western Australia? LOL, sorry;-)
>
> Looks like Washington? Correct?
>
Correct. Near Seattle, WA USA. Home to Bill Gates, CEO. lol

Tim

5637. Re: Mega STE Language Disk?

Newsgroup: comp.sys.atari.st
Date: 2004-11-04 07:44:33 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <4189dddf$1@news.broadpark.no>
Source record: 16379

Hallvard Tangeraas wrote:

> Tim wrote:
>
>> I just got a Mega STE computer and would like to get a copy of the Mega STE
>> Language Disk. Anyone have one for sale or for download? USA version
>> preferred.

[.... snip]
> If you're new to all of this you can download a TOS 2.06 user-guide (the
> operating system you've got in your Mega STe) which I wrote a while
> back. It explains everything in depth, and also uncovers a lot of
> unknown "secrets" and tricks, along with links to downloadable sofware
> (including the stuff you're asking for). It's all in HTML, so you can
> view it on your PC, Mac, Atari ST or whatever:
>
> ftp://gem.win.co.nz/hall/tos_206/guide206.zip

So.... was it of any use?
Did you find what you were looking for?

--
Hallvard

5638. Re: C-Lab Falcon Mk X

Newsgroup: comp.sys.atari.st
Date: 2004-11-04 07:49:32 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <4189df0b$1@news.broadpark.no>
Source record: 16380

Mike Freeman wrote:

> Also, I don't believe it was rack-mountable. At least mine didn't come
> with any way to mount it. It was a desktop-style case. If you were to
> put it into a rack, the keyboard connector (and joystick/mouse ports,
> if you bought the PC-compatible keyboard model), MIDI, ROM-Port, and
> Enhanced Joystick ports would be inaccessible.

That's strange.
I seem to have read many times that it's indeed a 19" rack module, but
perhaps I'm confusing it with another C-Lab Falcon version. Anyone know?
In any case, it would be logical for a computer designed for music to be
rack mountable (which is why I'm working on that for an STe).

--
Hallvard

5639. Re: C-Lab Falcon Mk X

Newsgroup: comp.sys.atari.st
Date: 2004-11-04 09:41:11 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <XOmid.60$UL1.43@newsfe3-win.ntli.net>
Source record: 16381

Hello.

> > Also, I don't believe it was rack-mountable. At least mine didn't come
> > with any way to mount it. It was a desktop-style case.

Correct, altho' it would sit on a rack shelf with velcro.

> If you were to put it into a rack, the keyboard connector (and
joystick/mouse ports,
> > if you bought the PC-compatible keyboard model), MIDI, ROM-Port, and
> > Enhanced Joystick ports would be inaccessible.

Again, correct but using a Mega STE/TT kbrd and modding the dongle port gets
round this.

Using a skeleton/zimmer frame rack is a possibility.

> In any case, it would be logical for a computer designed for music to be
> rack mountable (which is why I'm working on that for an STe).

Still trying to reinvent the wheel, I see.

For info, I am still selling my versatile ST rack case kits from £25.

See www.keychange.co.uk for pic.

5640. HDDRIVER support

Newsgroup: comp.sys.atari.st
Date: 2004-11-04 12:05:40 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <2uuk8kF2f2d6jU1@uni-berlin.de>
Source record: 16383

Hi,

please note that I won't be available for answering HDDRIVER support
questions during the next three weeks.

Best regards, Uwe

--

Dr. Uwe Seimet http://www.seimet.de

5641. Re: Data transfer

Newsgroup: comp.sys.atari.st
Date: 2004-11-04 12:09:20 UTC
From: JammSTer <mevatele@yahoo.co.uk>
Message-ID: <418a51a2@news.greennet.net>
Source record: 16382

Hi again

Its called Ghostlink, try Google or I can email.

Cheers

"Posring" <posringfake@chello.nl> wrote in message
news:Yr2hd.104325$Ye1.69443@amsnews05.chello.com...
>
> Maybe a silly question but if you don't ask you'll never know.
> I have 2 Atari Megafile 60 with data that I would like to transfer to my
> PC. Is such possible ? If so, how can I do that?
> Thanks.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.786 / Virus Database: 532 - Release Date: 29/10/04

5642. Re: CT60/memory questions

Newsgroup: comp.sys.atari.st
Date: 2004-11-04 13:24:52 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0411040524.41af8328@posting.google.com>
Source record: 16384

john.smith@macrosoft.com (kiselo zelje) wrote in message
news:<cmblc1hsv2@bagan.srce.hr>...
> use nvdi and check your power supply, the current may be too strong causeing overheating
of the videl and other chips
> (maybe :))

Rubbish. The only place you find currents that are too strong is at the seaside.

Coda.

5643. Re: HDDRIVER support

Newsgroup: comp.sys.atari.st
Date: 2004-11-04 13:36:24 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.11.04.13.36.24.524495@darkforce.ky.org>
Source record: 16385

On Thu, 04 Nov 2004 13:05:40 +0100, Uwe Seimet wrote:

> Hi,
>
> please note that I won't be available for answering HDDRIVER support
> questions during the next three weeks.
>
> Best regards, Uwe

You going on vacation? Have a good time! :-)

5644. Re: CT60/memory questions

Newsgroup: comp.sys.atari.st
Date: 2004-11-04 13:39:07 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.11.04.13.39.05.271178@darkforce.ky.org>
Source record: 16386

On Wed, 03 Nov 2004 22:16:37 +0000, kiselo zelje wrote:

> use nvdi and check your power supply, the current may be too strong causeing overheating of the videl and other chips
> (maybe :))

It was NVDI, I had disabled it when first installing the CT60 because of a crash I was getting.

Thanks for replying!

5645. Aniplayer and Freedom registrations?

Newsgroup: comp.sys.atari.st
Date: 2004-11-04 13:40:16 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.11.04.13.40.16.98250@darkforce.ky.org>
Source record: 16387

I'm using Aniplayer and Freedom (the file selector).

I'd like to register them and support the authors.

I live in the United States, whats the best way to do this?

Thanks gang!

5646. Re: Atari Ethernet

Newsgroup: comp.sys.atari.st
Date: 2004-11-04 13:53:39 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.11.04.13.53.39.67494@noos.fr>
Source record: 16391

Le Sun, 31 Oct 2004 15:44:29 +0000, Chris a ï¿œcritï¿œ:

> Hi all,
>
> Is there an ethernet card for the Falcon?

Hi! chris!

yes!
Another question?

The Ctlink is the very best and last project from
rodolphe CZUBA!Ethernet+usb, on falcon&bus!

Bye

5647. Re: Aniplayer and Freedom registrations?

Newsgroup: comp.sys.atari.st
Date: 2004-11-04 13:56:41 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.11.04.13.56.41.18060@noos.fr>
Source record: 16392

Le Thu, 04 Nov 2004 08:40:16 -0500, Ronald J. Hall a ï¿œcritï¿œ:

> I'm using Aniplayer and Freedom (the file selector).
>
> I'd like to register them and support the authors.
>
> I live in the United States, whats the best way to do this?
>
> Thanks gang!

Hi!

Really, i don't hnow about the registration for these specifics
software!
It still existe "europe shareware" with usa contact too!

Bye!

5648. Re: Link 97

Newsgroup: comp.sys.atari.st
Date: 2004-11-04 14:51:42 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <2mrid.130$IT1.53@newsfe3-gui.ntli.net>
Source record: 16393

Hello.

<peterbain@cix.compulink.co.uk> wrote in message
news:cm0b4live1@thorium.cix.co.uk...
> Anyone know if Link 97 is still available ?
> If so where?

www.keychange.co.uk with free hard drive.....

5649. Re: Aniplayer and Freedom registrations?

Newsgroup: comp.sys.atari.st
Date: 2004-11-04 15:39:18 UTC
From: Jerome Mathevet <jerome.mathevet@freeeee.fr>
Message-ID: <f08c9f84d%speedsterh@straciatella.my.home>
Source record: 16395

In message <pan.2004.11.04.13.40.16.98250@darkforce.ky.org>
"Ronald J. Hall" <darklord@darkforce.ky.org> wrote:

> I'm using Aniplayer and Freedom (the file selector).
>
> I'd like to register them and support the authors.
>
> I live in the United States, whats the best way to do this?
>
> Thanks gang!

Maybe with a paypal account ?

--
J�r�me Mathevet

5650. Re: Atari Ethernet

Newsgroup: comp.sys.atari.st
Date: 2004-11-04 15:40:22 UTC
From: rs.death_of_spam.mac@t-online.de
Message-ID: <1gmqhtm.sowlik16mzaq4N%rs.death_of_spam.mac@t-online.de>
Source record: 16394

Chris <mrg@mrgs.cix.co.uk> wrote:

> Is there an ethernet card for the Falcon?

You find a lot of links on <http://www.doitarchive.de/link.htm>

Regards, Robert
--
-= DOIT-Hardware FAQs =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

5651. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-11-04 16:17:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0411040813340.637-100000@onyx.spiritone.com>
Source record: 16396
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5652. ADV: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-11-04 16:20:20 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0411040817360.637-100000@onyx.spiritone.com>
Source record: 16397
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail!
From Bravo Sierra Computers Atari Resale or the Portland Atari Club Goto

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5653. Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.st
Date: 2004-11-04 16:22:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0411040820280.637-100000@onyx.spiritone.com>
Source record: 16398
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I owe you a lot! You pay my bills. Defend me from attacks. Patronize me & support me with your money. Each Dollar/Euro/Yen/etc is a Vote of support! Show your support for an Atari Dealer!Buy from Ben, your Atari Benefactor! Show your support by buying and keeping the Atari support coming.Show your support and Vote for your favorite Atari Dealer!Vote for Bravo Sierra this November! In the spirit of Customer Appreciation Month I'm offering a Gift to you, my Customers!Get a FREE Gift with each purchase this Month! E-Mail BenSells@Atari.org, goto my website below for details and/or Call Ben anytime (503)256-9974! Vote 4 Ben! Vote 4 Bravo Sierra Computers in 2004!

http://www.aracnet.com/~atari/specials.htm Atari Thank You Specials!
http://BensCatalogs.Atari.org Ben's FREE Atari Catalogs!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5654. Re: "Discovery" cartridge info wanted

Newsgroup: comp.sys.atari.st
Date: 2004-11-04 18:34:17 UTC
From: user@nospam.com
Message-ID: <cmdsn9uel1@blue.rahul.net>
Source record: 16249

Hallvard Tangeraas <inv@lid.email> writes:

>I've got a "Discovery" copy cartridge which I use to backup

>I understand that the rightmost of those should be labelled "Drive B" ..
>What about the connector next to it (to the left)?

The connector closest to the computer connects to the computer's drive port (this is required even for computers without internal drive). The other goes to your external drive if you have one.

>And what about the connector next to that one (the leftmost connector)?
>Actually, there is no connector there on mine, just an unused space on

There was an option to connect a third and a fourth drive.

>My Discovery cartridge is labelled "Option 0", and as far as I remember
>from past discussions it came with several other options. Was one of
>them to add ROM chips from an Apple Macintosh?

Yes, you could install MAC roms, real time clock and a couple of other options which I not recall right now. I think all the options are documented in one of the readme files.

http://pasti.fxatari.com

5655. Pasti

Newsgroup: comp.sys.atari.st
Date: 2004-11-04 18:35:44 UTC
From: user@nospam.com
Message-ID: <cmdsq0upa1@blue.rahul.net>
Source record: 16250

PASTI
Atari ST Imaging and Preservation Tools

Pasti is a package of sotware tools for imaging and preservation of Atari software. The two major components are the imaging tools and the emulation helper tools. The imaging tools produce a disk image file from an original disk. It works very similarly to standard imaging tools like Makedisk, but they can image virtually any ST disk including copy protected disks. Imaging tools are available for different hardware setups, including a plain Atari ST computer. Capabilities vary depending on the hardware. Specialized hardware is required for writing back images to a floppy disk.

SOFTWARE PRESERVATION

Our main goal is the preservation of Atari software in its original unmodified form. Original software is normally stored on diskettes with custom format or copy protection. Standard tools cannot back up or image them. But floppy disk recording have a limited life time. It won't take too long until all original Atari disks will be damaged and lost.

PASTI.DLL

Pasti.Dll is the emulation helper tool for Windows. It extends Atari ST emulators, adding support for extended disk images. These disk images support exotic, custom, and copy-protected formats. You can now use emulators to run ST software in its original uncracked form.

http://pasti.fxatari.com

5656. Re: C-Lab Falcon Mk X

Newsgroup: comp.sys.atari.st
Date: 2004-11-04 18:40:53 UTC
From: Atari-Korps <news@atari-korps.com>
Message-ID: <cmdt3l$t7c$1@sparta.btinternet.com>
Source record: 16251

Barrie,

Will a Mega STe fit in one of those cases??
how versatile is your ST rack case..?

are we talking Mega 'ST' ? or something larger...

I might be interested in one, if you can give me some more info...on
internal dimensions and connections..

john

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:XOmid.60$UL1.43@newsfe3-win.ntli.net...
> Hello.
>
>
> > > Also, I don't believe it was rack-mountable. At least mine didn't come
> > > with any way to mount it. It was a desktop-style case.
>
> Correct, altho' it would sit on a rack shelf with velcro.
>
> > If you were to put it into a rack, the keyboard connector (and
> joystick/mouse ports,
> > > if you bought the PC-compatible keyboard model), MIDI, ROM-Port, and
> > > Enhanced Joystick ports would be inaccessible.
>
> Again, correct but using a Mega STE/TT kbrd and modding the dongle port
gets
> round this.
>
> Using a skeleton/zimmer frame rack is a possibility.
>
> > In any case, it would be logical for a computer designed for music to be
> > rack mountable (which is why I'm working on that for an STe).
>
> Still trying to reinvent the wheel, I see.
>
> For info, I am still selling my versatile ST rack case kits from £25.
>
> See www.keychange.co.uk for pic.
>
>

5657. Re: C-Lab Falcon Mk X

Newsgroup: comp.sys.atari.st
Date: 2004-11-04 20:30:18 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <ujwid.690$al4.398@newsfe6-gui.ntli.net>
Source record: 16252

Hello.

"Atari-Korps" <news@atari-korps.com> wrote in message
news:cmdt3l$t7c$1@sparta.btinternet.com...

> Will a Mega STe fit in one of those cases?

No, STE and FM only. And Falcon.

> are we talking Mega 'ST' ? or something larger...

No need to 'rackmount' the Mega or Mega STE 'cos you can velcro them onto a
rack shelf.

> I might be interested in one, if you can give me some more info...on
> internal dimensions and connections..

I can send you pics.

Let me know.

> > > In any case, it would be logical for a computer designed for music to
be
> > > rack mountable (which is why I'm working on that for an STe).
> >
> > Still trying to reinvent the wheel, I see.
> >
> > For info, I am still selling my versatile ST rack case kits from £25.
> >
> > See www.keychange.co.uk for pic.
> >
> >
>
>

5658. Re: Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.st
Date: 2004-11-04 21:45:45 UTC
From: "Steve Sweet"
Message-ID: <cme7u9ido1@sparta.btinternet.com>
Source record: 16253
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Why its spam time

>I owe you a lot!

No you dont!

>You pay my bills.

No i dont!!

> Defend me from attacks.

Fuk off, butt munch! and take your spam with you!

> http://www.arsnet.com/~atari/specials.htm Atari Thank You Specials!
> http://BumsCatalogs.Atari.org Ben's FREE Atari Catalogs!
> Please Direct all Replies Through E-Mail to: BenSmells@Atari.org

--

Regards, Steve S.

5659. Re: Aniplayer and Freedom registrations?

Newsgroup: comp.sys.atari.st
Date: 2004-11-04 21:50:19 UTC
From: "Steve Sweet"
Message-ID: <cme86q$iu7$1@sparta.btinternet.com>
Source record: 16254

Hi Ronald

> I'm using Aniplayer and Freedom (the file selector).
>
> I'd like to register them and support the authors.
>
> I live in the United States, whats the best way to do this?

Aniplayer still has a live support site, check there for specifics, Freedom always used to be supported by Joe Connor i believe and i don't think he does anymore so that's up in the air!

--

Regards, Steve S.

5660. Re: Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.st
Date: 2004-11-04 22:20:19 UTC
From: Don Schmidt <Retired@Engineer.PNB>
Message-ID: <10olaov2mj4kba5@corp.supernews.com>
Source record: 16255
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Looks like little Stevie is having another pms attack.

--
Don
Vancouver, USA

"Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
news:cme7u9ido1@sparta.btinternet.com...
> Why its spam time
>
> >I owe you a lot!
>
> No you dont!
>
> >You pay my bills.
>
> No i dont!!
>
> > Defend me from attacks.
>
> Fuk off, butt munch! and take your spam with you!
>
> > http://www.arsnet.com/~atari/specials.htm Atari Thank You Specials!
> > http://BumsCatalogs.Atari.org Ben's FREE Atari Catalogs!
> > Please Direct all Replies Through E-Mail to: BenSmells@Atari.org
>
> --
>
> Regards, Steve S.
>
>

5661. Re: C-Lab Falcon Mk X

Newsgroup: comp.sys.atari.st
Date: 2004-11-04 22:50:22 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0411041450.55dee7e3@posting.google.com>
Source record: 16256

"Atari-Korps" <news@atari-korps.com> wrote in message
news:<cmbqffdva1@sparta.btinternet.com>...
> Hi Mike,
>
> that sounds good news about the input / output sockets, but not so good
> about the case.

If you don't like the MK-X case, there are actual rack cases
available. It isn't too difficult a job to remove it, if it's not in
the original Atari-design case (which went way overboard on shielding
and cramming things into tight places).

> I am still waiting to recieve the unit and when i do i will post some
> photos..
> This Falcon comes with a Mighty Sonic 32 accelerator board. Is this just for
> extra RAM
> and the increased CPU frequency of 32MHz?

I believe that was the deal with that card. Not entirely sure, though.

> I understand that the falcon had an IDE connector on the motherboard. so i
> could connect a 250MB internal zip drive / or Jaz drive (same dimentions as
> a floppy drive unit).

Depending on the options, some had IDE (2.5", not 3.5"), some had
internal SCSI. You'd have to find that out first. If it's SCSI, you'd
just need to spend the extra money on a SCSI unit. If it's IDE, you'd
need to make or buy a 2.5" to 3.5" adapter, as the cabling is
different (44-pin vs. 40-pin, I believe - extra pins for power on the
2.5" cable, I think).

> How easy is it to connect a CD Rom drive to a Falcon (IDE / SCSI) are there
> driver issues?

If it's SCSI, you can get an external drive and just plug it into the
SCSI-II port on the back. If it's IDE, it won't likely fit inside the
case, so you'd have to run a cable out of the case to it externally,
in addition to getting or making the adapter I just mentioned. Other
than that, you could also try your hand at re-casing your system in a
PC tower case, and then you'd have plenty of room internally for
CD-ROM and other drives.

There are a couple driver options:

Commercially, there's ExtenDOS from Anodyne Software in Canada. They
also make a suite of CD-Writer software for CD-R and CD-RW drives.
I've heard you can read DVD-ROMs as well, with a DVD-ROM drive. If you

get a CT60 with a 100MHz CPU, you can also view DVD's, so I hear,
using M-Player (the one ported from Linux).

A freeware driver called SPIN is also available. I've never gotten it
to work on my CD drive, however. It seems a bit more difficult to set
up, as well.

Hope this helps you!

Mike Freeman
mike [at] freeman-studio [dot] com

5662. Re: Free to good home..

Newsgroup: comp.sys.atari.st
Date: 2004-11-04 22:52:47 UTC
From: "P.Ness" <hip@hop.com>
Message-ID: <418aeab3@news.greennet.net>
Source record: 16257

Where is WAUSA? sounds like some African country!

"Tim" <tjlazer@CRAPmail.com> wrote in message
news:10ojcbb39e02040@corp.supernews.com...
>
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:c8did.10020$K7.5800@news-server.bigpond.net.au...
> > P.Ness wrote:
> > > Where is wa?
> >
> > Western Australia? LOL, sorry;-)
> >
> > Looks like Washington? Correct?
> >
> Correct. Near Seattle, WA USA. Home to Bill Gates, CEO. lol
>
> Tim
>
>

5663. Re: Mega STE Language Disk?

Newsgroup: comp.sys.atari.st
Date: 2004-11-05 01:17:29 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10oll597pj2j4af@corp.supernews.com>
Source record: 16258

"Hallvard Tangeraas" <inv@lid.email> wrote in message
news:4189dddf$1@news.broadpark.no...
> Hallvard Tangeraas wrote:
>
> > Tim wrote:
> >
> >> I just got a Mega STE computer and would like to get a copy of the Mega
STE
> >> Language Disk. Anyone have one for sale or for download? USA version
> >> preferred.
>
> [.... snip]
> > If you're new to all of this you can download a TOS 2.06 user-guide (the
> > operating system you've got in your Mega STe) which I wrote a while
> > back. It explains everything in depth, and also uncovers a lot of
> > unknown "secrets" and tricks, along with links to downloadable sofware
> > (including the stuff you're asking for). It's all in HTML, so you can
> > view it on your PC, Mac, Atari ST or whatever:
> >
> > ftp://gem.win.co.nz/hall/tos_206/guide206.zip
>
> So.... was it of any use?
> Did you find what you were looking for?
>
Yes nice layout! Thanks

I am still looking for a Mega STE disk...

Tim

5664. Re: Aniplayer and Freedom registrations?

Newsgroup: comp.sys.atari.st
Date: 2004-11-05 02:25:44 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.05.02.25.44.185756@nosspamatari-source.com>
Source record: 16259

On Thu, 04 Nov 2004 08:40:16 -0500, Ronald J. Hall wrote:

> I'm using Aniplayer and Freedom (the file selector).
>
> I'd like to register them and support the authors.
>
> I live in the United States, whats the best way to do this?
>
> Thanks gang!

Aniplayer is freeware now in the latest versions I thought? Sure though
Didier would love $5USD from you probably.

Thanks,
Mark

5665. Re: Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.st
Date: 2004-11-05 03:20:59 UTC
From: T Shadow <knone@zilch.com.invalid>
Message-ID: <vkCid.77926$xf6.62894@fe2.columbus.rr.com>
Source record: 16261
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
news:cme7u9ido1@sparta.btinternet.com...
> Why its spam time
>
> >I owe you a lot!
>
> No you dont!
>
> >You pay my bills.
>
> No i dont!!
>
> > Defend me from attacks.
>
> Fuk off, butt munch! and take your spam with you!
>
> > http://www.arsnet.com/~atari/specials.htm Atari Thank You Specials!
> > http://BumsCatalogs.Atari.org Ben's FREE Atari Catalogs!
> > Please Direct all Replies Through E-Mail to: BenSmells@Atari.org
>
> --
>
> Regards, Steve S.
>
>

Ever notice how easy it is to filter his spam but difficult to filter
everyone who replies to it?

5666. Re: Free to good home..

Newsgroup: comp.sys.atari.st
Date: 2004-11-05 03:24:38 UTC
From: FCR <frosaire@olypen.com>
Message-ID: <10olsjmtb6gd678@corp.supernews.com>
Source record: 16260

"P.Ness" <hip@hop.com> wrote in message news:418aeab3@news.greennet.net...
> Where is WAUSA? sounds like some African country!

..are we gonna let him get away with that Tim?

_____
Nighttrain Entertainment
http://forrestrosaire.com

5667. Re: Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.st
Date: 2004-11-05 06:17:33 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.05.06.17.29.731291@nosspamatari-source.com>
Source record: 16262
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

On Fri, 05 Nov 2004 03:20:59 +0000, T Shadow wrote:
>
> Ever notice how easy it is to filter his spam but difficult to filter
> everyone who replies to it?

It's relatively simple. Generate a hash of the every line of text from
the spam and store it. Strip quotes out on new messages and process every
line. If the hashes match up more than X times, flag the reply as spam.
bam the whole thread is killed. People who write software are usually too
busy to implement crazy features like that ;-)

That and it'd be a cpu/ram hog and a half and most people try to prevent
stuff like that, nonetheless the compile-time option would be cool ;-)

Mark
http://portal.atari-source.com

5668. Re: Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.st
Date: 2004-11-05 06:47:31 UTC
From: T Shadow <knone@zilch.com.invalid>
Message-ID: <7mFid.7330$8y4.2215@fe1.columbus.rr.com>
Source record: 16263

1"Mark D" <mducksub@nosspamatari-source.com> wrote in message
news:pan.2004.11.05.06.17.29.731291@nosspamatari-source.com...
> On Fri, 05 Nov 2004 03:20:59 +0000, T Shadow wrote:
> >
> > Ever notice how easy it is to filter his spam but difficult to filter
> > everyone who replies to it?
>
> It's relatively simple. Generate a hash of the every line of text from
> the spam and store it. Strip quotes out on new messages and process every
> line. If the hashes match up more than X times, flag the reply as spam.
> bam the whole thread is killed. People who write software are usually too
> busy to implement crazy features like that ;-)
>
> That and it'd be a cpu/ram hog and a half and most people try to prevent
> stuff like that, nonetheless the compile-time option would be cool ;-)
>
> Mark
> http://portal.atari-source.com
>
>
I was trying to point out that if people didn't post replies to Ben I'd
never know he was still there.

5669. Re: Mega STE Language Disk?

Newsgroup: comp.sys.atari.st
Date: 2004-11-05 11:04:11 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <418b5e31@news.broadpark.no>
Source record: 16264

Tim wrote:

> "Hallvard Tangeraas" <inv@lid.email> wrote in message
> news:4189dddf$1@news.broadpark.no...

>> > ftp://gem.win.co.nz/hall/tos_206/guide206.zip
>>
>> So.... was it of any use?
>> Did you find what you were looking for?
>>
> Yes nice layout! Thanks

Thank you! Nice to hear :-)

> I am still looking for a Mega STE disk...

If you look through the abovementioned guide you'll find a software
section with downloadable links.
You can download everything that's contained on the Mega STe disk.
As far as I remember, the only thing it contained was the "Xcontrol.acc"
control panel and a few CPX modules (general, printer and so on)
-correct me someone if I'm wrong.
I have a Mega STe myself, but bought it second hand and didn't get any
floppy disk(s) with it.

Oh, there's a USA version of the "Xcontrol" control panel (I remeber you
mentioning you wanted the USA version).
This differs from the UK version in the way that the date is displayed
(month-day-year as opposed to day-month-year if I recall correctly).

Another thing.... as opposed to the standard ST, STF, STFM, STe
computers, the Mega STe can be run at 16 MHz as opposed to 8 MHz! You
can change between 8 MHz and 16 MHz with or without a cache -go to the
"general" control panel to change this -read more about this (with
screenshots) in the user-guide.
Good luck!

--
Hallvard

5670. Re: "Discovery" cartridge info wanted

Newsgroup: comp.sys.atari.st
Date: 2004-11-05 12:39:56 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <418b74a1$1@news.broadpark.no>
Source record: 16265

user@nospam.com wrote:
> Hallvard Tangeraas <inv@lid.email> writes:
>
>>I've got a "Discovery" copy cartridge which I use to backup
>
>>I understand that the rightmost of those should be labelled "Drive B" ..
>>What about the connector next to it (to the left)?
>
> The connector closest to the computer connects to the computer's drive
> port (this is required even for computers without internal drive). The
> other goes to your external drive if you have one.

So that second connector basically acts as a "through" connector
allowing for an external (drive B) floppy drive?

>>And what about the connector next to that one (the leftmost connector)?
>>Actually, there is no connector there on mine, just an unused space on
>
> There was an option to connect a third and a fourth drive.

I see.
What kind of situations would call for such a setup?
I can understand 2 drives (copying a protected floppy to another floppy)...

>>My Discovery cartridge is labelled "Option 0", and as far as I remember
>>from past discussions it came with several other options. Was one of
>>them to add ROM chips from an Apple Macintosh?
>
> Yes, you could install MAC roms, real time clock and a couple of other
> options which I not recall right now. I think all the options are
> documented in one of the readme files.
>
> http://pasti.fxatari.com

I'll have a read through all the files that came with it.
The link you gave me however is a puzzle as I can't find anything about
the Discovery cartridge. All I could find was a couple of downloads for
STeem and some links.

--
Hallvard

5671. Re: "Discovery" cartridge info wanted

Newsgroup: comp.sys.atari.st
Date: 2004-11-05 14:21:55 UTC
From: user@nospam.com
Message-ID: <cmg2a3$v6g$1@blue.rahul.net>
Source record: 16266

Hallvard Tangeraas <inv@lid.email> writes:

>So that second connector basically acts as a "through" connector
>allowing for an external (drive B) floppy drive?

When the cartridge is inactive it is completely in pass-through. So that you could access the external drive as if the cartridge was not present. When the cartridge is operating some of the signals are accessed directly at the cartridge. They might still be in pass through, I don't know. The floppy bus is open collector, so it doesn't actually need to disconnect them.

>> There was an option to connect a third and a fourth drive.
>
> I see. What kind of situations would call for such a setup?

Well, I think the main purpose was to connect a 5.25 drive for PC disks, and still having two 3.5 drives. I would guess this was as uncommon as a PC with more than two floppy drives.

>> I think all the options are documented in one of the readme files.
>>
>> http://pasti.fxatari.com
>
> I'll have a read through all the files that came with it.
> The link you gave me however is a puzzle as I can't find anything about

Sorry, the link was just my signature (well, you'll find software for the Discovery Cartridge in the future there though). I was talking about the readme files on the disk coming with the cartridge. I think it was named options.doc or something like that. Let me know your email and I'll try to find it and send it to you if you don't have it.

5672. Looking for 1040STe Schematics..

Newsgroup: comp.sys.atari.st
Date: 2004-11-05 15:54:46 UTC
From: toothygrin@NOSPAM.theglaholts.net
Message-ID: <10on8i6kav5jode@corp.supernews.com>
Source record: 16267

Howdy, all.

I'm hoping to find a schematic for the 1040STe. Can anyone lead me in the proper direction? Google shows a bunch of sites that are no longer in operation, and I figured the readers of this group would have the most current information available.

Thanks in advance.

5673. Re: Data transfer

Newsgroup: comp.sys.atari.st
Date: 2004-11-05 16:36:06 UTC
From: Posring <posringfake@chello.nl>
Message-ID: <WZNid.11465$t2.10591@amsnews05.chello.com>
Source record: 16268

"JammSTer" <mevatele@yahoo.co.uk> schreef in bericht
news:418a51a2@news.greennet.net...
> Hi again
>
> Its called Ghostlink, try Google or I can email.
>
> Cheers

Thanks. I'm gonna give it a try.
Right now I am reading the messages on Atari.org and hope to find a clue
there.
Thanks y'all

5674. Re: Looking for 1040STe Schematics..

Newsgroup: comp.sys.atari.st
Date: 2004-11-05 19:47:17 UTC
From: JammSTer <news@mevagissey.net>
Message-ID: <418c1085$1@news.greennet.net>
Source record: 16269

Hi there
I'm in the process of putting this on the net.
Atari STe 520/1040
Computer Field Service Manual
Part Number: C302481-001 Rev A
August 1991
http://www.mevagissey.net/ATARIADS.HTM
The schematics will be going up next.
Cheers

"Toothy Grin" <toothygrin@NOSPAM.theglaholts.net> wrote in message
news:10on8i6kav5jode@corp.supernews.com...
> Howdy, all.
>
> I'm hoping to find a schematic for the 1040STe. Can anyone lead me in the
> proper direction? Google shows a bunch of sites that are no longer in
> operation, and I figured the readers of this group would have the most
> current information available.
>
> Thanks in advance.
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.786 / Virus Database: 532 - Release Date: 29/10/2004

5675. Re: Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.st
Date: 2004-11-05 21:13:05 UTC
From: "Steve Sweet"
Message-ID: <cmgqd0$k34$1@titan.btinternet.com>
Source record: 16270

Hi there

>> > Ever notice how easy it is to filter his spam but difficult to filter
>> > everyone who replies to it?

> I was trying to point out that if people didn't post replies to Ben I'd
> never know he was still there.

If a few more people would bother with a show of hands he may even get the
hint that he's not welcome and just plain quit!

--

Regards, Steve S.

5676. CT60 w/ MagiC

Newsgroup: comp.sys.atari.st
Date: 2004-11-05 22:02:00 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0411051402.6ee3c5ad@posting.google.com>
Source record: 16271

I've been attempting to run MagiC on my CT60, and I think I followed the directions regarding the patch and stuff to put in the auto folder. But when it gets to the MagiC splash screen I get 2 bombs, then a scrambled screen. When discussing this on the DHS site, it was suggested that I try a different boot manager (I use XBoot,) but I still had the same problem. Anyone got any suggestions of things to check or try? Thanks!
Wayne

5677. Re: CT60 w/ MagiC

Newsgroup: comp.sys.atari.st
Date: 2004-11-06 00:17:58 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.06.00.17.58.474000@nosspamatari-source.com>
Source record: 16272

On Fri, 05 Nov 2004 14:02:00 -0800, Wayne Martz wrote:

> I've been attempting to run MagiC on my CT60, and I think I followed
> the directions regarding the patch and stuff to put in the auto
> folder. But when it gets to the MagiC splash screen I get 2 bombs,
> then a scrambled screen. When discussing this on the DHS site, it was
> suggested that I try a different boot manager (I use XBoot,) but I
> still had the same problem. Anyone got any suggestions of things to
> check or try? Thanks!
> Wayne

I use MagiC 6.20 with no problems. Patch the MAGX.RAM, use the magic
programs that come with and don't use splash screen... Everyone I know
tells me splash screen is bad on MagiC. Disable all auto prg's to test
except NVDI. NVDI's one of the good ones.

PS: MagiC is not stable for me on the CT60, but it's not stable for me on
MSTe, TT or plain old falcon either so ;-)

Thanks,
Mark

5678. Re: Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.st
Date: 2004-11-06 00:18:45 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.06.00.18.45.170295@nosspamatari-source.com>
Source record: 16273

On Fri, 05 Nov 2004 21:13:05 +0000, Steve Sweet wrote:

> Hi there
>
>>> > Ever notice how easy it is to filter his spam but difficult to filter
>>> > everyone who replies to it?
>
>> I was trying to point out that if people didn't post replies to Ben I'd
>> never know he was still there.
>
> If a few more people would bother with a show of hands he may even get the
> hint that he's not welcome and just plain quit!

Now Steve, I think we all know that is never ever going to happen... He
just doesn't get it.

Mark
http://portal.atari-source.com

5679. Re: CT60 w/ MagiC

Newsgroup: comp.sys.atari.st
Date: 2004-11-06 04:02:25 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <falcon060-7BF5AF.23022405112004@news.isp.giganews.com>
Source record: 16274

In article <pan.2004.11.06.00.17.58.474000@nosspamatari-source.com>,
Mark D <mducksub@nosspamatari-source.com> wrote:

> On Fri, 05 Nov 2004 14:02:00 -0800, Wayne Martz wrote:
>
> > I've been attempting to run MagiC on my CT60, and I think I followed
> > the directions regarding the patch and stuff to put in the auto
> > folder. But when it gets to the MagiC splash screen I get 2 bombs,
> > then a scrambled screen. When discussing this on the DHS site, it was
> > suggested that I try a different boot manager (I use XBoot,) but I
> > still had the same problem. Anyone got any suggestions of things to
> > check or try? Thanks!
> > Wayne

I had the same issue with my CT60 back when I first got mine over a 16
months ago or so. Not sure exactly what cured it but I am going to give
you many suggestions to try. First off, make sure that you have
CT60XBIO.PRG, DSPXBIOS.PRG, EXCEP060.PRG. Make sure that these files
come from the latest update and also that you have MAGXBOOT.PRG which is
3222 bytes big in there as well. There maybe a certian order that
things need to boot in. The way I set mine up is as follows:

MagXBOOT.PRG FIRST then CT60XBIO, DSPXBIOS, EXCEP060 in this order.
Then NVDI and after that CD Drivers and Internet stacks and on down the
line. The trend here is to load the important stuff first and then work
your way down the line. DISABLE any boot manager for now. I had major
problems with XBOOT and could never get it working with the CT60 for
some reason. What VERSION of MAGIC are you running remember if it is
older than version 6 these Magic patches may not work at all. I know
there is a guy in here that says he is trying to get Magic 5 installed
on his system and I think he will find that it will not work. ALSO one
other thing I found A LONG while back and dont remember where I found
it. But when the CCT60 first came out we had to create a folder on your
BOOT DRIVE (Ussually C:/ drive) called NVDI and place your NVDI.PRG from
the AUTO FOLDER into this NVDI FOLDER that you just created. Then place
in the AUTO folder a new NVDI.PRG that is only 440 byte long. From my
understanding during the bootup process with the CT60. The 060 has to
have the CACHES OFF then load in NVDI then turn the CACHES back ON.
this little 440 byte program does this. It turns the CACHES OFF then
looks for the original NVDI.PRG in the NVDI folder then after the
program is loaded it turns the CACHES back ON and continues on with the
bootup. What speed is your CT60 running at. Believe it or not I found
that my CT60 runs more stable at 72 mhz. Not sure why. I have tried
the 66.666 mhz oscillator and it actually crashed 2 or 3 times a week.
Now at 72 mhz. I have not seen my CT60 crash at ALL. I even had

Rodolphe work on my Falcon and take it up to a 25 mhz. system bus and it runs ROCK SOLID. Thank you to Rodolphe for that one.

Beyond that I am not sure. If you want that NVDI.PRG that is 440 bytes big let me know. I dont even remember where I found it to tell you the truth. So I cannot direct you to the right spot. But here is my e-mail if you want to get into contact with my personally:

f a l c o n 0 6 0 <at> a d e l p h i a <DOT> n e t

remove all spaces and replace what is inside <> with appropriate characters.

>
> I use MagiC 6.20 with no problems. Patch the MAGX.RAM, use the magic
> programs that come with and don't use splash screen... Everyone I know
> tells me splash screen is bad on MagiC. Disable all auto prg's to test
> except NVDI. NVDI's one of the good ones.

I would also agree with MARK on the SPLASH SCREEN. CT60 may have problems with that image during bootup. Not sure because mine has always been turned off for the most part. And DEFINETLY YES NVDI has to be ON. It is one of the good APPS to use. And YES DISABLE all programs not being needed to see what is causing the problem, especially any sort of BOOT MANAGER.
>
> PS: MagiC is not stable for me on the CT60, but it's not stable for me on
> MSTe, TT or plain old falcon either so ;-)
>
> Thanks,
> Mark
>

Not sure about the stability issue on MARKS computers but I have not had ANY issue with my FALCON since getting it back from RODOLPHE. What ever he did CURED my once a week crash. Sometimes its not even the OS's fault. It can be a poorly written OLDER app causing the problem. But everyone is quick to blame the OS. One could argue that that is what Windows problem is. But when your at work and you cannot even copy a file to the FLOPPY Drive without the damn thing giving a blue screen of death. And you dont have a single app open and it is on a fresh bootup. What do you blame then??? Defienetly WINDOWS. I have had as many as 15 APPS open on my CT60'ed Falcon and back when I first got the CT60 it would occassionally crash on EVEREST or some other older app being used at the time. Do you blame Magic or one of the 15 APPS you got open?? Probably one of the APPS. I have done this 15 APP deal after Rodolphe worked on my computer and have had NO issues what so ever. It is not unusual to have 10 apps open daily without shutting one of them down for 16 hours on end without issue. Maybe there is a setup issue with your computer that may need addressed. Let me know if you want to look into it further.

Thanks,
Carey C.

5680. Re: Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.st
Date: 2004-11-06 04:37:34 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.11.06.04.37.34.417948@darkforce.ky.org>
Source record: 16275

On Fri, 05 Nov 2004 19:18:45 -0500, Mark D wrote:

>>> I was trying to point out that if people didn't post replies to Ben I'd
>>> never know he was still there.
>>
>> If a few more people would bother with a show of hands he may even get the
>> hint that he's not welcome and just plain quit!
>
> Now Steve, I think we all know that is never ever going to happen... He
> just doesn't get it.
>
> Mark

Er...I know I've been gone for awhile, but just recently I bought some
stuff from Bravo Sierra Computers. The service was fast and what I bought
arrived just as advertised.

Did I miss something, somewhere?

Thanks.

5681. Re: CT60 w/ MagiC

Newsgroup: comp.sys.atari.st
Date: 2004-11-06 05:24:39 UTC
From: rs.death_of_spam.mac@t-online.de
Message-ID: <1gmtecg.133s1fe177auxsN%rs.death_of_spam.mac@t-online.de>
Source record: 16276

Wayne Martz <wmartz@firstpresdalton.org> wrote:

> I've been attempting to run MagiC on my CT60, and I think I followed
> the directions regarding the patch and stuff to put in the auto
> folder. But when it gets to the MagiC splash screen I get 2 bombs,

I do not have any problem while magic starts, itï¿½s exactly the same
magic before i used the ct060 hardware. Only the magic ct060 patch is
new on chain.

> then a scrambled screen. When discussing this on the DHS site, it was

I think that have to do with preselect sceen resolution.

> suggested that I try a different boot manager (I use XBoot,) but I

Yep, remove it. Try another one. (I do not us an boot manager)

(Splash logo on falcon do not work as color picture, itï¿½s black+white)

Regards, Robert
--
-= DOIT-Hardware FAQs =-
____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

5682. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2004-11-06 10:02:48 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <418ca1d6bf89a0@telenet.be>
Source record: 16277
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**bsw_dcd**
ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_126.zip
(818.822 bytes) BSW Demo Compact Disk. NATO - KOHL-OHR-SCHOCK.
For more details see dcd_info.txt

ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_127.zip
(799.594 bytes) BSW Demo Compact Disk. Awakening of the Gods - KRUZ Megademo.
For more details see dcd_info.txt

ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_128.zip
(781.876 bytes) BSW Demo Compact Disk. FALUN CODING KONVENTION - INVITE by DHS.
For more details see dcd_info.txt

ftp://chapelie.rma.ac.be/atari/bsw_dcd/dcd_129.zip
(799.594 bytes) BSW Demo Compact Disk. Alien Blast Demoversion.
For more details see dcd_info.txt

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/zview-b2.lzh
(396.982 bytes) Image browser, converter and viewer for Atari and compatible systems.
Important note: to use this version, you need a 68020 (or better) and a FPU!

**internet**
ftp://chapelie.rma.ac.be/atari/internet/aicq/aicq161.zip
(128.544 bytes) Nice GEM-based ICQ client for STik/STing/Gluestik/MagicNet

**programming**
ftp://chapelie.rma.ac.be/atari/programming/Gemlib/gemlib-0.43.3-doc.tgz
(337.703 bytes) Documentation of GEMlib
```

ftp://chapelie.rma.ac.be/atari/programming/Gemlib/gemlib-0.43.3-gcc.zip
(110.152 bytes) lib for gcc 2.95

ftp://chapelie.rma.ac.be/atari/programming/Gemlib/gemlib-0.43.3-gcc281.zip
(106.241 bytes) lib for gcc 2.81

ftp://chapelie.rma.ac.be/atari/programming/Gemlib/gemlib-0.43.3-purec.zip
(57.950 bytes) lib for Pure C

ftp://chapelie.rma.ac.be/atari/programming/Gemlib/gemlib-0.43.3-sozobonx.zip
(67.078 bytes) lib for Sozobonx

ftp://chapelie.rma.ac.be/atari/programming/Gemlib/gemlib-0.43.3-src.tgz
(246.072 bytes) sources of GEMlib

Have fun,
Martin
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5683. Re: CT60 w/ MagiC

Newsgroup: comp.sys.atari.st
Date: 2004-11-06 10:32:57 UTC
From: Rodolphe Czuba <rodolphe.beurkspam.czuba@free.fr>
Message-ID: <418ca857$0$11548$626a14ce@news.free.fr>
Source record: 16278

Afaik, Xboot is not good on 060 !
Caches problems !
Use an other boot selector...

Wayne Martz wrote:
> I've been attempting to run MagiC on my CT60, and I think I followed
> the directions regarding the patch and stuff to put in the auto
> folder. But when it gets to the MagiC splash screen I get 2 bombs,
> then a scrambled screen. When discussing this on the DHS site, it was
> suggested that I try a different boot manager (I use XBoot,) but I
> still had the same problem. Anyone got any suggestions of things to
> check or try? Thanks!
> Wayne

5684. Re: Atari Ethernet

Newsgroup: comp.sys.atari.st
Date: 2004-11-06 11:10:15 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0411060310.160a7abd@posting.google.com>
Source record: 16279

rs.death_of_spam.mac@t-online.de (Robert Schaffner) wrote in message
news:<1gmqhtm.sowlik16mzaq4N%rs.death_of_spam.mac@t-online.de>...
> Chris <mrg@mrgs.cix.co.uk> wrote:
>
> > Is there an ethernet card for the Falcon?
>
> You find a lot of links on <http://www.doitarchive.de/link.htm>
>
> Regards, Robert

For the Falcon, as has been said the CTlink is best, a version of it
is being considered for the TT and Mega STe as well. For standard
ST/STe's the best bet is the EtherNEC board, which I think is no
longer in proudction, but it may be being remanufactured again fairly
soon. It is simply an ISA ethernet card running from an isa adapter
into the catridge port on a standard ST.

5685. Re: Atari Ethernet

Newsgroup: comp.sys.atari.st
Date: 2004-11-06 12:13:51 UTC
From: rs.death_of_spam.mac@t-online.de
Message-ID: <1gmtz2p.kokcqj1kxtg5iN%rs.death_of_spam.mac@t-online.de>
Source record: 16280

Dark Willow <dark_willow1981@lycos.com> wrote:

> For the Falcon, as has been said the CTlink is best, a version of it

I doni¿½t know, i do not have one ;)

I used a rom port interface from elmar hilgart and it works
great with STinG 1.26, but it is also not longer avaiable.

WLAN Adapors are welcome :)

Regards, Robert
--
-= DOIT-Hardware FAQs =-
____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

5686. Re: Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.st
Date: 2004-11-06 12:24:34 UTC
From: "Steve Sweet"
Message-ID: <cmifq2gpj1@sparta.btinternet.com>
Source record: 16281

Hi Ronald

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:pan.2004.11.06.04.37.34.417948@darkforce.ky.org...
> On Fri, 05 Nov 2004 19:18:45 -0500, Mark D wrote:
>
>>>> I was trying to point out that if people didn't post replies to Ben I'd
>>>> never know he was still there.
>>>
>>> If a few more people would bother with a show of hands he may even get
>>> the
>>> hint that he's not welcome and just plain quit!
>>
>> Now Steve, I think we all know that is never ever going to happen... He
>> just doesn't get it.
>>
>> Mark
>
> Er...I know I've been gone for awhile, but just recently I bought some
> stuff from Bravo Sierra Computers. The service was fast and what I bought
> arrived just as advertised.
>
> Did I miss something, somewhere?

Yes, you did miss something, this isn't a commercial forum for retards.

--

Regards, Steve S.

5687. Re: Atari Ethernet

Newsgroup: comp.sys.atari.st
Date: 2004-11-06 13:12:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <418c78a410acc44@comcast.net>
Source record: 16282

>Hi all,
>
>Is there an ethernet card for the Falcon?

Yes there is You could use the same one I am using on my STe. It
fits into the cartridge port and uses an ISA card. Works great....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5688. Re: Can I do anything with a 520 STFM without a mouse?

Newsgroup: comp.sys.atari.st
Date: 2004-11-06 13:12:13 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <418c78a410acc45@comcast.net>
Source record: 16285

>Hi all.
>
>Hope this is the right group to post this - if not, please accept my
>apologies, and I would be grateful if someone could direct me to a
>more appropriate group.
>
>I've got an old Atari 520 STFM, but I have no disks for it, and no
>mouse. I have hooked it up to a TV via the RF output, and it seems to
>work, giving a green screen with menu headings along the top, and what
>I assume is a mouse pointer in the centre of the screen.
>
>Pressing any key on the keyboard causes a "pip" sound from the TV, but
>little else happens.
>
>I cannot find any key combination that allows me to access the menus
>at the top of the screen. I've tried googling, but all the FAQ pages
>I've turned up assume that you have a working mouse attached to the
>machine.
>
>Can anyone help?
>

I would just go out and buy an Atari mouse. They are very cheap.
For now, just use the ALT key plus the arrow keys to move around.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5689. Re: CD-ROM drive on Atari STe

Newsgroup: comp.sys.atari.st
Date: 2004-11-06 13:12:14 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <418c78a410acc46@comcast.net>
Source record: 16284

>I am trying to hook up a PROCOM (1993 Mac external SCSI) CD-ROM to my
>4meg TOS 2.06 STe and after fiddling around for 2 hours with MetaDos,
>the SCSI ID switch etc. it is dawning on me that I have no idea what
>the heck I am doing. From searching usenet it looks like the driver
>that comes with MetaDos only works on some specific CD-ROM that I do
>not have. My questions are; can I run a SCSI CD-ROM chained off of the
>back of my Supra hard drive? Do I need some kind of Mint setup, or can
>I just run the thing with a stock TOS 2.06 setup? I would like to get
>this running so that I can have the Atari Compendium available while I
>am programming. Thanks in advance for any help.

On my STe I use Extendos Gold and a Link II. My CD Rom Drive works
great...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5690. Re: Data transfer

Newsgroup: comp.sys.atari.st
Date: 2004-11-06 13:12:15 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <418c78a410acc47@comcast.net>
Source record: 16283

>
>Maybe a silly question but if you don't ask you'll never know.
>I have 2 Atari Megafile 60 with data that I would like to transfer to my
>PC. Is such possible ? If so, how can I do that?
>Thanks.

If your Atari had an Ethernet connection you could use the ftp
protacol. You can also do it with a Null modem cable connection
between the two with an Atari program called Ghostlink. Below is
a text file that describes it:

Ghostlink v1.02 Beta 02/05/94 Copyright Bitz 1994

What is ghostlink:

Ghostlink is a link between an Atari GEM Computer (Master)
and a MS-DOS computer (Slave)
It allows the drives (floppy, harddisk, CD-ROM) installed
on the slave to be used by the master as a GEM-partition.
It is possible to connect up to 3 PC slaves (on different ports!)

So, you can, for instance, import a picture stored on a CD-Rom
(connected to a MS-DOS PC) into Calamus!

Connection:

A simple nullmodem cable is required.

Installation on ATARI:

Run the program STMASTER.PRG

1. Select port & speed
On the left you see 3 channel boxes.
Set the wanted port and speed for channel 1:

- STANDARD All Atari's (ST/STE/TT/Falcon)
The standard TOS routines are used.
Select port & speed in the control panel.
(Select 8 bit, 1 stopbit, no parity, no flowcontrol)

- SERIAL 2 Only MEGA STE & TT
Speed: 300/600/1200/2400/4800/9600/19200
38400/57600/115200
On a MEGA STE, do not use more than 57600 Baud

- MODEM 2 Only MEGA STE & TT
Speed: 300/600/1200/2400/4800/9600/19200
38400/76800/153600
On a MEGA STE, do not use more than 57600 Baud

- MODEM Only Falcon
Speed: 300/600/1200/2400/4800/9600/19200
38400/57600/115200

2. Select the partition ID's
On the right side is the partition box. Double click on existing
entries to edit them, or click on ADD to add an entry.

Editing a partition entry:
- Select a local drive ID (this is the drive-letter used by
GEM to access the slave).
- Select a remote drive ID (this is the drive-letter used on
the slave computer).
Here you can also select "All existing drives"; this means
that with 1 local drive-ID, you can access all the remote
drives (the remote drives are showed as folders in the ROOT
directory).
- Select a channel (take 1).

3. Click on Save to save the settings, this will avoid you to select
all settings every time the program is runned.
(Note: the settings are saved directly into the program!)

4. Click on install. The program will quit but remains resident.
Just install the icon(s) for the LOCAL partitions on the desktop.

The program can also be installed in the AUTO-folder, this way
the dialog does not appear (select & save settings before).

Installation on MS-DOS:

Run the program PCSLAVE.EXE

1. Select the port with keys <1> = COM1 <2> = COM2
2. Select the speed with the function keys 1->10
300 -> 115200 Baud
Of course, the speed must be the same as the master speed!
3. So, thats all, as long as the slave is active, you'll have
access to it from the master.
4. To quit, press escape (access is terminated).

Use:

Use it the first time at low speed, to avoid speed problems.

The data that is transfered is CRC32 controlled, so when a
datablock send by master or slave has errors, it is send
again (this as much as needed). So, if a computer is to slow,
or in other words the transfer speed is to high, the system

will lock up. In that case hold CONTROL/SHIFT/ALTERNATE on the
master (Atari) and the transfer will stop with an ERROR code.

If on the MS-DOS screen, command tracing is ON, you can watch all
used GEM-DOS operations (very interesting). Here you also can see
the errors. MASTER ERROR means the master recieved a datablock with
checksum error (Master to slow?) and SLAVE ERROR means the slave
received a bad data block (Slave to slow?).

Notes:

What does not work:
- Renaming a folder on the slave. (difficult to do under DOS)
- Starting a program (.PRG of course) on the slave.
(maybe in the next version...)

What's next:
- An Atari Slave program, to connect Atari to Atari
- More ports support (midi, parallell)
(I am really curious to see the parallell speed...)

This is a beta-version, Bitz does not take any responsability
for dammage occured to hard- and/or software by using this program...

If you have any suggestions, bug-reports or whatever, or if you are
interested in a full working version, contact me:

BITZ Computers c/o P. Van Malderen
Brusselsesteenweg, 107
B-1500 Halle / Belgium

Phone: (02) 361 10 89
Fax: (02) 361 25 52
BITZ Atari BBS: (02) 361 14 08 (message to PIRRE KING)

So, enjoy this program...

(c)Bitz 1994 Pierrot Van Malderen.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5691. Atari Online News, Etc. #06-45

Newsgroup: comp.sys.atari.st
Date: 2004-11-06 13:35:02 UTC
From: danap8@aol.comno-spam
Message-ID: <20041106083502.07117.00000167@mb-m10.aol.com>
Source record: 16286

```
A-ONE #0645 11/05/04

~ New HighWire Update! ~ People Are Talking! ~ Can-Spam Slammed!
~ Four More for Dub-yah! ~ Larry Still Misbehaves ~ New Cresus beta Out!
~ Users Invite Spyware! ~ Net Banking Phish Scam ~ AtarICQ Updated!
~ IE Losing Market Share ~ SpamNet After Phish! ~ New LOTR Ships!

-* Spyware: Scourge of Internet *-
-* Companies Scrambling With Spyware! *-
-* Two Guilty In First Felony Spam Conviction *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
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5692. Re: Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.st
Date: 2004-11-06 14:03:32 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.11.06.14.03.31.345544@darkforce.ky.org>
Source record: 16287

On Sat, 06 Nov 2004 12:24:34 +0000, Steve Sweet wrote:

>> Er...I know I've been gone for awhile, but just recently I bought some
>> stuff from Bravo Sierra Computers. The service was fast and what I bought
>> arrived just as advertised.
>>
>> Did I miss something, somewhere?
>
> Yes, you did miss something, this isn't a commercial forum for retards.

Hmm. Okay, I admit that I've seen him post (seemingly) the same "blurb"
over and over. Let me ask this though, in the interest of rational
discussion, where is an honest-to-goodness Atari vendor supposed to
advertise since the magazines and other outlets are pretty well gone?

I'm not defending him, guys...just an honest question.

5693. Re: CT60 w/ MagiC

Newsgroup: comp.sys.atari.st
Date: 2004-11-06 15:20:26 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <x65jd.5253$F6.1279493@news.siol.net>
Source record: 16288

Rodolphe Czuba wrote:

> Afaik, Xboot is not good on 060 !
> Caches problems !
> Use an other boot selector...

Agree here. Magic and Xboot is a no no on CT60. I do use Xboot still, since i like it a lot, but i know 1st hand that with Magic it craps big time. Removing the Xboot did the trick.

Janez

5694. Re: CT60 w/ MagiC

Newsgroup: comp.sys.atari.st
Date: 2004-11-06 15:22:56 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <T85jd.5255$F6.1279493@news.siol.net>
Source record: 16289

Janez Valant wrote:

> Rodolphe Czuba wrote:
>
>> Afaik, Xboot is not good on 060 !
>> Caches problems !
>> Use an other boot selector...
>
> Agree here. Magic and Xboot is a no no on CT60. I do use Xboot still,
> since i like it a lot, but i know 1st hand that with Magic it craps big
> time. Removing the Xboot did the trick.

Just got an possible solution if u like Xboot (works if Xboot dont mess caches emediately on startup):

Xboot can be configured to exit emediately if u hold certain key. Maybe after initial Xboot session u hold that key during Magic session would avoid those cache probs....

Janez

5695. Re: Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.st
Date: 2004-11-06 17:07:30 UTC
From: "Steve Sweet"
Message-ID: <cmj0ch$7cl$1@hercules.btinternet.com>
Source record: 16290

Hi Ronald

>>> Er...I know I've been gone for awhile, but just recently I bought some
>>> stuff from Bravo Sierra Computers. The service was fast and what I
>>> bought
>>> arrived just as advertised.
>>>
>>> Did I miss something, somewhere?
>>
>> Yes, you did miss something, this isn't a commercial forum for retards.
>
> Hmm. Okay, I admit that I've seen him post (seemingly) the same "blurb"
> over and over. Let me ask this though, in the interest of rational
> discussion, where is an honest-to-goodness Atari vendor supposed to
> advertise since the magazines and other outlets are pretty well gone?
>
> I'm not defending him, guys...just an honest question.

Well, since we're sharing a beer (and you're buying!!), a fair place would
be here, with a short post, infrequently and to the point, but not reams of
the same bollox over and over every few days.

Someone else here managed to get the message and still manages to slip in
the odd unobtrusive advert but only where its relevant!

--

Regards, Steve S.

5696. Re: CT60 w/ MagiC

Newsgroup: comp.sys.atari.st
Date: 2004-11-06 17:12:38 UTC
From: "Steve Sweet"
Message-ID: <cmj0m6$7nf$1@hercules.btinternet.com>
Source record: 16291

Hi Janez

>> Afaik, Xboot is not good on 060 !
>> Caches problems !
>> Use an other boot selector...
>
> Agree here. Magic and Xboot is a no no on CT60. I do use Xboot still,
> since i like it a lot, but i know 1st hand that with Magic it craps big
> time. Removing the Xboot did the trick.

I use Xboot on an 030 with no problems

--

Regards, Steve S.

5697. AR Archive files

Newsgroup: comp.sys.atari.st
Date: 2004-11-06 17:22:03 UTC
From: Roland Mösl <founder@pege.org>
Message-ID: <418d0846$0$9936$91cee783@newsreader01.highway.telekom.at>
Source record: 16292

Just discovered old *.AR Files

I have only Windows XP computers now,
what program can hadnel AR files?

--
Roland Mï¿½sl
http://www.pege.org Clear targets for a confused civilization
http://web-design-suite.com Web Design starts at the search engine

5698. Re: CT60 w/ MagiC

Newsgroup: comp.sys.atari.st
Date: 2004-11-06 20:20:18 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <Hv9jd.5264$F6.1279684@news.siol.net>
Source record: 16293

Steve Sweet wrote:

> Hi Janez
>
>>> Afaik, Xboot is not good on 060 !
>>> Caches problems !
>>> Use an other boot selector...
>>
>> Agree here. Magic and Xboot is a no no on CT60. I do use Xboot still,
>> since i like it a lot, but i know 1st hand that with Magic it craps big
>> time. Removing the Xboot did the trick.
>
> I use Xboot on an 030 with no problems

Yes there is no probs on 030. On CT60 Xboot seems to mess with CACR and since Magic after bootstraping magic.ram enter boot procedure again (runing xboot again) cause a bus error. Thats is a speculation, but cache is most likely a problem with 060.

Janez

5699. Re: Can I do anything with a 520 STFM without a mouse?

Newsgroup: comp.sys.atari.st
Date: 2004-11-06 21:15:46 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.11.06.21.15.46.407552@noos.fr>
Source record: 16294

Le Sat, 06 Nov 2004 13:12:13 +0000, Edward S. Baiz Jr. a ï¿œcritï¿œ:

>>Hi all.
>>
>>Hope this is the right group to post this - if not, please accept my
>>apologies, and I would be grateful if someone could direct me to a more
>>appropriate group.
>>
>>I've got an old Atari 520 STFM, but I have no disks for it, and no mouse.
>>I have hooked it up to a TV via the RF output, and it seems to work,
>>giving a green screen with menu headings along the top, and what I assume
>>is a mouse pointer in the centre of the screen.
>>
>>Pressing any key on the keyboard causes a "pip" sound from the TV, but
>>little else happens.
>>
>>I cannot find any key combination that allows me to access the menus at
>>the top of the screen. I've tried googling, but all the FAQ pages I've
>>turned up assume that you have a working mouse attached to the machine.
>>
>>Can anyone help?
>>
>>
> I would just go out and buy an Atari mouse. They are very cheap. For now,
> just use the ALT key plus the arrow keys to move around.

Hi!

Another point of view!Perhaps!
Just try to find serial mouse for pc computer!
(it's operationnal with ps/2 sï¿œrial too....)

And after that just install "pcmouse" freeware software"!

Or another possibility too, just try to find special
"hardware" for atari : eiffel.....open source hard&soft!
(of course it's a D.I.Y if you want too)

Only solutions, just keep contact with atari groups.....

Bye

5700. Re: Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.st
Date: 2004-11-06 23:02:24 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.11.06.23.02.24.639888@darkforce.ky.org>
Source record: 16295

On Sat, 06 Nov 2004 17:07:30 +0000, Steve Sweet wrote:

> Well, since we're sharing a beer (and you're buying!!), a fair place would
> be here, with a short post, infrequently and to the point, but not reams of
> the same bollox over and over every few days.

If I ever catch you in the same bar Steve, I'll be more than glad to buy
you a beer! :-)

> Someone else here managed to get the message and still manages to slip in
> the odd unobtrusive advert but only where its relevant!

Understood.

5701. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-11-06 23:22:44 UTC
From: sf0218@aol.com
Message-ID: <20041106182244.07586.00000233@mb-m01.aol.com>
Source record: 16296

Hi Everybody!!!!!

Well, I've finally gotten HDDriver to recognize the hdd, but it only sees one partition and HDUtility doesn't see any partition to install hddriver on!!!
Help, oh please help!!
Much more of those and I'm gonna start hitting the bottle....or six packs!!!

Thanks

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 1.2gig hdd

5702. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-11-06 23:31:35 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.06.23.31.34.908802@nosspamatari-source.com>
Source record: 16297

On Sat, 06 Nov 2004 23:22:44 +0000, SF0218 wrote:

> Hi Everybody!!!!!
>
> Well, I've finally gotten HDDriver to recognize the hdd, but it only sees one
> partition and HDUtility doesn't see any partition to install hddriver on!!!
> Help, oh please help!!
> Much more of those and I'm gonna start hitting the bottle....or six packs!!!
>

Well,

After you partition the hard drive, you have to reboot. Hddr-util only
shows the partitions that were loaded when hddriver.prg (or .sys if
installed) listed. Most likely you will not be able to interact with
partitions over 1gig under Tos 4.04 very much at all. So the procedure is:

1. Clean system.
2. Run hddriver.prg to detect the disk and whatever partitions may be on
it.
3. Load hddrutil and partition the disk into whatever you find suitable,
noting that partitions over 1 gig will not be accessible under MagiC or
MiNT.
4. Reboot the machine and run hddriver.prg again, this time it will detect
all the partitions you made previously.
5. Run hddrutil and interact with those partitions, probably want to zero
or initialize them.
6. Then you want to install hddriver on the disk. Go to "Ide disks" in
one of the menus and hit "Modify HD-Driver". Then hit install hddriver
from the other menu.
7. Now hit locate hddriver and load the hddriver.sys from C: (most likely
an unnecessary step, I just do this to make sure I am modifying settings
on my hdd
8. Then hit autoconfigure.
9. You're done.. relax.

Thanks,
Mark

5703. Re: Can I do anything with a 520 STFM without a mouse?

Newsgroup: comp.sys.atari.st
Date: 2004-11-06 23:33:40 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.06.23.33.38.600053@nosspamatari-source.com>
Source record: 16298

On Sat, 06 Nov 2004 22:15:46 +0100, beebee wrote:

> Le Sat, 06 Nov 2004 13:12:13 +0000, Edward S. Baiz Jr. a ï¿½critï¿½:
>
>>>Hi all.
>>>
>>>Hope this is the right group to post this - if not, please accept my
>>>apologies, and I would be grateful if someone could direct me to a more
>>>appropriate group.
>>>
>>>I've got an old Atari 520 STFM, but I have no disks for it, and no mouse.
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>>>giving a green screen with menu headings along the top, and what I assume
>>>is a mouse pointer in the centre of the screen.
>>>
>>>Pressing any key on the keyboard causes a "pip" sound from the TV, but
>>>little else happens.
>>>
>>>I cannot find any key combination that allows me to access the menus at
>>>the top of the screen. I've tried googling, but all the FAQ pages I've
>>>turned up assume that you have a working mouse attached to the machine.
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>>>Can anyone help?
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>>>
>> I would just go out and buy an Atari mouse. They are very cheap. For now,
>> just use the ALT key plus the arrow keys to move around.
>
> Hi!
>
> Another point of view!Perhaps!
> Just try to find serial mouse for pc computer!
> (it's operationnal with ps/2 sï¿½rial too....)
>
> And after that just install "pcmouse" freeware software"!
>
> Or another possibility too, just try to find special
> "hardware" for atari : eiffel.....open source hard&soft!
> (of course it's a D.I.Y if you want too)
>
> Only solutions, just keep contact with atari groups.....
>
> Bye

How's he going to do that if he can't even get the cursor to move? ;) LOL one thing at a time. As ozk said, use the alt keys + arrow keys to move. Alt insert is left click, also very important. TOS was never setup to be keyboard driven very well.

Thanks,
Mark

5704. Re: Atari Ethernet

Newsgroup: comp.sys.atari.st
Date: 2004-11-06 23:36:20 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.06.23.36.20.652994@nosspamatari-source.com>
Source record: 16199

On Sat, 06 Nov 2004 13:13:51 +0100, Robert Schaffner wrote:

> Dark Willow <dark_willow1981@lycos.com> wrote:
>
>> For the Falcon, as has been said the CTlink is best, a version of it
>
> I doni¿½t know, i do not have one ;)
>
> I used a rom port interface from elmar hilgart and it works
> great with STinG 1.26, but it is also not longer avaiable.
>
> WLAN Adapors are welcome :)
>

Nobody is going to be crazy enough to do that. Best hope is a USB wlan dongle and someone writing a driver, but wlan drivers are insane. They're usually pretty tough to support. Your best bet is an ethernet to wlan bridge. Lp already uses one of those on his TT without troubles.

Thanks,
Mark
http://portal.atari-source.com

5705. Re: CT60 w/ MagiC

Newsgroup: comp.sys.atari.st
Date: 2004-11-06 23:54:52 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.06.23.54.51.827677@nosspamatari-source.com>
Source record: 16200

On Fri, 05 Nov 2004 23:02:25 -0500, Carey Christenson wrote:
>
> Not sure about the stability issue on MARKS computers but I have not had
> ANY issue with my FALCON since getting it back from RODOLPHE. What ever
> he did CURED my once a week crash. Sometimes its not even the OS's
> fault. It can be a poorly written OLDER app causing the problem. But
> everyone is quick to blame the OS. One could argue that that is what
> Windows problem is. But when your at work and you cannot even copy a
> file to the FLOPPY Drive without the damn thing giving a blue screen of
> death. And you dont have a single app open and it is on a fresh bootup.
> What do you blame then??? Defienetly WINDOWS. I have had as many as 15
> APPS open on my CT60'ed Falcon and back when I first got the CT60 it
> would occassionally crash on EVEREST or some other older app being used
> at the time. Do you blame Magic or one of the 15 APPS you got open??
> Probably one of the APPS. I have done this 15 APP deal after Rodolphe
> worked on my computer and have had NO issues what so ever. It is not
> unusual to have 10 apps open daily without shutting one of them down for
> 16 hours on end without issue. Maybe there is a setup issue with your
> computer that may need addressed. Let me know if you want to look into
> it further.

While I agree with you partially, there's no reason you shouldn't be able to have 300 apps open. I mean we have 256MB+ of RAM now. Most importantly my MagiC probs happen when I do similar stuff to what I do without problems under MiNT and N.Aes. Therefore I have to blame MagiC. And it crashes really weirdly and randomly. Like start the system up, start aniplayer, go back to magxdesk, go to load qed. As soon as you doubleclick qed.. crash.. System angehalten. And MagiC has been this way for all of my machines. Sometimes you boot it up and it runs great for a week, other times it doesn't last 2 minutes. On most of my machines if I boot it up and walk away, I come back it is crashed for me. I leave MiNT running on my Falcon for weeks at a time as a dev system with no crashes. And this is memory protection disabled. I believe the problem is that MagiC or MagiC's AES is over-optimized (it is REALLY FAST). This has all been beaten to death 40 times over and I don't want to dredge anything up, because even MagiC's author, Andreas Kromke said on this NG that stability issues are most likely related to extreme optimizations in MagiC. And it is unfortunate that I can't get things to be stable because it is wicked fast.

Mark
http://portal.atari-source.com

5706. HDDriver Part 3

Newsgroup: comp.sys.atari.st
Date: 2004-11-07 00:41:50 UTC
From: sf0218@aol.com
Message-ID: <20041106194150.07586.00000235@mb-m01.aol.com>
Source record: 16201

To All,

The Falcon/Ct60 sees the drive but only the C partition. HDDriver, see the drive, but only the C partition, and it cannot copy hddriver to the partiltion!! I have the drive partitioned into 3 logical drives.

Please help as this is really starting to make me crazy!!! I feel like I'm so close to being able to use this drive, but I'm missing one step or something!!! Help!!!

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 1.2gig hdd

5707. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-11-07 02:56:33 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.11.07.02.56.33.45008@darkforce.ky.org>
Source record: 16202

On Sat, 06 Nov 2004 18:31:35 -0500, Mark D wrote:

> 3. Load hddrutil and partition the disk into whatever you find suitable,
> noting that partitions over 1 gig will not be accessible under MagiC or
> MiNT.

Er...I'm confused now. I thought that MINT with HDDriver *could* access
partitions over 1 gig, as long as its a MINT (ext2) partition.

Or did you just mean that greater than 1 gig ---> TOS <--- partitions
can't be accessed?

Thanks!

5708. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-11-07 03:01:53 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.07.03.01.53.940740@nosspamatari-source.com>
Source record: 16203

On Sat, 06 Nov 2004 21:56:33 -0500, Ronald J. Hall wrote:

> On Sat, 06 Nov 2004 18:31:35 -0500, Mark D wrote:
>
>> 3. Load hddrutil and partition the disk into whatever you find suitable,
>> noting that partitions over 1 gig will not be accessible under MagiC or
>> MiNT.
>
> Er...I'm confused now. I thought that MINT with HDDriver *could* access
> partitions over 1 gig, as long as its a MINT (ext2) partition.
>
> Or did you just mean that greater than 1 gig ---> TOS <--- partitions
> can't be accessed?
>
> Thanks!

Oops,

I meant that those partitions would ONLY be accessible under MiNT or MagiC
but would be visible under TOS. If you try to access them, you'll just
get some disk not found error or something. I forget the exact message.

Sorry for the confusion ;-)

Mark
http://portal.atari-source.com

5709. Re: Atari Ethernet

Newsgroup: comp.sys.atari.st
Date: 2004-11-07 07:31:14 UTC
From: rs.death_of_spam.mac@t-online.de
Message-ID: <1gmvf6c.1u61x3611zagcwN%rs.death_of_spam.mac@t-online.de>
Source record: 16204

Mark D <mducksub@nosspamatari-source.com> wrote:

> Nobody is going to be crazy enough to do that. Best hope is a USB wlan
> dongle and someone writing a driver, but wlan drivers are insane. They're

Yes, sure.
But for an USB dongle first we need an USB port :)

> usually pretty tough to support. Your best bet is an ethernet to wlan
> bridge. Lp already uses one of those on his TT without troubles.

Yes, thati¿½s a good idea.

Regards, Robert
--
-= DOIT-Hardware FAQs =-

____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

5710. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-11-07 08:43:15 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <hokjd.5282$F6.1279723@news.siol.net>
Source record: 16205

gfa wrote:

>> Er...I'm confused now. I thought that MINT with HDDriver *could* access
>> partitions over 1 gig, as long as its a MINT (ext2) partition.
>>
>> Or did you just mean that greater than 1 gig ---> TOS <--- partitions
>> can't be accessed?
>
> I have a 1 gig partition, don't even have ext2 installed. I burn CD's
> from it, all that is needed is to boot mint, since it defaults to NEWFATFS
> for
> all drives I think. If not you can set the drive to NEWFATFS in the mint
> config file. Then it will work as 1gig. I am not sure what the upper

TOS 4.04 can handle up to 1GB partitions, it can see 2GB ones as well,
but it don't handle them correctly. Magic can see bigger ones, but i'm not
aware what is the limit. MiNT definately see over 1GB and if i'm not
mistaken, the ext2 limit is 12TB or so....

Janez

5711. Re: HDDriver Part 3

Newsgroup: comp.sys.atari.st
Date: 2004-11-07 10:50:51 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <418dfddf$0$15430$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16206

"SF0218" <sf0218@aol.com> wrote in message
news:20041106194150.07586.00000235@mb-m01.aol.com...
> To All,
>
> The Falcon/Ct60 sees the drive but only the C partition. HDDriver, see
> the
> drive, but only the C partition, and it cannot copy hddriver to the
> partiltion!! I have the drive partitioned into 3 logical drives.
>
> Please help as this is really starting to make me crazy!!! I feel like
> I'm so
> close to being able to use this drive, but I'm missing one step or
> something!!!
> Help!!!
>
> Thanks,
>

Demo version of HD driver ?

Chris

>
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 1.2gig hdd
>
>

5712. Newbie ST question

Newsgroup: comp.sys.atari.st
Date: 2004-11-07 14:50:05 UTC
From: volksrod70@hotmail.com
Message-ID: <a4b7e9c.0411070650.4199bcf6@posting.google.com>
Source record: 16207

I have been given a ALLDATA automotive computer, inside is a Atari
1040ST main board.
This computer has one floppy drive on the back and a SCSI cdrom on the
front for which I have many automotive repair discs.
Here is my problem, I turn on the machine and it attempts to read the
cdrom, and floppy drives. times out and then boots to what looks like
an Apple interface, I then have tried to read the original boot disk
that came with the machine, no go, will not format a blank 720k disk
either.
I have opened the machine, blown out with compresed air, unplugged and
plugged back in all cables, and removable chips.
It never had a keyboard, though a phone looking jack is on the front,
it was always used with a mouse.
Most of the machine appears to work but just can't read the drives.
I'd really like to be able to use this machine and would be gratefull
for any help.
Thanks to all that can help.
Douglas

5713. Re: HDDriver Part 3

Newsgroup: comp.sys.atari.st
Date: 2004-11-07 17:59:21 UTC
From: sf0218@aol.com
Message-ID: <20041107125921.21692.00000203@mb-m14.aol.com>
Source record: 16208

Not hardly. It's the full purchased version and is registered with Uwe.

FYI, AHDI almost does the same thing, but it actually sees all 3 partitions, it just won't write anything to them.

Thanks,
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 1.2gig hdd

5714. Re: HDDriver Part 3

Newsgroup: comp.sys.atari.st
Date: 2004-11-07 18:33:32 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <418e6a40$0$10974$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16209

"SF0218" <sf0218@aol.com> wrote in message
news:20041107125921.21692.00000203@mb-m14.aol.com...
> Not hardly. It's the full purchased version and is registered with Uwe.
>
> FYI, AHDI almost does the same thing, but it actually sees all 3
> partitions, it
> just won't write anything to them.
>

How bigs the HD and partitions ? I never solved my HD issues, but on my falcon I can use a 540MB drive fine (devided into 100MB chunks) but I also have a 1.5gig HD, if I partition this into say 500MB chunks, I can only access the C: partition, D and E just wont work, dispite many conflicting views on this, I can only assume that it will access upto around 500MB of space.

Chris

> Thanks,
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 1.2gig hdd
>
>

5715. Re: HDDriver Part 3

Newsgroup: comp.sys.atari.st
Date: 2004-11-07 18:56:52 UTC
From: Paul Williamson <paul.williamson@zetnet.co.uk>
Message-ID: <0hrso0l1b8qpmluh6d0oml0ml6o4c8bod0@4ax.com>
Source record: 16210

Hi Sam,

On 07 Nov 2004 17:59:21 GMT, sf0218@aol.com (SF0218) wrote:

>Not hardly. It's the full purchased version and is registered with Uwe.
>
>FYI, AHDI almost does the same thing, but it actually sees all 3 partitions, it
>just won't write anything to them.

Just a thought. Have you checked the jumper settings on the drive ?
I had similar problems when using two drives on the same IDE cable on
the Hades, and they disappeared once I got that sorted.

I imagine you've just got the one connector on your IDE cable ? So
have you set the drive jumper to master ? (A lot of drives are
supplied jumpered ready for "cable select" these days.)

BTW, I had no difficulty using HD driver to check out an 80GIG drive
on my Hades, running MintNet. It found it, and partitioned it within
about 2 mins. I did it to check the drive as I was having problems
trying to get it running on my PC.

HTH

Paul

5716. Re: Terror Offer!!

Newsgroup: comp.sys.atari.st
Date: 2004-11-07 23:23:19 UTC
From: "P.Ness" <hip@hop.com>
Message-ID: <418ee65a@news.greennet.net>
Source record: 16211

Now part of a landfill so sad!

5717. Re: Mega STE Language Disk?

Newsgroup: comp.sys.atari.st
Date: 2004-11-08 02:00:33 UTC
From: Sheldon Winick <s.winick@charter.net>
Message-ID: <ilkto0lprige0prg4oug29gv0m4cu0megv@4ax.com>
Source record: 16212

Tim,

Are you still needing that MegaSTe Language disk? Do you need just
the basic one or the one for the MegaSTe with the built-in hard drive.
Can you accept a ZIP file through Email?

Sheldon

On Mon, 1 Nov 2004 23:00:41 -0800, "Tim" <tjlazer@CRAPmail.com> wrote:

>I just got a Mega STE computer and would like to get a copy of the Mega STE
>Language Disk. Anyone have one for sale or for download? USA version
>preferred.
>
>Thanks
>Tim
>

5718. Re: CT60 w/ MagiC

Newsgroup: comp.sys.atari.st
Date: 2004-11-08 02:13:45 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0411071813.42ff9e50@posting.google.com>
Source record: 16213

Wow, thanks everyone for all the responses! It's going to be a bit before I can try everything suggested. Mark, how do you avoid using the splash screen of magic? I didn't know one could do that! Cary, thanks, I'll try everthing you suggested and report back. Robert, Rudolphe and Janez, I had tried running without XBoot, and still had the same 2 bombs right after the splash screen. But I'll certainly try again. Would anyone care to suggest some good boot manager alternatives?

Thanks again!

Wayne

5719. Re: Terror Offer!!

Newsgroup: comp.sys.atari.st
Date: 2004-11-08 04:05:31 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.11.08.04.05.31.218527@darkforce.ky.org>
Source record: 16214

On Sun, 07 Nov 2004 23:23:19 +0000, P.Ness wrote:

> Now part of a landfill so sad!

Nothing personal, but its really hard for me to take anybody with the
e-mail address of "hip@hop.com" seriously... :-)

5720. Re: CT60 w/ MagiC

Newsgroup: comp.sys.atari.st
Date: 2004-11-08 04:54:57 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.08.04.54.57.452486@nosspamatari-source.com>
Source record: 16215

On Sun, 07 Nov 2004 18:13:45 -0800, Wayne Martz wrote:

> Wow, thanks everyone for all the responses! It's going to be a bit
> before I can try everything suggested. Mark, how do you avoid using
> the splash screen of magic? I didn't know one could do that! Cary,
> thanks, I'll try everthing you suggested and report back. Robert,
> Rudolphe and Janez, I had tried running without XBoot, and still had
> the same 2 bombs right after the splash screen. But I'll certainly try
> again. Would anyone care to suggest some good boot manager
> alternatives?
>
> Thanks again!
>
> Wayne

Wayne,

Load up your MagX.inf in a text editor and add a pound sign (#) in from of
the line where it says "slashimage" or something similar. The option will
be pointing to a .img file. This will disable the splash screen
altogether.

Thanks,
Mark

5721. Re: Atari Ethernet

Newsgroup: comp.sys.atari.st
Date: 2004-11-08 04:56:07 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.08.04.56.07.40875@nosspamatari-source.com>
Source record: 16216

On Sun, 07 Nov 2004 08:31:14 +0100, Robert Schaffner wrote:

> Mark D <mducksub@nosspamatari-source.com> wrote:
>
>> Nobody is going to be crazy enough to do that. Best hope is a USB wlan
>> dongle and someone writing a driver, but wlan drivers are insane. They're
>
> Yes, sure.
> But for an USB dongle first we need an USB port :)
>

Rodolphe is on the job. We'll have one sooner than you may think.

>> usually pretty tough to support. Your best bet is an ethernet to wlan
>> bridge. Lp already uses one of those on his TT without troubles.
>
> Yes, thatï¿½s a good idea.
>

Yep. There's also plenty of other unique ways to use Ataris with current
hardware devices.

Thanks,
Mark

5722. Re: CT60 w/ MagiC

Newsgroup: comp.sys.atari.st
Date: 2004-11-08 08:28:40 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-B736D6.08285208112004@newsfe1-gui.server.ntli.net>
Source record: 16217

In article <2f399fc7.0411071813.42ff9e50@posting.google.com>,
wmartz@firstpresdalton.org (Wayne Martz) wrote:

> Wow, thanks everyone for all the responses! It's going to be a bit
> before I can try everything suggested. Mark, how do you avoid using
> the splash screen of magic? I didn't know one could do that! Cary,

Assuming that this is 6.20 you should find a fully-commented magix.inf
file in one of the sub-folders on your C: drive.

> thanks, I'll try everthing you suggested and report back. Robert,
> Rudolphe and Janez, I had tried running without XBoot, and still had
> the same 2 bombs right after the splash screen. But I'll certainly try
> again. Would anyone care to suggest some good boot manager
> alternatives?

Write an autoboot.bat text file inside your auto folder listing the
progs you want to run from that folder, in the order that you want them
to run. Otherwise you could try Stoop.

An issue in the past with XBoot was fixed by uncompressing xboot using a
specific uncompressor prog, the name of which escapes me.

--

Derryck

/ DDP Translations /
/ http://ddp.atari.org /

5723. Re: Can I do anything with a 520 STFM without a mouse?

Newsgroup: comp.sys.atari.st
Date: 2004-11-08 10:20:11 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0411081116300.365@feanor.schunter.etc.tu-bs.de>
Source record: 16218

Hi, Mark!

MD> TOS was never setup to be keyboard driven very well.

I agree if you talk about keyboard driven menue and dialog control. But I think that none of the "current" main-stream OSes have keyboard support for emulating the mouse cursor. To me this has been a really helpful feature many times.

Regards,

Alexander

5724. Re: CT60 w/ MagiC

Newsgroup: comp.sys.atari.st
Date: 2004-11-08 15:29:38 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0411080729.1babaefe@posting.google.com>
Source record: 16219

Derryck Croker <derryck@cix.co.uk.invalid> wrote in message
news:<derryck-B736D6.08285208112004@newsfe1-gui.server.ntli.net>...

> SNIP

> An issue in the past with XBoot was fixed by uncompressing xboot using a
> specific uncompressor prog, the name of which escapes me.

I think this is related to the ICE compression that some executables
are packed with, which crashes the 060 CPU because of the caches.

Coda.

5725. Re: Atari Ethernet

Newsgroup: comp.sys.atari.st
Date: 2004-11-08 16:51:31 UTC
From: rs.death_of_spam.mac@t-online.de
Message-ID: <1gmy0tz.3m1mk11f2o93eN%rs.death_of_spam.mac@t-online.de>
Source record: 16220

Mark D <mducksub@nosspamatari-source.com> wrote:

> Rodolphe is on the job. We'll have one sooner than you may think.

I knew this, but i canï¿½t wait so long :)

> Yep. There's also plenty of other unique ways to use Ataris with current
> hardware devices.

Yes, Ethernet is pretty fast. I like it :)

Regards, Robert
--
-= DOIT-Hardware FAQs =-
____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

5726. Re: CT60 w/ MagiC

Newsgroup: comp.sys.atari.st
Date: 2004-11-08 21:45:59 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-8B84D7.21464908112004@newsfe6-gui.server.ntli.net>
Source record: 16221

In article <4aa4f5cb.0411080729.1babaefe@posting.google.com>,
smeg_007@hotmail.com (smeg) wrote:

> > An issue in the past with XBoot was fixed by uncompressing xboot using a
> > specific uncompressor prog, the name of which escapes me.
>
> I think this is related to the ICE compression that some executables
> are packed with, which crashes the 060 CPU because of the caches.

That's it. Umm, someone will come up with the name of that decompressor,
it was heuristic, errm....

--

Derryck

/ DDP Translations /
/ http://ddp.atari.org /

5727. Re: CT60 w/ MagiC

Newsgroup: comp.sys.atari.st
Date: 2004-11-08 21:52:58 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <418feaba$0$10794$8fcfb975@news.wanadoo.fr>
Source record: 16222

Wayne Martz a ï¿½crit :

Hello Wayne,
>
> Rudolphe and Janez, I had tried running without XBoot, and still had
> the same 2 bombs right after the splash screen. But I'll certainly try

Same thing on my TT : 2 bombs just before the desktop is displayed, but
all works fine despites this - I mean : the bombs occur, then the
desktop is displayed, and then I can use the computer as if the bombs
weren't there. I had got it fixed once, but I don't remember what I did.

> again. Would anyone care to suggest some good boot manager
> alternatives?

Menu6 does a good job for me - not supported anymore, though :-(

J.-Luc

"From" is invalid. In order to answear directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

5728. Re: Can I do anything with a 520 STFM without a mouse?

Newsgroup: comp.sys.atari.st
Date: 2004-11-08 23:04:31 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.08.23.04.31.312109@nosspamatari-source.com>
Source record: 16223

On Mon, 08 Nov 2004 11:20:11 +0100, Alexander Beuscher wrote:

> Hi, Mark!
>
> MD> TOS was never setup to be keyboard driven very well.
>
> I agree if you talk about keyboard driven menue and dialog control. But I
> think that none of the "current" main-stream OSes have keyboard support
> for emulating the mouse cursor. To me this has been a really helpful
> feature many times.

No they don't have it, and yes it is useful but most mainstream systems
have more obvious and consistent keyboard shortcuts.

That's not to say more modern and mainstream AES's don't have these
features cause they do. I especially like Geneva's implementation.

Thanks,
Mark

5729. 1040 <--> TT030 power supply...

Newsgroup: comp.sys.atari.st
Date: 2004-11-09 01:50:56 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1041108214954.1846C-100000@halifax.chebucto.ns.ca>
Source record: 16224

Are the power supplies in the 1040 interchangeable with the the ones in
the TT030? I need a TT power supply.

5730. Re: 1040 <--> TT030 power supply...

Newsgroup: comp.sys.atari.st
Date: 2004-11-09 11:27:30 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0411090327.6c9e46a@posting.google.com>
Source record: 16225

Tony Cianfaglione <ab616@chebucto.ns.ca> wrote in message
news:<Pine.GSO.3.95.iB1.0.1041108214954.1846C-100000@halifax.chebucto.ns.ca>...
> Are the power supplies in the 1040 interchangeable with the the ones in
> the TT030? I need a TT power supply.

No. You may need to find a small PC PSU do some re-wiring.

Coda.

5731. 520 ST PSU HELP!!!

Newsgroup: comp.sys.atari.st
Date: 2004-11-09 14:28:49 UTC
From: cbmeeks <"cbm at s i g n a l d e v d o t k o m">
Message-ID: <10p1lc1n7fdvbc7@corp.supernews.com>
Source record: 16227

I bought a 520 STf a few years ago. It came with mouse only...no psu.

Well, I have never done anything with it. But looking on the back, it has three pins that will accept a standard PC powercord. In other words, it LOOKS like I could remove the power cord from my windows machine and plug up the Atari with it. However, that can't be right!?!?!

Before I fry this thing, does anyone know what PSU this computer takes? What would happen if I risked it all and plugged it up? lol

BTW, I only paid $10 so no huge investment lost either way.

Thanks!

cbmeeks AT gmail DOT kom

5732. Re: 1040 <--> TT030 power supply...

Newsgroup: comp.sys.atari.st
Date: 2004-11-09 14:34:54 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.11.09.14.34.53.664089@darkforce.ky.org>
Source record: 16226

On Mon, 08 Nov 2004 21:50:56 -0400, Tony Cianfaglione wrote:

>
> Are the power supplies in the 1040 interchangeable with the the ones in
> the TT030? I need a TT power supply.

I don't think so. Brad at Best Electronics will certainly fix you right up
though, with a new one.

bestelec@concentric.net

http://www.best-electronics-ca.com/

Don't know about price though. HTHs.

5733. [TOPP] Smurf released under GPL!

Newsgroup: comp.sys.atari.st
Date: 2004-11-09 14:54:17 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0411090654.7cccf12b@posting.google.com>
Source record: 16228

Hi all,

This is a piece of news I think might be of interest to most of you
guys:

The legendary graphics application Smurf has been released under GPL!
The original authors from Therapy Seriouz Software have agreed to
share the sources with the Atari community in order to allow the
program to be developed also in the future. Sources will soon be
available for anyone to download, but meanwhile read everything about
the release here:

http://topp.atari-users.net/

Regards,

Joakim

http://topp.atari-users.net
http://www.ataricq.org
http://xaaes.atariforge.net

5734. Re: 1040 <--> TT030 power supply...

Newsgroup: comp.sys.atari.st
Date: 2004-11-09 15:57:54 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0411090757.77878609@posting.google.com>
Source record: 16229

Tony Cianfaglione <ab616@chebucto.ns.ca> wrote in message
news:<Pine.GSO.3.95.iB1.0.1041108214954.1846C-100000@halifax.chebucto.ns.ca>...
> Are the power supplies in the 1040 interchangeable with the the ones in
> the TT030? I need a TT power supply.

No, TT and Mega PSU's are different to standard ST ones. voltages are
pretty much standard AT supply, so if you can find a mini AT psu
should be fairly straightforward to wire up to the TT. Main issue is
space, best get exact mesurements before you go shopping.

Also you can get replacement actual TT psu's from Best Electronics but
it will cost.

5735. Re: 520 ST PSU HELP!!!

Newsgroup: comp.sys.atari.st
Date: 2004-11-09 16:04:15 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.11.09.16.04.15.734250@darkforce.ky.org>
Source record: 16230

On Tue, 09 Nov 2004 09:28:49 -0500, cbmeeks wrote:

> I bought a 520 STf a few years ago. It came with mouse only...no psu.
>
> Well, I have never done anything with it. But looking on the back, it has
> three pins that will accept a standard PC powercord. In other words, it
> LOOKS like I could remove the power cord from my windows machine and plug up
> the Atari with it. However, that can't be right!?!?!
>
> Before I fry this thing, does anyone know what PSU this computer takes?
> What would happen if I risked it all and plugged it up? lol
>
> BTW, I only paid $10 so no huge investment lost either way.
>
> Thanks!
>
> cbmeeks AT gmail DOT kom

Don't do that. You would most certainly fry it. You should be able to find
an external P/S for it readily enough.

Best Electronics here in the States, has them, I'm sure. (I almost feel
like I'm advertising for them this morning!). :-)

bestelec@concentric.net

http://www.best-electronics-ca.com/

5736. Re: 520 ST PSU HELP!!!

Newsgroup: comp.sys.atari.st
Date: 2004-11-09 16:08:16 UTC
From: cbmeeks <"cbm at s i g n a l d e v d o t k o m">
Message-ID: <10p1r6gju6d288c@corp.supernews.com>
Source record: 16231

Thanks!

I have a confession....I already did it when I first bought it...lol

let's just hope nothing has burnt!! hehehehe

cb

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:pan.2004.11.09.16.04.15.734250@darkforce.ky.org...
> On Tue, 09 Nov 2004 09:28:49 -0500, cbmeeks wrote:
>
>> I bought a 520 STf a few years ago. It came with mouse only...no psu.
>>
>> Well, I have never done anything with it. But looking on the back, it
>> has
>> three pins that will accept a standard PC powercord. In other words, it
>> LOOKS like I could remove the power cord from my windows machine and plug
>> up
>> the Atari with it. However, that can't be right!?!?!
>>
>> Before I fry this thing, does anyone know what PSU this computer takes?
>> What would happen if I risked it all and plugged it up? lol
>>
>> BTW, I only paid $10 so no huge investment lost either way.
>>
>> Thanks!
>>
>> cbmeeks AT gmail DOT kom
>
> Don't do that. You would most certainly fry it. You should be able to find
> an external P/S for it readily enough.
>
> Best Electronics here in the States, has them, I'm sure. (I almost feel
> like I'm advertising for them this morning!). :-)
>
> bestelec@concentric.net
>
> http://www.best-electronics-ca.com/
>
>

5737. Re: 520 ST PSU HELP!!!

Newsgroup: comp.sys.atari.st
Date: 2004-11-09 18:05:51 UTC
From: Richard Anderson <agralias@comcast.net>
Message-ID: <dL-dnRrKKcmZmwzcRVn-sQ@comcast.com>
Source record: 16232

If the machine is an STF (built in floppy). It has a built-in power supply, and the three-pin connector is
for a standard computer AC power cord. The same as your windows machine, monitor, etc.

Richard

"cbmeeks" <cbm at s i g n a l d e v d o t k o m> wrote in message news:10p1lc1n7fdvbc7@corp.supernews.com...
> I bought a 520 STf a few years ago. It came with mouse only...no psu.
>
> Well, I have never done anything with it. But looking on the back, it has
> three pins that will accept a standard PC powercord. In other words, it
> LOOKS like I could remove the power cord from my windows machine and plug up
> the Atari with it. However, that can't be right!?!?!
>
> Before I fry this thing, does anyone know what PSU this computer takes?
> What would happen if I risked it all and plugged it up? lol
>
> BTW, I only paid $10 so no huge investment lost either way.
>
> Thanks!
>
> cbmeeks AT gmail DOT kom
>
>
>

5738. Re: 520 ST PSU HELP!!!

Newsgroup: comp.sys.atari.st
Date: 2004-11-09 18:08:23 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41910753$0$24201$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16233

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:pan.2004.11.09.16.04.15.734250@darkforce.ky.org...
> On Tue, 09 Nov 2004 09:28:49 -0500, cbmeeks wrote:
>
>> I bought a 520 STf a few years ago. It came with mouse only...no psu.
>>
>> Well, I have never done anything with it. But looking on the back, it
>> has
>> three pins that will accept a standard PC powercord. In other words, it
>> LOOKS like I could remove the power cord from my windows machine and plug
>> up
>> the Atari with it. However, that can't be right!?!?!
>>
>> Before I fry this thing, does anyone know what PSU this computer takes?
>> What would happen if I risked it all and plugged it up? lol
>>
>> BTW, I only paid $10 so no huge investment lost either way.
>>
>> Thanks!
>>
>> cbmeeks AT gmail DOT kom
>
> Don't do that. You would most certainly fry it. You should be able to find
> an external P/S for it readily enough.
>
> Best Electronics here in the States, has them, I'm sure. (I almost feel
> like I'm advertising for them this morning!). :-)
>
> bestelec@concentric.net
>
> http://www.best-electronics-ca.com/
>

WTF ???????????

Chris

>

5739. Re: Can I do anything with a 520 STFM without a mouse?

Newsgroup: comp.sys.atari.st
Date: 2004-11-09 19:37:57 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0411092036280.912@feanor.schunter.etc.tu-bs.de>
Source record: 16234

Hi, Marc!

MD> I especially like Geneva's implementation.

What is the difference to TOS's implementation? (I don't have Geneva...)

Curious,

Alexander

5740. Re: 520 ST PSU HELP!!!

Newsgroup: comp.sys.atari.st
Date: 2004-11-09 19:47:25 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.11.09.19.47.25.756652@darkforce.ky.org>
Source record: 16235

On Tue, 09 Nov 2004 11:08:16 -0500, cbmeeks wrote:

> Thanks!
>
> I have a confession....I already did it when I first bought it...lol
>
> let's just hope nothing has burnt!! hehehehe
>
> cb

Okay. Then I'm assuming its not the original 520ST that had the external
power supply.

It must have an internal power supply which is fine for use with a
standard 3 prong AC cord.

Have fun. :-)

5741. Re: 520 ST PSU HELP!!!

Newsgroup: comp.sys.atari.st
Date: 2004-11-09 19:49:05 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.11.09.19.49.05.506290@darkforce.ky.org>
Source record: 16236

On Tue, 09 Nov 2004 18:08:23 +0000, exxos wrote:

> WTF ????????????
>
> Chris

I assumed (dangerous!) that he was referring to the original 520ST which had the external power supply, but it seems apparent now that he has a ST model with the internal variety. So he should be fine.

:-)

5742. TeraDesk 3.41 released

Newsgroup: comp.sys.atari.st
Date: 2004-11-09 19:55:35 UTC
From: vdjole@EUnet.yu
Message-ID: <cmr7blbio1@news.eunet.yu>
Source record: 16237

Version 3.41 of TeraDesk open-source desktop is available at:

http://solair.eunet.yu/~vdjole/teradesk.htm

This is a bug-fix and code-optimisation release; several non-critical bugs
have been fixed and some optimizations have been made so that program size
has been reduced somewhat. See the history file for details.

Have fun.

5743. Re: Terror Offer!!

Newsgroup: comp.sys.atari.st
Date: 2004-11-09 20:15:14 UTC
From: "P.Ness" <hip@hop.com>
Message-ID: <41915d40@news.greennet.net>
Source record: 16238

It is impossible for me to risk my real addy on a ng, even with
removethisbitstuff the bots still get through, had you wanted to save the
stuff and drive to Barrow you would have seen I am genuine
"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:pan.2004.11.08.04.05.31.218527@darkforce.ky.org...
> On Sun, 07 Nov 2004 23:23:19 +0000, P.Ness wrote:
>
> > Now part of a landfill so sad!
>
> Nothing personal, but its really hard for me to take anybody with the
> e-mail address of "hip@hop.com" seriously... :-)
>

5744. Re: 520 ST PSU HELP!!!

Newsgroup: comp.sys.atari.st
Date: 2004-11-09 21:50:50 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0411091350.752843bc@posting.google.com>
Source record: 16239

"cbmeeks" <cbm at s i g n a l d e v d o t k o m> wrote in message
news:<10p1lc1n7fdvbc7@corp.supernews.com>...
> I bought a 520 STf a few years ago. It came with mouse only...no psu.
>
> Well, I have never done anything with it. But looking on the back, it has
> three pins that will accept a standard PC powercord. In other words, it
> LOOKS like I could remove the power cord from my windows machine and plug up
> the Atari with it. However, that can't be right!?!?!
>
> Before I fry this thing, does anyone know what PSU this computer takes?
> What would happen if I risked it all and plugged it up? lol
>
> BTW, I only paid $10 so no huge investment lost either way.
>
> Thanks!
>
> cbmeeks AT gmail DOT kom

If it already has the power socket in the back then it should already
have a PSU. The ST's socket itself is connected right onto the ST's
internal PSU board so you should just be able to plug in a kettle lead
and go. However to be on the safe side open up the machien and take
off the sheilding. If you find under the shielding a chunky square
circuit board sitting on top of the mainboard, that's what passes for
the ST's PSU. Just plug and go. If the socket runs sraight into the
motherboard itself then it would have been one of the few very early
models that needed an external PSU, and you'll have to try and track
one down before you can use the system.

5745. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-11-09 22:02:38 UTC
From: sf0218@aol.com
Message-ID: <20041109170238.08032.00000385@mb-m07.aol.com>
Source record: 16240

Hi Mark,

I will send my falcon mb to ya once I have the hdd setup. It's driving me crazy and I'm not quitting until I get it done.

BTW, I have Magic 5.x, but I will be getting 6.x for Christmas (at least that's what I asking my family to get :). So tell me, what are the major differences between the 2 or rather, why is 6.x better than 5.x? I'll also be getting Jinnee 2.5, Scripter, and Aniplayer. It all comes together as a package. That's why I want to get the hdd ready!!

Take care!!

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 1.2gig hdd

5746. Re: 520 ST PSU HELP!!!

Newsgroup: comp.sys.atari.st
Date: 2004-11-09 23:14:26 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41914f1b$0$20212$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16241

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:pan.2004.11.09.19.49.05.506290@darkforce.ky.org...
> On Tue, 09 Nov 2004 18:08:23 +0000, exxos wrote:
>
>> WTF ???????????
>>
>> Chris
>
> I assumed (dangerous!) that he was referring to the original 520ST which
> had the external power supply, but it seems apparent now that he has a ST
> model with the internal variety. So he should be fine.
>
> :-)

STF's AFAIK (I have some) are internal, I know there were some external
though I have never seen any of those, were they ST's ? or some odd early
variation ??

Chris

5747. Re: 1040 <--> TT030 power supply...

Newsgroup: comp.sys.atari.st
Date: 2004-11-09 23:33:05 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1041109193222.12995A-100000@halifax.chebucto.ns.ca>
Source record: 16242

I can get my hands on an old Mega ST2. Are they easily interchangeable
with a TT ps?

On 9 Nov 2004, Dark Willow wrote:

> Tony Cianfaglione <ab616@chebucto.ns.ca> wrote in message
news:<Pine.GSO.3.95.iB1.0.1041108214954.1846C-100000@halifax.chebucto.ns.ca>...
> > Are the power supplies in the 1040 interchangeable with the the ones in
> > the TT030? I need a TT power supply.
>
> No, TT and Mega PSU's are different to standard ST ones. voltages are
> pretty much standard AT supply, so if you can find a mini AT psu
> should be fairly straightforward to wire up to the TT. Main issue is
> space, best get exact mesurements before you go shopping.
>
> Also you can get replacement actual TT psu's from Best Electronics but
> it will cost.
>
>

5748. Re: Can I do anything with a 520 STFM without a mouse?

Newsgroup: comp.sys.atari.st
Date: 2004-11-09 23:38:05 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1041109193546.12995B-100000@halifax.chebucto.ns.ca>
Source record: 16243

Someone, correct me if I wrong...

I think you can hold down the Alt key and move the mouse pointer using the arrow keys. Use return to select.

5749. Re: Terror Offer!!

Newsgroup: comp.sys.atari.st
Date: 2004-11-10 00:40:53 UTC
From: 8-Bit Classics <nospam@8bitclassics.com>
Message-ID: <hoo2p0ttetpqautos78luas5r9sj4aqdin@4ax.com>
Source record: 16244

That is why usually people have a secondary email that they never check. I use my hotmail account for stuff I will see spam related stuff in and check it maybe once a week. This email that I use now is legit, excluding the nospam, change the nospam with my name at the bottom, and there is my email. I have many, but never really care if I get spam, it is inevitably going to happen. It is a shame that it was wasted, but oh well, things like that happen. I think of these computer recycling things going on in different cities and just think of all the classic systems just being turned in :(

Corey

On Tue, 9 Nov 2004 20:15:14 -0000, "P.Ness" <hip@hop.com> wrote:

>It is impossible for me to risk my real addy on a ng, even with
>removethisbitstuff the bots still get through, had you wanted to save the
>stuff and drive to Barrow you would have seen I am genuine
>"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
>news:pan.2004.11.08.04.05.31.218527@darkforce.ky.org...
>> On Sun, 07 Nov 2004 23:23:19 +0000, P.Ness wrote:
>>
>> > Now part of a landfill so sad!
>>
>> Nothing personal, but its really hard for me to take anybody with the
>> e-mail address of "hip@hop.com" seriously... :-)
>>
>

5750. IDE CD Drive

Newsgroup: comp.sys.atari.st
Date: 2004-11-10 04:10:12 UTC
From: sf0218@aol.com
Message-ID: <20041109231012.08392.00000417@mb-m04.aol.com>
Source record: 16245

Hi All,

What's a good drive for ide cd drives? I've got Extendos Pro, but that's only for acsi and scsi.

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 1.2gig hdd

5751. Re: Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.st
Date: 2004-11-10 07:25:26 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00230c55@fmlynet.org>
Source record: 16248

FamilyNet Newsgate

I have to concur. A good business all and all. I'm guessing everyone is
tired of the frequency of messages from him, right?

Doc Clu

> From: "Ronald J. Hall" <darklord@darkforce.ky.org>

> On Fri, 05 Nov 2004 19:18:45 -0500, Mark D wrote:

>>>> I was trying to point out that if people didn't post replies to Ben I'd
>>>> never know he was still there.
>>>
>>> If a few more people would bother with a show of hands he may even get the
>>> hint that he's not welcome and just plain quit!
>>
>> Now Steve, I think we all know that is never ever going to happen... He
>> just doesn't get it.
>>
>> Mark

> Er...I know I've been gone for awhile, but just recently I bought some
> stuff from Bravo Sierra Computers. The service was fast and what I bought
> arrived just as advertised.

> Did I miss something, somewhere?

> Thanks.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5752. Re: IDE CD Drive

Newsgroup: comp.sys.atari.st
Date: 2004-11-10 12:25:04 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0411100425.92e4362@posting.google.com>
Source record: 16246

sf0218@aol.com (SF0218) wrote in message
news:<20041109231012.08392.00000417@mb-m04.aol.com>...
> Hi All,
>
> What's a good drive for ide cd drives? I've got Extendos Pro, but that's only
> for acsi and scsi.
>
> Thanks,
>
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 1.2gig hdd

Extendos Pro isn't just for scsi & acsi, but also ide. I've used a
cheap ide rewritable from office depot with no problems. Look on the
Anodyne web site for listed compatable drives!
Wayne

5753. HDDriver Part 4

Newsgroup: comp.sys.atari.st
Date: 2004-11-10 13:12:29 UTC
From: sf0218@aol.com
Message-ID: <20041110081229.06264.00000297@mb-m18.aol.com>
Source record: 16247

It's Alive!!!!! It's aaaallllliiiiiiiiivvvvvvvveeeeee!!!!!!!!!!!!!!
BWAAhahahahhahahha!!!!!

Whew!!!! You all can now breathe a big humungous sigh of releif!!!!!! I have finally got the hdd recocognized and partitioned and booting!!!!!!!!!!!!!!!!!!!!!!

Thanks to each and every one of you here and in the various forums for giving me your help. I ended up having to prep the drive with AHDI first, and then go with HDDriver.

Once again....thank you!!!!!!!!!!!!

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

5754. Re: Can I do anything with a 520 STFM without a mouse?

Newsgroup: comp.sys.atari.st
Date: 2004-11-10 17:56:40 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0411101855320.921@feanor.schunter.etc.tu-bs.de>
Source record: 16149

Hi, Tony!

TC> I think you can hold down the Alt key and move the mouse pointer using
TC> the arrow keys.

Well, that seems to be identical to the way it works in TOS.

TC> Use return to select.

This is different...

Regards,

Alexander

5755. Re: HDDriver Part 4

Newsgroup: comp.sys.atari.st
Date: 2004-11-10 18:57:07 UTC
From: Mark D <mducksub@notspamatari-source.com>
Message-ID: <pan.2004.11.10.18.57.05.788428@notspamatari-source.com>
Source record: 16150

On Wed, 10 Nov 2004 13:12:29 +0000, SF0218 wrote:

> It's Alive!!!!! It's aaaallllliiiiiiiiivvvvvvvveeeeee!!!!!!!!!!!!!!!
> BWAAhahahahhahahha!!!!!
>
>
> Whew!!!! You all can now breathe a big humungous sigh of releif!!!!!! I have
> finally got the hdd recocognized and partitioned and
> booting!!!!!!!!!!!!!!!!!!!!!!
>
> Thanks to each and every one of you here and in the various forums for giving
> me your help. I ended up having to prep the drive with AHDI first, and then go
> with HDDriver.
>
> Once again....thank you!!!!!!!!!!!!
>

Well.. What was the problem? Don't keep us in suspense ;-)

Mark

5756. Re: 1040 <--> TT030 power supply...

Newsgroup: comp.sys.atari.st
Date: 2004-11-10 20:22:00 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0411101222.4b269ac2@posting.google.com>
Source record: 16107

I think the Mega STe one was, I'm not sure about the Mega ST2 though.

Tony Cianfaglione <ab616@chebucto.ns.ca> wrote in message
news:<Pine.GSO.3.95.iB1.0.1041109193222.12995A-100000@halifax.chebucto.ns.ca>...
> I can get my hands on an old Mega ST2. Are they easily interchangeable
> with a TT ps?
>
> ------------------------
>
> On 9 Nov 2004, Dark Willow wrote:
>
> > Tony Cianfaglione <ab616@chebucto.ns.ca> wrote in message
news:<Pine.GSO.3.95.iB1.0.1041108214954.1846C-100000@halifax.chebucto.ns.ca>...
> > > Are the power supplies in the 1040 interchangeable with the the ones in
> > > the TT030? I need a TT power supply.
> >
> > No, TT and Mega PSU's are different to standard ST ones. voltages are
> > pretty much standard AT supply, so if you can find a mini AT psu
> > should be fairly straightforward to wire up to the TT. Main issue is
> > space, best get exact mesurements before you go shopping.
> >
> > Also you can get replacement actual TT psu's from Best Electronics but
> > it will cost.
> >
> >

5757. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-11-10 20:44:16 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <41927da0$0$10816$8fcfb975@news.wanadoo.fr>
Source record: 16151

SF0218 a ï¿½crit :
>
> Hi Mark,
>
> I will send my falcon mb to ya once I have the hdd setup. It's driving me
> crazy and I'm not quitting until I get it done.

Hello Sam,

Could you please mail me directly, step by step, what you did, and the
way you did it ?
Then, I'll try and find why you can't get your HDD working fine...

J.-Luc

--

"From" is invalid. In order to answear directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

5758. Ether NEC help again

Newsgroup: comp.sys.atari.st
Date: 2004-11-10 21:00:49 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4192815a$0$2264$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16152

Hi all,

Does anyone have a working setup of a FTP client which will run on my Falcon
which I can load up on floppy ?

I have STing installed anda FTP server, but no matter what I do I just cant
ge tit to work (it used too)

If someone has a working setup I can try then please let me know! I just
wish to logon to my falcon to copy files to my PC using FTP access, or
anything really as long as I can get the PC and ST to talk to eachother
correctly!

cheers,
Chris

5759. Re: HDDriver Part 4

Newsgroup: comp.sys.atari.st
Date: 2004-11-10 21:22:30 UTC
From: sf0218@aol.com
Message-ID: <20041110162230.06096.00000260@mb-m21.aol.com>
Source record: 16153

Galen,

Some times when one of the hdds I tried to use didn't function correctly at all, my monitor would wack out.....something about the frequency. Just thought I'd let ya know.

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

5760. Re: HDDriver Part 4

Newsgroup: comp.sys.atari.st
Date: 2004-11-10 21:27:41 UTC
From: sf0218@aol.com
Message-ID: <20041110162741.06096.00000261@mb-m21.aol.com>
Source record: 16154

I really don't know Mark, but at some point, AHDI recognzed the hdd, created 4 partitions, and copied shdriver.sys to the c: partition!! So then I booted up with HDDriver, and it worked like a charm!! Go figure!!!

Anywho, as soon as I understand how to properly install Didier's CT60 stuff, I'll be got to go. And once I get the hdd all setup, then I'll probably send the falcon mb to you so you can solder the combel chip.

Boy, what a hurdle this was!! And I still have the re-casing to do as well!!

Have a good day,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

5761. Re: Falcon/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-11-10 21:29:32 UTC
From: sf0218@aol.com
Message-ID: <20041110162932.06096.00000262@mb-m21.aol.com>
Source record: 16155

J-Luc,

Thanks for the offer but I don't need now!!
Please refer to the HDDriver Part 4 posting.

Have a great day,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

5762. Re: 520 ST PSU HELP!!!

Newsgroup: comp.sys.atari.st
Date: 2004-11-10 22:19:56 UTC
From: cbmeeks <"cbm at s i g n a l d e v d o t k o m">
Message-ID: <10p55bi6id19n72@corp.supernews.com>
Source record: 16156

thanks again guys...I will take that thing apart and see if there is a psu
in there

wish me luck!

"cbmeeks" <cbm at s i g n a l d e v d o t k o m> wrote in message
news:10p1lc1n7fdvbc7@corp.supernews.com...
>I bought a 520 STf a few years ago. It came with mouse only...no psu.
>
> Well, I have never done anything with it. But looking on the back, it has
> three pins that will accept a standard PC powercord. In other words, it
> LOOKS like I could remove the power cord from my windows machine and plug
> up the Atari with it. However, that can't be right!?!?!
>
> Before I fry this thing, does anyone know what PSU this computer takes?
> What would happen if I risked it all and plugged it up? lol
>
> BTW, I only paid $10 so no huge investment lost either way.
>
> Thanks!
>
> cbmeeks AT gmail DOT kom
>
>
>

5763. Stuck Floppy

Newsgroup: comp.sys.atari.st
Date: 2004-11-10 23:41:11 UTC
From: cstanley@zetnet.co.uk
Message-ID: <4192a716$0$2649$4c56ba96@master.news.zetnet.net>
Source record: 16157

Last night I found my floppy (Atari TT) would not eject, neither via the release botton nor by menu >FILE>EJECT>, which told me it was locked (which is rubbish on Atari).

After inspecting the slot with a torch, I decided to go Holby City style: ie, physical.

Holding the release button down, I grabbed the edge of the floppy with a fine-nosed plyers and pulled firmly. The floppy slid out easily.

The problem was that the sticky label had curled itself back on itself and had obviously stuck to the slot's frame. There were two labels one on another.

Lesson: do not stick a new label over an old one.

Such is my contribution to the world's treasury of knowledge.

Happy 9th November,
Charles.

5764. Re: Ether NEC help again

Newsgroup: comp.sys.atari.st
Date: 2004-11-11 00:05:47 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <2vfoqjF2kipqvU1@uni-berlin.de>
Source record: 16158

Its been a while, but GAPFTP worked o.k. for me...

"exxos" <exxos@home.co.uk> wrote in message
news:4192815a$0$2264$cc9e4d1f@news-text.dial.pipex.com...
> Hi all,
>
> Does anyone have a working setup of a FTP client which will run on my
Falcon
> which I can load up on floppy ?
>
> I have STing installed anda FTP server, but no matter what I do I just
cant
> ge tit to work (it used too)
>
> If someone has a working setup I can try then please let me know! I just
> wish to logon to my falcon to copy files to my PC using FTP access, or
> anything really as long as I can get the PC and ST to talk to eachother
> correctly!
>
> cheers,
> Chris
>
>

5765. Re: Ether NEC help again

Newsgroup: comp.sys.atari.st
Date: 2004-11-11 00:34:43 UTC
From: toothygrin@NOSPAM.theglaholts.net
Message-ID: <10p5ct3t0oe7115@corp.supernews.com>
Source record: 16159

David Wade <g8mqw@yahoo.com> wrote:
> Its been a while, but GAPFTP worked o.k. for me...
>
Yup. GAPFTP is the one I use as well, through EtherNEC/STinG 1.26

GAPFTP is command-line only; it's not graphical in any way, so you need to know how to do real command-line FTP stuff. I don't know if there are graphical front-ends to it or not; I suspect there probably are, but I only use it in command line mode.

5766. Re: IDE CD Drive

Newsgroup: comp.sys.atari.st
Date: 2004-11-11 01:05:15 UTC
From: sf0218@aol.com
Message-ID: <20041110200515.21805.00000428@mb-m14.aol.com>
Source record: 16160

Sorry, I forgot to mention that I still have ver 2.x.

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

5767. Re: 520 ST PSU HELP!!!

Newsgroup: comp.sys.atari.st
Date: 2004-11-11 04:21:54 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10p5q738g9ktc63@corp.supernews.com>
Source record: 16161

"cbmeeks" <cbm at s i g n a l d e v d o t k o m> wrote in message
news:10p55bi6id19n72@corp.supernews.com...
> thanks again guys...I will take that thing apart and see if there is a psu
> in there
>
>
> wish me luck!
>
>
No need to bother opening it up. Please do not waste your time! If it is a
520STfm, then it has a built in PS. If is has a PC type power connector it
has a built in PS. Period.

AFAIK Atari never released a Atari 520STf model. Only the Atari 520STfm (ST
plus floppy plus RF Modulator)

Tim

5768. Re: 520 ST PSU HELP!!!

Newsgroup: comp.sys.atari.st
Date: 2004-11-11 04:40:51 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <n3Ckd.31975$K7.30519@news-server.bigpond.net.au>
Source record: 16162

Tim wrote:
> "cbmeeks" <cbm at s i g n a l d e v d o t k o m> wrote in message
> news:10p55bi6id19n72@corp.supernews.com...
>
>>thanks again guys...I will take that thing apart and see if there is a psu
>>in there
>>
>>
>>wish me luck!
>>
>>
>
> No need to bother opening it up. Please do not waste your time! If it is a
> 520STfm, then it has a built in PS. If is has a PC type power connector it
> has a built in PS. Period.
>
> AFAIK Atari never released a Atari 520STf model. Only the Atari 520STfm (ST
> plus floppy plus RF Modulator)

Yup, they did. Floppy and no modulator. The first unit to house a floppy
internally.

This is how they go;

ST
STM
STF
STFM
STE

Mark

5769. Re: 520 ST PSU HELP!!!

Newsgroup: comp.sys.atari.st
Date: 2004-11-11 06:19:02 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10p612oai37e942@corp.supernews.com>
Source record: 16163

"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:n3Ckd.31975$K7.30519@news-server.bigpond.net.au...
> Tim wrote:
> > "cbmeeks" <cbm at s i g n a l d e v d o t k o m> wrote in message
> > news:10p55bi6id19n72@corp.supernews.com...
> >
> >>thanks again guys...I will take that thing apart and see if there is a
psu
> >>in there
> >>
> >>
> >>wish me luck!
> >>
> >>
> >
> > No need to bother opening it up. Please do not waste your time! If it
is a
> > 520STfm, then it has a built in PS. If is has a PC type power connector
it
> > has a built in PS. Period.
> >
> > AFAIK Atari never released a Atari 520STf model. Only the Atari 520STfm
(ST
> > plus floppy plus RF Modulator)
>
> Yup, they did. Floppy and no modulator. The first unit to house a floppy
> internally.
>
> This is how they go;
>
> ST
> STM
> STF
> STFM
> STE
>
> Mark

Are you sure? I am not talking about the 1040STf, I am talking about the
520STf.

Why would they release a 520ST, then a 520STM, then a 520STF then a 520STFM?
Doesn't make sense in that order. They realized the Modulator was needed so
the later 520STs had them installed. By then the newer 520ST came with the
floppy which was after the 520STM, so it would mean they added the M to it

unlike the 1040STf.

Well maybe they released it in Europe, but I am pretty sure here in the US there was never a 520STf.

Tim

5770. FS: Atari ST --> SVGA adapter

Newsgroup: comp.sys.atari.st
Date: 2004-11-11 06:31:33 UTC
From: Jerzy Dudek <jurek@nospam.cnd.pl>
Message-ID: <cmv10c$n6h$1@atlantis.news.tpi.pl>
Source record: 16164

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8145976546

5771. Re: 520 ST PSU HELP!!!

Newsgroup: comp.sys.atari.st
Date: 2004-11-11 06:32:35 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <7IDkd.32061$K7.15427@news-server.bigpond.net.au>
Source record: 16165

Tim wrote:
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:n3Ckd.31975$K7.30519@news-server.bigpond.net.au...
>
>>Tim wrote:
>>
>>>"cbmeeks" <cbm at s i g n a l d e v d o t k o m> wrote in message
>>>news:10p55bi6id19n72@corp.supernews.com...
>>>
>>>
>>>>thanks again guys...I will take that thing apart and see if there is a
>
> psu
>
>>>>in there
>>>>
>>>>
>>>>wish me luck!
>>>>
>>>>
>>>
>>>No need to bother opening it up. Please do not waste your time! If it
>
> is a
>
>>>520STfm, then it has a built in PS. If is has a PC type power connector
>
> it
>
>>>has a built in PS. Period.
>>>
>>>AFAIK Atari never released a Atari 520STf model. Only the Atari 520STfm
>
> (ST
>
>>>plus floppy plus RF Modulator)
>>
>>Yup, they did. Floppy and no modulator. The first unit to house a floppy
>>internally.
>>
>>This is how they go;
>>
>>ST
>>STM

>>STF
>>STFM
>>STE
>>
>>Mark
>
>
> Are you sure? I am not talking about the 1040STf, I am talking about the
> 520STf.

Very sure, I have one in the shed. But will check to be sure.
>
> Why would they release a 520ST, then a 520STM, then a 520STF then a 520STFM?
> Doesn't make sense in that order. They realized the Modulator was needed so
> the later 520STs had them installed. By then the newer 520ST came with the
> floppy which was after the 520STM, so it would mean they added the M to it
> unlike the 1040STf.

Well, the ST and STM were only half the size of a STF/FM. I think it was
just down to design. Have a look at the PCB's and case, it makes more
sense then.
>
> Well maybe they released it in Europe, but I am pretty sure here in the US
> there was never a 520STf.

Dunno about the US, I am a Kiwi living in Australia;-). All the NZ and
AUS stuff was PAL UK.

Mark

5772. Re: Ether NEC help again

Newsgroup: comp.sys.atari.st
Date: 2004-11-11 09:25:35 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4193300b$0$1558$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16166

"Toothy Grin" <toothygrin@NOSPAM.theglaholts.net> wrote in message
news:10p5ct3t0oe7115@corp.supernews.com...
> David Wade <g8mqw@yahoo.com> wrote:
>> Its been a while, but GAPFTP worked o.k. for me...
>>
> Yup. GAPFTP is the one I use as well, through EtherNEC/STinG 1.26
>
> GAPFTP is command-line only; it's not graphical in any way, so you need to
> know how to do real command-line FTP stuff. I don't know if there are
> graphical front-ends to it or not; I suspect there probably are, but
> I only use it in command line mode.
>

sounds like a client if its command line rather than a server ?

chris

5773. Re: 1040 <--> TT030 power supply...

Newsgroup: comp.sys.atari.st
Date: 2004-11-11 13:20:22 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <419311ee6f1e02@comcast.net>
Source record: 16168

>
>Are the power supplies in the 1040 interchangeable with the the ones in
>the TT030? I need a TT power supply.

No, I do not think they are. I would try Best Electronics or B&C
Computers...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5774. Re: AR Archive files

Newsgroup: comp.sys.atari.st
Date: 2004-11-11 13:20:23 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <419311ee6f1e04@comcast.net>
Source record: 16167

>Just discovered old *.AR Files
>
>I have only Windows XP computers now,
>what program can hadnel AR files?
>

Do you mean "ARC" files? Never heard of "AR" files. There are
programs that will de'arc those for the Atari and I believe the PC.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5775. Re: 520 ST PSU HELP!!!

Newsgroup: comp.sys.atari.st
Date: 2004-11-11 13:20:23 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <419311ee6f1e03@comcast.net>
Source record: 16169

>I bought a 520 STf a few years ago. It came with mouse only...no psu.
>
>Well, I have never done anything with it. But looking on the back, it has
>three pins that will accept a standard PC powercord. In other words, it
>LOOKS like I could remove the power cord from my windows machine and plug up
>the Atari with it. However, that can't be right!?!?!
>
>Before I fry this thing, does anyone know what PSU this computer takes?
>What would happen if I risked it all and plugged it up? lol
>
>BTW, I only paid $10 so no huge investment lost either way.
>
>Thanks!
>
>cbmeeks AT gmail DOT kom

Best Electronics is probably the "Best" place to look for a power
supply.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5776. Re: HDDriver Part 3

Newsgroup: comp.sys.atari.st
Date: 2004-11-11 13:20:24 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <419311ee6f1e06@comcast.net>
Source record: 16171

>
>"SF0218" <sf0218@aol.com> wrote in message
>news:20041107125921.21692.00000203@mb-m14.aol.com...
>> Not hardly. It's the full purchased version and is registered with Uwe.
>>
>> FYI, AHDI almost does the same thing, but it actually sees all 3
>> partitions, it
>> just won't write anything to them.
>>
>
>How bigs the HD and partitions ? I never solved my HD issues, but on my
>falcon I can use a 540MB drive fine (devided into 100MB chunks) but I also
>have a 1.5gig HD, if I partition this into say 500MB chunks, I can only
>access the C: partition, D and E just wont work, dispite many conflicting
>views on this, I can only assume that it will access upto around 500MB of
>space.
>
>Chris

Yes, this same thing happened to me. The size of the partition
depends on your OS...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5777. Re: Ether NEC help again

Newsgroup: comp.sys.atari.st
Date: 2004-11-11 13:20:24 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <419311ee6f1e05@comcast.net>
Source record: 16172

>Hi all,
>
>Does anyone have a working setup of a FTP client which will run on my Falcon
>which I can load up on floppy ?
>
>I have STing installed anda FTP server, but no matter what I do I just cant
>ge tit to work (it used too)
>
>If someone has a working setup I can try then please let me know! I just
>wish to logon to my falcon to copy files to my PC using FTP access, or
>anything really as long as I can get the PC and ST to talk to eachother
>correctly!
>
>cheers,
>Chris

I have the same thing for STe and it works fine. I connect to it
with my Hades060 use aFTP. What are you doing and what exacty
happens when you try?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5778. Re: IDE CD Drive

Newsgroup: comp.sys.atari.st
Date: 2004-11-11 13:20:25 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <419311ee6f1e07@comcast.net>
Source record: 16173

>Hi All,
>
>What's a good drive for ide cd drives? I've got Extendos Pro, but that's only
>for acsi and scsi.
>
>Thanks,
>
>Sam F.
>Virginia U.S.A.
>Atari Computer Nut
>C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 1.2gig hdd
>

I believe the latest version is ccompatible with the IDE bus...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5779. Re: Newbie ST question

Newsgroup: comp.sys.atari.st
Date: 2004-11-11 13:20:26 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <419311ee6f1e08@comcast.net>
Source record: 16170

>I have been given a ALLDATA automotive computer, inside is a Atari
>1040ST main board.
>This computer has one floppy drive on the back and a SCSI cdrom on the
>front for which I have many automotive repair discs.
>Here is my problem, I turn on the machine and it attempts to read the
>cdrom, and floppy drives. times out and then boots to what looks like
>an Apple interface, I then have tried to read the original boot disk
>that came with the machine, no go, will not format a blank 720k disk
>either.
>I have opened the machine, blown out with compresed air, unplugged and
>plugged back in all cables, and removable chips.
>It never had a keyboard, though a phone looking jack is on the front,
>it was always used with a mouse.
>Most of the machine appears to work but just can't read the drives.
>I'd really like to be able to use this machine and would be gratefull
>for any help.
>Thanks to all that can help.
>Douglas

It is funny there is no keyboard. I would think it would need one.
I am assuming the disk the computer is try to boot is an Atari TOS
image disk. Maybe you need a new one...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5780. Re: HDDriver Part 3

Newsgroup: comp.sys.atari.st
Date: 2004-11-11 14:29:27 UTC
From: sf0218@aol.com
Message-ID: <20041111092927.07572.00000568@mb-m01.aol.com>
Source record: 16174

I've finally prepped my hdd. I had to go with AHDI at first, but I was able to partition a 4 gig hdd, and then hddriver saw the drive and the partititons.

Actually, only 3 partitions are logged. That's something I'll have to look at, but I'm just happy to have three 1 gig partitions!!

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

5781. Re: FS: Atari ST --> SVGA adapter

Newsgroup: comp.sys.atari.st
Date: 2004-11-11 16:38:16 UTC
From: Simon <nospam@nospam.com>
Message-ID: <41939549$0$8622$636a15ce@news.free.fr>
Source record: 16175

Jerzy Dudek wrote:
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8145976546

No paypal, too bad.

Cheers
Simon

5782. Re: FS: Atari ST --> SVGA adapter

Newsgroup: comp.sys.atari.st
Date: 2004-11-11 17:00:49 UTC
From: Jerzy Dudek <jurek@nospam.cnd.pl>
Message-ID: <cn0627$su8$1@nemesis.news.tpi.pl>
Source record: 16176

>
> No paypal, too bad.
>
I regret also! But it is not available in Poland.

Jurek.

5783. Re: AR Archive files

Newsgroup: comp.sys.atari.st
Date: 2004-11-11 18:18:22 UTC
From: Roland Mösl <founder@pege.org>
Message-ID: <4193acfe$0$21380$91cee783@newsreader02.highway.telekom.at>
Source record: 16177

> >Just discovered old *.AR Files
> >
> >I have only Windows XP computers now,
> >what program can hadnel AR files?
> >
>
> Do you mean "ARC" files? Never heard of "AR" files. There are
> programs that will de'arc those for the Atari and I believe the PC.

I have archieved together with the files an

AR.PRG 21829 Bytes

--
Roland Mï¿½sl
http://www.pege.org Clear targets for a confused civilization
http://web-design-suite.com Web Design starts at the search engine

5784. Re: AR Archive files

Newsgroup: comp.sys.atari.st
Date: 2004-11-11 18:32:36 UTC
From: sf0218@aol.com
Message-ID: <20041111133236.07908.00000447@mb-m07.aol.com>
Source record: 16178

You could try WinRAR...it for windows.

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

5785. Re: IDE CD Drive

Newsgroup: comp.sys.atari.st
Date: 2004-11-11 18:40:45 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0411111040.11311a32@posting.google.com>
Source record: 16110

sf0218@aol.com (SF0218) wrote in message
news:<20041110200515.21805.00000428@mb-m14.aol.com>...
> Sorry, I forgot to mention that I still have ver 2.x.

The upgrade to the most recent version is only $25, isn't it? A lot
less than the extra cost of using a SCSI drive instead of IDE.

Mike Freeman
mike [at] freeman-studio [dot] com

5786. Re: "Discovery" cartridge info wanted

Newsgroup: comp.sys.atari.st
Date: 2004-11-11 19:37:40 UTC
From: hallvard@despammed.com
Message-ID: <b0119aeb.0411111137.6c420d30@posting.google.com>
Source record: 16109

user@nospam.com wrote in message news:<cmg2a3$v6g$1@blue.rahul.net>...
> Hallvard Tangeraas <inv@lid.email> writes:

> >> http://pasti.fxatari.com
> >
> > I'll have a read through all the files that came with it.
> > The link you gave me however is a puzzle as I can't find anything about
>
> Sorry, the link was just my signature (well, you'll find software for the
> Discovery Cartridge in the future there though). I was talking about the
> readme files on the disk coming with the cartridge. I think it was named
> options.doc or something like that. Let me know your email and I'll try to
> find it and send it to you if you don't have it.

Thanks, you're right. I had a quick read through the documentation
that came with it, and there is mention of the various features.

Mac ROMs from old Mac Plus computers aren't really useful now, and I
have no need for 5.25" disk drives connected to the device.
The only useful thing left is the clock option, but since I've already
got an internal clock in my machine I don't need that either. Any
features I've missed which might come in handy?

Hallvard

5787. Re: Stuck Floppy

Newsgroup: comp.sys.atari.st
Date: 2004-11-11 20:01:31 UTC
From: Mark D <mducksub@notspamatari-source.com>
Message-ID: <pan.2004.11.11.20.01.31.613479@notspamatari-source.com>
Source record: 16179

On Wed, 10 Nov 2004 23:41:11 +0000, Charles Stanley wrote:

> The problem was that the sticky label had curled itself back on itself
> and had obviously stuck to the slot's frame. There were two labels one
> on another.
>
> Lesson: do not stick a new label over an old one.
>
> Such is my contribution to the world's treasury of knowledge.
>

LOL,

Been there and done that at least 20 times in total ;-)

Thanks,
Mark
http://portal.atari-source.com

5788. 1MB SIMMs for 4 MB on STE/MSTE - 2 SETS of 4 MB

Newsgroup: comp.sys.atari.st
Date: 2004-11-11 20:49:16 UTC
From: Rodolphe Czuba <rodolphe.beurkspam.czuba@free.fr>
Message-ID: <4193d04b$0$15326$626a14ce@news.free.fr>
Source record: 16180

http://cgi.ebay.fr/ws/eBayISAPI.dll?ViewItem&item=6720316342&ssPageName=ADME:B:LC:FR:1

Thanks

5789. Re: New CT60 troubles -- help requested

Newsgroup: comp.sys.atari.st
Date: 2004-11-11 21:02:38 UTC
From: Rodolphe Czuba <rodolphe.beurkspam.czuba@free.fr>
Message-ID: <4193d36c$0$15344$626a14ce@news.free.fr>
Source record: 16182

What's your name ? I have no Galen in my CT60 user list and I need to check some infos about your CT60...

What is the model of your HDD and the driver you use (version number please !) ?

Many mb have problems with CT60 because of a bad clock patch on U63 !
How is yours ?? A photo ? 4 wires or less ???? 74Fxx or 74LSxx 04 or 08 at the end ??

I think you should remove the 74xxx and follow the fitting manual to add the three 33 ohms SMT res and the 47 ohm THT res.

Regards

Galen wrote:
> Hello everyone,
>
> My CT60 has been fairly stable as late despite the fact that I haven't
> removed the clock patch yet (booting with <Ctrl><L-Shift> helps quite
> a bit). However a new problem surfaced this week. Please note I said
> a NEW problem -- it wasn't doing this the past few months.
>
> At bootup, the screen often doesn't sync correctly. There is a black
> band down the left hand side which is sometimes about 2 inches and
> sometimes exactly half the screen. If I can make it through bootup,
> changing the screen resolution fixes this.
>
> In addition (regardless of whether or not the screen has trouble), all
> kinds of things happen at bootup. Sometimes the IDE drive is not
> found by HDDriver. Sometimes NVDI freezes the computer when it loads.
> Sometimes CalShow fails to report events I know are there. (CalShow
> is a calendar program.) Sometimes all the auto folder programs load
> fine and then the CT60 reports an error. There isn't any real
> pattern.
>
> Running Diamond Edge reports disk errors of various types. HOWEVER,
> the errors are not the same when I run Diamond Edge again. That is to
> say, it still finds errors, but they are different ones.
>
> When I power down and flip my little switch to go into 68030 mode all
> the problems are gone. No screen problems, no auto folder problems,
> and Diamond Edge reports the drive is fine. For that matter, I had
> HDDriver run a sector scan -- it found no bad sectors.
>
> The only thing that's changed in the last couple of weeks is that the

> temperature has dropped about 10 degrees Fahrenheit (6 Celsius). I've
> added a few files and deleted a couple of old games, but made no AUTO
> folder changes of any type.
>
> Suggestions are welcome.
>
> Galen

5790. Re: AR Archive files

Newsgroup: comp.sys.atari.st
Date: 2004-11-11 21:03:37 UTC
From: Roland Mösl <founder@pege.org>
Message-ID: <4193d3b3$0$17936$91cee783@newsreader01.highway.telekom.at>
Source record: 16183

> You could try WinRAR...it for windows.

Tells "unknown format"

--
Roland Mï¿½sl
http://www.pege.org Clear targets for a confused civilization
http://web-design-suite.com Web Design starts at the search engine

5791. Re: FS: Atari ST --> SVGA adapter

Newsgroup: comp.sys.atari.st
Date: 2004-11-11 21:58:55 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <nqQkd.5519$F6.1282074@news.siol.net>
Source record: 16181

Jerzy Dudek wrote:

>
>>
>> No paypal, too bad.
>>
> I regret also! But it is not available in Poland.

It say "much better picture as on SM 124" i really doubt about that. For mono rather use SM124 or try to get SM146...

Janez

5792. Falcon Parts

Newsgroup: comp.sys.atari.st
Date: 2004-11-12 00:25:07 UTC
From: sf0218@aol.com
Message-ID: <20041111192507.06333.00000424@mb-m18.aol.com>
Source record: 16184

Hello All,

If anyone is need of some a part for their falcon:

Falcon Keyboard
Falcon PSU
Falcon Shielding

I'll give these for a decent offer of moola or trade for some useful stuff (hardware/software) for my soon to be re-cased falcon.

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

5793. C-Lab Falcon MK X Photos

Newsgroup: comp.sys.atari.st
Date: 2004-11-12 00:48:39 UTC
From: Atari-Korps <news@atari-korps.com>
Message-ID: <cn1196fvr1@sparta.btinternet.com>
Source record: 16185

Hi My c-LAB Falcon MK X has just landed...
it's late over here in the UK..... but i had to take some photos.... sorry
about the quality..better ones to come..

check out my web site www.atari-korps.co.uk and select Falcon MK X .....

let me know what you think........

5794. Re: FS: Atari ST --> SVGA adapter

Newsgroup: comp.sys.atari.st
Date: 2004-11-12 01:25:20 UTC
From: T Shadow <knone@zilch.com.invalid>
Message-ID: <4iUkd.144081$5v2.102014@fe2.columbus.rr.com>
Source record: 16186

"Janez Valant" <swe@atari.org> wrote in message
news:nqQkd.5519$F6.1282074@news.siol.net...
> Jerzy Dudek wrote:
>
> >
> >>
> >> No paypal, too bad.
> >>
> > I regret also! But it is not available in Poland.
>
> It say "much better picture as on SM 124" i really doubt about that. For
> mono rather use SM124 or try to get SM146...
>
>
> Janez

VGA is not only much better its much bigger. 15" or bigger screen compared
to a 12" screen with a large border. I agree with OP.

5795. Re: Emagic Logic Disks

Newsgroup: comp.sys.atari.st
Date: 2004-11-12 02:00:15 UTC
From: Atari-Korps <news@atari-korps.com>
Message-ID: <cn15ffdnu1@titan.btinternet.com>
Source record: 16187

Me too....
let me know if you find a copy..!
I have just got hold of a Log3 without software....

"Brian J. Roland" <bjr@localink4.com> wrote in message
news:78d87076.0411110628.5b2430a@posting.google.com...
> I found a nice, hard plastic Logic Box with a Log3 Dongle and Logic
> Manual for a fair price. It has disks in the box, Notator is just
> groovy, but the Logic disk isn't working :/
>
> Anyone know where I can get copies of the Logic Disks? It'd also be
> nice to find Logic Audio if it's archived out there somewhere.
>
> Thanks,
> Brian

5796. Re: C-Lab Falcon MK X Photos

Newsgroup: comp.sys.atari.st
Date: 2004-11-12 07:56:09 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <41946c98$1@news.broadpark.no>
Source record: 16188

Atari-Korps wrote:

> Hi My c-LAB Falcon MK X has just landed...
> it's late over here in the UK..... but i had to take some photos.... sorry
> about the quality..better ones to come..

Looking good! But how about a photo of the whole machine from the
outside as well?

> check out my web site www.atari-korps.co.uk and select Falcon MK X .....
> let me know what you think........

Nice, modern, clean design of your website!
Several mixups though, like if I press the "Mega STe" link it says:

Produced by C-LAB in 1995 this was the last commercial release
of the Atari Falcon.

You must have a different Mega STe from mine ;-)))
The same goes with a lot of the other links ("Mega ST" to mention one).

I see that you've got some references to C-Lab software/hardware.... how
about adding my website to your list of links? The Notator/Creator SL
user mailing list (http://www.notator.org)
(you and everybody else are of course welcome to join!)

--
Hallvard

5797. Re: Emagic Logic Disks

Newsgroup: comp.sys.atari.st
Date: 2004-11-12 08:06:11 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <41946ef2@news.broadpark.no>
Source record: 16189

Atari-Korps wrote:

> Me too....
> let me know if you find a copy..!
> I have just got hold of a Log3 without software....

Sure, I'll help both of you out as I have versions 1.7, 2.01 and the
2.05 update (which is the latest and final version as far as I know).

I have no problems sharing these files since you need an original dongle
(LOG-3) in order to use them.
But where should I upload them? Any Atari FTP sites which could store
them for anyone to access later on as well?
In the meantime I'll ZIP compress them to make everything ready.

--
Hallvard

5798. Re: Emagic Logic Disks

Newsgroup: comp.sys.atari.st
Date: 2004-11-12 09:18:40 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <41947fee$1@news.broadpark.no>
Source record: 16190

Hallvard Tangeraas wrote:

> But where should I upload them? Any Atari FTP sites which could store
> them for anyone to access later on as well?

It's been a while, but I just realized that I have an FTP site myself
with loads of Atari ST MIDI software already, so I've just uploaded
everything there. Enjoy!

ftp://gem.win.co.nz/hall/midi/sequencer/logic/

You'll find the following in that directory:

- Logic 1.7 (the complete Emagic Logic 1.7 Atari ST package)

- Logic 2.01 (the complete Emagic Logic 2.01 Atari ST package and
Notator SL 3.21)

- Logic 2.5 update (update package which brings Logic to the final
version 2.5. You need a previous version of Logic
to make it complete. I suggest version 2.01)

- Logic extras (stuff for Logic that I downloaded from the Emagic
website several years ago. Probably long gone by now).

PS: The LOG-3 hardware that comes with Logic actually supports Notator
SL as well (ONLY the final version; 3.21). Actually Notator SL came on
one of the floppy disks in the Logic 2.01 package.

NEVER use a Notator SL (or Creator SL) dongle together with the LOG-3.
The LOG-3 has that dongle built in, and using both at the same time will
most likely damage some/all of your Emagic and/or Atari ST hardware.

... while you're there, also have a look around the rest of the FTP site
for other MIDI software.
A web interface with more details surrounding the files is available
here: http://atari.nvg.org/launchpad/pages/midi.html
(go to the "Downloadable MIDI software" section).

--
Hallvard

5799. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-11-12 09:35:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0411120130250.643-100000@onyx.spiritone.com>
Source record: 16191
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5800. ADV: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-11-12 09:40:28 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0411120135210.643-100000@onyx.spiritone.com>
Source record: 16192
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail!
From Bravo Sierra Computers Atari Resale or the Portland Atari Club Goto

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5801. Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.st
Date: 2004-11-12 09:52:29 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0411120140430.643-100000@onyx.spiritone.com>
Source record: 16193
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I owe you a lot! You pay my bills. Defend me from attacks. Patronize me & support me with your money. Each Dollar/Euro/Yen/etc is a Vote of support! Show your support for an Atari Dealer!Buy from Ben, your Atari Benefactor! Show your support by buying and keeping the Atari support coming.Show your support and Vote for your favorite Atari Dealer!Vote for Bravo Sierra this November! In the spirit of Customer Appreciation Month I'm offering a Gift to you, my Customers!Get a FREE Gift with each purchase this Month! E-Mail BenSells@Atari.org, goto my website below for details and/or Call Ben anytime (503)256-9974! Vote 4 Ben! Vote 4 Bravo Sierra Computers in 2004!

http://www.aracnet.com/~atari/specials.htm Atari Thank You Specials!
http://BensCatalogs.Atari.org Ben's FREE Atari Catalogs!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5802. Re: C-Lab Falcon MK X Photos

Newsgroup: comp.sys.atari.st
Date: 2004-11-12 12:28:28 UTC
From: Atari-Korps <news@atari-korps.com>
Message-ID: <cn2a9c$k4s$1@titan.btinternet.com>
Source record: 16194

Hi, yes it was late last night, and the light was not good!
phots were taken with my Nokia mobile phone..but i will be tacking plenty
more this week end..!

thanks for the comments about my litle web site..
more updates / (amendments!)to follow this week end
and yes i will place a link to your site,!

"Hallvard Tangeraas" <inv@lid.email> wrote in message
news:41946c98$1@news.broadpark.no...
> Atari-Korps wrote:
>
> > Hi My c-LAB Falcon MK X has just landed...
> > it's late over here in the UK..... but i had to take some photos....
sorry
> > about the quality..better ones to come..
>
> Looking good! But how about a photo of the whole machine from the
> outside as well?
>
>
> > check out my web site www.atari-korps.co.uk and select Falcon MK X
.....
> > let me know what you think........
>
> Nice, modern, clean design of your website!
> Several mixups though, like if I press the "Mega STe" link it says:
>
> Produced by C-LAB in 1995 this was the last commercial release
> of the Atari Falcon.
>
> You must have a different Mega STe from mine ;-)))
> The same goes with a lot of the other links ("Mega ST" to mention one).
>
> I see that you've got some references to C-Lab software/hardware.... how
> about adding my website to your list of links? The Notator/Creator SL
> user mailing list (http://www.notator.org)
> (you and everybody else are of course welcome to join!)
>
>
>
> --
> Hallvard

5803. Re: Emagic Logic Disks

Newsgroup: comp.sys.atari.st
Date: 2004-11-12 12:33:02 UTC
From: Atari-Korps <news@atari-korps.com>
Message-ID: <cn2ahu$ph7$1@hercules.btinternet.com>
Source record: 16195

Thanks, thats very kind of you...

"Hallvard Tangeraas" <inv@lid.email> wrote in message
news:41947fee$1@news.broadpark.no...
> Hallvard Tangeraas wrote:
>
> > But where should I upload them? Any Atari FTP sites which could store
> > them for anyone to access later on as well?
>
> It's been a while, but I just realized that I have an FTP site myself
> with loads of Atari ST MIDI software already, so I've just uploaded
> everything there. Enjoy!
>
> ftp://gem.win.co.nz/hall/midi/sequencer/logic/
>
> You'll find the following in that directory:
>
> - Logic 1.7 (the complete Emagic Logic 1.7 Atari ST package)
>
> - Logic 2.01 (the complete Emagic Logic 2.01 Atari ST package and
> Notator SL 3.21)
>
> - Logic 2.5 update (update package which brings Logic to the final
> version 2.5. You need a previous version of Logic
> to make it complete. I suggest version 2.01)
>
> - Logic extras (stuff for Logic that I downloaded from the Emagic
> website several years ago. Probably long gone by now).
>
>
> PS: The LOG-3 hardware that comes with Logic actually supports Notator
> SL as well (ONLY the final version; 3.21). Actually Notator SL came on
> one of the floppy disks in the Logic 2.01 package.
>
> NEVER use a Notator SL (or Creator SL) dongle together with the LOG-3.
> The LOG-3 has that dongle built in, and using both at the same time will
> most likely damage some/all of your Emagic and/or Atari ST hardware.
>
>
> ... while you're there, also have a look around the rest of the FTP site
> for other MIDI software.
> A web interface with more details surrounding the files is available
> here: http://atari.nvg.org/launchpad/pages/midi.html
> (go to the "Downloadable MIDI software" section).

>
>
> --
> Hallvard

5804. Re: Emagic Logic Disks

Newsgroup: comp.sys.atari.st
Date: 2004-11-12 13:00:06 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <4194b3d6$1@news.broadpark.no>
Source record: 16196

Atari-Korps wrote:

> Thanks, thats very kind of you...
>
> "Hallvard Tangeraas" <inv@lid.email> wrote in message
> news:41947fee$1@news.broadpark.no...

>> It's been a while, but I just realized that I have an FTP site myself
>> with loads of Atari ST MIDI software already, so I've just uploaded
>> everything there. Enjoy!
>>
>> ftp://gem.win.co.nz/hall/midi/sequencer/logic/

You're most welcome.
Glad to be of help :-)

--
Hallvard

5805. Re: 520 ST PSU HELP!!!

Newsgroup: comp.sys.atari.st
Date: 2004-11-12 13:42:21 UTC
From: cbmeeks <"cbm at s i g n a l d e v d o t k o m">
Message-ID: <10p9fe27o3cbke1@corp.supernews.com>
Source record: 16197

hey it worked! lol

however, you have to hold the cord up a little bit for it to kick in...and sometimes the cord will drop slightly and the system powers off....something is loose. :-/

"cbmeeks" <cbm at s i g n a l d e v d o t k o m> wrote in message news:10p1lc1n7fdvbc7@corp.supernews.com...
>I bought a 520 STf a few years ago. It came with mouse only...no psu.
>
> Well, I have never done anything with it. But looking on the back, it has
> three pins that will accept a standard PC powercord. In other words, it
> LOOKS like I could remove the power cord from my windows machine and plug
> up the Atari with it. However, that can't be right!?!?!
>
> Before I fry this thing, does anyone know what PSU this computer takes?
> What would happen if I risked it all and plugged it up? lol
>
> BTW, I only paid $10 so no huge investment lost either way.
>
> Thanks!
>
> cbmeeks AT gmail DOT kom
>
>
>

5806. Painting an 520STFM

Newsgroup: comp.sys.atari.st
Date: 2004-11-12 13:44:58 UTC
From: cbmeeks <"cbm at s i g n a l d e v d o t k o m">
Message-ID: <10p9fiv5kshav34@corp.supernews.com>
Source record: 16198

My 520 STFM is really yellowed...except for the keys...they are perfect!

I was told that the Krylon Fusion is the best stuff for plastic but they don't appear to have many colors....I couldn't find anything close to the same color.

So, I might paint it something weird like hunter green or satin black (don't like gloss).

any suggestions?

thanks
cb

5807. Re: Ether NEC help again

Newsgroup: comp.sys.atari.st
Date: 2004-11-12 15:26:01 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4194d5f6$0$10974$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16100

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:419311ee6f1e05@comcast.net...
> >Hi all,
>>
>>Does anyone have a working setup of a FTP client which will run on my
>>Falcon
>>which I can load up on floppy ?
>>
>>I have STing installed anda FTP server, but no matter what I do I just
>>cant
>>ge tit to work (it used too)
>>
>>If someone has a working setup I can try then please let me know! I just
>>wish to logon to my falcon to copy files to my PC using FTP access, or
>>anything really as long as I can get the PC and ST to talk to eachother
>>correctly!
>>
>>cheers,
>>Chris
>
> I have the same thing for STe and it works fine. I connect to it
> with my Hades060 use aFTP. What are you doing and what exacty
> happens when you try?

Like I said, It was working a while ago so I know how to set the thing up no
problems....

i'm using WSFTP on my PC, and a FTP server program on my falcon...

bascially on the PC I get error 550 which I think is access denied..... The
falcon records the login attempts so they are talking to each other, the FTP
client on the PC (WSFTP) comes up with like "atari FTP client version 1.09"
or something like that....

its just like the passwords or usernames are wrong, but ive been messing
around with it and it just refuses to work.

Tried turning off XP firewell, allowing the IP addresses etc etc, the mand
thing is, when it was working , all I did was reinstall XP, setup the IP
addresses on the PC again, and it never worked since, its like the FTP
server program on the atari is to blame, though these settings were never
altered... I think its a bug in the FTP server myself......

Chris

>
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5808. Re: 520 ST PSU HELP!!!

Newsgroup: comp.sys.atari.st
Date: 2004-11-12 15:27:55 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <4194d667$0$10974$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16101

"cbmeeks" <cbm at s i g n a l d e v d o t k o m> wrote in message
news:10p9fe27o3cbke1@corp.supernews.com...
> hey it worked! lol
>
> however, you have to hold the cord up a little bit for it to kick in...and
> sometimes the cord will drop slightly and the system powers
> off....something is loose. :-/
>

I have the same problem on my falcon, just wrap some insulation tape around
the power cord, it will make it a bit larger and it wont fall out then...

chirs

>
> "cbmeeks" <cbm at s i g n a l d e v d o t k o m> wrote in message
> news:10p1lc1n7fdvbc7@corp.supernews.com...
>>I bought a 520 STf a few years ago. It came with mouse only...no psu.
>>
>> Well, I have never done anything with it. But looking on the back, it
>> has three pins that will accept a standard PC powercord. In other words,
>> it LOOKS like I could remove the power cord from my windows machine and
>> plug up the Atari with it. However, that can't be right!?!?!
>>
>> Before I fry this thing, does anyone know what PSU this computer takes?
>> What would happen if I risked it all and plugged it up? lol
>>
>> BTW, I only paid $10 so no huge investment lost either way.
>>
>> Thanks!
>>
>> cbmeeks AT gmail DOT kom
>>
>>
>>
>
>

5809. Re: NVDI and the Nova/ET4000 (on TT)

Newsgroup: comp.sys.atari.st
Date: 2004-11-12 15:49:23 UTC
From: Mark D <mducksub@notspamatari-source.com>
Message-ID: <pan.2004.11.12.15.49.23.974592@notspamatari-source.com>
Source record: 16102

On Fri, 12 Nov 2004 03:39:22 -0800, Dark Willow wrote:

> OK, I have just got a Nova VME card for my TT, which I wan tot use
> with the ET4000. Alas the manual is in German so any basic info is
> appreciated on how to get it all set up.
>
> Also I have NVDI 4, which is without ET4000 support. Do the drivers
> supplied with the Nova make NVDI support un-neccessary or do I have to
> upgrade that anyway? If so does anyone know how much the upgrade
> costs?
>
> Thanks

Hey,

I'm almost positive the Nova VME can ONLY be used with a Mach32 or 64 ISA
video card from PC. IN FACT, the GAL's must be replaced or reprogrammed
when switching between Mach32 and Mach64. I know because I have a set of
Mach32 GAL's in addition to the Mach64 ones installed in my TT. So...
Whatever you do, be careful, and do yourself a favor and get the right
video card. If you need additional setup help, let me know, but it's
easy as pie once you have the right video card.

Thanks,
Mark

5810. Re: FS: Atari ST --> SVGA adapter

Newsgroup: comp.sys.atari.st
Date: 2004-11-12 16:06:28 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <_l4ld.5534$F6.1282383@news.siol.net>
Source record: 16099

T Shadow wrote:

>> It say "much better picture as on SM 124" i really doubt about that. For
>> mono rather use SM124 or try to get SM146...
>>
>>
>> Janez
>
> VGA is not only much better its much bigger. 15" or bigger screen compared
> to a 12" screen with a large border. I agree with OP.

Its not matter of size. SM124 is smaller, i agree, SM146 is bigger. Point is that REAL mono monitors have different "glowing" material which also is not needed to be assembled from 3 parts. Result is (im speaking for B/W models) more stable and contrast image. Less headache problems, less eye problems, etc on mono monitors. Very friendly for close staring at monitor. THE problem with SM124 is size however, i agree. I do have VGA/STmono converter and i prefer mono screen, but i do have SM146 which is bigger as SM124.

Janez

5811. Re: Painting an 520STFM

Newsgroup: comp.sys.atari.st
Date: 2004-11-12 19:18:26 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10pa3431ledk96c@corp.supernews.com>
Source record: 16103

"cbmeeks" <cbm at s i g n a l d e v d o t k o m> wrote in message
news:10p9fiv5kshav34@corp.supernews.com...
> My 520 STFM is really yellowed...except for the keys...they are perfect!
>
> I was told that the Krylon Fusion is the best stuff for plastic but they
> don't appear to have many colors....I couldn't find anything close to the
> same color.
>
> So, I might paint it something weird like hunter green or satin black
(don't
> like gloss).
>
> any suggestions?
>
> thanks
> cb
>

You could buy a NEW case from B&C or Best $30. I did that on a bad 1040 STE
and it looks brand new now!

Tim

5812. Re: 520 ST PSU HELP!!!

Newsgroup: comp.sys.atari.st
Date: 2004-11-12 20:13:55 UTC
From: Richard Anderson <agralias@comcast.net>
Message-ID: <k7ednXkCN7nohQjcRVn-og@comcast.com>
Source record: 16104

I would also take a look at the solder connections on the power supply for the cord connector. One might be cracked. If that is not the case, try a different cord. I have had several--even brand new-- cords that do not lock in tight on some machines.

Good luck,
Richard

"exxos" <exxos@home.co.uk> wrote in message
news:4194d667$0$10974$cc9e4d1f@news-text.dial.pipex.com...
>
> "cbmeeks" <cbm at s i g n a l d e v d o t k o m> wrote in message
> news:10p9fe27o3cbke1@corp.supernews.com...
> > hey it worked! lol
> >
> > however, you have to hold the cord up a little bit for it to kick in...and
> > sometimes the cord will drop slightly and the system powers
> > off....something is loose. :-/
> >
>
> I have the same problem on my falcon, just wrap some insulation tape around
> the power cord, it will make it a bit larger and it wont fall out then...
>
> chirs
>
>
>
>
>
> >
> > "cbmeeks" <cbm at s i g n a l d e v d o t k o m> wrote in message
> > news:10p1lc1n7fdvbc7@corp.supernews.com...
> >>I bought a 520 STf a few years ago. It came with mouse only...no psu.
> >>
> >> Well, I have never done anything with it. But looking on the back, it
> >> has three pins that will accept a standard PC powercord. In other words,
> >> it LOOKS like I could remove the power cord from my windows machine and
> >> plug up the Atari with it. However, that can't be right!?!?!
> >>
> >> Before I fry this thing, does anyone know what PSU this computer takes?
> >> What would happen if I risked it all and plugged it up? lol
> >>
> >> BTW, I only paid $10 so no huge investment lost either way.
> >>
> >> Thanks!
> >>
> >> cbmeeks AT gmail DOT kom

> >>
> >>
> >>
> >
> >
>
>

5813. Deleting threads in Newsie

Newsgroup: comp.sys.atari.st
Date: 2004-11-12 20:49:59 UTC
From: peterslegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <419521f7.0@entanet>
Source record: 16105

I think I may have asked this before but is there any way
to delete an entire thread in Newsie ?

I have tried collapsing the threads and deleting but that
doesn't work.

Peter

5814. Re: Ether NEC help again

Newsgroup: comp.sys.atari.st
Date: 2004-11-13 00:18:11 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <2vl2a7F2krp83U1@uni-berlin.de>
Source record: 16106

```
"exxos" <exxos@home.co.uk> wrote in message
news:4194d5f6$0$10974$cc9e4d1f@news-text.dial.pipex.com...
>
> "Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
> news:419311ee6f1e05@comcast.net...
> > >Hi all,
> >>
> >>Does anyone have a working setup of a FTP client which will run on my
> >>Falcon
> >>which I can load up on floppy ?
> >>
> >>I have STing installed anda FTP server, but no matter what I do I just
> >>cant
> >>ge tit to work (it used too)
> >>
> >>If someone has a working setup I can try then please let me know! I just
> >>wish to logon to my falcon to copy files to my PC using FTP access, or
> >>anything really as long as I can get the PC and ST to talk to eachother
> >>correctly!
> >>
> >>cheers,
> >>Chris
> >
> > I have the same thing for STe and it works fine. I connect to it
> > with my Hades060 use aFTP. What are you doing and what exacty
> > happens when you try?
>
> Like I said, It was working a while ago so I know how to set the thing up
no
> problems....
>
> i'm using WSFTP on my PC, and a FTP server program on my falcon...
>

I had that and had to rebuild password file on PC. I seem to think it stores
hashed
passwords but you have to do the whole file at once...

> bascially on the PC I get error 550 which I think is access denied.....
The
> falcon records the login attempts so they are talking to each other, the
FTP
> client on the PC (WSFTP) comes up with like "atari FTP client version
1.09"
> or something like that....
```

>
> its just like the passwords or usernames are wrong, but ive been messing
> around with it and it just refuses to work.
>
> Tried turning off XP firewell, allowing the IP addresses etc etc, the mand
> thing is, when it was working , all I did was reinstall XP, setup the IP
> addresses on the PC again, and it never worked since, its like the FTP
> server program on the atari is to blame, though these settings were never
> altered... I think its a bug in the FTP server myself......
>
> Chris
>
>
>
>
>
>
>
> >
> >
> > --
> > Edward S. Baiz Jr.
> > (Gamer)
> >
> > HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> > Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> > Photo 700 printer, PCI Networking Card, ICQ#91257633
> > PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> > Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> > Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
>
>

5815. how to change the default language on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 2004-11-13 00:38:25 UTC
From: Atari-Korps <news@atari-korps.com>
Message-ID: <cn3l21$n2s$1@sparta.btinternet.com>
Source record: 16108

Hi, can anyone tell me how to change the default language on a Falcon!
I understand this can be done quite easily, I am running TOS 4.04 which is
supposed to be multi-lingual

My control panel is in german! and i can't find the settings for English!!!

5816. Re: NVDI and the Nova/ET4000 (on TT)

Newsgroup: comp.sys.atari.st
Date: 2004-11-13 01:09:43 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <qinap0tga34vkkptb0291i6du2smmrk01v@4ax.com>
Source record: 16111

Hello :)
I got an email today from my ebay watch list whic has what you may be
looking for..heres the link.

NVDI 5 + ET4000 Support fï¿½r Atari ST/TT/Falcon
http://ebay.doubleclick.net/clk;7383084;8891932;y?http://cgi.ebay.com/ws/eBayISAPI.dll?Vie
wItem&item=5138644882&ssPageName=ADME:B:SS:US:1

Hope i got the link ok :)
Thomas

On Fri, 12 Nov 2004 10:58:11 -0500, gfa <lp@mint.org> wrote:

>in article 168c84f1.0411120339.2eead491@posting.google.com, Dark Willow
>wrote on 11/12/04 6:39 AM:
>
>> OK, I have just got a Nova VME card for my TT, which I wan tot use
>> with the ET4000. Alas the manual is in German so any basic info is
>> appreciated on how to get it all set up.
>>
>> Also I have NVDI 4, which is without ET4000 support. Do the drivers
>> supplied with the Nova make NVDI support un-neccessary or do I have to
>> upgrade that anyway? If so does anyone know how much the upgrade
>> costs?
>
>You can use the Nova in these various arrangements:
>
>1) Just the Nova driver, but then you have no vector font support
>
>2) Nova driver with speedo gdos, then you get the vector font support
>
>3) Nova driver + nvdi et4000, same as #2, but faster, plus you get offscreen
>bitmap support
>
>I no longer have the Nova, swapped it for a crazydots 2 card so I don't
>recall the exact auto folder order and so forth. However you do have to
>disable the *.sys drivers in one of the nvdi folders for them to work
>together. No idea about the cost either.

5817. Re: how to change the default language on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 2004-11-13 01:13:43 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <7pnap01h0tpufh102e7bpqlqind8q7jvpt@4ax.com>
Source record: 16112

Not sure on this but i think you can change those with sysinfo..I used
it to look up the info an my machines and pretty sure you can change
the setting with it (I changed some setting with it but sure if its
what you need)

Thomas

On Sat, 13 Nov 2004 00:38:25 +0000 (UTC), "Atari-Korps"
<news@atari-korps.com> wrote:

>Hi, can anyone tell me how to change the default language on a Falcon!
>I understand this can be done quite easily, I am running TOS 4.04 which is
>supposed to be multi-lingual
>
>My control panel is in german! and i can't find the settings for English!!!
>

5818. Re: FS: Atari ST --> SVGA adapter

Newsgroup: comp.sys.atari.st
Date: 2004-11-13 02:58:37 UTC
From: T Shadow <knone@zilch.com.invalid>
Message-ID: <xLeId.14108$5n3.3449@fe2.columbus.rr.com>
Source record: 16113

"Janez Valant" <swe@atari.org> wrote in message
news:_l4ld.5534$F6.1282383@news.siol.net...
> T Shadow wrote:
>
> >> It say "much better picture as on SM 124" i really doubt about that.
For
> >> mono rather use SM124 or try to get SM146...
> >>
> >>
> >> Janez
> >
> > VGA is not only much better its much bigger. 15" or bigger screen
compared
> > to a 12" screen with a large border. I agree with OP.
>
> Its not matter of size. SM124 is smaller, i agree, SM146 is bigger.
Point
> is that REAL mono monitors have different "glowing" material which also is
> not needed to be assembled from 3 parts. Result is (im speaking for B/W
> models) more stable and contrast image. Less headache problems, less eye
> problems, etc on mono monitors. Very friendly for close staring at
monitor.
> THE problem with SM124 is size however, i agree. I do have VGA/STmono
> converter and i prefer mono screen, but i do have SM146 which is bigger as
> SM124.
>
> Janez

OOps thought it was a Falcon adapter. Thought it took more than a cable to
connect an ST to VGA. Keeping the black band certainly reduces the advantage
of a bigger screen. Used to love the ST mono monitor but as I get older it
gets smaller. ;^)

5819. WTB: ATARI FALCON

Newsgroup: comp.sys.atari.st
Date: 2004-11-13 04:21:00 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <HWfld.20245$z3.17495@bignews5.bellsouth.net>
Source record: 16114

Looking for an Atari Falcon. Must be in excellent working condition with
TOS 4.04 and internal HD.

Will consider upgraded Falcons, but I need one that is fairly stock.

Also could use a FPU or 2 for some Falcons I have here.

And looking for Atari Falcon Keyboard, MegaST, and MegaSTE Keyboards in
good working condition,
must be very clean.

Always interested in Atari Falcon Hardware and Software if anyone has
some items they want to part with.

If ya have any of the above for sale or to give away 8-) e-mail me a
list of what ya have with what ya need for it at:

phantomm@bellsouth.net

I will reply to any offers made.

I'm in the USA, so Canada and US stuff would be easier for me to get.
However, I have bought Atari items from overseas before
so you folks across the big waters feel free to contact me.

Thanks,
Phantom

*A Personal Message to DON S. Not sure if ya got my e-mail, if not I
would be interested in the Falcon if ya still
have it. If not, no hard feelings. 8-) And I apologize for my
disappearance.

5820. mega st keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-11-13 11:40:16 UTC
From: John Rutherford <j.c.rutherford@btinternet.com>
Message-ID: <cn4rqv$4i6$1@titan.btinternet.com>
Source record: 16116

I would like to replace (soem keys missing) the keyboard on my Mega ST. I am wondering if I could put an ordinary stfm keyboard in the mega st keyboard case

5821. Re: how to change the default language on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 2004-11-13 12:23:50 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <ibmld.5557$F6.1282729@news.siol.net>
Source record: 16115

twbrown wrote:

> Not sure on this but i think you can change those with sysinfo..I used
> it to look up the info an my machines and pretty sure you can change
> the setting with it (I changed some setting with it but sure if its
> what you need)
>
> Thomas
>
> On Sat, 13 Nov 2004 00:38:25 +0000 (UTC), "Atari-Korps"
> <news@atari-korps.com> wrote:
>
>>Hi, can anyone tell me how to change the default language on a Falcon!
>>I understand this can be done quite easily, I am running TOS 4.04 which is
>>supposed to be multi-lingual

Just use any of the NVRAM setting applications.

5822. Re: mega st keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-11-13 13:18:58 UTC
From: Sheldon Winick <s.winick@charter.net>
Message-ID: <a72cp09dks0pthhn0h935ok8kq7k3evu4s@4ax.com>
Source record: 16117

John,

Are you just missing the plastic key caps or do you need the entire
key mechanism? The MegaST keyboard is easily repairable in most
cases. I still have most of the keycaps in my leftovoer parts kit
from Computer STudio. Let me know exactly what you need and
I'll see if I still have those parts.

Sheldon

On Sat, 13 Nov 2004 11:40:16 +0000 (UTC), "John Rutherford"
<j.c.rutherford@btinternet.com> wrote:

>I would like to replace (soem keys missing) the keyboard on my Mega ST. I
>am wondering if I could put an ordinary stfm keyboard in the mega st
>keyboard case
>

5823. Re: WTB: ATARI FALCON

Newsgroup: comp.sys.atari.st
Date: 2004-11-13 16:12:37 UTC
From: sf0218@aol.com
Message-ID: <20041113111237.21692.00000561@mb-m11.aol.com>
Source record: 16118

Look at the Falcon Parts thread.

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

5824. Re: Mega STE Language Disk?

Newsgroup: comp.sys.atari.st
Date: 2004-11-13 16:22:13 UTC
From: "Steve Sweet"
Message-ID: <cn5cblpit1@titan.btinternet.com>
Source record: 16119

Hi Tim

I've got a UK english one, i think it amounts to the safe result.

I can either zip and email it to you or pop it on my webspace.

>I just got a Mega STE computer and would like to get a copy of the Mega STE
> Language Disk. Anyone have one for sale or for download? USA version
> preferred.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5825. Re: FS: Atari ST --> SVGA adapter

Newsgroup: comp.sys.atari.st
Date: 2004-11-13 16:27:19 UTC
From: "Steve Sweet"
Message-ID: <cn5cl7rkj1@hercules.btinternet.com>
Source record: 16120

Hi "T Shadow"

> Used to love the ST mono monitor but as I get older it gets smaller. ;^)

Don't it creep up!

I'll see mine for some while yet, its a 19" VGA

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5826. Re: mega st keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-11-13 16:58:19 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <L2rld.2043$pt2.1417@newsfe3-gui.ntli.net>
Source record: 16121

Hello.

"John Rutherford" <j.c.rutherford@btinternet.com> wrote in message
news:cn4rqv$4i6$1@titan.btinternet.com...
> I would like to replace (soem keys missing) the keyboard on my Mega ST. I
> am wondering if I could put an ordinary stfm keyboard in the mega st
> keyboard case

No.

Brand new Mega STE kbrd, (some spanish keytops) £20 inc UK post.

5827. Re: mega st keyboard

Newsgroup: comp.sys.atari.st
Date: 2004-11-13 18:10:43 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10pcjh3e8m1a8bc@corp.supernews.com>
Source record: 16122

"John Rutherford" <j.c.rutherford@btinternet.com> wrote in message
news:cn4rqv$4i6$1@titan.btinternet.com...
> I would like to replace (soem keys missing) the keyboard on my Mega ST. I
> am wondering if I could put an ordinary stfm keyboard in the mega st
> keyboard case
>
>

Good question. I have a Euro keyboard and want to swap some of the keys
from a spare 1040ST keyboard. Will it work?

Tim

5828. WTB: Nova Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-11-13 20:40:00 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.13.20.40.00.82088@nosspamatari-source.com>
Source record: 16123

Hey guys,

I'm getting a little impatient waiting for the SuperVidel. Anyone feel like getting a fair price for their Nova Falcon? I'd like one with Mach 64 and 4MB vram.

Thanks,
Mark

5829. Re: Newbie ST question

Newsgroup: comp.sys.atari.st
Date: 2004-11-13 20:43:06 UTC
From: volksrod70@hotmail.com
Message-ID: <a4b7e9c.0411131243.49a2601c@posting.google.com>
Source record: 16124

The boot disk is actually labeled Alldata Corp, system 3 boot disk,
dated sept 1995. I may need a disk as nothing I have can read it.
Now the moniter is smoking itself to death, it's a Viewcom model
VM-1416 with a DIN connector, what can I use for a alternate?

5830. Re: NVDI and the Nova/ET4000 (on TT)

Newsgroup: comp.sys.atari.st
Date: 2004-11-13 20:49:17 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0411131249.2e272127@posting.google.com>
Source record: 16125

> >
> >You can use the Nova in these various arrangements:
> >
> >1) Just the Nova driver, but then you have no vector font support
> >
> >2) Nova driver with speedo gdos, then you get the vector font support
> >
> >3) Nova driver + nvdi et4000, same as #2, but faster, plus you get offscreen
> >bitmap support
> >
> >I no longer have the Nova, swapped it for a crazydots 2 card so I don't
> >recall the exact auto folder order and so forth. However you do have to
> >disable the *.sys drivers in one of the nvdi folders for them to work
> >together. No idea about the cost either.

I managed to work out the manual enought o get the auto folder file order and have arranged all files so they are in order, and that all the files from the AUTO and DATA-TT folders on disk were present along with a CPX that allows some kind of config options. However still no joy. When booting a screen with coloured block (corrrupted letters maybe?) and 2 bombs appears, this can be cleared by pressing a key that brings up an auto program that has several menu options, one which allows you to select a screen resolution and colour depth. Which ever option I select ultimately does ntohign and the machine boots as normal giving normal TT resolutions on the orginal VGA port. I can't get any signal at all through the graphics card VGA port. The CPX untility just says "graphics card not installed!" (in german) but I've disconnectred and reconnected it to the VME several times and it's definitely connected up correctly.

5831. Re: NVDI and the Nova/ET4000 (on TT)

Newsgroup: comp.sys.atari.st
Date: 2004-11-13 21:51:56 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.13.21.51.55.546507@nosspamatari-source.com>
Source record: 16126

On Sat, 13 Nov 2004 12:49:17 -0800, Dark Willow wrote:

> I managed to work out the manual enought o get the auto folder file
> order and have arranged all files so they are in order, and that all
> the files from the AUTO and DATA-TT folders on disk were present along
> with a CPX that allows some kind of config options. However still no
> joy. When booting a screen with coloured block (corrrupted letters
> maybe?) and 2 bombs appears, this can be cleared by pressing a key
> that brings up an auto program that has several menu options, one
> which allows you to select a screen resolution and colour depth. Which
> ever option I select ultimately does ntohign and the machine boots as
> normal giving normal TT resolutions on the orginal VGA port. I can't
> get any signal at all through the graphics card VGA port. The CPX
> untility just says "graphics card not installed!" (in german) but I've
> disconnectred and reconnected it to the VME several times and it's
> definitely connected up correctly.

Did you read my response?

I'm almost 100% sure an ET4000 card will not work with the Nova board.
nova's drivers are explicitly for Mach32 or Mach64. Aka Nova, and
SuperNova. In fact, you very well could have fried the GAL's on your VME
board if the ET4000 doesn't play nicely with the wiring arrangement.

The NOVA is NOT A UNIVERSAL ISA ADAPTER! It is a specifically tailored
solution to a single type of video card. ATI Mach32 or 64. Same with
EtherNEC. Just because I have an ISA slot hanging off my ROM port doesn't
mean I can put a video card on it and have it work!

Now I COULD be wrong here. But everything I have EVER READ about the Nova
suggests that I am right. Oh yeah, and I have one!

Mark
http://portal.atari-source.com

5832. Re: NVDI and the Nova/ET4000 (on TT)

Newsgroup: comp.sys.atari.st
Date: 2004-11-13 23:17:25 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <cn64m5hsg1@orkan.itea.ntnu.no>
Source record: 16127

Mark D <mducksub@nosspamatari-source.com> wrote:

> The NOVA is NOT A UNIVERSAL ISA ADAPTER! It is a specifically tailored
> solution to a single type of video card. ATI Mach32 or 64. Same with
> EtherNEC. Just because I have an ISA slot hanging off my ROM port doesn't
> mean I can put a video card on it and have it work!

> Now I COULD be wrong here. But everything I have EVER READ about the Nova
> suggests that I am right. Oh yeah, and I have one!

There is an ET4000 version of the NOVA, called (surprise!) Nova ET4000. So
you're wrong ;-)

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5833. Re: Atari ST software

Newsgroup: comp.sys.atari.st
Date: 2004-11-14 01:34:02 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <cn6cmailv1@reader1.panix.com>
Source record: 16128

If this is a Windows 95 question, the answer is probably yes. There is such a thing as a Microsoft Boot Sector Standard, followed by nearly everyone but Microsoft, except for Windows 95. This standard calls for a machine to read the disk boot sector, to find out what it is, and read it accordingly. I did not specifically try it with an SF-354, but that should be read in the same manner. The boot sector would say it was single sided.

This was done for the last floppy disk distribution of Windows, and they could save a disk by formatting to 20 sectors and 80 tracks.

I made use of this so I could sometimes work at home, saving time and gas money, and bring in the disk from my TT the next day, to read on a Windows 95 machine. What I brought in was whatever I had around, and they were not all formatted the same.

For Atari, the boot sector is read into a 2k buffer. Presume that Windows 95 works this way too. This, I believe, is part of that Microsoft Boot Sector Standard.

Jim

Derek Mark Edding <dreq@earthlink.net> writes:

: Jim DeClercq wrote:

: > Yes, your English is fine, or at least workable.
: >
: > The advice given is a bit incomplete. Only Windows 95 can read any Atari
: > disk you might stick in the drive slot. DOS can be set up to read any disk
: > you can stick in that slot. Other than that, format the disk on the
: > Windows machine, and the Atari will read it.
: >
: > This has been found to work on any version of Windows higher than Windows
: > 95, and even with Dell machines, which seem to want something different
: > than any other machine running Windows.

: Will this work if his ST's floppy drive is an SF-354?

: I have a bunch of SSDD floppies around here from the early days...

: -dreq

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|

/ \ and postings | to help me spread! |
.

5834. Re: WTB: Nova Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-11-14 06:45:20 UTC
From: Mark D <mducksub@notspamatari-source.com>
Message-ID: <pan.2004.11.14.06.45.20.438777@notspamatari-source.com>
Source record: 16129

On Sun, 14 Nov 2004 06:42:02 +0000, Rustynutt wrote:

> On Sat, 13 Nov 2004 15:40:00 -0500, Mark D
> <mducksub@nosspamatari-source.com> wrote:
>
>>Hey guys,
>>
>>I'm getting a little impatient waiting for the SuperVidel. Anyone feel
>>like getting a fair price for their Nova Falcon? I'd like one with Mach
>>64 and 4MB vram.
>>
>>Thanks,
>>Mark
>
> For use on your CT060? Doesn't work yet AFAIK.
> I have two, one is like you described, the other is only a 2meg board.
> I have never found any difference between the two in real operation.
> Mike

Wait.. And I thought eclipse won't work either. Does this mean there's
exactly 0 current Falcon/CT60 video card solutions? Ouch ;-)

Mark
http://portal.atari-source.com

5835. Re: NVDI and the Nova/ET4000 (on TT)

Newsgroup: comp.sys.atari.st
Date: 2004-11-14 06:46:30 UTC
From: Mark D <mducksub@notspamatari-source.com>
Message-ID: <pan.2004.11.14.06.46.30.664583@notspamatari-source.com>
Source record: 16130

On Sat, 13 Nov 2004 23:17:25 +0000, Jo Even Skarstein wrote:

> Mark D <mducksub@nosspamatari-source.com> wrote:
>
>> The NOVA is NOT A UNIVERSAL ISA ADAPTER! It is a specifically tailored
>> solution to a single type of video card. ATI Mach32 or 64. Same with
>> EtherNEC. Just because I have an ISA slot hanging off my ROM port doesn't
>> mean I can put a video card on it and have it work!
>
>> Now I COULD be wrong here. But everything I have EVER READ about the Nova
>> suggests that I am right. Oh yeah, and I have one!
>
> There is an ET4000 version of the NOVA, called (surprise!) Nova ET4000. So
> you're wrong ;-)

Well then guys, I stand corrected. And good luck getting that thing
working ;-) I have no experience with it ;-)

Mark
http://portal.atari-source.com

5836. Re: NVDI and the Nova/ET4000 (on TT)

Newsgroup: comp.sys.atari.st
Date: 2004-11-14 07:22:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200411140822.a49495@wun.maus.de>
Source record: 16051

Hi Mark!

MD>I'm almost 100% sure an ET4000 card will not work with the Nova board.
MD>In fact, you very well could have fried the GAL's on your VME board if
MD>the ET4000 doesn't play nicely with the wiring arrangement.

I'm almost sure you are wrong :-)

I've got a nova Falcon, which is designed to work with a mach64. At the time I purchased it, I wasn't able to locate the appropriate graphics card. Therefore, I tried to use some ET4000 together with NVDI5. I did in fact get a picture on the screen, and could alter the resolution with the video mode editor also, but wasn't able to switch the pixel clock to anything else but the default 640x480@60Hz setting. Thus, I couldn't really use the ET4000 on the Nova, but it didn't do any harm either.

With best regards
Ekkehard

5837. Recommnded drive for a Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-11-14 08:19:13 UTC
From: Chris <mrg@mrgs.cix.co.uk>
Message-ID: <cn74e0$8k8$2@thorium.cix.co.uk>
Source record: 16131

My Falcon IDE drive is on the way out. It keeps getting stuck on boot up. Can anyone recommend a source for a new one?

How do I get it boot up from an external drive?

--
Chris (in the UK)

5838. trying to run STinG from a floppy

Newsgroup: comp.sys.atari.st
Date: 2004-11-14 09:13:27 UTC
From: mrrik@hay.am
Message-ID: <88f41e4b.0411140113.38fd125f@posting.google.com>
Source record: 16132

Hello.
I have nor hard drive, so I try to run STinG from a floppy.
The reason, I want to try use telnet programs to access the net.
On a floppy I have created three folders:
Auto, dialer, and sting.
In Auto folder there is two files:
sting.prg
sting.inf
Sting.inf contains only single line:
A:\STING\

In a sting folder:
cache.dns default.cfg masque.sty route.tab udp.stx
cen_plep.sty ether.sty midi.sty serial.stx update.txt
cen_plip.sty lcltlk.sty resolve.stx tcp.stx

In a dialer folder:
call_it dial.inf dial.scr icon.rsc local.fee rem_ctrl
dialer.app dial.rsc docs isp_scr login.bat

dial.scr contains:
<quote>

```
#
# VAR = VALUE : standard format
#
# Lines beginning with '#' or any nonprintable character are
ignored.
# They don't even consume any memory.
#
# The variable names are not case sensitive.
# Values may be case sensitive depending on usage. Watch out for
# unintentional blanks at the end of a string value.
#
# Some variables may be specified twice or more often (like the
# PHONE_NUMBER).
#
#
#
# Configuration part of script file
#
#
# This variable determines if the Dialer terminates after the last
# window has been closed. If set to zero, the Dialer terminates
# automagically after the user closed all windows. Set to one, the
```

```
# variable causes the Dialer to stay in an event loop, waiting for
# AC_OPEN or dialing request messages. AC_OPEN causes the Dialer to
# reopen the main window.
#
RESIDENT = TRUE
#
#
# Line protocol for IP packets to be used :
# 0 = SLIP
# 1 = PPP
# For CSLIP, set this to 0, and activate Van Jacobson Header
# Compression.
#
PROTOCOL = 1
#
#
# If you use PPP, your ISP might require password authentication
# via PAP (Password Authentication Protocol). If so, enter here
# the ID ("account", "user name") and the password.
#
PAP_ID = ru
PAP_PASSWORD = ruspassword
#
#
# Should Van Jacobson Header Compression be used ?
# FALSE = No
# TRUE = Yes
# VJHC together with PROTOCOL = 0 defines CSLIP.
#
VJHC = FALSE
#
#
# Socket to be used when Serial 2 / LAN is selected.
# FALSE = Serial (RS 232 compatible) socket
# TRUE = LAN (RS 422 compatible) socket
#
LAN_PORT = FALSE
#
#
# Your username and hostname.
#
# HOSTNAME is the hostname of your computer for this session. If
# your address is dynamically allocated, HOSTNAME will be wrong.
# For now, just set it to your providers hostname (or whatever).
# Try to make it reasonably accurate if possible.#
# USERNAME doesn't make much sense either until I have an identd
# working. So it doesn't really matter what it is. When I do have
# an identd, this will be your `valid' username for incoming
queries.
#
```

```
# FULLNAME is pretty obvious, right ?
#
USERNAME = ru
HOSTNAME = ru.ppp.freenet.am
FULLNAME = Peter Rottengatter
#
#
# State here which IP address you're gonna use. If you got a
permanent
# address from your ISP, put it in here. If you get a new address
each
# time you log in, then use 0.0.0.0 here (this is irrelevant for
SLIP,
# but essential for PPP !)
#
CLIENT_IP = 0.0.0.0
#
#
# Your ISP probably imposes a limit to the size of IP packets
# (Maximum Transfer Unit). Many ISPs use the standard Ethernet
# MTU of 1500 bytes. 576 is safe in any case, however.
#
MTU = 576
#
#
# If you want to use IP masquerading to hook your LAN to the
Internet
# while your ISP provides only one IP address, set this variable to
# TRUE. Better don't touch it if you never heard of masquerading
before.
#
MASQUERADE = FALSE;
#
#
# The NAMESERVER (ie: DNS or Domain Name Server) *must* be set,
# preferably to a nameserver that your provider recommends. Note :
# The address must be a dotted quad, that is, four decimal numbers
# separated by dots. The mnemonic name will not work, as again a
# name server would be needed to resolve it. Put IP addresses of
# all up to five name servers here, just preparing for the case your
# favourite name server is down. Note PPP can fetch the name server
# addresses automagically, if your ISP allows this. Still for SLIP
# the name servers *must* be specified *here* (remove the '#').
#NAMESERVER = 130.75.1.32
#NAMESERVER = 130.75.1.40
#
#
# Port of your computer to be used for the modem connection.
# Look in the 'Miscellaneous' part of the CONFIG form for
# available choices. Spelling must be the same here. Unvalid
```

```
# names revert to Modem 1.
#
SERIALPORT = Modem 1
#
#
# Port parameters to be used for the login stage. 8N1 is used
# normally, but CompuServe requires 7E1. Setting CIX_LOGIN to
# TRUE causes the Dialer to log in using 7E1.
#
CIX_LOGIN = FALSE
#
#
# Phone Number(s). PHONE_NUMBER = number. Some providers
# have more than one number you can dial. You can specify
# up to eight phone numbers here. Specify none if you use a#
leased line.
#
PHONE_NUMBER = 592000
#
#
# File describing the telephone fee structure of your telephone
# company. The file must be in the same directory as this script
# file.
#
FEE_FILE = LOCAL.FEE
#
#
# These parameters describe what the ISP charges for Internet
# access. Some ISP charge for time only, some for transferred
# data, some for a combination of both. Some even discriminate
# between sent and received data.
#
# Each entry consists of the unit (of time, or data), and the
# corresponding cost. The unit may be followed by an 's', 'm' or
# 'h' for seconds, minutes and hours in case of time, or 'K' or
# 'M' for KBytes (1024 bytes) and MBytes (1048576 bytes) in case
# of transferred data. The cost unit (Dollar '$', Deutsche Mark
# 'DM') is specified in FEE_FILE.
#
ISP_TIME = 72s, 0.07
ISP_SENT = 12K, 0.03
ISP_RECVD = 84K, 0.09
#
#
# Set this to TRUE if you have only one machine to be connected
# to the Internet. You need every IP packet to be sent to the
# ISP's host, thus a default route should be created. Setting this
# to TRUE causes the Dialer to do this.
#
DEF_ROUTE = TRUE
```

```
#
#
# If this is set to TRUE, the file specified by the LOGIN_BATCH
# variable (set either in DEFAULT.CFG or the network environment)
# is treated as a batch file and executed after login. The file
# contains lines that specify a binary (complete path) and a
# set of commandline parameters, all separated by spaces.
#
EXEC_BATCH = FALSE
#
#
# Setting this variable to TRUE causes the Dialer to write debug
# info about the connection initialization to disk.
#
DEBUGGING = FALSE
#
#
#
# Connection part of script file
#
#
# This part is initialising the modem, dialing a remote system
# and establishing a connection to a remote modem.
#
# INIT sets the string you can use to initialise the modem.
#
INIT = ATZ
#
#
# PREFIX sets the dial prefix (ie: ATD, ATDT, ATDP, whatever else
# is needed to get a dial tone)
# is needed to get a dial tone)
#
PREFIX = ATDT
#
#
# Then you should define how to hangup your modem, i.e. which
# command is to be used to shut down a connection. The dialer
# will use the DTR signal to hangup the modem if HANGUP = DTR is
# set. Otherwise set HANGUP to the appropriate hangup string
# for your modem. A comma forces the dialer to wait a second.
# Normally a pause, three '+' characters and another pause cause
# a modem to revert to command mode, then 'ATH' can be issued.
#
HANGUP = ,+++,ATH
#
#
# The dialing parameters are CONNECT_WAIT and REDIAL_DELAY. These
# are times in seconds. CONNECT_WAIT is the amount of time to wait
# for a connection after dialing a number. REDIAL_DELAY is the
```

```
amount
# of time to wait in between dial attempts.
#
CONNECT_WAIT = 60
REDIAL_DELAY = 20
#
#
# Connection success can be determined either by detecting the
# modems Carrier Detect signal (SUCCESS = CDWAIT), or waiting
# for a CONNECT response (SUCCESS = CONNECT) from the modem.
# Failure can be determined by a timeout or a modem response
# such as NO CARRIER or BUSY. NO DIALTONE generally means a
# serious problem like the modem not being connected to the
# telephone line, so that an immediate redial is not a sensible
# reaction. The dialer will be halted instead. Up to three
# test words of each kind can be set.
#
# The SUCCESS = DIRECT has a special meaning. If specified, the
# dialer will skip the dialing part, moving on to the script
# execution straight away. This is handy for doing connects on
# serial lines connected directly to a host (without modem), or
# on leased lines.
#
# Make sure your modem is configured correctly in order to get
# the connection speed shown in the dialing window. It's also
# advisable to use only one SUCCESS string (the one after which
# the modem sends the connection speed).
#
SUCCESS = CARRIER
SUCCESS = CONNECT
SUCCESS = CDWAIT
FAILURE = BUSY
FAILURE = NO CARRIER
ABORT = NO DIALTONE
#
#
#
# Login part of script file
#
#
# This part is to log into the remote computer. This will probably
# involve entering a username and password, selecting SLIP mode,
# and reading the Internet Address that your system will have for
# the duration of the session.
#
# This variable determines how many seconds the script interpreter
# will wait for the FIND strings to be received. If the FIND times
# out, script execution will be aborted and a hangup and redial will
# be initiated.
#
```

```
FIND_TIMEOUT = 60
#
#
# The beginning of the script part is denoted by the DIAL_SCRIPT
# keyword.
#
DIAL_SCRIPT
#
#
# The STinG dialer uses the standard `conversational' method for
# login to the provider. This involves searching for certain
# words and sending an appropriate response. The special
# response $GET_IP is used to read the IP address that your
# provider has assigned you for this session. If your provider
# has allocated you a permanent IP Address, then you should set
# it using the CLIENT_IP keyword (see above) and NOT use $GET_IP.
#
# Each step of the `conversation' is specified as a FIND line,
# a REPT line, a WAIT line, and a RESP line. There can be up to
# 32 steps. Each FIND *must* have a matching REPT, RESP and WAIT,
# even if they have no value. This is because values are put into
# arrays in the order they appear.
#
# WAIT is the time in milliseconds to pause before each
REPT/FIND/RESP
# For accuracy, the time should be a multiple of 5 (i.e.: a WAIT = 4
# would result in a pause of 0. WAIT = 12 would be 10).
#
# REPT specifies a string that is sent repeatedly while searching
# for the FIND string. Particularly older systems might require
# initial CRs sent, in order to trigger the login.
#
# By default each RESP line is sent with a carriage return
# character at the end. If you need to use a line feed character
# instead then put a | at the end of the line, or a \ in order to
# use an ESC character. This only works if the | or \ is the last
# character of the line. A / character at the end of a line means
# carriage return, but this is the default, so you don't need it.
#
# If you want to send just a Carriage Return, then use RESP = /
# If you want to send just a Linefeed, then use RESP = |
# If you want to send just a ESC, then use RESP = \
#
# Note that if neither REPT, FIND or RESP have a value, they are
# Note that if neither REPT, FIND or RESP have a value, they are
# ignored, but in this case the WAIT (if any) will still pause.
# If FIND has no value but RESP does, the value of RESP will be
# sent immediately after the WAIT time. No REPT string will be
# sent in that case. If FIND has a value but RESP does not, then
# after the FIND the REPT repetition will cease and the dialer will
```

```
# move straight on to the next WAIT / REPT / FIND / RESP.
#
# Here is an example. Note most ISPs allow to not use any script
# at all if using PPP (PAP-ID and PAP-Password - see above - are
# used for authentication then). Therefore this example script
# is disabled. To put it to work, just remove the comments ('#')
# in front of the lines.
#
#WAIT = 500
#REPT = /
#FIND = Username:
#RESP = YourUsernameHere
#
#WAIT = 500
#REPT =
#FIND = Password:
#RESP = YourPasswordHere
# in front of the lines.
#
#WAIT = 500
#REPT = /
#FIND = Username:
#RESP = YourUsernameHere
#
#WAIT = 500
#REPT =
#FIND = Password:
#RESP = YourPasswordHere
#
#WAIT = 500
#REPT =
#FIND = prompt
#RESP = slip
#
#WAIT = 500
#REPT =
#FIND = Your IP address is
#RESP = $GET_IP
```

</quote>

If You want to review my configuration, You can download sting folders
and configs created by me from http://freenet.am/~ru/atari.zip

dial.inf contains:
A:\DIALER\

When I put floppy into the drive and start Atari it starts sting, then
show messages about loading serial, tcp, udp modules.... and more...
Then when I start dialer.app it make messagebox where written that
serial module not loaded.

What can I do???
Sting version126

Thank You very much!

5839. Re: Recommnded drive for a Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-11-14 09:29:49 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-9A25A9.09301314112004@newsfe5-win.server.ntli.net>
Source record: 16133

In article <cn74e0$8k8$2@thorium.cix.co.uk>, Chris <mrg@mrgs.cix.co.uk>
wrote:

> My Falcon IDE drive is on the way out. It keeps getting stuck on boot up. Can
> anyone recommend a source for a new one?

Join cix/classified/5wanted and post an ad? The Fujitsu MAT whatever it
is 2G laptop drive worked a treat in my Falcon.

> How do I get it boot up from an external drive?

As a replacement for the internal IDE? Just install a hard disk driver
on it; HDDriver for preference or AHDI if you want a free alternative.

--

Derryck

/ DDP Translations /
/ http://ddp.atari.org /

5840. Re: NVDI and the Nova/ET4000 (on TT)

Newsgroup: comp.sys.atari.st
Date: 2004-11-14 09:31:46 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <cn78m2$9k0$1@orkan.itea.ntnu.no>
Source record: 16134

gfa <lp@mint.org> wrote:

> However my assumption is he acquired it with the proper card included.
> I do not recall them ever being sold minus the video card.

In the end they were, probably because it was hard to find the correct
ISA-cards. I bought my Nova without the video card, that was in 1997 IIRC.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5841. Re: Recommnded drive for a Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-11-14 09:37:53 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <cn791h$9k0$2@orkan.itea.ntnu.no>
Source record: 16135

Chris <mrg@mrgs.cix.co.uk> wrote:
> My Falcon IDE drive is on the way out. It keeps getting stuck on boot up. Can
> anyone recommend a source for a new one?

You can use virtually any IDE drive, but unless you use MiNT or MagiC (and
I believe you need HD-Driver as well) you can only use the first 2Gb.

> How do I get it boot up from an external drive?

By installing the harddisk driver on the external drive and removing it
from the internal drive.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5842. Re: WTB: Nova Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-11-14 09:48:57 UTC
From: beebee <beebee@noos.fr>
Message-ID: <pan.2004.11.14.09.48.56.906511@noos.fr>
Source record: 16136

hi!
>
> Wait.. And I thought eclipse won't work either. Does this mean there's
> exactly 0 current Falcon/CT60 video card solutions? Ouch ;-)

Of course, it still existe solutions!
Eclipse work with ct60!
Of course, the eclipse is under ct60!
(because it dï¿œpend of bus speed!)
Just mail to Zorro, the author of "zview",
he use exactly this option.....
>
> Mark
> http://portal.atari-source.com

Bye

5843. Re: trying to run STinG from a floppy

Newsgroup: comp.sys.atari.st
Date: 2004-11-14 09:53:49 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41972b14$0$29084$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16137

Sounds like you have the CPX folder and CPX ACC missing.

chris

"norik" <mrrik@hay.am> wrote in message
news:88f41e4b.0411140113.38fd125f@posting.google.com...
> Hello.
> I have nor hard drive, so I try to run STinG from a floppy.
> The reason, I want to try use telnet programs to access the net.
> On a floppy I have created three folders:
> Auto, dialer, and sting.
> In Auto folder there is two files:
> sting.prg
> sting.inf
> Sting.inf contains only single line:
> A:\STING\
>
> In a sting folder:
> cache.dns default.cfg masque.sty route.tab udp.stx
> cen_plep.sty ether.sty midi.sty serial.stx update.txt
> cen_plip.sty lcltlk.sty resolve.stx tcp.stx
>
> In a dialer folder:
> call_it dial.inf dial.scr icon.rsc local.fee rem_ctrl
> dialer.app dial.rsc docs isp_scr login.bat
>
> dial.scr contains:
> <quote>
>
> #
> # VAR = VALUE : standard format
> #
> # Lines beginning with '#' or any nonprintable character are
> ignored.
> # They don't even consume any memory.
> #
> # The variable names are not case sensitive.
> # Values may be case sensitive depending on usage. Watch out for
> # unintentional blanks at the end of a string value.
> #
> # Some variables may be specified twice or more often (like the
> # PHONE_NUMBER).
> #
> #
> #

```
> # Configuration part of script file
> #
> #
> # This variable determines if the Dialer terminates after the last
> # window has been closed. If set to zero, the Dialer terminates
> # automagically after the user closed all windows. Set to one, the
> # variable causes the Dialer to stay in an event loop, waiting for
> # AC_OPEN or dialing request messages. AC_OPEN causes the Dialer to
> # reopen the main window.
> #
> RESIDENT = TRUE
> #
> #
> # Line protocol for IP packets to be used :
> # 0 = SLIP
> # 1 = PPP
> # For CSLIP, set this to 0, and activate Van Jacobson Header
> # Compression.
> #
> PROTOCOL = 1
> #
> #
> # If you use PPP, your ISP might require password authentication
> # via PAP (Password Authentication Protocol). If so, enter here
> # the ID ("account", "user name") and the password.
> #
> PAP_ID = ru
> PAP_PASSWORD = ruspassword
> #
> #
> # Should Van Jacobson Header Compression be used ?
> # FALSE = No
> # TRUE = Yes
> # VJHC together with PROTOCOL = 0 defines CSLIP.
> #
> VJHC = FALSE
> #
> #
> # Socket to be used when Serial 2 / LAN is selected.
> # FALSE = Serial (RS 232 compatible) socket
> # TRUE = LAN (RS 422 compatible) socket
> #
> LAN_PORT = FALSE
> #
> #
> # Your username and hostname.
> #
> # HOSTNAME is the hostname of your computer for this session. If
> # your address is dynamically allocated, HOSTNAME will be wrong.
> # For now, just set it to your providers hostname (or whatever).
```

```
> # Try to make it reasonably accurate if possible.#
> # USERNAME doesn't make much sense either until I have an identd
> # working. So it doesn't really matter what it is. When I do have
> # an identd, this will be your `valid' username for incoming
> queries.
> #
> # FULLNAME is pretty obvious, right ?
> #
> USERNAME = ru
> HOSTNAME = ru.ppp.freenet.am
> FULLNAME = Peter Rottengatter
> #
> #
> # State here which IP address you're gonna use. If you got a
> permanent
> # address from your ISP, put it in here. If you get a new address
> each
> # time you log in, then use 0.0.0.0 here (this is irrelevant for
> SLIP,
> # but essential for PPP !)
> #
> CLIENT_IP = 0.0.0.0
> #
> #
> # Your ISP probably imposes a limit to the size of IP packets
> # (Maximum Transfer Unit). Many ISPs use the standard Ethernet
> # MTU of 1500 bytes. 576 is safe in any case, however.
> #
> MTU = 576
> #
> #
> # If you want to use IP masquerading to hook your LAN to the
> Internet
> # while your ISP provides only one IP address, set this variable to
> # TRUE. Better don't touch it if you never heard of masquerading
> before.
> #
> MASQUERADE = FALSE;
> #
> #
> # The NAMESERVER (ie: DNS or Domain Name Server) *must* be set,
> # preferably to a nameserver that your provider recommends. Note :
> # The address must be a dotted quad, that is, four decimal numbers
> # separated by dots. The mnemonic name will not work, as again a
> # name server would be needed to resolve it. Put IP addresses of
> # all up to five name servers here, just preparing for the case your
> # favourite name server is down. Note PPP can fetch the name server
> # addresses automagically, if your ISP allows this. Still for SLIP
> # the name servers *must* be specified *here* (remove the '#').
> #NAMESERVER = 130.75.1.32
```

```
> #NAMESERVER = 130.75.1.40
> #
> #
> # Port of your computer to be used for the modem connection.
> # Look in the 'Miscellaneous' part of the CONFIG form for
> # available choices. Spelling must be the same here. Unvalid
> # names revert to Modem 1.
> #
> SERIALPORT = Modem 1
> #
> #
> # Port parameters to be used for the login stage. 8N1 is used
> # normally, but CompuServe requires 7E1. Setting CIX_LOGIN to
> # TRUE causes the Dialer to log in using 7E1.
> #
> CIX_LOGIN = FALSE
> #
> #
> # Phone Number(s). PHONE_NUMBER = number. Some providers
> # have more than one number you can dial. You can specify
> # up to eight phone numbers here. Specify none if you use a#
> leased line.
> #
> PHONE_NUMBER = 592000
> #
> #
> # File describing the telephone fee structure of your telephone
> # company. The file must be in the same directory as this script
> # file.
> #
> FEE_FILE = LOCAL.FEE
> #
> #
> # These parameters describe what the ISP charges for Internet
> # access. Some ISP charge for time only, some for transferred
> # data, some for a combination of both. Some even discriminate
> # between sent and received data.
> #
> # Each entry consists of the unit (of time, or data), and the
> # corresponding cost. The unit may be followed by an 's', 'm' or
> # 'h' for seconds, minutes and hours in case of time, or 'K' or
> # 'M' for KBytes (1024 bytes) and MBytes (1048576 bytes) in case
> # of transferred data. The cost unit (Dollar '$', Deutsche Mark
> # 'DM') is specified in FEE_FILE.
> #
> ISP_TIME = 72s, 0.07
> ISP_SENT = 12K, 0.03
> ISP_RECVD = 84K, 0.09
> #
> #
```

```
> # Set this to TRUE if you have only one machine to be connected
> # to the Internet. You need every IP packet to be sent to the
> # ISP's host, thus a default route should be created. Setting this
> # to TRUE causes the Dialer to do this.
> #
> DEF_ROUTE = TRUE
> #
> #
> # If this is set to TRUE, the file specified by the LOGIN_BATCH
> # variable (set either in DEFAULT.CFG or the network environment)
> # is treated as a batch file and executed after login. The file
> # contains lines that specify a binary (complete path) and a
> # set of commandline parameters, all separated by spaces.
> #
> EXEC_BATCH = FALSE
> #
> #
> # Setting this variable to TRUE causes the Dialer to write debug
> # info about the connection initialization to disk.
> #
> DEBUGGING = FALSE
> #
> #
> #
> # Connection part of script file
> #
> #
> # This part is initialising the modem, dialing a remote system
> # and establishing a connection to a remote modem.
> #
> # INIT sets the string you can use to initialise the modem.
> #
> INIT = ATZ
> #
> #
> # PREFIX sets the dial prefix (ie: ATD, ATDT, ATDP, whatever else
> # is needed to get a dial tone)
> # is needed to get a dial tone)
> #
> PREFIX = ATDT
> #
> #
> # Then you should define how to hangup your modem, i.e. which
> # command is to be used to shut down a connection. The dialer
> # will use the DTR signal to hangup the modem if HANGUP = DTR is
> # set. Otherwise set HANGUP to the appropriate hangup string
> # for your modem. A comma forces the dialer to wait a second.
> # Normally a pause, three '+' characters and another pause cause
> # a modem to revert to command mode, then 'ATH' can be issued.
> #
```

```
> HANGUP = ,+++,ATH
> #
> #
> # The dialing parameters are CONNECT_WAIT and REDIAL_DELAY. These
> # are times in seconds. CONNECT_WAIT is the amount of time to wait
> # for a connection after dialing a number. REDIAL_DELAY is the
> amount
> # of time to wait in between dial attempts.
> #
> CONNECT_WAIT = 60
> REDIAL_DELAY = 20
> #
> #
> # Connection success can be determined either by detecting the
> # modems Carrier Detect signal (SUCCESS = CDWAIT), or waiting
> # for a CONNECT response (SUCCESS = CONNECT) from the modem.
> # Failure can be determined by a timeout or a modem response
> # such as NO CARRIER or BUSY. NO DIALTONE generally means a
> # serious problem like the modem not being connected to the
> # telephone line, so that an immediate redial is not a sensible
> # reaction. The dialer will be halted instead. Up to three
> # test words of each kind can be set.
> #
> # The SUCCESS = DIRECT has a special meaning. If specified, the
> # dialer will skip the dialing part, moving on to the script
> # execution straight away. This is handy for doing connects on
> # serial lines connected directly to a host (without modem), or
> # on leased lines.
> #
> # Make sure your modem is configured correctly in order to get
> # the connection speed shown in the dialing window. It's also
> # advisable to use only one SUCCESS string (the one after which
> # the modem sends the connection speed).
> #
> SUCCESS = CARRIER
> SUCCESS = CONNECT
> SUCCESS = CDWAIT
> FAILURE = BUSY
> FAILURE = NO CARRIER
> ABORT = NO DIALTONE
> #
> #
> #
> # Login part of script file
> #
> #
> # This part is to log into the remote computer. This will probably
> # involve entering a username and password, selecting SLIP mode,
> # and reading the Internet Address that your system will have for
> # the duration of the session.
```

```
> #
> # This variable determines how many seconds the script interpreter
> # will wait for the FIND strings to be received. If the FIND times
> # out, script execution will be aborted and a hangup and redial will
> # be initiated.
> #
> FIND_TIMEOUT = 60
> #
> #
> # The beginning of the script part is denoted by the DIAL_SCRIPT
> # keyword.
> #
> DIAL_SCRIPT
> #
> #
> # The STinG dialer uses the standard `conversational' method for
> # login to the provider. This involves searching for certain
> # words and sending an appropriate response. The special
> # response $GET_IP is used to read the IP address that your
> # provider has assigned you for this session. If your provider
> # has allocated you a permanent IP Address, then you should set
> # it using the CLIENT_IP keyword (see above) and NOT use $GET_IP.
> #
> # Each step of the `conversation' is specified as a FIND line,
> # a REPT line, a WAIT line, and a RESP line. There can be up to
> # 32 steps. Each FIND *must* have a matching REPT, RESP and WAIT,
> # even if they have no value. This is because values are put into
> # arrays in the order they appear.
> #
> # WAIT is the time in milliseconds to pause before each
> REPT/FIND/RESP
> # For accuracy, the time should be a multiple of 5 (i.e.: a WAIT = 4
> # would result in a pause of 0. WAIT = 12 would be 10).
> #
> # REPT specifies a string that is sent repeatedly while searching
> # for the FIND string. Particularly older systems might require
> # initial CRs sent, in order to trigger the login.
> #
> # By default each RESP line is sent with a carriage return
> # character at the end. If you need to use a line feed character
> # instead then put a | at the end of the line, or a \ in order to
> # use an ESC character. This only works if the | or \ is the last
> # character of the line. A / character at the end of a line means
> # carriage return, but this is the default, so you don't need it.
> #
> # If you want to send just a Carriage Return, then use RESP = /
> # If you want to send just a Linefeed, then use RESP = |
> # If you want to send just a ESC, then use RESP = \
> #
> # Note that if neither REPT, FIND or RESP have a value, they are
```

```
> # Note that if neither REPT, FIND or RESP have a value, they are
> # ignored, but in this case the WAIT (if any) will still pause.
> # If FIND has no value but RESP does, the value of RESP will be
> # sent immediately after the WAIT time. No REPT string will be
> # sent in that case. If FIND has a value but RESP does not, then
> # after the FIND the REPT repetition will cease and the dialer will
> # move straight on to the next WAIT / REPT / FIND / RESP.
> #
> # Here is an example. Note most ISPs allow to not use any script
> # at all if using PPP (PAP-ID and PAP-Password - see above - are
> # used for authentication then). Therefore this example script
> # is disabled. To put it to work, just remove the comments ('#')
> # in front of the lines.
> #
> #WAIT = 500
> #REPT = /
> #FIND = Username:
> #RESP = YourUsernameHere
> #
> #WAIT = 500
> #REPT =
> #FIND = Password:
> #RESP = YourPasswordHere
> # in front of the lines.
> #
> #WAIT = 500
> #REPT = /
> #FIND = Username:
> #RESP = YourUsernameHere
> #
> #WAIT = 500
> #REPT =
> #FIND = Password:
> #RESP = YourPasswordHere
> #
> #WAIT = 500
> #REPT =
> #FIND = prompt
> #RESP = slip
> #
> #WAIT = 500
> #REPT =
> #FIND = Your IP address is
> #RESP = $GET_IP
>
> </quote>
>
>
>
> If You want to review my configuration, You can download sting folders
```

> and configs created by me from http://freenet.am/~ru/atari.zip
>
>
> dial.inf contains:
> A:\DIALER\
>
> When I put floppy into the drive and start Atari it starts sting, then
> show messages about loading serial, tcp, udp modules.... and more...
> Then when I start dialer.app it make messagebox where written that
> serial module not loaded.
> What can I do???
> Sting version126
>
> Thank You very much!

5844. Re: NVDI and the Nova/ET4000 (on TT)

Newsgroup: comp.sys.atari.st
Date: 2004-11-14 10:42:00 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0411140241.7db5856d@posting.google.com>
Source record: 16138

Jo Even Skarstein <joska@nvg.ntnu.no> wrote in message
news:<cn64m5hsg1@orkan.itea.ntnu.no>...
> Mark D <mducksub@nosspamatari-source.com> wrote:
>
> > The NOVA is NOT A UNIVERSAL ISA ADAPTER! It is a specifically tailored
> > solution to a single type of video card. ATI Mach32 or 64. Same with
> > EtherNEC. Just because I have an ISA slot hanging off my ROM port doesn't
> > mean I can put a video card on it and have it work!
>
> > Now I COULD be wrong here. But everything I have EVER READ about the Nova
> > suggests that I am right. Oh yeah, and I have one!
>
> There is an ET4000 version of the NOVA, called (surprise!) Nova ET4000. So
> you're wrong ;-)

Yes, the version I have is for the standard 1mb ET4000 board. I did
check that before I brought, as I already had the ET4000 graphics card
and didn't want to get a new card.

5845. Re: Recommnded drive for a Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-11-14 12:21:39 UTC
From: Chris Good <mrg@mrgs.cic.co.uk>
Message-ID: <cn7ikiehu1@thorium.cix.co.uk>
Source record: 16139

On Sun, 14 Nov 2004 09:29:49 +0000, Derryck Croker wrote
(in article <derryck-9A25A9.09301314112004@newsfe5-win.server.ntli.net>):

> Join cix/classified/5wanted and post an ad? The Fujitsu MAT whatever it
> is 2G laptop drive worked a treat in my Falcon.

OK, will do.

>> How do I get it boot up from an external drive?
>
> As a replacement for the internal IDE? Just install a hard disk driver
> on it; HDDriver for preference or AHDI if you want a free alternative.

That's if I can remember how to do it.

--
Chris (in the UK)

5846. Re: Recommnded drive for a Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-11-14 12:22:54 UTC
From: Chris Good <mrg@mrgs.cic.co.uk>
Message-ID: <cn7imtehu2@thorium.cix.co.uk>
Source record: 16140

On Sun, 14 Nov 2004 09:37:53 +0000, Jo Even Skarstein wrote
(in article <cn791h$9k0$2@orkan.itea.ntnu.no>):

>> How do I get it boot up from an external drive?
>
> By installing the harddisk driver on the external drive and removing it
> from the internal drive.

Thanks Joe :-)

--
Chris (in the UK)

5847. Atari Online News, Etc. #06-46

Newsgroup: comp.sys.atari.st
Date: 2004-11-14 14:34:51 UTC
From: danap8@aol.comno-spam
Message-ID: <20041114093451.21734.00000587@mb-m14.aol.com>
Source record: 16141

A-ONE #0646 11/12/04

~ Oracle Bid Rejected! ~ People Are Talking! ~ Smurf Released!
~ "Nigerian Scam" Bust! ~ AOL Stopping Broadband ~ Nintendo DS Ready!
~ $100 Million Day Halo! ~ Who Owns Anti-Spam? ~ New Opera Release!
~ Firefox Full Release! ~ Fans Throng for Halo 2 ~ Some Robo-Calls OK!

-* eBay Phony Bidders Busted! *-
-* Microsoft Previews New Search Engine *-
-* E-mail Authentication Will Not End Spam! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/_0_/ _0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ _____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org

5848. Re: NVDI and the Nova/ET4000 (on TT)

Newsgroup: comp.sys.atari.st
Date: 2004-11-14 16:09:38 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.14.16.09.37.989395@nosspamatari-source.com>
Source record: 16142

On Sun, 14 Nov 2004 02:42:00 -0800, Dark Willow wrote:

> Yes, the version I have is for the standard 1mb ET4000 board. I did
> check that before I brought, as I already had the ET4000 graphics card
> and didn't want to get a new card.

Not sure how to help you then, because the ET4000 version is probably a
bit different than the one I have. I mean I didn't even know it existed ;-)

Mark
http://portal.atari-source.com

5849. Re: Recommnded drive for a Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-11-14 17:04:27 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-C5AE8C.17045414112004@newsfe6-win.server.ntli.net>
Source record: 16143

In article <cn7ikiehu1@thorium.cix.co.uk>,
Chris Good <mrg@mrgs.cic.co.uk> wrote:

> >> How do I get it boot up from an external drive?
> >
> > As a replacement for the internal IDE? Just install a hard disk driver
> > on it; HDDriver for preference or AHDI if you want a free alternative.
>
> That's if I can remember how to do it.

I don't know how you use AHDI, HDDriver is easy-peasy.

--

Derryck

/ DDP Translations /
/ http://ddp.atari.org /

5850. Re: trying to run STinG from a floppy

Newsgroup: comp.sys.atari.st
Date: 2004-11-14 19:25:33 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <cn8bfd$68n$1@reader1.panix.com>
Source record: 16144

Someone has already mentioned that you lack a CPX. Serial.cpx, in
particular, and the control.acc file.

There is, with sting, a log file program. That can be used to find out
where things go wrong. One thing I noticed is that your config file
will not work with a dialup that serves more than one ISP. For that
purpose, you are not me, but me@isp.com, or .net, as applicable.

Jim

norik <mrrik@hay.am> writes:

: Hello.
: I have nor hard drive, so I try to run STinG from a floppy.
: The reason, I want to try use telnet programs to access the net.
: On a floppy I have created three folders:
: Auto, dialer, and sting.
: In Auto folder there is two files:
: sting.prg
: sting.inf
: Sting.inf contains only single line:
: A:\STING\

: In a sting folder:
: cache.dns default.cfg masque.sty route.tab udp.stx
: cen_plep.sty ether.sty midi.sty serial.stx update.txt
: cen_plip.sty lcltlk.sty resolve.stx tcp.stx

: In a dialer folder:
: call_it dial.inf dial.scr icon.rsc local.fee rem_ctrl
: dialer.app dial.rsc docs isp_scr login.bat

: dial.scr contains:
: <quote>

: #
: # VAR = VALUE : standard format
: #
: # Lines beginning with '#' or any nonprintable character are
: ignored.
: # They don't even consume any memory.
: #
: # The variable names are not case sensitive.
: # Values may be case sensitive depending on usage. Watch out for
: # unintentional blanks at the end of a string value.
: #
: # Some variables may be specified twice or more often (like the

```
: # PHONE_NUMBER).
: #
: #
: #
: # Configuration part of script file
: #
: #
: # This variable determines if the Dialer terminates after the last
: # window has been closed. If set to zero, the Dialer terminates
: # automagically after the user closed all windows. Set to one, the
: # variable causes the Dialer to stay in an event loop, waiting for
: # AC_OPEN or dialing request messages. AC_OPEN causes the Dialer to
: # reopen the main window.
: #
: RESIDENT = TRUE
: #
: #
: # Line protocol for IP packets to be used :
: # 0 = SLIP
: # 1 = PPP
: # For CSLIP, set this to 0, and activate Van Jacobson Header
: # Compression.
: #
: PROTOCOL = 1
: #
: #
: # If you use PPP, your ISP might require password authentication
: # via PAP (Password Authentication Protocol). If so, enter here
: # the ID ("account", "user name") and the password.
: #
: PAP_ID = ru
: PAP_PASSWORD = ruspassword
: #
: #
: # Should Van Jacobson Header Compression be used ?
: # FALSE = No
: # TRUE = Yes
: # VJHC together with PROTOCOL = 0 defines CSLIP.
: #
: VJHC = FALSE
: #
: #
: # Socket to be used when Serial 2 / LAN is selected.
: # FALSE = Serial (RS 232 compatible) socket
: # TRUE = LAN (RS 422 compatible) socket
: #
: LAN_PORT = FALSE
: #
: #
: # Your username and hostname.
```

```
: #
: # HOSTNAME is the hostname of your computer for this session. If
: # your address is dynamically allocated, HOSTNAME will be wrong.
: # For now, just set it to your providers hostname (or whatever).
: # Try to make it reasonably accurate if possible.#
: # USERNAME doesn't make much sense either until I have an identd
: # working. So it doesn't really matter what it is. When I do have
: # an identd, this will be your `valid' username for incoming
: queries.
: #
: # FULLNAME is pretty obvious, right ?
: #
: USERNAME = ru
: HOSTNAME = ru.ppp.freenet.am
: FULLNAME = Peter Rottengatter
: #
: #
: # State here which IP address you're gonna use. If you got a
: permanent
: # address from your ISP, put it in here. If you get a new address
: each
: # time you log in, then use 0.0.0.0 here (this is irrelevant for
: SLIP,
: # but essential for PPP !)
: #
: CLIENT_IP = 0.0.0.0
: #
: #
: # Your ISP probably imposes a limit to the size of IP packets
: # (Maximum Transfer Unit). Many ISPs use the standard Ethernet
: # MTU of 1500 bytes. 576 is safe in any case, however.
: #
: MTU = 576
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: #
: # If you want to use IP masquerading to hook your LAN to the
: Internet
: # while your ISP provides only one IP address, set this variable to
: # TRUE. Better don't touch it if you never heard of masquerading
: before.
: #
: MASQUERADE = FALSE;
: #
: #
: # The NAMESERVER (ie: DNS or Domain Name Server) *must* be set,
: # preferably to a nameserver that your provider recommends. Note :
: # The address must be a dotted quad, that is, four decimal numbers
: # separated by dots. The mnemonic name will not work, as again a
: # name server would be needed to resolve it. Put IP addresses of
: # all up to five name servers here, just preparing for the case your
```

```
: # favourite name server is down. Note PPP can fetch the name server
: # addresses automagically, if your ISP allows this. Still for SLIP
: # the name servers *must* be specified *here* (remove the '#').
: #NAMESERVER = 130.75.1.32
: #NAMESERVER = 130.75.1.40
: #
: #
: # Port of your computer to be used for the modem connection.
: # Look in the 'Miscellaneous' part of the CONFIG form for
: # available choices. Spelling must be the same here. Unvalid
: # names revert to Modem 1.
: #
: SERIALPORT = Modem 1
: #
: #
: # Port parameters to be used for the login stage. 8N1 is used
: # normally, but CompuServe requires 7E1. Setting CIX_LOGIN to
: # TRUE causes the Dialer to log in using 7E1.
: #
: CIX_LOGIN = FALSE
: #
: #
: # Phone Number(s). PHONE_NUMBER = number. Some providers
: # have more than one number you can dial. You can specify
: # up to eight phone numbers here. Specify none if you use a#
: leased line.
: #
: PHONE_NUMBER = 592000
: #
: #
: # File describing the telephone fee structure of your telephone
: # company. The file must be in the same directory as this script
: # file.
: #
: FEE_FILE = LOCAL.FEE
: #
: #
: # These parameters describe what the ISP charges for Internet
: # access. Some ISP charge for time only, some for transferred
: # data, some for a combination of both. Some even discriminate
: # between sent and received data.
: #
: # Each entry consists of the unit (of time, or data), and the
: # corresponding cost. The unit may be followed by an 's', 'm' or
: # 'h' for seconds, minutes and hours in case of time, or 'K' or
: # 'M' for KBytes (1024 bytes) and MBytes (1048576 bytes) in case
: # of transferred data. The cost unit (Dollar '$', Deutsche Mark
: # 'DM') is specified in FEE_FILE.
: #
: ISP_TIME = 72s, 0.07
```

```
: ISP_SENT = 12K, 0.03
: ISP_RECVD = 84K, 0.09
: #
: #
: # Set this to TRUE if you have only one machine to be connected
: # to the Internet. You need every IP packet to be sent to the
: # ISP's host, thus a default route should be created. Setting this
: # to TRUE causes the Dialer to do this.
: #
: DEF_ROUTE = TRUE
: #
: #
: # If this is set to TRUE, the file specified by the LOGIN_BATCH
: # variable (set either in DEFAULT.CFG or the network environment)
: # is treated as a batch file and executed after login. The file
: # contains lines that specify a binary (complete path) and a
: # set of commandline parameters, all separated by spaces.
: #
: EXEC_BATCH = FALSE
: #
: #
: # Setting this variable to TRUE causes the Dialer to write debug
: # info about the connection initialization to disk.
: #
: DEBUGGING = FALSE
: #
: #
: #
: # Connection part of script file
: #
: #
: # This part is initialising the modem, dialing a remote system
: # and establishing a connection to a remote modem.
: #
: # INIT sets the string you can use to initialise the modem.
: #
: INIT = ATZ
: #
: #
: # PREFIX sets the dial prefix (ie: ATD, ATDT, ATDP, whatever else
: # is needed to get a dial tone)
: # is needed to get a dial tone)
: #
: PREFIX = ATDT
: #
: #
: # Then you should define how to hangup your modem, i.e. which
: # command is to be used to shut down a connection. The dialer
: # will use the DTR signal to hangup the modem if HANGUP = DTR is
: # set. Otherwise set HANGUP to the appropriate hangup string
```

```
: # for your modem. A comma forces the dialer to wait a second.
: # Normally a pause, three '+' characters and another pause cause
: # a modem to revert to command mode, then 'ATH' can be issued.
: #
: HANGUP = ,+++,ATH
: #
: #
: # The dialing parameters are CONNECT_WAIT and REDIAL_DELAY. These
: # are times in seconds. CONNECT_WAIT is the amount of time to wait
: # for a connection after dialing a number. REDIAL_DELAY is the
: amount
: # of time to wait in between dial attempts.
: #
: CONNECT_WAIT = 60
: REDIAL_DELAY = 20
: #
: #
: # Connection success can be determined either by detecting the
: # modems Carrier Detect signal (SUCCESS = CDWAIT), or waiting
: # for a CONNECT response (SUCCESS = CONNECT) from the modem.
: # Failure can be determined by a timeout or a modem response
: # such as NO CARRIER or BUSY. NO DIALTONE generally means a
: # serious problem like the modem not being connected to the
: # telephone line, so that an immediate redial is not a sensible
: # reaction. The dialer will be halted instead. Up to three
: # test words of each kind can be set.
: #
: # The SUCCESS = DIRECT has a special meaning. If specified, the
: # dialer will skip the dialing part, moving on to the script
: # execution straight away. This is handy for doing connects on
: # serial lines connected directly to a host (without modem), or
: # on leased lines.
: #
: # Make sure your modem is configured correctly in order to get
: # the connection speed shown in the dialing window. It's also
: # advisable to use only one SUCCESS string (the one after which
: # the modem sends the connection speed).
: #
: SUCCESS = CARRIER
: SUCCESS = CONNECT
: SUCCESS = CDWAIT
: FAILURE = BUSY
: FAILURE = NO CARRIER
: ABORT = NO DIALTONE
: #
: #
: #
: # Login part of script file
: #
: #
```

```
: # This part is to log into the remote computer. This will probably
: # involve entering a username and password, selecting SLIP mode,
: # and reading the Internet Address that your system will have for
: # the duration of the session.
: #
: # This variable determines how many seconds the script interpreter
: # will wait for the FIND strings to be received. If the FIND times
: # out, script execution will be aborted and a hangup and redial will
: # be initiated.
: #
: FIND_TIMEOUT = 60
: #
: #
: # The beginning of the script part is denoted by the DIAL_SCRIPT
: # keyword.
: #
: DIAL_SCRIPT
: #
: #
: # The STinG dialer uses the standard `conversational' method for
: # login to the provider. This involves searching for certain
: # words and sending an appropriate response. The special
: # response $GET_IP is used to read the IP address that your
: # provider has assigned you for this session. If your provider
: # has allocated you a permanent IP Address, then you should set
: # it using the CLIENT_IP keyword (see above) and NOT use $GET_IP.
: #
: # Each step of the `conversation' is specified as a FIND line,
: # a REPT line, a WAIT line, and a RESP line. There can be up to
: # 32 steps. Each FIND *must* have a matching REPT, RESP and WAIT,
: # even if they have no value. This is because values are put into
: # arrays in the order they appear.
: #
: # WAIT is the time in milliseconds to pause before each
: REPT/FIND/RESP
: # For accuracy, the time should be a multiple of 5 (i.e.: a WAIT = 4
: # would result in a pause of 0. WAIT = 12 would be 10).
: #
: # REPT specifies a string that is sent repeatedly while searching
: # for the FIND string. Particularly older systems might require
: # initial CRs sent, in order to trigger the login.
: #
: # By default each RESP line is sent with a carriage return
: # character at the end. If you need to use a line feed character
: # instead then put a | at the end of the line, or a \ in order to
: # use an ESC character. This only works if the | or \ is the last
: # character of the line. A / character at the end of a line means
: # carriage return, but this is the default, so you don't need it.
: #
: # If you want to send just a Carriage Return, then use RESP = /
```

```
: # If you want to send just a Linefeed, then use RESP = |
: # If you want to send just a ESC, then use RESP = \
: #
: # Note that if neither REPT, FIND or RESP have a value, they are
: # Note that if neither REPT, FIND or RESP have a value, they are
: # ignored, but in this case the WAIT (if any) will still pause.
: # If FIND has no value but RESP does, the value of RESP will be
: # sent immediately after the WAIT time. No REPT string will be
: # sent in that case. If FIND has a value but RESP does not, then
: # after the FIND the REPT repetition will cease and the dialer will
: # move straight on to the next WAIT / REPT / FIND / RESP.
: #
: # Here is an example. Note most ISPs allow to not use any script
: # at all if using PPP (PAP-ID and PAP-Password - see above - are
: # used for authentication then). Therefore this example script
: # is disabled. To put it to work, just remove the comments ('#')
: # in front of the lines.
: #
: #WAIT = 500
: #REPT = /
: #FIND = Username:
: #RESP = YourUsernameHere
: #
: #WAIT = 500
: #REPT =
: #FIND = Password:
: #RESP = YourPasswordHere
: # in front of the lines.
: #
: #WAIT = 500
: #REPT = /
: #FIND = Username:
: #RESP = YourUsernameHere
: #
: #WAIT = 500
: #REPT =
: #FIND = Password:
: #RESP = YourPasswordHere
: #
: #WAIT = 500
: #REPT =
: #FIND = prompt
: #RESP = slip
: #
: #WAIT = 500
: #REPT =
: #FIND = Your IP address is
: #RESP = $GET_IP

: </quote>
```

: If You want to review my configuration, You can download sting folders
: and configs created by me from http://freenet.am/~ru/atari.zip

: dial.inf contains:
: A:\DIALER\

: When I put floppy into the drive and start Atari it starts sting, then
: show messages about loading serial, tcp, udp modules.... and more...
: Then when I start dialer.app it make messagebox where written that
: serial module not loaded.
: What can I do???
: Sting version126

: Thank You very much!

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

5851. Centronix C-50 pinout?

Newsgroup: comp.sys.atari.st
Date: 2004-11-14 19:32:38 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <cn8bsm$68n$2@reader1.panix.com>
Source record: 16145

I have a small problem. I have a bunch of new, used drives that do not have a jumper to set for bus power, so I have an unpowered bus which does not work. My TT does have pin 25 not connected, but connecting it will do nothing because both the DB-25 to C-50 cables I own have no connection from the DB-25 end on pin 25.

One convenient place to supply bus power is in an external box, of which I have several. These places have a C-50 external connector, and 50-way ribbon cable leading to a 50-pin end of an appropriate adapter for the drive I have.

Does anyone have, or can anyone tell me where I have not looked, for pinouts of either the C-50 connector, or the signal names of a 50 pin drive connector? I need to find a place to put bus power into the bus, for modern drives that no longer do that.

Yes, I have tried to trace the cables I have, but that does not give me the information I need.

Thanks in advance

Jim

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

5852. Re: Recommnded drive for a Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-11-14 21:45:50 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0411141345.33bb55@posting.google.com>
Source record: 16146

Jo Even Skarstein <joska@nvg.ntnu.no> wrote in message
news:<cn791h$9k0$2@orkan.itea.ntnu.no>...

> You can use virtually any IDE drive, but unless you use MiNT or MagiC (and
> I believe you need HD-Driver as well) you can only use the first 2Gb.

Sorry Jo, this isnt correct. I have a 10gb IDE on my falcon, setup as
10x 1gb partitions, and every partition works fine under Single TOS
4.04 (except for 1 partition that is EXT2).

Coda.

5853. Re: WTB: Nova Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-11-14 21:49:00 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0411141349.5fe9d469@posting.google.com>
Source record: 16147

beebee <beebee@noos.fr> wrote in message news:<pan.2004.11.14.09.48.56.906511@noos.fr>...
> hi!
> >
> > Wait.. And I thought eclipse won't work either. Does this mean there's
> > exactly 0 current Falcon/CT60 video card solutions? Ouch ;-)
>
> Of course, it still existe solutions!
> Eclipse work with ct60!
> Of course, the eclipse is under ct60!
> (because it dï¿½pend of bus speed!)
> Just mail to Zorro, the author of "zview",
> he use exactly this option.....
> >

I also heard that the Eclipse drivers dont work with the CT60.
Can anyone confirm this?

Coda.

5854. Re: WTB: Nova Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-11-14 22:32:48 UTC
From: rand@cd.chalmers.se
Message-ID: <cn8megkva1@eol.dd.chalmers.se>
Source record: 16148

In article <4aa4f5cb.0411141349.5fe9d469@posting.google.com>,
smeg <smeg_007@hotmail.com> wrote:
>beebee <beebee@noos.fr> wrote in message news:<pan.2004.11.14.09.48.56.906511@noos.fr>...
>> hi!
>> >
>> > Wait.. And I thought eclipse won't work either. Does this mean there's
>> > exactly 0 current Falcon/CT60 video card solutions? Ouch ;-)
>>
>> Of course, it still existe solutions!
>> Eclipse work with ct60!
>> Of course, the eclipse is under ct60!
>> (because it d&#65533;pend of bus speed!)
>> Just mail to Zorro, the author of "zview",
>> he use exactly this option.....
>> >

It's been a while since I talked to any of the (don't actually
remember if it was only one or 2-3) CT60+Eclipse owners, so I can't
say anything 100% definite on how it's working out for them.
(Well, I own both a CT60 and an Eclipse myself, of course, but the
Eclipse is still in my AB040 machine.)

>I also heard that the Eclipse drivers dont work with the CT60.
>Can anyone confirm this?

AFAICR, the fVDI driver itself is 100% OK. Otherwise it would be
impossible to use the Eclipse with the CT60. There's really no reason
why there should be a problem with that.

However, the Eclipse PCI BIOS still only works on the '030 or
together with a specially modified version of the AB040 Toolkit.
This means that the functionality you can currently get from the
Eclipse/RageII on a CT60 machine is somewhat limited.
(The Eclipse only provides a small physical memory "window" to the
PCI bus, so the PCI BIOS uses the MMU to dynamically remap this
window when different areas of the PCI memory space is accessed.)

IIRC, the only things that doesn't work is screen -> RAM blitting.
(All other things are done via fixed memory addresses close to
eachother, which don't require any window remapping. But the frame
buffer itself is far too large for the only window.)

This may sound really bad, but thanks to the way the RageII driver
can be told to optimize such blits (most of them, by far, are used
to store menu backgrounds etc) by only blitting to an off screen space
on the graphics card, you'd not notice anything with most software.

In fact, that optimization is the recommended setting even if you
are running with the PCI BIOS, since it makes important things (like
menu drawing) much quicker, and only a small handful of programs (that
I've heard about) has problems with it.
(To run into trouble, you either have to actually use the data you
blit from the screen for something, or blit it back again in the wrong
order.)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures |
| so hard to do | WWW: http://www.klockars.net
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

5855. Re: Centronix C-50 pinout?

Newsgroup: comp.sys.atari.st
Date: 2004-11-15 00:05:27 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <qcsfp0trqfpm3jnkh4kt2dn5e99nnbi7to@4ax.com>
Source record: 16049

Jim

Try
http://www.nullmodem.com/Centronics.htm
http://teryx.bobdbob.com/~protius/pinouts/
http://pinouts.ru/data/pin_ScsiExternalCentronics50Diff.shtml
http://invalid.ed.ntnu.no/~kamben/hwb/menu_Connector.html

Hope one of these will help...

Rory

On Sun, 14 Nov 2004 19:32:38 +0000 (UTC), Jim DeClercq
<jimd@panix3.panix.com> wrote:

>I have a small problem. I have a bunch of new, used drives that do not
>have a jumper to set for bus power, so I have an unpowered bus which does
>not work. My TT does have pin 25 not connected, but connecting it will do
>nothing because both the DB-25 to C-50 cables I own have no connection
>from the DB-25 end on pin 25.
>
>One convenient place to supply bus power is in an external box, of which I
>have several. These places have a C-50 external connector, and 50-way
>ribbon cable leading to a 50-pin end of an appropriate adapter for the
>drive I have.
>
>Does anyone have, or can anyone tell me where I have not looked, for
>pinouts of either the C-50 connector, or the signal names of a 50 pin
>drive connector? I need to find a place to put bus power into the bus, for
>modern drives that no longer do that.
>
>Yes, I have tried to trace the cables I have, but that does not give me
>the information I need.
>
>Thanks in advance
>
>Jim
>
>
>--

5856. FS: Ethernec

Newsgroup: comp.sys.atari.st
Date: 2004-11-15 01:18:51 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <jqvfp0hgf9sl5och1dd9fbph0fusieq56k@4ax.com>
Source record: 16050

Hi All,

I have a few ethernec's for sale.

Ethernec interface w/network card: $50
Configured ISA Network card: $19
Suitable Enclosure $15 un-modified, $19 modified.

Payment can be made with Paypal (add 4%) or snail mail. Cost of
shipping will be added to order. Address is as follows.

Rory McMahon
831 Gee Court
Elburn, IL 60119
USA

Paypal: fujiman@netzero.net

Thanks
Rory

5857. Re: Emagic Logic Disks

Newsgroup: comp.sys.atari.st
Date: 2004-11-15 14:09:13 UTC
From: ObdewllaX <me@here.now>
Message-ID: <4198B889.3040102@here.now>
Source record: 16052

Hallvard Tangeraas wrote:
>
> NEVER use a Notator SL (or Creator SL) dongle together with the LOG-3.
> The LOG-3 has that dongle built in, and using both at the same time will
> most likely damage some/all of your Emagic and/or Atari ST hardware.
>

Hallvard

I've recently bought a copy of Cubase Score, and want to use it with my ST set-up for mixer maps etc. I currently have a UnitorN and a Unitor2, as well as LOG-3. I use the 'N' in one ST and the 2 in the other (along with the LOG-3). What I'd like to know is - can I use the Cubase dongle with the Unitor2 and LOG-3, or will the same hardware clash/damage be likely to result?

Thanks

JD

5858. Re: Emagic Logic Disks

Newsgroup: comp.sys.atari.st
Date: 2004-11-15 14:20:46 UTC
From: bjr@localink4.com
Message-ID: <78d87076.0411150620.3c6ff35a@posting.google.com>
Source record: 16053

Many thanks for sharing the ftp site...

Wow...Logic is going to take some practice.....

Is there a Logic Audio Falcon? I recall reading somewhere it was
released in various alpha and beta stages but never really 'sold' as a
solid product.
Just courious.

Brian

5859. Re: Emagic Logic Disks

Newsgroup: comp.sys.atari.st
Date: 2004-11-15 14:39:01 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <4198bf86$1@news.broadpark.no>
Source record: 16054

ObdewllaX wrote:
> Hallvard Tangeraas wrote:
>>
>> NEVER use a Notator SL (or Creator SL) dongle together with the LOG-3.
>> The LOG-3 has that dongle built in, and using both at the same time will
>> most likely damage some/all of your Emagic and/or Atari ST hardware.

> What I'd like to know is - can I use the Cubase dongle
> with the Unitor2 and LOG-3, or will the same hardware clash/damage be
> likely to result?

I really have no idea, but I suppose it wouldn't cause any problems as
it has nothing to do with Logic or Notator SL.
I don't know specifically why you can't insert a Notator SL dongle into
the LOG-3, but it's probably something to do with having much of the
same copy-protection circuitry which'll cause conflicts, but I'm really
just guessing here.

The warning comes in the readme file on the Logic disks and there's no
mention of cartridges/dongles in general. I've actually got a "Combiner"
myself (http://www.notator.org/html/notator_faq.html#combiner) which I'm
currently using with an "X-alyzer" (DX-7 editor) dongle. I've also used
it with an Korg M-3 editor dongle as well as a "Polyframe" dongle. Had
no problems.

If I were you I'd try to find a Cubase discussion forum and ask there.
I'm sure there are Cubase-Atari users somewhere to be found, seeing that
my mailing list for Notator/Creator SL users (http://www.notator.org)
has over 150 members.

--
Hallvard

5860. Re: Centronix C-50 pinout?

Newsgroup: comp.sys.atari.st
Date: 2004-11-15 17:10:50 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <cnanuqsbk1@reader1.panix.com>
Source record: 16055

Hello, Rory

Many thanks. The very first one produced exactly what I was looking
for. I will write these addresses in my little orange (not black)
book, so I will never have to ask again. As far as I can tell, Google
does not like me, or at least did not place these sites in any
low-numbered page where I looked for them.

And, when I looked again for cs-electronics, who have adapters
needed for putting a SCA drive on the end of a 50-pin cable, google did
not find it, or I did not properly tell it where to look.

Maybe it can outthink me, but sometimes I wish it would not try.

Jim

Rory McMahon <rorymcmahonNOSPAM@yahoo.com> writes:

: Jim

: Try
: http://www.nullmodem.com/Centronics.htm
: http://teryx.bobdbob.com/~protius/pinouts/
: http://pinouts.ru/data/pin_ScsiExternalCentronics50Diff.shtml
: http://invalid.ed.ntnu.no/~kamben/hwb/menu_Connector.html

: Hope one of these will help...

: Rory

: On Sun, 14 Nov 2004 19:32:38 +0000 (UTC), Jim DeClercq
: <jimd@panix3.panix.com> wrote:

: >I have a small problem. I have a bunch of new, used drives that do not
: >have a jumper to set for bus power, so I have an unpowered bus which does
: >not work. My TT does have pin 25 not connected, but connecting it will do
: >nothing because both the DB-25 to C-50 cables I own have no connection
: >from the DB-25 end on pin 25.
: >
: >One convenient place to supply bus power is in an external box, of which I
: >have several. These places have a C-50 external connector, and 50-way
: >ribbon cable leading to a 50-pin end of an appropriate adapter for the
: >drive I have.
: >
: >Does anyone have, or can anyone tell me where I have not looked, for
: >pinouts of either the C-50 connector, or the signal names of a 50 pin
: >drive connector? I need to find a place to put bus power into the bus, for
: >modern drives that no longer do that.

```
: >
: >Yes, I have tried to trace the cables I have, but that does not give me
: >the information I need.
: >
: >Thanks in advance
: >
: >Jim
: >
: >
: >--

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.
```

5861. Re: Ethernec

Newsgroup: comp.sys.atari.st
Date: 2004-11-15 18:59:05 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <2vscodF2pq7plU1@uni-berlin.de>
Source record: 16056

"Rory McMahon" <rorymcmahonNOSPAM@yahoo.com> wrote in message
news:jqvfp0hgf9sl5och1dd9fbph0fusieq56k@4ax.com...
> Hi All,
>
> I have a few ethernec's for sale.
>
> Ethernec interface w/network card: $50
> Configured ISA Network card: $19
> Suitable Enclosure $15 un-modified, $19 modified.
>

Any pictures of the enclosure?

> Payment can be made with Paypal (add 4%) or snail mail. Cost of
> shipping will be added to order. Address is as follows.
>
> Rory McMahon
> 831 Gee Court
> Elburn, IL 60119
> USA
>
> Paypal: fujiman@netzero.net
>
> Thanks
> Rory

5862. Re: New CT60 troubles -- help requested

Newsgroup: comp.sys.atari.st
Date: 2004-11-15 19:23:02 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0411151123.53a1465b@posting.google.com>
Source record: 16057

"Rodolphe Czuba" <rodolphe.beurkspam.czuba@free.fr> wrote in message
news:<4193d36c$0$15344$626a14ce@news.free.fr>...
> What's your name ? I have no Galen in my CT60 user list and I need to check
> some infos about your CT60...
>
Thank you for replying Rodolphe. I'm Eric K-a-l-j-u-m-a-g-i in
California. Thanks to Google, my employment, and my unusual surname,
I prefer to use a nom de plume online.

> What is the model of your HDD and the driver you use (version number please
> !) ?

I'm using HDDriver 8.03. (I was quite surprised to discover that a
version 8.1 exists. Should I upgrade?)

> Many mb have problems with CT60 because of a bad clock patch on U63 !
> How is yours ?? A photo ? 4 wires or less ???? 74Fxx or 74LSxx 04 or 08
> at the end ??

4 wires. 74F04.

> I think you should remove the 74xxx and follow the fitting manual to add the
> three 33 ohms SMT res and the 47 ohm THT res.

I agree, but finding someone versed in SMT isn't all that easy. I
think I have a person at our local college lined up, but I need to get
back to him. I will contact him today.

Whatever happened, it appeared to have to do with NVDI. A few fonts
were scrambled and had to be reinstalled. This doesn't explain the
black band issue though -- why would that start now?

> Galen wrote:
> > Hello everyone,
> >
> > My CT60 has been fairly stable as late despite the fact that I haven't
> > removed the clock patch yet (booting with <Ctrl><L-Shift> helps quite
> > a bit). However a new problem surfaced this week. Please note I said
> > a NEW problem -- it wasn't doing this the past few months.
> >
> > At bootup, the screen often doesn't sync correctly. There is a black
> > band down the left hand side which is sometimes about 2 inches and
> > sometimes exactly half the screen. If I can make it through bootup,
> > changing the screen resolution fixes this.
> >
> > In addition (regardless of whether or not the screen has trouble), all
> > kinds of things happen at bootup. Sometimes the IDE drive is not

> > found by HDDriver. Sometimes NVDI freezes the computer when it loads.
> > Sometimes CalShow fails to report events I know are there. (CalShow
> > is a calendar program.) Sometimes all the auto folder programs load
> > fine and then the CT60 reports an error. There isn't any real
> > pattern.
> >
> > Running Diamond Edge reports disk errors of various types. HOWEVER,
> > the errors are not the same when I run Diamond Edge again. That is to
> > say, it still finds errors, but they are different ones.
> >
> > When I power down and flip my little switch to go into 68030 mode all
> > the problems are gone. No screen problems, no auto folder problems,
> > and Diamond Edge reports the drive is fine. For that matter, I had
> > HDDriver run a sector scan -- it found no bad sectors.
> >
> > The only thing that's changed in the last couple of weeks is that the
> > temperature has dropped about 10 degrees Fahrenheit (6 Celsius). I've
> > added a few files and deleted a couple of old games, but made no AUTO
> > folder changes of any type.
> >
> > Suggestions are welcome.

5863. Re: how to change the default language on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 2004-11-15 19:37:41 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0411151137.17d0bba4@posting.google.com>
Source record: 16058

"Atari-Korps" <news@atari-korps.com> wrote in message
news:<cn3l21$n2s$1@sparta.btinternet.com>...
> Hi, can anyone tell me how to change the default language on a Falcon!
> I understand this can be done quite easily, I am running TOS 4.04 which is
> supposed to be multi-lingual
>
> My control panel is in german! and i can't find the settings for English!!!

There are several utilities. BOOTCONF should do the job, and it may
be found at the old Atari FTP site UMICH.
(http://www.umich.edu/~archive/atari/Falcon/Utilities/bootconf.zip
should be the direct address, but I haven't tested it myself.)

There is also a NVRAM .CPX module available. I think it will also
alter the language.

Galen

5864. Re: Newbie ST question

Newsgroup: comp.sys.atari.st
Date: 2004-11-15 19:47:40 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0411151147.7acddfae@posting.google.com>
Source record: 16059

volksrod70@hotmail.com (Volksrod70) wrote in message
news:<a4b7e9c.0411131243.49a2601c@posting.google.com>...
> The boot disk is actually labeled Alldata Corp, system 3 boot disk,
> dated sept 1995. I may need a disk as nothing I have can read it.
> Now the moniter is smoking itself to death, it's a Viewcom model
> VM-1416 with a DIN connector, what can I use for a alternate?

Is it a 13 pin DIN like this?
http://www.howell1964.freeserve.co.uk/Atari/ST/Atari_ST_Video.htm

Galen

5865. Re: Newbie ST question

Newsgroup: comp.sys.atari.st
Date: 2004-11-15 19:49:41 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0411151149.6e59d1e4@posting.google.com>
Source record: 16060

volksrod70@hotmail.com (Volksrod70) wrote in message
news:<a4b7e9c.0411070650.4199bcf6@posting.google.com>...
> I have been given a ALLDATA automotive computer, inside is a Atari
> 1040ST main board.
> This computer has one floppy drive on the back and a SCSI cdrom on the
> front for which I have many automotive repair discs.
> Here is my problem, I turn on the machine and it attempts to read the
> cdrom, and floppy drives. times out and then boots to what looks like
> an Apple interface, I then have tried to read the original boot disk
> that came with the machine, no go, will not format a blank 720k disk
> either.
> I have opened the machine, blown out with compresed air, unplugged and
> plugged back in all cables, and removable chips.
> It never had a keyboard, though a phone looking jack is on the front,
> it was always used with a mouse.
> Most of the machine appears to work but just can't read the drives.
> I'd really like to be able to use this machine and would be gratefull
> for any help.
> Thanks to all that can help.

Well, can you email a photo or describe just what that "Apple
interface" looks like? Also, when you are at that interface, does the
mouse move a pointer?

Galen

5866. Re: New CT60 troubles -- help requested

Newsgroup: comp.sys.atari.st
Date: 2004-11-15 20:29:41 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.15.20.29.40.159160@nosspamatari-source.com>
Source record: 16061

On Mon, 15 Nov 2004 11:23:02 -0800, Galen wrote:

> "Rodolphe Czuba" <rodolphe.beurkspam.czuba@free.fr> wrote in message
news:<4193d36c$0$15344$626a14ce@news.free.fr>...
>> What's your name ? I have no Galen in my CT60 user list and I need to check
>> some infos about your CT60...
>>
> Thank you for replying Rodolphe. I'm Eric K-a-l-j-u-m-a-g-i in
> California. Thanks to Google, my employment, and my unusual surname,
> I prefer to use a nom de plume online.
>
>> What is the model of your HDD and the driver you use (version number please
>> !) ?
>
> I'm using HDDriver 8.03. (I was quite surprised to discover that a
> version 8.1 exists. Should I upgrade?)
>
>> Many mb have problems with CT60 because of a bad clock patch on U63 !
>> How is yours ?? A photo ? 4 wires or less ???? 74Fxx or 74LSxx 04 or 08
>> at the end ??
>
> 4 wires. 74F04.
>
>> I think you should remove the 74xxx and follow the fitting manual to add the
>> three 33 ohms SMT res and the 47 ohm THT res.
>
> I agree, but finding someone versed in SMT isn't all that easy. I
> think I have a person at our local college lined up, but I need to get
> back to him. I will contact him today.
>
> Whatever happened, it appeared to have to do with NVDI. A few fonts
> were scrambled and had to be reinstalled. This doesn't explain the
> black band issue though -- why would that start now?

Well,

If you like, you can ship your Falcon MB to me, costs about $18 each way
for priority mail. I will do this work plus bus overclock for free. I've
done 3 successfully now :) If you recall, I mailed you the JTAG cable to
update your CT60, but I'm sure you remember that.

Thanks,
Mark
http://portal.atari-source.com

5867. [ANN] Troll 1.1

Newsgroup: comp.sys.atari.st
Date: 2004-11-15 20:36:18 UTC
From: Pierre TON-THAT <geek@atarians.com>
Message-ID: <41991342$0$15751$7a628cd7@news.club-internet.fr>
Source record: 16062

Bonsoir :)

Update of the next generation usenet client. Download on my homepage or
directly in http://rajah.atari.org/files/ -> troll11_uk.zip (130 KB)

News:
- Bugfixes for:
- if error when sending, the awaiting messages are not wronly deleted.
- GDOS printing can be made on several pages
- GEMDOS printing conversion from 8 bits to 7 bits
+ Miscellaneous options:
+ load automaticaly the new headlines when opening a newsgroup
+ set the headlines to 'all read' when leaving the newsgroup
+ load automaticaly the new messages (limited to 50) with the
headlines (if cache activated)
+ verify if new headlines every 5 minutes
+ Lock for internet access (offline mode)
+ In the newsgroup preferences:
+ manual cleaning or not for the headlines (Control+Del)
+ manual cleaning or not for the messages (Del)
+ Private response, via SMTP email (must add a sendmail server)

Voilï¿½ :)

-- Pierre TONTHAT - Rajah Lone / Renaissance
http://rajah.atari.org

5868. Re: Emagic Logic Disks

Newsgroup: comp.sys.atari.st
Date: 2004-11-15 20:41:51 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.15.20.41.51.300430@nosspamatari-source.com>
Source record: 16063

On Fri, 12 Nov 2004 10:18:40 +0100, Hallvard Tangeraas wrote:

> Hallvard Tangeraas wrote:
>
>> But where should I upload them? Any Atari FTP sites which could store
>> them for anyone to access later on as well?
>
> It's been a while, but I just realized that I have an FTP site myself
> with loads of Atari ST MIDI software already, so I've just uploaded
> everything there. Enjoy!
>
> ftp://gem.win.co.nz/hall/midi/sequencer/logic/
>
> You'll find the following in that directory:
>
> - Logic 1.7 (the complete Emagic Logic 1.7 Atari ST package)
>
> - Logic 2.01 (the complete Emagic Logic 2.01 Atari ST package and
> Notator SL 3.21)
>
> - Logic 2.5 update (update package which brings Logic to the final
> version 2.5. You need a previous version of Logic
> to make it complete. I suggest version 2.01)
>
> - Logic extras (stuff for Logic that I downloaded from the Emagic
> website several years ago. Probably long gone by now).
>
>

Hallvard,

I would like to mirror this ftp site. This will entail an initial
download of the entire ftp site contents which possibly could incur you a
charge. Would it be okay for me to suck down the entire contents and
mirror your ftp on Atari-source.com?

Thanks,
Mark
http://portal.atari-source.com <- wrestling with network issues right now.

5869. Re: Ether NEC help again

Newsgroup: comp.sys.atari.st
Date: 2004-11-15 21:07:31 UTC
From: bjr@localink4.com
Message-ID: <78d87076.0411151307.10526c0e@posting.google.com>
Source record: 16064

1. On your Atari, open the STing Port CPX. Write down the ip address and MAC address.

2. On the PC, use a text editor to make a file called arp.bat. In the file place the following line. Of course you will replace these ip and mac entries with the information you've written down from your own Atari.

arp.exe -s 192.168.1.8 00-00-1c-1c-38-a7

Save the file and close the text editor.

3. Double click arp.bat to make this arp table entry valid. Add arp.bat to your autoconfig.bat file, or...simply drag it into the Windows Startup folder.

This is very important...if you don't do this, chances are that windows box will ignore the ethernec.

Brian

5870. Re: FS: Ethernec

Newsgroup: comp.sys.atari.st
Date: 2004-11-15 21:13:09 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0411151313.6ed70af6@posting.google.com>
Source record: 16065

Rory McMahon <rorymcmahonNOSPAM@yahoo.com> wrote in message
news:<jqvfp0hgf9sl5och1dd9fbph0fusieq56k@4ax.com>...
> Hi All,
>
> I have a few ethernec's for sale.
>
> Ethernec interface w/network card: $50
> Configured ISA Network card: $19
> Suitable Enclosure $15 un-modified, $19 modified.
>
What is the difference between the unmodified and the modified enclosure?

Also, does the cablc come with the interface?

Galen

5871. Re: Ether NEC help again

Newsgroup: comp.sys.atari.st
Date: 2004-11-15 22:07:50 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41992898$0$29190$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16066

HI Brian,

thanks for the info, ive tried it and still no luck, still get 550 error :(

chris

"Brian J. Roland" <bjr@localink4.com> wrote in message
news:78d87076.0411151307.10526c0e@posting.google.com...
> 1. On your Atari, open the STing Port CPX. Write down the ip address
> and MAC address.
>
> 2. On the PC, use a text editor to make a file called arp.bat. In
> the file place the following line. Of course you will replace these
> ip and mac entries with the information you've written down from your
> own Atari.
>
> arp.exe -s 192.168.1.8 00-00-1c-1c-38-a7
>
> Save the file and close the text editor.
>
> 3. Double click arp.bat to make this arp table entry valid. Add
> arp.bat to your autoconfig.bat file, or...simply drag it into the
> Windows Startup folder.
>
> This is very important...if you don't do this, chances are that
> windows box will ignore the ethernec.
>
> Brian

5872. Atari-source Portal

Newsgroup: comp.sys.atari.st
Date: 2004-11-15 22:20:07 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.15.22.20.05.157848@nosspamatari-source.com>
Source record: 16067

Hey everyone,

I just wanted to let you know that I am working hard on bringing the Atari-source portal and mirrors back up. I don't know if they are working for anybody at all right now. I'm having some sort of very strange networking issue. After the server boots, it runs perfectly for about 15 minutes at which time all network access stops except for other machines on the same subnet, such that I can ssh to another server and then get into this one. I haven't yet figured out the problem but I will.. And when I do, all will be well.

Also for those who might instantly think netmask or broadcast problem, it's not. And it's not an iptables issue either. The more tests I make the more confused I am ;-)

PS: This server is also gim and sum cvs and also the sparemint development site amongst many other things so it's critical to get it alive again. Thought some people would be curious about what's going on.

--
Thanks,
Mark
http://portal.atari-source.com

5873. Re: trying to run STinG from a floppy

Newsgroup: comp.sys.atari.st
Date: 2004-11-15 23:50:18 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1041115194831.2977B-100000@halifax.chebucto.ns.ca>
Source record: 16068

I have instructions at: www.chebucto.ca/Technology/NSACUG/faq/stingstf.txt

---

On 14 Nov 2004, norik wrote:

> I have nor hard drive, so I try to run STinG from a floppy.
> The reason, I want to try use telnet programs to access the net.

5874. Falcon or Mega STe accellerators!

Newsgroup: comp.sys.atari.st
Date: 2004-11-16 00:07:18 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <falcon060-20A9BE.19071815112004@news.isp.giganews.com>
Source record: 16069

Anyone.
I have a Falcon 030 (Actually its a MK IIneeds repaired) and wondering what sort of accelerators are available for a Falcon computer. As ALL of you know I have a Falcon 030 with a 72 mhz CT60 and a 25 mhz system bus but I want to have a descently fast computer as a backup without all the cost just in case something happened to my CT60ed falcon and would have to send it back to Rodolphe. I seem to remember a POWER UP 2 Accellerator awhile back, is this still available?? I also have a chance to get a MEGA STe. I noticed there are PAK030 upgrades on Mega STe are these still available and if so where??? Which would be more cost effective in upgrading??? Any Graphic Cards available for the MEGA STe as well?? I have an Eclipse which I am not using on my CT60 since the SUPERVIDEL will be coming soon enough that I figured why bother with the hassle of the Eclipse and the CT60 both.
Any help anyone can provide on this matter would be greatly appreciated.

Thanks,
Carey Christenson

5875. Re: Falcon or Mega STe accellerators!

Newsgroup: comp.sys.atari.st
Date: 2004-11-16 01:32:01 UTC
From: "Steve Sweet"
Message-ID: <cnblah$8tc$1@titan.btinternet.com>
Source record: 16070

Hi Carey

You aren't in the UK are you?.

I have a PAK accelerated MegaSTE with a MV300 graphics card that isn't in use, do you have an understanding bank manager??

> I also have a chance to get a MEGA STe. I noticed there are PAK030
> upgrades on Mega
> STe are these still available and if so where??? Which would be more
> cost effective in upgrading??? Any Graphic Cards available for the MEGA
> STe as well??

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5876. atari 1040 ste language

Newsgroup: comp.sys.atari.st
Date: 2004-11-16 07:12:29 UTC
From: mrrik@hay.am
Message-ID: <88f41e4b.0411152312.7df3106e@posting.google.com>
Source record: 16071

Hello.
Just noticed same question about Falcon...
I always thought that it is impossible, but anyway...
My Atari St has french OS, Do U think I can change language???
and have english os interface?

Thank You very much.

5877. Re: atari 1040 ste language

Newsgroup: comp.sys.atari.st
Date: 2004-11-16 07:23:26 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <cnc9ufebg1@atlantis.news.tpi.pl>
Source record: 16072

norik napisał(a):
> Hello.
> Just noticed same question about Falcon...
> I always thought that it is impossible, but anyway...
> My Atari St has french OS, Do U think I can change language???
> and have english os interface?

Falcon has multiple languages in ROM. ST does not. You can change ST
language by changing ROMs or loading some programs at startup (but this
is not very usefull in no-HDD setup). English ROMs are avialible from,
check some shops (Best Electronics?)

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

5878. Re: Falcon or Mega STe accellerators!

Newsgroup: comp.sys.atari.st
Date: 2004-11-16 10:24:55 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0411160224.3edeade9@posting.google.com>
Source record: 16073

Carey Christenson <falcon060@adelphia.net> wrote in message
news:<falcon060-20A9BE.19071815112004@news.isp.giganews.com>...
> Anyone.
> I have a Falcon 030 (Actually its a MK IIneeds repaired) and wondering
> what sort of accelerators are available for a Falcon computer. As ALL
> of you know I have a Falcon 030 with a 72 mhz CT60 and a 25 mhz system
> bus but I want to have a descently fast computer as a backup without all
> the cost just in case something happened to my CT60ed falcon and would
> have to send it back to Rodolphe. I seem to remember a POWER UP 2
> Accellerator awhile back, is this still available?? I also have a
> chance to get a MEGA STe. I noticed there are PAK030 upgrades on Mega
> STe are these still available and if so where??? Which would be more
> cost effective in upgrading??? Any Graphic Cards available for the MEGA
> STe as well?? I have an Eclipse which I am not using on my CT60 since
> the SUPERVIDEL will be coming soon enough that I figured why bother with
> the hassle of the Eclipse and the CT60 both.
> Any help anyone can provide on this matter would be greatly
> appreciated.
>
> Thanks,

You can get the PAK030 from Atari Workshop, however I doubt it works
out cost effective, it's very expensive, though it would give a
massive gick to a stock M-STe. Personally I think you'd be better off
boosting the Falcon, there is a lot more hardware for them kicking
around.

> Carey Christenson

5879. Re: Falcon or Mega STe accellerators!

Newsgroup: comp.sys.atari.st
Date: 2004-11-16 10:53:48 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0411160253.36b87458@posting.google.com>
Source record: 16074

Carey Christenson <falcon060@adelphia.net> wrote in message
news:<falcon060-20A9BE.19071815112004@news.isp.giganews.com>...
> Anyone.
> I have a Falcon 030 (Actually its a MK IIneeds repaired) and wondering
> what sort of accelerators are available for a Falcon computer. As ALL
> of you know I have a Falcon 030 with a 72 mhz CT60 and a 25 mhz system
> bus but I want to have a descently fast computer as a backup without all
> the cost just in case something happened to my CT60ed falcon and would
> have to send it back to Rodolphe. I seem to remember a POWER UP 2
> Accellerator awhile back, is this still available?? I also have a
> chance to get a MEGA STe. I noticed there are PAK030 upgrades on Mega
> STe are these still available and if so where??? Which would be more
> cost effective in upgrading??? Any Graphic Cards available for the MEGA
> STe as well?? I have an Eclipse which I am not using on my CT60 since
> the SUPERVIDEL will be coming soon enough that I figured why bother with
> the hassle of the Eclipse and the CT60 both.
> Any help anyone can provide on this matter would be greatly
> appreciated.

There are probably companies like system solutiones in the UK that
might have a powerup2 left, but why bother buying one for the huge
amount of cash they will ask, cos you could build your own accelerator
quite easily if you have a soldering iron and know how to use it. Its
not rocket science. Have a look at http://atari.nvg.org/cpu_accel/
which is a bit of a convoluted doc, but read it through a couple of
times and you have a BUS accelerator. All the powerup2 does is take
the 32mhz system clock and pump it straight to the CPU instead of the
16mhz from the combel, and you can switch between them using the ACIA,
it does not accelerate the BUS at all. With the home built bus
accelerator and a good ram card you will have a 25mhz bus, and then a
home built CPU accelerator will give you a 32mhz CPU.

Coda.

5880. new chapter for GFABASIC tutorial

Newsgroup: comp.sys.atari.st
Date: 2004-11-16 16:50:51 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <cndb5b$su6$1@ariadne.rz.tu-clausthal.de>
Source record: 16075
Cross-posted to: maus.computer.sprache.gfabasic,comp.sys.atari.st

Hi folks,

I've just added another chapter to my GFABASIC tutorial for beginners.
It deals with loops and conditional statements.

http://home.tu-clausthal.de/~ifmar/gfabasic/

Feedback is welcome and much appreciated!

cheers,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

5881. Re: New CT60 troubles -- help requested

Newsgroup: comp.sys.atari.st
Date: 2004-11-16 19:02:15 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0411161102.400b4219@posting.google.com>
Source record: 16076

Mark D <mducksub@nosspamatari-source.com> wrote in message
news:<pan.2004.11.15.20.29.40.159160@nosspamatari-source.com>...

> > Whatever happened, it appeared to have to do with NVDI. A few fonts
> > were scrambled and had to be reinstalled. This doesn't explain the
> > black band issue though -- why would that start now?
>
> If you like, you can ship your Falcon MB to me, costs about $18 each way
> for priority mail. I will do this work plus bus overclock for free. I've
> done 3 successfully now :) If you recall, I mailed you the JTAG cable to
> update your CT60, but I'm sure you remember that.
>
I appreciate the offer Mark, and may indeed take you up on it. I had
a coworker lined up, but his daughter fell very seriously ill and
asking for a favor seemed inappropriate. I worked on the Falcon in
030 mode this morning, and I THINK it is now stable in 030 mode. NVDI
was corrupted, and something (perhaps NVDI) was stealing memory. We
had a power surge a while back, and perhaps that affected something.

The next step is to solve the mystery of the 2" or left half black bar
on some bootups. Since this affects even the CT60 bootup image, it
clearly isn't a software issue. I'm wondering if perhaps the modified
TOS was corrupted. I've been using 0.99g which is now outdated, so
I'll try installing the latest version.

Galen

5882. Re: New CT60 troubles -- help requested

Newsgroup: comp.sys.atari.st
Date: 2004-11-16 21:50:08 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.16.21.50.08.604468@nosspamatari-source.com>
Source record: 16077

On Tue, 16 Nov 2004 11:02:15 -0800, Galen wrote:
> The next step is to solve the mystery of the 2" or left half black bar
> on some bootups. Since this affects even the CT60 bootup image, it
> clearly isn't a software issue. I'm wondering if perhaps the modified
> TOS was corrupted. I've been using 0.99g which is now outdated, so
> I'll try installing the latest version.
>
> Galen

That's really strange. As with SamF's Falcon, I'd suggest to try pressing down on the videl or combel while booting to see if it guarantees it goes away. Of course if it's very intermittent you have no real proof that you pressing on the chip was the cause of hte problem. That has to be a loose component I would think.

Mark
http://portal.atari-source.com

5883. Re: Emagic Logic Disks

Newsgroup: comp.sys.atari.st
Date: 2004-11-16 23:25:08 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <419a8c56@news.broadpark.no>
Source record: 16078

Mark D wrote:
> On Fri, 12 Nov 2004 10:18:40 +0100, Hallvard Tangeraas wrote:

>> ftp://gem.win.co.nz/hall/midi/sequencer/logic/

> I would like to mirror this ftp site. This will entail an initial
> download of the entire ftp site contents which possibly could incur you a
> charge.

Charge? As in having to pay money? Not sure what you mean?

> Would it be okay for me to suck down the entire contents and
> mirror your ftp on Atari-source.com?

I appreciate you asking but I'd prefer if you link to it instead.
I've got a (pretty outdated) MIDI section of my (yet again outdated)
Atari ST website which links to the MIDI files with brief summaries:

http://launchpad.atari.net.nz/pages/midi.html

(even though the links to other sites are outdate, my own stuff is still
there and I have no plans for removing it).

I haven't added the Logic and X-alyzer stuff to it (the web page), and
don't know if I ever will (I kept updating that site for years, but
life's too short..), so if you like you can add a link to the FTP site
as well, or instead (which the above website points to anyway) as
mentioned earlier on and quoted at the beginning of this posting.

--
Hallvard

5884. CT60 software...

Newsgroup: comp.sys.atari.st
Date: 2004-11-17 03:55:47 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.11.17.03.55.46.819098@darkforce.ky.org>
Source record: 16079

Guys, I'm a tad bit confused about something. I've got the CT60 working,
NVDI is up, etc, etc,...but what or where is the other software that I
keep seeing mentioned in the newsgroup?

I downloaded a file from Rodophes' site, but it had things like a modified
CPX, ACCs, etc,...

What AUTO folder programs should I have in there? Right now its only:

Extendos
NVDI
MINT

So what and where am I missing stuff?

Thanks in advance. :-)

5885. The ATARI ST is DEAD ! ! ! ! ! ! ! ! !

Newsgroup: comp.sys.atari.st
Date: 2004-11-17 07:18:51 UTC
From: mallet_riveter@yahoo.co.in
Message-ID: <e1cc8b8.0411162318.2cd65fb6@posting.google.com>
Source record: 16080
Cross-posted to: comp.sys.atari.st,can.sun-stroke

It's 100% dead, rotting and smelling.

Throw it away and buy a modern PC with Windows XP !

5886. Re: The ATARI ST is DEAD ! ! ! ! ! ! ! ! !

Newsgroup: comp.sys.atari.st
Date: 2004-11-17 09:15:14 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <419b1689$0$10510$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16081
Cross-posted to: comp.sys.atari.st,can.sun-stroke

"Hans-Marc Olsen" <mallet_riveter@yahoo.co.in> wrote in message
news:e1cc8b8.0411162318.2cd65fb6@posting.google.com...
> It's 100% dead, rotting and smelling.
>
> Throw it away and buy a modern PC with Windows XP !

If you have a simple OS you only need a simple machine, plus Atari is far
from dead, get your facts right and go troll somewhere else.

Chris

5887. Re: The ATARI ST is DEAD ! ! ! ! ! ! ! ! !

Newsgroup: comp.sys.atari.st
Date: 2004-11-17 13:47:16 UTC
From: "Eric Bozon"
Message-ID: <419b563d$1$2330$8fcfb975@news.wanadoo.fr>
Source record: 16082

"Hans-Marc Olsen" <mallet_riveter@yahoo.co.in> a crit dans le message de news: e1cc8b8.0411162318.2cd65fb6@posting.google.com...
> It's 100% dead, rotting and smelling.
>
> Throw it away and buy a modern PC with Windows XP !

```
Throw your PC with Windows XP and buy a funy Atari ST ! ;-D

Windows XP is DEAD ! ! ! ! ! ! ! ! ! !

;-)))))))))))))))
```

5888. AtarICQ 0.162 released

Newsgroup: comp.sys.atari.st
Date: 2004-11-17 15:12:45 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0411170712.7b71af30@posting.google.com>
Source record: 16083

Hi all,

It's once again time for a small update. With this release you'll find
that the most noticeable change is the addition of icon blinking,
making it easier to spot unread messages.

News in 0.162:

* Fixed a number of minor issues related to the viewing of a msg icon
in contact list. Icon shows up next to the contact that has sent us
messages that are not yet considered read. (See /preferences/messages
to set time out value for when a msg should be marked "read")

* Icon blinking added (in contact list) to draw further attention to
the msg icon, when there are unread message waiting for us. Go to the
section named "Messages" in the preferences window in case you wish to
enable or disable this feature. Default is ON.

* Fixed a bug which caused AtarICQ to (sometimes) fail when started
without a config file, and fastload flag was set.

* Up/down arrows had stopped working in msg window as of 0.161
release. Should be okay again now.

Read more and download AtarICQ here:

http://www.ataricq.org

Regards,

Joakim

http://www.ataricq.org
http://xaaes.atariforge.net
http://topp.atari-users.net

5889. Re: The ATARI ST is DEAD ! ! ! ! ! ! ! ! !

Newsgroup: comp.sys.atari.st
Date: 2004-11-17 15:47:54 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.17.15.47.54.958453@nosspamatari-source.com>
Source record: 16084

On Wed, 17 Nov 2004 09:15:14 +0000, exxos wrote:

> If you have a simple OS you only need a simple machine, plus Atari is far
> from dead, get your facts right and go troll somewhere else.
>
> Chris

That's not really fair. Windows XP is a simple OS. Simply dumb. If
you're going to migrate to another platform at least go with a good OS
like Linux or OSX.

Mark
http://portal.atari-source.com

5890. Re: AtarICQ 0.162 released

Newsgroup: comp.sys.atari.st
Date: 2004-11-17 15:49:54 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.17.15.49.54.409747@nosspamatari-source.com>
Source record: 16085

On Wed, 17 Nov 2004 07:12:45 -0800, Joakim H?gberg wrote:

> Hi all,
>
> It's once again time for a small update. With this release you'll find
> that the most noticeable change is the addition of icon blinking,
> making it easier to spot unread messages.
>
> News in 0.162:
>
> * Fixed a number of minor issues related to the viewing of a msg icon
> in contact list. Icon shows up next to the contact that has sent us
> messages that are not yet considered read. (See /preferences/messages
> to set time out value for when a msg should be marked "read")
>
> * Icon blinking added (in contact list) to draw further attention to
> the msg icon, when there are unread message waiting for us. Go to the
> section named "Messages" in the preferences window in case you wish to
> enable or disable this feature. Default is ON.
>
> * Fixed a bug which caused AtarICQ to (sometimes) fail when started
> without a config file, and fastload flag was set.
>
> * Up/down arrows had stopped working in msg window as of 0.161
> release. Should be okay again now.
>
>
>
> Read more and download AtarICQ here:
>
> http://www.ataricq.org
>
>
> Regards,
>
> Joakim

Joakim,

Thanks for icon blinking! This is an important feature I plan to put into GIM as well but I have to get the icons to draw in the first place first ;-). I also plan to (attempt) to figure out how to block the main buddy list icon or the conversation window icon, which wouldn't make sense for aICQ. This feature though will make aicq much easier to use for me!

Thanks,
Mark
http://portal.atari-source.com

5891. Re: Emagic Logic Disks

Newsgroup: comp.sys.atari.st
Date: 2004-11-17 15:51:47 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.17.15.51.47.598945@nosspamatari-source.com>
Source record: 16086

On Wed, 17 Nov 2004 00:25:08 +0100, Hallvard Tangeraas wrote:

> Mark D wrote:
>> On Fri, 12 Nov 2004 10:18:40 +0100, Hallvard Tangeraas wrote:
>
>>> ftp://gem.win.co.nz/hall/midi/sequencer/logic/
>
>> I would like to mirror this ftp site. This will entail an initial
>> download of the entire ftp site contents which possibly could incur you a
>> charge.
>
> Charge? As in having to pay money? Not sure what you mean?
>

Yes, I was worried perhaps that the ISP that hosts the FTP will charge for
the excessive bandwidth utilization of sucking down the whole FTP site.
Mostly I was more interested in archiving the site, not necessarily that
there will be a ton of updates. I think it's important to get atari
software to as many places as possible to make sure it never disappears.

Thanks,
Mark
http://portal.atari-source.com

5892. Re: CT60 software...

Newsgroup: comp.sys.atari.st
Date: 2004-11-17 17:37:48 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0411170937.7a830edc@posting.google.com>
Source record: 16087

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:<pan.2004.11.17.03.55.46.819098@darkforce.ky.org>...

>
> So what and where am I missing stuff?
>
> Thanks in advance. :-)

Go to http://ct60conf.atari.org/ and download the ct60 software
package. Also see http://ct60.dhs.nu/ for the CT60 bulletin board.

Coda.

5893. Re: CT60 software...

Newsgroup: comp.sys.atari.st
Date: 2004-11-17 17:57:07 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.11.17.17.57.07.52644@darkforce.ky.org>
Source record: 16088

On Wed, 17 Nov 2004 09:37:48 -0800, smeg wrote:

> Go to http://ct60conf.atari.org/ and download the ct60 software
> package. Also see http://ct60.dhs.nu/ for the CT60 bulletin board.
>
> Coda.

Okay, I grabbed that, and I'll see if I can sort it out.

Thanks.

PS Its not as if the CT60 is not working, it is - I just don't want to be
under-utilizing it. :-)

5894. Re: atari 1040 ste language

Newsgroup: comp.sys.atari.st
Date: 2004-11-17 18:25:48 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0411171025.75a6f4@posting.google.com>
Source record: 16089

Adam Klobukowski <atari@gabo.pl> wrote in message
news:<cnc9ufebg1@atlantis.news.tpi.pl>...
> norik napisał(a):
> > Hello.
> > Just noticed same question about Falcon...
> > I always thought that it is impossible, but anyway...
> > My Atari St has french OS, Do U think I can change language???
> > and have english os interface?
>
> Falcon has multiple languages in ROM. ST does not. You can change ST
> language by changing ROMs or loading some programs at startup (but this
> is not very usefull in no-HDD setup). English ROMs are avialible from,
> check some shops (Best Electronics?)

What software is it that can do this, and where can I get it? I have
TT TOS 3.06 (german interface) and being able to change it to UK
English would be nice.

5895. Re: atari 1040 ste language

Newsgroup: comp.sys.atari.st
Date: 2004-11-17 18:47:21 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <Z0Nmd.36$k4.18@newsfe2-gui.ntli.net>
Source record: 16090

ello.

"Dark Willow" <dark_willow1981@lycos.com> wrote in message
news:168c84f1.0411171025.75a6f4@posting.google.com...
> Adam Klobukowski <atari@gabo.pl> wrote in message
news:<cnc9ufebg1@atlantis.news.tpi.pl>...
> > norik napisal(a):
> >You can change ST
> > language by changing ROMs English ROMs are avialible from,
> > check some shops (Best Electronics?)
>
> What software is it that can do this, and where can I get it? I have
> TT TOS 3.06 (german interface) and being able to change it to UK
> English would be nice.

Guess who has UK TOS 3.06 and other UK TOS ROMS..........

5896. Re: Painting an 520STFM

Newsgroup: comp.sys.atari.st
Date: 2004-11-17 20:56:11 UTC
From: cbmeeks <"cbm at s i g n a l d e v d o t k o m">
Message-ID: <10pneo2f3qevd5f@corp.supernews.com>
Source record: 16091

but I could buy a can of paint for $4.00 :-)

the keys are perfect...just yellowed case

"Tim" <tjlazer@CRAPmail.com> wrote in message
news:10pa3431ledk96c@corp.supernews.com...
>
> "cbmeeks" <cbm at s i g n a l d e v d o t k o m> wrote in message
> news:10p9fiv5kshav34@corp.supernews.com...
>> My 520 STFM is really yellowed...except for the keys...they are perfect!
>>
>> I was told that the Krylon Fusion is the best stuff for plastic but they
>> don't appear to have many colors....I couldn't find anything close to the
>> same color.
>>
>> So, I might paint it something weird like hunter green or satin black
> (don't
>> like gloss).
>>
>> any suggestions?
>>
>> thanks
>> cb
>>
>
> You could buy a NEW case from B&C or Best $30. I did that on a bad 1040
> STE
> and it looks brand new now!
>
> Tim
>
>

5897. Re: CT60 software...

Newsgroup: comp.sys.atari.st
Date: 2004-11-17 21:41:39 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0411171341.7ba0fcb3@posting.google.com>
Source record: 16092

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:<pan.2004.11.17.03.55.46.819098@darkforce.ky.org>...
> Guys, I'm a tad bit confused about something. I've got the CT60 working,
> NVDI is up, etc, etc,...but what or where is the other software that I
> keep seeing mentioned in the newsgroup?
>
> I downloaded a file from Rodophes' site, but it had things like a modified
> CPX, ACCs, etc,...
>
> What AUTO folder programs should I have in there? Right now its only:
>
> Extendos
> NVDI
> MINT
>
> So what and where am I missing stuff?
>
What you have will work, just like a plain devil's food cake can be
called "dessert". Now, it's time for the "frosting".

Add STing for a TCP/IP stack, a half dozen accessories and .cpx
modules for spice, and a nice desktop for visual appeal. The sky's
the limit.

What do you want your computer to be able to do?

Galen

5898. Re: The ATARI ST is DEAD ! ! ! ! ! ! ! ! !

Newsgroup: comp.sys.atari.st
Date: 2004-11-17 21:47:48 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0411171347.16a8d913@posting.google.com>
Source record: 16093

"exxos" <exxos@home.co.uk> wrote in message
news:<419b1689$0$10510$cc9e4d1f@news-text.dial.pipex.com>...
> "Hans-Marc Olsen" <mallet_riveter@yahoo.co.in> wrote in message
> news:e1cc8b8.0411162318.2cd65fb6@posting.google.com...
> > It's 100% dead, rotting and smelling.
> >
> > Throw it away and buy a modern PC with Windows XP !
>
> If you have a simple OS you only need a simple machine, plus Atari is far
> from dead, get your facts right and go troll somewhere else.
>
But I'm not dead yet!
Galen (curious about the connection between Atari and Monty Python)

5899. Re: The ATARI ST is DEAD ! ! ! ! ! ! ! ! !

Newsgroup: comp.sys.atari.st
Date: 2004-11-17 22:05:22 UTC
From: "Steve Sweet"
Message-ID: <cnghv1gvn1@titan.btinternet.com>
Source record: 16094
Cross-posted to: comp.sys.atari.st,can.sun-stroke

Yo!

> It's 100% dead, rotting and smelling.

Thats i'm well used to, i work for a funeral company, your turn is coming,
maybe sooner than you think!

> Throw it away and buy a modern PC with Windows XP !

Well I've got 3 PC's, and 9 Atari's, what does that tell you numb nutts!

--

Regards, Steve S.

5900. Re: The ATARI ST is DEAD ! ! ! ! ! ! ! ! !

Newsgroup: comp.sys.atari.st
Date: 2004-11-17 23:07:58 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <419bd9be$0$10935$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16095
Cross-posted to: comp.sys.atari.st,can.sun-stroke

"Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
news:cnghv1gvn1@titan.btinternet.com...
> Yo!
>
>> It's 100% dead, rotting and smelling.
>
> Thats i'm well used to, i work for a funeral company, your turn is coming,
> maybe sooner than you think!
>
>> Throw it away and buy a modern PC with Windows XP !
>
> Well I've got 3 PC's, and 9 Atari's, what does that tell you numb nutts!
>

It tells me you have 3 very fine doorstops indeed :)))))

Chris

>
> --
>
> Regards, Steve S.
>

5901. Re: CT60 software...

Newsgroup: comp.sys.atari.st
Date: 2004-11-18 00:55:51 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.11.18.00.55.51.287841@darkforce.ky.org>
Source record: 16096

On Wed, 17 Nov 2004 13:41:39 -0800, Galen wrote:

> What you have will work, just like a plain devil's food cake can be
> called "dessert". Now, it's time for the "frosting".

I like the analogy... :-)

> Add STing for a TCP/IP stack, a half dozen accessories and .cpx
> modules for spice, and a nice desktop for visual appeal. The sky's
> the limit.
>
> What do you want your computer to be able to do?
>
> Galen

Its an Atari, so...everything, of course! :-)

5902. Re: Painting an 520STFM

Newsgroup: comp.sys.atari.st
Date: 2004-11-18 01:10:30 UTC
From: T Shadow <knone@zilch.com.invalid>
Message-ID: <aESmd.7650$T13.4427@fe2.columbus.rr.com>
Source record: 16097

> > "cbmeeks" <cbm at s i g n a l d e v d o t k o m> wrote in message
> > news:10p9fiv5kshav34@corp.supernews.com...
> >> My 520 STFM is really yellowed...except for the keys...they are
perfect!
> >>

Ever tried cleaning it. I use Windex(glass cleaner) I usually pop the key caps off, which is the biggest pain of cleaning it, but you'll be able to skip that.

5903. Apex Media and Genlock use

Newsgroup: comp.sys.atari.st
Date: 2004-11-18 02:14:59 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <BzTmd.34151$IQ.8446@bignews6.bellsouth.net>
Source record: 16098

Hi,

I have Apex Media v.2.00 and 2.41 and was wondering which Genlocks
suppose to work with the Genlock Option within Apex??

I have the Hama Tri-Lock and the Graffiti by Titan Designs.

I have a manual with the Hama which uses no software and works great!

However, I didn't get a manual with the Graffiti only a software disk
with "Graffiti Genlock (For STE) Clock Enable" hand written on the
label.

The Hama will work with any Atari, even PC's. What about the Graffiti,
Is it for the STE only like the disk leads me to believe or will it
also work with a Falcon or other Atari machines?

At first I thought it may have been made to work with Apex Media and the
Genlock option, but I really don't know.

Also, Is there any other software that came with the Graffiti when new
or made for it later?

I have a small book here that I can't find now, which lists 3rd party
hardware for the Ataris. Titan Designs is listed with some of there
older
hardware. A genlock is named along with 2 or 3 programs for it. I can't
remember the names ATM, Anyone know anything about these or
are they Vaporware?

Any help is appreciated,

phantomm@bellsouth.net

5904. Change Clock chip in Falcon?

Newsgroup: comp.sys.atari.st
Date: 2004-11-18 03:35:19 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10po63n5nce2a10@corp.supernews.com>
Source record: 15999
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

What is the best way to remove the old Dallas chip and install a socket for a new chip? Seems like a tough job.

Tim

5905. Re: WTB: Nova Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-11-18 06:54:44 UTC
From: Lady Chatterly <rustynutt@catcher.in.the.rye>
Message-ID: <619a345.8e1c13f6@worldnet.att.net>
Source record: 16002
Cross-posted to: comp.sys.atari.st,alt.usenet.kooks

In article <kfvdp09jjk043go8ck4mvok2tmt72p63vv@4ax.com> Rustynutt
<rustynutt@spamblock.hotmail.com> wrote:
>
>For use on your CT060? Doesn't work yet AFAIK.
>I have two, one is like you described, the other is only a 2meg board.
>I have never found any difference between the two in real operation.
>Mike

Pessimism is only the name that men of weak nerves give to wisdom.

--
Lady Chatterly

"Well, if your name is Daedalus, edens, Peter Ross, Flonkenstein,
Chatterly, or some other lezzie/geek, then you ain't able to stand
up." -- Turin

5906. Re: Recommnded drive for a Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-11-18 06:55:10 UTC
From: Lady Chatterly <smeg_007@catcher.in.the.rye>
Message-ID: <ba027e5.d0a47c41@demon.co.uk>
Source record: 16000
Cross-posted to: comp.sys.atari.st,alt.usenet.kooks

In article <4aa4f5cb.0411141345.33bb55@posting.google.com> smeg_007@hotmail.com (smeg) wrote:
>
>Jo Even Skarstein <joska@nvg.ntnu.no> wrote in message news:<cn791h$9k0$2@orkan.itea.ntnu.no>...
>
>> You can use virtually any IDE drive, but unless you use MiNT or MagiC (and
>> I believe you need HD-Driver as well) you can only use the first 2Gb.
>
>Sorry Jo, this isnt correct. I have a 10gb IDE on my falcon, setup as
>10x 1gb partitions, and every partition works fine under Single TOS
>4.04 (except for 1 partition that is EXT2).

As discussed in our December, decision on ms.

>Coda.

Evil is sooner believed than good.

--
Lady Chatterly

"Shut your fucking bot up, it's grating on my nerves." --
theoneflasehaddock

5907. Re: how to change the default language on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 2004-11-18 06:55:17 UTC
From: Lady Chatterly <atarigalen@catcher.in.the.rye>
Message-ID: <cf0936f.be3a55de@adelphia.com>
Source record: 16004
Cross-posted to: comp.sys.atari.st,alt.usenet.kooks

```
In article <4645be9.0411151137.17d0bba4@posting.google.com> atarigalen@yahoo.com (Galen)
wrote:
>
>"Atari-Korps" <news@atari-korps.com> wrote in message
news:<cn3l21$n2s$1@sparta.btinternet.com>...
>> Hi, can anyone tell me how to change the default language on a Falcon!
>> I understand this can be done quite easily, I am running TOS 4.04 which is
>> supposed to be multi-lingual
>>
>> My control panel is in german! and i can't find the settings for English!!!
>
>There are several utilities. BOOTCONF should do the job, and it may
>be found at the old Atari FTP site UMICH.
>(http://www.umich.edu/~archive/atari/Falcon/Utilities/bootconf.zip
>should be the direct address, but I haven't tested it myself.)
>
>There is also a NVRAM .CPX module available. I think it will also
>alter the language.

Do you think dreams are similar to wishes?

--
Lady Chatterly
```

"It's Mark Twain and you're replying to a bot." -- Reverend Mosnar&#65533;

5908. Re: Newbie ST question

Newsgroup: comp.sys.atari.st
Date: 2004-11-18 06:55:20 UTC
From: Lady Chatterly <atarigalen@catcher.in.the.rye>
Message-ID: <b5a3dfa.c2a5d258@news-text.cableinet.net>
Source record: 16001
Cross-posted to: comp.sys.atari.st,alt.usenet.kooks

In article <4645be9.0411151149.6e59d1e4@posting.google.com> atarigalen@yahoo.com (Galen) wrote:
>
>volksrod70@hotmail.com (Volksrod70) wrote in message news:<a4b7e9c.0411070650.4199bcf6@posting.google.com>...
>> I have been given a ALLDATA automotive computer, inside is a Atari
>> 1040ST main board.
>> This computer has one floppy drive on the back and a SCSI cdrom on the
>> front for which I have many automotive repair discs.
>> Here is my problem, I turn on the machine and it attempts to read the
>> cdrom, and floppy drives. times out and then boots to what looks like
>> an Apple interface, I then have tried to read the original boot disk
>> that came with the machine, no go, will not format a blank 720k disk
>> either.
>> I have opened the machine, blown out with compresed air, unplugged and
>> plugged back in all cables, and removable chips.
>> It never had a keyboard, though a phone looking jack is on the front,
>> it was always used with a mouse.
>> Most of the machine appears to work but just can't read the drives.
>> I'd really like to be able to use this machine and would be gratefull
>> for any help.
>> Thanks to all that can help.
>
>Well, can you email a photo or describe just what that "Apple
>interface" looks like? Also, when you are at that interface, does the
>mouse move a pointer?

They are at that interface. Why do you care?

--
Lady Chatterly

"You have an extra l" in your name, and the air in your head has gone bad. Be sure to stay out of direct sunlight until you change it. You don't want to be walking around with your relief valve popping open unexpectedly, and your comment shows that something like that is already happening." -- John Griffin

5909. Re: atari 1040 ste language

Newsgroup: comp.sys.atari.st
Date: 2004-11-18 06:55:49 UTC
From: Lady Chatterly <dark_willow1981@catcher.in.the.rye>
Message-ID: <0a60ac8.3d4f7878@id.au>
Source record: 16003
Cross-posted to: comp.sys.atari.st,alt.usenet.kooks

In article <168c84f1.0411171025.75a6f4@posting.google.com> dark_willow1981@lycos.com (Dark Willow) wrote:
>
>Adam Klobukowski <atari@gabo.pl> wrote in message news:<cnc9ufebg1@atlantis.news.tpi.pl>...
>> norik napisał(a):
>> > Hello.
>> > Just noticed same question about Falcon...
>> > I always thought that it is impossible, but anyway...
>> > My Atari St has french OS, Do U think I can change language???
>> > and have english os interface?
>>
>> Falcon has multiple languages in ROM. ST does not. You can change ST
>> language by changing ROMs or loading some programs at startup (but this
>> is not very usefull in no-HDD setup). English ROMs are avialible from,
>> check some shops (Best Electronics?)
>
>What software is it that can do this, and where can I get it? I have
>TT TOS 3.06 (german interface) and being able to change it to UK
>English would be nice.

You are incorrect in your assessment of the reason for this.

--
Lady Chatterly

"And while you're at it, pull your head out your ass, since, judging
from the know-it-all, smug, pseudo-intellectual and arrogant tone of
your posts, that's where it's been for a long time" -- Ed

5910. Re: Change Clock chip in Falcon?

Newsgroup: comp.sys.atari.st
Date: 2004-11-18 10:47:02 UTC
From: Michael Schwingen <news-1082710295@discworld.dascon.de>
Message-ID: <303ct5F2rfpcjU1@uni-berlin.de>
Source record: 16005
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <10po63n5nce2a10@corp.supernews.com>,
Tim <tjlazer@CRAPmail.com> wrote:
>What is the best way to remove the old Dallas chip and install a socket for
>a new chip? Seems like a tough job.

Not really. If you have some desoldering experience, it should be no problem to de-solder the old chip pin by pin using a handheld de-soldering gun - in my experience, this works better than desoldering braid.

The methos that does the least damage to the PCB is cutting all the pins of the old chip and removing the remaining pins one by one, and then removing the tin from the holes. However, with the Dallas chip, it may be a bit difficult to get at the pins - however, if you cut through the plastic, this should work.

cu
Michael
--
What a place! What a situation! What kind of man would put a known criminal in charge of a major branch of government? Apart from, say, the average voter. -- Terry Pratchett, "Going Postal"

5911. Re: CT60 software...

Newsgroup: comp.sys.atari.st
Date: 2004-11-18 14:29:57 UTC
From: SWE <jvalant@atari.org>
Message-ID: <FI2nd.5784$F6.1285208@news.siol.net>
Source record: 16006

```
>> Extendos
>> NVDI
>> MINT
>>
>> So what and where am I missing stuff?
>>
> What you have will work, just like a plain devil's food cake can be
> called "dessert". Now, it's time for the "frosting".
>
> Add STing for a TCP/IP stack, a half dozen accessories and .cpx
> modules for spice, and a nice desktop for visual appeal. The sky's
> the limit.

Hm any special reason for adding Sting TCP/IP to MINTs TCP/IP? :)

Janez
```

5912. Re: Painting an 520STFM

Newsgroup: comp.sys.atari.st
Date: 2004-11-18 17:43:39 UTC
From: webmaster@atari-users.net
Message-ID: <b8d63ca5.0411180943.461bbea7@posting.google.com>
Source record: 16007

If I remember you can get a plastic primer and use any regular spray
paint after that. You could also look into automotive spray paints.

Rob
webmaster
http://www.atari-users.net

"cbmeeks" <cbm at s i g n a l d e v d o t k o m> wrote in message
news:<10p9fiv5kshav34@corp.supernews.com>...
> My 520 STFM is really yellowed...except for the keys...they are perfect!
>
> I was told that the Krylon Fusion is the best stuff for plastic but they
> don't appear to have many colors....I couldn't find anything close to the
> same color.
>
> So, I might paint it something weird like hunter green or satin black (don't
> like gloss).
>
> any suggestions?
>
> thanks
> cb

5913. Re: The ATARI ST is DEAD ! ! ! ! ! ! ! ! !

Newsgroup: comp.sys.atari.st
Date: 2004-11-18 17:53:33 UTC
From: "P.Ness" <hip@hop.com>
Message-ID: <419d1981@news.greennet.net>
Source record: 16008
Cross-posted to: comp.sys.atari.st,can.sun-stroke

"Hans-Marc Olsen" <mallet_riveter@yahoo.co.in> wrote in message
news:e1cc8b8.0411162318.2cd65fb6@posting.google.com...
> It's 100% dead, rotting and smelling.
>
> Throw it away and buy a modern PC with Windows XP !

Done!, next instruction please?

5914. B***s, help on Outline Art

Newsgroup: comp.sys.atari.st
Date: 2004-11-18 19:16:13 UTC
From: nick@1632systems.co.uk
Message-ID: <cnisdthgn1@thorium.cix.co.uk>
Source record: 16016

My TT disk drive just failed and I don't have spare here and a cutsomer has bought Outline Art from me with a corrupt file.

Sonne.ol on the Outline Disk...

Can anyone binmail it to me please so I can send to customer

Thanks in advance

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

5915. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-11-18 20:17:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0411181211460.30435-100000@onyx.spiritone.com>
Source record: 16009
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5916. ADV: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-11-18 20:19:49 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0411181217120.30435-100000@onyx.spiritone.com>
Source record: 16010
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail!
From Bravo Sierra Computers Atari Resale or the Portland Atari Club Goto

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5917. Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.st
Date: 2004-11-18 20:24:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0411181219580.30435-100000@onyx.spiritone.com>
Source record: 16011
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I owe you a lot! You pay my bills. Defend me from attacks. Patronize me & support me with your money. Each Dollar/Euro/Yen/etc is a Vote of support! Show your support for an Atari Dealer!Buy from Ben, your Atari BENefactor! Show your support by buying and keeping the Atari support coming.Show your support and Vote for your favorite Atari Dealer!Vote for Bravo Sierra this November! In the spirit of Customer Appreciation Month I'm offering a Gift to you, my Customers!Get a FREE Gift with each purchase this Month! E-Mail BenSells@Atari.org, goto my website below for details and/or Call Ben anytime (503)256-9974! Vote 4 Ben! Vote 4 Bravo Sierra Computers in 2004!

http://www.aracnet.com/~atari/specials.htm Atari Thank You Specials!
http://BensCatalogs.Atari.org Ben's FREE Atari Catalogs!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5918. FS: ICD AdSCSI Plus ST Host Adapters

Newsgroup: comp.sys.atari.st
Date: 2004-11-18 22:14:35 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.18.22.14.34.873298@nosspamatari-source.com>
Source record: 16012

Hello everyone,

I have a pair of ICD AdSCSI-PLUS ST Host adapters for sale.

http://toad.atari-source.com/ebay_images/icdscsihost.jpg

These boards have been professionally cleaned and aggressively
tested. They have been found to work perfectly. I would like $45 each
which already includes shipping costs for air mail anywhere worldwide or
priority mail within the US. The clock batteries are surely dead. If you
would like the battery replaced on your board before it is shipped, please
add an additional $3. This board has 1 19 pin ACSI port input, 1 19 pin
ACSI port output and 1 internal 50 pin SCSI interface. This makes it
perfect for an external case but suitable for an internal HDD project.
There's some slight trace bubbling on both boards but it does not seem to
affect anything as they are well-coated with a protectant. However if one
of those traces should break I will repair the board for free for up to
one year (at my discretion of course, neglectful or abusive treatment will
not be covered).

I accept mastercard, visa, etc via Paypal.

Please contact me with username mduckworth at domain name atari-source.com
for more details including the correct paypal email address. Cash check
or money order also accepted.

In the near future, I will be selling a good number of unique and rare
atari 16/32 items. For a list or to express interest, please email me.

Several posters in this newsgroup can vouch for my reliability and
technical expertise in testing and shipping if that's an issue.

Thanks,
Mark
http://portal.atari-source.com

5919. Re: FS: ICD AdSCSI Plus ST Host Adapters

Newsgroup: comp.sys.atari.st
Date: 2004-11-18 22:17:09 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.18.22.17.08.362369@nosspamatari-source.com>
Source record: 16013

On Thu, 18 Nov 2004 17:14:35 -0500, Mark D wrote:

> Hello everyone,
>
> I have a pair of ICD AdSCSI-PLUS ST Host adapters for sale.
>
> http://toad.atari-source.com/ebay_images/icdscsihost.jpg
>
> These boards have been professionally cleaned and aggressively
> tested. They have been found to work perfectly. I would like $45 each
> which already includes shipping costs for air mail anywhere worldwide or
> priority mail within the US. The clock batteries are surely dead. If you
> would like the battery replaced on your board before it is shipped, please
> add an additional $3. This board has 1 19 pin ACSI port input, 1 19 pin
> ACSI port output and 1 internal 50 pin SCSI interface. This makes it
> perfect for an external case but suitable for an internal HDD project.
> There's some slight trace bubbling on both boards but it does not seem to
> affect anything as they are well-coated with a protectant. However if one
> of those traces should break I will repair the board for free for up to
> one year (at my discretion of course, neglectful or abusive treatment will
> not be covered).
>
> I accept mastercard, visa, etc via Paypal.
>
> Please contact me with username mduckworth at domain name atari-source.com
> for more details including the correct paypal email address. Cash check
> or money order also accepted.
>
> In the near future, I will be selling a good number of unique and rare
> atari 16/32 items. For a list or to express interest, please email me.
>
> Several posters in this newsgroup can vouch for my reliability and
> technical expertise in testing and shipping if that's an issue.
>
> Thanks,
> Mark
> http://portal.atari-source.com

One thing I forgot to note is that these boards need a custom power supply
connector. I can make and include an adapter from this connector to a
normal Molex drive connector if you like. This would cost an additional
$5.

Thanks,
Mark

http://portal.atari-source.com

5920. Re: CT60 software...

Newsgroup: comp.sys.atari.st
Date: 2004-11-18 23:32:18 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0411181532.21508a06@posting.google.com>
Source record: 16014

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:<pan.2004.11.18.00.55.51.287841@darkforce.ky.org>...
> On Wed, 17 Nov 2004 13:41:39 -0800, Galen wrote:
>
> > What you have will work, just like a plain devil's food cake can be
> > called "dessert". Now, it's time for the "frosting".
>
> I like the analogy... :-)
>
> > What do you want your computer to be able to do?
>
> Its an Atari, so...everything, of course! :-)

Well, the CT60 runs pretty much everything that is GEM based that would normally run on a Falcon. If it shows up in a window, odds are that the CT60 will run it (though you might have to disable the cache from time to time). A lot of demos and games will not run in CT60 mode, so you have to switch to 030 mode to run them.

My personal experience is that I notice snappier screen redraws and an overall improvement similar to when comparing an ST and a Falcon in ST High resolution. Quicken 8 for DOS under SoftPC now keeps up with my typing, and CAB is much more pleasant to use. Most of my other applications ran plenty fast on a stock Falcon, but the few that didn't are greatly improved. As for new applications, a couple of games (like Quake) require something like the CT60 to be playable, and multitasking heavy CPU programs like Aniplayer appreciate the extra power. Primarily though, you just have a really fast Falcon. There is almost nothing that REQUIRES a CT60.

Now if you want to know what you can do with an Atari Falcon....
(that's a whole other topic).

Galen

5921. Re: Newbie ST question

Newsgroup: comp.sys.atari.st
Date: 2004-11-18 23:40:20 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0411181540.69ad86cb@posting.google.com>
Source record: 16015

Lady Chatterly <atarigalen@catcher.in.the.rye> wrote in message
news:<b5a3dfa.c2a5d258@news-text.cableinet.net>...
> In article <4645be9.0411151149.6e59d1e4@posting.google.com> atarigalen@yahoo.com (Galen)
wrote:
> >
> >volksrod70@hotmail.com (Volksrod70) wrote in message
news:<a4b7e9c.0411070650.4199bcf6@posting.google.com>...
> >> I have been given a ALLDATA automotive computer, inside is a Atari
> >> 1040ST main board.
> >> ,,,
> >> Here is my problem, I turn on the machine and it attempts to read the
> >> cdrom, and floppy drives. times out and then boots to what looks like
> >> an Apple interface,

> >Well, can you email a photo or describe just what that "Apple
> >interface" looks like? Also, when you are at that interface, does the
> >mouse move a pointer?
>
> They are at that interface. Why do you care?

Simple. If their machine a stock ST, then the floppy is probably a
program disk. If not, then it is a modified OS of some sort. TOS
programs might be able to repair a damaged program, but couldn't help
much with a foreign OS.

Galen

5922. Re: CT60 software...

Newsgroup: comp.sys.atari.st
Date: 2004-11-19 01:52:17 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0411181752.60078e07@posting.google.com>
Source record: 16017

SWE <jvalant@atari.org> wrote in message news:<Fl2nd.5784$F6.1285208@news.siol.net>...
> >> Extendos
> >> NVDI
> >> MINT
> >>
> >> So what and where am I missing stuff?
> >>
> > What you have will work, just like a plain devil's food cake can be
> > called "dessert". Now, it's time for the "frosting".
> >
> > Add STing for a TCP/IP stack, a half dozen accessories and .cpx
> > modules for spice, and a nice desktop for visual appeal. The sky's
> > the limit.
>
> Hm any special reason for adding Sting TCP/IP to MINTs TCP/IP? :)
>
No, sorry.

Galen

5923. Free stuff...

Newsgroup: comp.sys.atari.st
Date: 2004-11-19 04:09:31 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.11.19.04.09.30.917772@darkforce.ky.org>
Source record: 16018

Well, I was rummaging through some old boxes of Atari stuff and I found what appears to be, at least part of the 1.44 floppy upgrade kit for the Atari TT030. Its the Ajax chip. Also, it looks like I have the HD cover, screws, shielding and P/S cable, for the upgrade to a hard drive. Now, I was planning (years ago) on getting a TT, but with my CT60 Falcon now, I've no reason to.

If anyone wants to e-mail me (fastest route) with their address I'd be more than glad to donate to the cause. Please, don't ask for it unless you are a TT owner who needs this. I'd think pretty lowly of someone who wanted it just so they could turn around and sell it for a quick (and dirty) profit.

Continental United States only, first come, first serve... :-)

5924. Re: Free stuff...

Newsgroup: comp.sys.atari.st
Date: 2004-11-19 06:33:03 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.11.19.06.33.03.307259@darkforce.ky.org>
Source record: 16019

On Thu, 18 Nov 2004 23:09:31 -0500, Ronald J. Hall wrote:

> Continental United States only, first come, first serve... :-)

I guess it would help to give a working e-mail, wouldn't it?! :-(

Remove the NOSPAM from:

dark_lordnospam@charter.net

Sorry about that.

5925. Re: Newbie ST question

Newsgroup: comp.sys.atari.st
Date: 2004-11-19 10:31:08 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0411190231.67afe9a@posting.google.com>
Source record: 16020

atarigalen@yahoo.com (Galen) wrote in message
news:<4645be9.0411181540.69ad86cb@posting.google.com>...
> Lady Chatterly <atarigalen@catcher.in.the.rye> wrote in message
news:<b5a3dfa.c2a5d258@news-text.cableinet.net>...
> > In article <4645be9.0411151149.6e59d1e4@posting.google.com> atarigalen@yahoo.com
(Galen) wrote:
> > >
> > >volksrod70@hotmail.com (Volksrod70) wrote in message
news:<a4b7e9c.0411070650.4199bcf6@posting.google.com>...
> > >> I have been given a ALLDATA automotive computer, inside is a Atari
> > >> 1040ST main board.
> > >> ,,,
> > >> Here is my problem, I turn on the machine and it attempts to read the
> > >> cdrom, and floppy drives. times out and then boots to what looks like
> > >> an Apple interface,
> >
> > >Well, can you email a photo or describe just what that "Apple
> > >interface" looks like? Also, when you are at that interface, does the
> > >mouse move a pointer?
> > >
> > They are at that interface. Why do you care?
>
> Simple. If their machine a stock ST, then the floppy is probably a
> program disk. If not, then it is a modified OS of some sort. TOS
> programs might be able to repair a damaged program, but couldn't help
> much with a foreign OS.
>
> Galen

Galen, you fell for the bot! :-)

5926. Re: Change Clock chip in Falcon?

Newsgroup: comp.sys.atari.st
Date: 2004-11-19 13:56:07 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-C20010.13560219112004@newsfe1-win.server.ntli.net>
Source record: 16021
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <10po63n5nce2a10@corp.supernews.com>,
"Tim" <tjlazer@CRAPmail.com> wrote:

> What is the best way to remove the old Dallas chip and install a socket for
> a new chip? Seems like a tough job.

Check that you've got enough headroom for replacing the keyboard.

Consider removing top of NVRAM chip and connecting a button cell
externally.

You're welcome.

--

Derryck

/ DDP Translations /
/ http://ddp.atari.org /

5927. Re: B***s, help on Outline Art

Newsgroup: comp.sys.atari.st
Date: 2004-11-19 16:01:44 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@telenet.be>
Message-ID: <419e1910b1cc00@telenet.be>
Source record: 16022

on Thu 18-11-2004 19:16 nick@1632systems.co.uk wrote:

>My TT disk drive just failed and I don't have spare here and a cutsomer has
>bought Outline Art from me with a corrupt file.
>
>Sonne.ol on the Outline Disk...

There is no sonne.ol on the Outline Art 3 disks, at least no on mine
version. Anyway sonne.ol is just a vector graphics of the sun.
A corrupt whatever.ol doesn't affect the good working of Outline Art.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5928. Re: Free stuff...

Newsgroup: comp.sys.atari.st
Date: 2004-11-19 16:57:49 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.19.16.57.49.503279@nosspamatari-source.com>
Source record: 16023

On Thu, 18 Nov 2004 23:09:31 -0500, Ronald J. Hall wrote:

> Well, I was rummaging through some old boxes of Atari stuff and I found
> what appears to be, at least part of the 1.44 floppy upgrade kit for the
> Atari TT030. Its the Ajax chip. Also, it looks like I have the HD
> cover, screws, shielding and P/S cable, for the upgrade to a hard
> drive. Now, I was planning (years ago) on getting a TT, but with my CT60
> Falcon now, I've no reason to.
>
> If anyone wants to e-mail me (fastest route) with their address I'd be
> more than glad to donate to the cause. Please, don't ask for it unless you
> are a TT owner who needs this. I'd think pretty lowly of someone who
> wanted it just so they could turn around and sell it for a quick (and
> dirty) profit.
>
> Continental United States only, first come, first serve... :-)

Not me. I have 2 TT's with 1.44meg floppys. Though this would probably
function great in my MSTe which has 720K. But I need TOS 2.06 for that
thing.

Thanks,
Mark

5929. Re: Change Clock chip in Falcon?

Newsgroup: comp.sys.atari.st
Date: 2004-11-19 17:00:07 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.19.17.00.07.488395@nosspamatari-source.com>
Source record: 16024
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Fri, 19 Nov 2004 13:56:07 +0000, Derryck Croker wrote:

> In article <10po63n5nce2a10@corp.supernews.com>,
> "Tim" <tjlazer@CRAPmail.com> wrote:
>
>> What is the best way to remove the old Dallas chip and install a socket for
>> a new chip? Seems like a tough job.
>
> Check that you've got enough headroom for replacing the keyboard.
>
> Consider removing top of NVRAM chip and connecting a button cell
> externally.
>
> You're welcome.

With my experience and my iron, I would desolder the old chip and put in a socket simple as that. For most people I recommend good old dremel as Derryck suggested as it's much easier (even if a little more dangerous if you dig too deep).

Thanks,
Mark

5930. Why you should use MiNTnet/Magxnet

Newsgroup: comp.sys.atari.st
Date: 2004-11-19 17:06:00 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.19.17.05.59.717581@nosspamatari-source.com>
Source record: 16025

Hey guys,

I notice that some people are still using STing, and even using it under MiNT. I thought it would be beneficial to point out the reasons not to use it. Pure and simple, Sting has rediculous internal latency. In upwards of 25ms pinging the loopback interface on an ST. Under MiNTnet/Magxnet you do not have this problem. Latency is much lower.

If you are a CT60 and ethernec user, mintnet and magxnet begins to be the only sane decision. With mintnet you can perfectly emulate stik and run all those apps but you can't do vice versa. There's lots of mintnet internet apps you would miss out on. Like... ftp ;) or telnet.. or anything. You'll miss out on Sparemint Update Manager too. It assumes Mintnet. But that's not the real reason. With mintnet you can get upwards of 400KBytes/sec through your ethernec using ozk's driver. With sting you won't have anywhere near that kind of performance and things will probably be a bit more stable.

I understand the text config files can look a bit daunting, but if any Sting under MiNT users need help setting it up, ask here and I'll answer.

PS: Magxnet offers the same benefits under MagiC too! And it can run gluestik for stik apps too.

I mean think about it. Once you have an ethernet card, how often do you go into those stik cpx's? Thought so ;) So is text mode really that bad for setting up your ethernet... once?

Not trying to bash on anyone or anything, I just see spectacular performance and reliability and I think others should see it too if they want that sort of thing.

Thanks,
Mark

5931. Re: FS: Ethernec...+ Picture Link

Newsgroup: comp.sys.atari.st
Date: 2004-11-19 17:50:02 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <gmbsp0pdc62v204ggo06pmask07cp2rn2i@4ax.com>
Source record: 16026

Hi,

Modified enclosure - I cut the holes and fit the card...

UnModified enclosure - You cut the holes and fit the card and I keep
my fingers :)

If you have time and are handy with sharp objects, feel free to order
the unmodified box.

I have only 3 fingers and opposing thumbs left, lost the rest to
soldering iron and box cutter, scalpel, etc...

Whether you order the box cut or uncut, I will include a nice
'EtherNEC' label to put on the box...

I dont include a CAT5 cable if that what you mean. Those are available
everywhere. I include the ribbon cable between the cartridge interface
and ethernec main board.

I will try to put up a picture of the completed unit sometime today.

http://www.atariuniverse.com/forsale/ethernec/ethernec_box.html

For those who already ordered, shipping should be starting around
Monday-Tuesday Nov. 22-23

Thanks,
Rory

On 15 Nov 2004 13:13:09 -0800, atarigalen@yahoo.com (Galen) wrote:

>Rory McMahon <rorymcmahonNOSPAM@yahoo.com> wrote in message
news:<jqvfp0hgf9sl5och1dd9fbph0fusieq56k@4ax.com>...
>> Hi All,
>>
>> I have a few ethernec's for sale.
>>
>> Ethernec interface w/network card: $50
>> Configured ISA Network card: $19
>> Suitable Enclosure $15 un-modified, $19 modified.
>>
>What is the difference between the unmodified and the modified enclosure?
>
>Also, does the cablc come with the interface?
>
>Galen

5932. Re: Ethernec

Newsgroup: comp.sys.atari.st
Date: 2004-11-19 17:58:03 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <30dsp0dnm06j8lailddуaffdjslpo3qqnc@4ax.com>
Source record: 16027

Hi,

I just saw your post, check other thread.

Thanks
Rory

On Mon, 15 Nov 2004 18:59:05 -0000, "David Wade" <g8mqw@yahoo.com>
wrote:

>
>Any pictures of the enclosure?
>

5933. vroom

Newsgroup: comp.sys.atari.st
Date: 2004-11-19 18:55:25 UTC
From: Rade Knezevic <radek@cg.yu>
Message-ID: <307coqF2r514aU1@uni-berlin.de>
Source record: 16028

Hello

Is there any link to Atari ST game Vroom. I can't find it on net...

Thanks

5934. Re: vroom

Newsgroup: comp.sys.atari.st
Date: 2004-11-19 23:23:15 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <419e801d$0$16437$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16029

"Rade Knezevic" <radek@cg.yu> wrote in message
news:307coqF2r514aU1@uni-berlin.de...
> Hello
>
> Is there any link to Atari ST game Vroom. I can't find it on net...
>
> Thanks
>

it will be on a automation menu or alike for sure, they are all over the
net.

chris

5935. Re: The ATARI ST is DEAD ! ! ! ! ! ! ! ! !

Newsgroup: comp.sys.atari.st
Date: 2004-11-19 23:39:30 UTC
From: "P.Ness" <hip@hop.com>
Message-ID: <419ebc14@news.greennet.net>
Source record: 16030
Cross-posted to: comp.sys.atari.st,can.sun-stroke

"P.Ness" <hip@hop.com> wrote in message news:419d1981@news.greennet.net...
>
> "Hans-Marc Olsen" <mallet_riveter@yahoo.co.in> wrote in message
> news:e1cc8b8.0411162318.2cd65fb6@posting.google.com...
> > It's 100% dead, rotting and smelling.
> >
> > Throw it away and buy a modern PC with Windows XP !
>
> Done!, next instruction please?
>
>
Still waiting ! what do I do next master??

5936. Re: The ATARI ST is DEAD ! ! ! ! ! ! ! ! !

Newsgroup: comp.sys.atari.st
Date: 2004-11-20 00:34:52 UTC
From: chris <chris@ntlworld.com>
Message-ID: <Miwnd.733$fv2.723@newsfe4-gui.ntli.net>
Source record: 16031
Cross-posted to: comp.sys.atari.st,can.sun-stroke

"P.Ness" <hip@hop.com> wrote in message news:419ebc14@news.greennet.net...
>
> "P.Ness" <hip@hop.com> wrote in message news:419d1981@news.greennet.net...
>>
>> "Hans-Marc Olsen" <mallet_riveter@yahoo.co.in> wrote in message
>> news:e1cc8b8.0411162318.2cd65fb6@posting.google.com...
>> > It's 100% dead, rotting and smelling.
>> >
>> > Throw it away and buy a modern PC with Windows XP !

The ST was little more than a PC with a 68K....FAT file system, warmed over
CP/M68K, Gem.....urghh

Now what you needed was a REAL machine with a REAL OS.....

5937. Re: Change Clock chip in Falcon?

Newsgroup: comp.sys.atari.st
Date: 2004-11-20 03:39:22 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10ptf3b41dm3qe9@corp.supernews.com>
Source record: 16032
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Mark D" <mducksub@nosspamatari-source.com> wrote in message
news:pan.2004.11.19.17.00.07.488395@nosspamatari-source.com...
> On Fri, 19 Nov 2004 13:56:07 +0000, Derryck Croker wrote:
>
> > In article <10po63n5nce2a10@corp.supernews.com>,
> > "Tim" <tjlazer@CRAPmail.com> wrote:
> >
> >> What is the best way to remove the old Dallas chip and install a socket
for
> >> a new chip? Seems like a tough job.
> >
> > Check that you've got enough headroom for replacing the keyboard.
> >
> > Consider removing top of NVRAM chip and connecting a button cell
> > externally.
> >
> > You're welcome.
>
> With my experience and my iron, I would desolder the old chip and put in a
> socket simple as that. For most people I recommend good old dremel as
> Derryck suggested as it's much easier (even if a little more dangerous if
> you dig too deep).
>
> Thanks,
> Mark
>

Yes I would also like to desolder the old chip and install a nice socket. I
think I will try to cut all the legs first and then unsolder each one, one
by one.

Thanks
Tim

5938. Re: trying to run STinG from a floppy

Newsgroup: comp.sys.atari.st
Date: 2004-11-20 06:34:26 UTC
From: mrrik@hay.am
Message-ID: <88f41e4b.0411192234.2dfbba5f@posting.google.com>
Source record: 16033

thank you very much for this link with comprehensive explanation

Tony Cianfaglione <ab616@chebucto.ns.ca> wrote in message
news:<Pine.GSO.3.95.iB1.0.1041115194831.2977B-100000@halifax.chebucto.ns.ca>...
> I have instructions at: www.chebucto.ca/Technology/NSACUG/faq/stingstf.txt
>
> ------------------
>
> On 14 Nov 2004, norik wrote:
>
> > I have nor hard drive, so I try to run STinG from a floppy.
> > The reason, I want to try use telnet programs to access the net.

5939. Re: Painting an 520STFM

Newsgroup: comp.sys.atari.st
Date: 2004-11-20 08:38:38 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <419f026e$0$10935$cc9e4d1f@news-text.dial.pipex.com>
Source record: 16034

"cbmeeks" <cbm at s i g n a l d e v d o t k o m> wrote in message
news:10p9fiv5kshav34@corp.supernews.com...
> My 520 STFM is really yellowed...except for the keys...they are perfect!
>
> I was told that the Krylon Fusion is the best stuff for plastic but they
> don't appear to have many colors....I couldn't find anything close to the
> same color.
>
> So, I might paint it something weird like hunter green or satin black
> (don't like gloss).
>
> any suggestions?
>

dont do it ;-)

buy a new case ;-)

Chris

> thanks
> cb
>

5940. Re: The ATARI ST is DEAD ! ! ! ! ! ! ! ! !

Newsgroup: comp.sys.atari.st
Date: 2004-11-20 12:02:10 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0411200402.542fafc4@posting.google.com>
Source record: 16035
Cross-posted to: comp.sys.atari.st,can.sun-stroke

"chris" <chris@ntlworld.com> wrote in message
news:<Miwnd.733$fv2.723@newsfe4-gui.ntli.net>...

>
> The ST was little more than a PC with a 68K....FAT file system, warmed over
> CP/M68K, Gem.....urghh
>
> Now what you needed was a REAL machine with a REAL OS.....

Now we all know that you know absolutely nothing.

Coda.

5941. Re: Why you should use MiNTnet/Magxnet

Newsgroup: comp.sys.atari.st
Date: 2004-11-20 12:09:13 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0411200409.7aac0300@posting.google.com>
Source record: 16036

Mark D <mducksub@nosspamatari-source.com> wrote in message
news:<pan.2004.11.19.17.05.59.717581@nosspamatari-source.com>...
> Hey guys,
>
> I notice that some people are still using STing, and even using it under
> MiNT. I thought it would be beneficial to point out the reasons not to
> use it. Pure and simple, Sting has rediculous internal latency. In
> upwards of 25ms pinging the loopback interface on an ST. Under
> MiNTnet/Magxnet you do not have this problem. Latency is much lower.
>
> If you are a CT60 and ethernec user, mintnet and magxnet begins to be the
> only sane decision. With mintnet you can perfectly emulate stik and run
> all those apps but you can't do vice versa. There's lots of mintnet
> internet apps you would miss out on. Like... ftp ;) or telnet.. or
> anything. You'll miss out on Sparemint Update Manager too. It assumes
> Mintnet. But that's not the real reason. With mintnet you can get
> upwards of 400KBytes/sec through your ethernec using ozk's driver. With
> sting you won't have anywhere near that kind of performance and things
> will probably be a bit more stable.
>
> I understand the text config files can look a bit daunting, but if any
> Sting under MiNT users need help setting it up, ask here and I'll answer.
>
> PS: Magxnet offers the same benefits under MagiC too! And it can run
> gluestik for stik apps too.
>
> I mean think about it. Once you have an ethernet card, how often do you
> go into those stik cpx's? Thought so ;) So is text mode really that bad
> for setting up your ethernet... once?
>
> Not trying to bash on anyone or anything, I just see spectacular
> performance and reliability and I think others should see it too if they
> want that sort of thing.

Besides, If your NIC is (soon to be) a CTLINK or ETHERNAT and you want
a proper USB implementation too, then it looks like MiNT/Mintnet is
what you will need.

Coda.

5942. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2004-11-20 12:28:36 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <419f387c2ac3090@telenet.be>
Source record: 16037
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**game**
ftp://chapelie.rma.ac.be/atari/game/ssttos.zip
(144.294 bytes) Super Star Trek

**internet**
ftp://chapelie.rma.ac.be/atari/internet/aicq/aicq162.zip
(128.332 bytes) Nice GEM-based ICQ client for STik/STing/Gluestik/MagicNet

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/codposta.zip
(411.432 bytes) "Postal Code" is a program to find either the code postal
or the name of a town of France or Belgium.
It functions only in "High Mono ST", on any Atari under TOS

ftp://chapelie.rma.ac.be/atari/utilities/desktops/tera341b.zip
(265.644 bytes) Tera Desktop, a replacement for the builtin
TOS desktop for 16-bit and 32-bit Atari computers.

Have fun,
Martin
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

5943. Re: AR Archive files

Newsgroup: comp.sys.atari.st
Date: 2004-11-20 14:22:59 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0411201517280.580@feanor.schunter.etc.tu-bs.de>
Source record: 16038

Hi, Roland!

RM> I have archieved together with the files an
RM>
RM> AR.PRG 21829 Bytes

You could install a free atari emulator to use the AR program. Or send it to me (my reply to address is read), I'd check if it really is a packer software. Google pointed to an ST-Computer article about Marc Williams C, which comes with an AR.PRG as the so-called librarian (must be some kind of library generator)...

Regards,

Alexander

5944. Free 1040STf

Newsgroup: comp.sys.atari.st
Date: 2004-11-20 22:59:00 UTC
From: RoadRunner <ptc103@hotmail.com>
Message-ID: <U_Pnd.50371$ye4.40969@twister.rdc-kc.rr.com>
Source record: 16039

If there's someone here who wants this and is willing to pay for shipping, I have am Atati 1040STf with monochrome monitor for free.

5945. Free 1040STf

Newsgroup: comp.sys.atari.st
Date: 2004-11-20 22:59:00 UTC
From: ptc103 <ptc103@hotmail.com>
Message-ID: <U_Pnd.50372$ye4.29622@twister.rdc-kc.rr.com>
Source record: 16040

If there's someone here who wants this and is willing to pay for shipping, I have an Atati 1040STf with monochrome monitor for free. First reply by Nov 25 gets it.
Included are some old Antic magazines, Timeworks Desktop Publisher and some freeware.

ptc

5946. Re: Ether NEC help again

Newsgroup: comp.sys.atari.st
Date: 2004-11-20 23:22:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <419f7d5eafe9d5@comcast.net>
Source record: 16041

>> I have the same thing for STe and it works fine. I connect to it
>> with my Hades060 use aFTP. What are you doing and what exacty
>> happens when you try?
>
>Like I said, It was working a while ago so I know how to set the thing up no
>problems....
>
>i'm using WSFTP on my PC, and a FTP server program on my falcon...
>
>bascially on the PC I get error 550 which I think is access denied..... The
>falcon records the login attempts so they are talking to each other, the FTP
>client on the PC (WSFTP) comes up with like "atari FTP client version 1.09"
>or something like that....
>
>its just like the passwords or usernames are wrong, but ive been messing
>around with it and it just refuses to work.
>
>Tried turning off XP firewell, allowing the IP addresses etc etc, the mand
>thing is, when it was working , all I did was reinstall XP, setup the IP
>addresses on the PC again, and it never worked since, its like the FTP
>server program on the atari is to blame, though these settings were never
>altered... I think its a bug in the FTP server myself......
>
>Chris

Turning off the firewall should have done the trick. That is what I did on
my wife's computer and I was able to get everything working. It must a setting
somewhere in the Windows XP or else you need to re-install the ftp server.
The guy who installed XP on my wife's PC, told her to tell me that I should
re-install the ftp server program. Once I did that and turned off the
firewall, things were great...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5947. Re: NVDI and the Nova/ET4000 (on TT)

Newsgroup: comp.sys.atari.st
Date: 2004-11-20 23:22:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <419f7d5eafe9d6@comcast.net>
Source record: 16042

>OK, I have just got a Nova VME card for my TT, which I wan tot use
>with the ET4000. Alas the manual is in German so any basic info is
>appreciated on how to get it all set up.
>
>Also I have NVDI 4, which is without ET4000 support. Do the drivers
>supplied with the Nova make NVDI support un-neccessary or do I have to
>upgrade that anyway? If so does anyone know how much the upgrade
>costs?
>
>Thanks

I would upgrade to version 5. I believe it was about $30 which not bad at all.
Version 4 worked fine on my Hades with a Nova card.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5948. Re: vroom

Newsgroup: comp.sys.atari.st
Date: 2004-11-20 23:22:43 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <419f7d5eafe9d7@comcast.net>
Source record: 16043

>Hello
>
>Is there any link to Atari ST game Vroom. I can't find it on net...
>
>Thanks
>

There is a demo on the web somewhere which is just awesome. The commercial
game does not play as good as the demo version.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5949. Re: Free 1040STf

Newsgroup: comp.sys.atari.st
Date: 2004-11-20 23:37:27 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <30a2v9F2sljg5U1@uni-berlin.de>
Source record: 16044

"RoadRunner" <ptc103@hotmail.com> wrote in message
news:U_Pnd.50371$ye4.40969@twister.rdc-kc.rr.com...
> If there's someone here who wants this and is willing to pay for shipping,
I
> have am Atati 1040STf with monochrome monitor for free.
>
>

5950. Re: Free 1040STf

Newsgroup: comp.sys.atari.st
Date: 2004-11-20 23:38:18 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <30a30sF2ubdeaU1@uni-berlin.de>
Source record: 16045

"RoadRunner" <ptc103@hotmail.com> wrote in message
news:U_Pnd.50371$ye4.40969@twister.rdc-kc.rr.com...
> If there's someone here who wants this and is willing to pay for shipping,
I
> have am Atati 1040STf with monochrome monitor for free.
>
>

I guess as you don't say where, you are some where in Westpondia?

5951. Re: Deleting threads in Newsie

Newsgroup: comp.sys.atari.st
Date: 2004-11-21 01:27:44 UTC
From: cstanley@zetnet.co.uk
Message-ID: <419fef0f$0$2648$4c56ba96@master.news.zetnet.net>
Source record: 16046

On 12 Nov 2004 20:49:59 , Peter Slegg wrote:
>I think I may have asked this before but is there any way
>to delete an entire thread in Newsie ?
>
>I have tried collapsing the threads and deleting but that
>doesn't work.

The only way I know by listing then pressing D and DownArrow on each
item in the thread in turn and then press the Close Box and Quit.

Charles.

5952. My sister/Html

Newsgroup: comp.sys.atari.st
Date: 2004-11-21 01:27:46 UTC
From: cstanley@zetnet.co.uk
Message-ID: <419fef11$0$2648$4c56ba96@master.news.zetnet.net>
Source record: 16047

I would appreciate practical help to persuade my young sister to use text in her email, rather than HTML. She will only communicate by voice phone because her support says she cannot use text email on Windows XP Pro (if that is the correct name of her system).

Is this true? Can anyone inform me whether she can conform her email to produce true text format emails, please? And exactly how?

What do I tell her -- "exactlty how", if possible-- please?

Thank you.
Charles.

5953. Buying software in United States

Newsgroup: comp.sys.atari.st
Date: 2004-11-21 02:42:37 UTC
From: dylansob@earthlink.net
Message-ID: <b167a55.0411201842.1b44afcf@posting.google.com>
Source record: 16048

Does anyone know a software dealer in the USA? I'm looking for
HDdriver and Extendos gold.

Thanks in advance

DylanSOB

5954. Re: B***s, help on Outline Art

Newsgroup: comp.sys.atari.st
Date: 2004-11-21 12:28:35 UTC
From: nick@1632systems.co.uk
Message-ID: <cnq1lj$n4f$1@thorium.cix.co.uk>
Source record: 15949

Thanks for help... I shouold have TT fixed by today and will check,,

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

5955. Re: vroom

Newsgroup: comp.sys.atari.st
Date: 2004-11-21 13:26:47 UTC
From: oesiii@hotmail.com
Message-ID: <38fe4aa3.0411210526.768e403f@posting.google.com>
Source record: 15950

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:<419f7d5eafe9d7@comcast.net>...
> >Hello
> >
> >Is there any link to Atari ST game Vroom. I can't find it on net...
> >
> >Thanks
> >
>
> There is a demo on the web somewhere which is just awesome. The commercial
> game does not play as good as the demo version.
>

The original company that put this great game out still has a website
where you can download Vroom and other great ST and Amiga games:

http://www.lankhor.net/jeux/jeux.php3?jeu=32&menu=presentation

Telechargement is download in French but click on the English flag and
you can get English version of the games :-)

5956. Re: NVDI and the Nova/ET4000 (on TT)

Newsgroup: comp.sys.atari.st
Date: 2004-11-21 13:55:28 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0411210555.25b2e19d@posting.google.com>
Source record: 15951

Yea, think that is what I'll do actually, have found out a bit about
v5 and seems worth the doing anyway since being able to switch
resoltuions without rebooting with magic would be useful too.

Hades, eh? Lucky sod! :P

>
> I would upgrade to version 5. I believe it was about $30 which not bad at all.
> Version 4 worked fine on my Hades with a Nova card.
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5957. Atari Online News, Etc. #06-47

Newsgroup: comp.sys.atari.st
Date: 2004-11-21 14:04:21 UTC
From: danap8@aol.comno-spam
Message-ID: <20041121090421.00442.00000796@mb-m17.aol.com>
Source record: 15952

```
A-ONE #0647 11/19/04

~ Microsoft Wants Seniors~ People Are Talking! ~ New Sober Worm!
~ Sun's Solaris 10 Free! ~ Yahoo Uses DomainKeys! ~ New Acrobat Nears!
~ Spamming the Big Fish! ~ Atari Flashback Nears! ~ No Taxes To Collect!
~ Nintendo DS Arrives! ~ More Antispam Systems! ~ AOL Backup Service!

-* McAfee Debuts Anti-Spyware! *-
-* Moratorium On Web Taxes Advances! *-
-* Move Over Internet Explorer, Firefox Here! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

5958. Re: The ATARI ST is DEAD ! ! ! ! ! ! ! ! !

Newsgroup: comp.sys.atari.st
Date: 2004-11-21 14:12:26 UTC
From: "P.Ness" <hip@hop.com>
Message-ID: <41a0da2a@news.greennet.net>
Source record: 15953
Cross-posted to: comp.sys.atari.st,can.sun-stroke

```
"P.Ness" <hip@hop.com> wrote in message news:419ebc14@news.greennet.net...
>
> "P.Ness" <hip@hop.com> wrote in message news:419d1981@news.greennet.net...
> >
> > "Hans-Marc Olsen" <mallet_riveter@yahoo.co.in> wrote in message
> > news:e1cc8b8.0411162318.2cd65fb6@posting.google.com...
> > > It's 100% dead, rotting and smelling.
> > >
> > > Throw it away and buy a modern PC with Windows XP !
> >
> > Done!, next instruction please?
> >
> >
> Still waiting ! what do I do next master??
>
>
I have turned it on , there is nothing on the screen , please instruct on
what to do next o master
```

5959. Re: The ATARI ST is DEAD ! ! ! ! ! ! ! ! !

Newsgroup: comp.sys.atari.st
Date: 2004-11-21 22:18:38 UTC
From: Daniel Dreibelbis <dreibel@EATHOTDEATHSPAMMERSsympatico.ca>
Message-ID: <dreibel-A57AD9.17183821112004@nr-tor01.bellnexxia.net>
Source record: 15954
Cross-posted to: comp.sys.atari.st,can.sun-stroke

In article <e1cc8b8.0411162318.2cd65fb6@posting.google.com>,
mallet_riveter@yahoo.co.in (Hans-Marc Olsen) wrote:

> It's 100% dead, rotting and smelling.

none of mine are.
>
> Throw it away and buy a modern PC with Windows XP !

why? If there's an OS that's being held together with spit, bailing
wire and bubble gum, it's Windows. With security leaks and holes big
enough to fly Red Dwarf through it.

and speaking of Red Dwarf, are you in any way related to one Arnold
J. Rimmer? :)

--
Dan Dreibelbis, Guitar Nerd - Better Living Through Home Recording
Now On Soundclick for your listening pleasure!
www.soundclick.com/bands/2/dandreibelbismusic.htm
new song "Pig Biting Mad! (More METEL Than Jarl! Mix)"

5960. Re: My sister/Html

Newsgroup: comp.sys.atari.st
Date: 2004-11-21 22:52:14 UTC
From: "Steve Sweet"
Message-ID: <cnr66u$a3q$1@titan.btinternet.com>
Source record: 15955

Hi There

>> I would appreciate practical help to persuade my young sister to use text
>> in her email, rather than HTML. She will only communicate by voice
>> phone
>> because her support says she cannot use text email on Windows XP Pro (if
>> that is the correct name of her system).
>>
>> Is this true? Can anyone inform me whether she can conform her email
>> to produce true text format emails, please? And exactly how?

What client is she using, if its Outlook or Outlook express then that
definitely can be switched to plain text, and on a per user basis if reqd in
OE

--

Regards, Steve S.

5961. Re: My sister/Html

Newsgroup: comp.sys.atari.st
Date: 2004-11-22 05:15:08 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0411212115.71ab7e31@posting.google.com>
Source record: 15956

cstanley@zetnet.co.uk (Charles Stanley) wrote in message
news:<419fef11$0$2648$4c56ba96@master.news.zetnet.net>...
> I would appreciate practical help to persuade my young sister to use text
> in her email, rather than HTML. She will only communicate by voice phone
> because her support says she cannot use text email on Windows XP Pro (if
> that is the correct name of her system).
>
> Is this true? Can anyone inform me whether she can conform her email
> to produce true text format emails, please? And exactly how?
>
> What do I tell her -- "exactlty how", if possible-- please?
>
> Thank you.
> Charles.

Just like "support" (I use the term lightly) to say that!

First, what e-mail program is she using? If it's Outlook Express (most likely), you simply find the "plain text" option and click on it. I forget the details of exactly where that's found (I don't use the PC version all that often, thank God!), but I'll check on my Windows system at work and find out for you. It's not too difficult to find, if I remember correctly. You'll see two options, one for plain text, and one for "rich text" (html, as described by Gates). I'm sure other programs have the same option. I'll get back to you when I know for sure how to get there. Good luck!

Mike Freeman
mike [at] freeman-studio [dot] com

5962. Re: The ATARI ST is DEAD ! ! ! ! ! ! ! ! !

Newsgroup: comp.sys.atari.st
Date: 2004-11-22 08:50:03 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41a1a818$0$10935$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15957
Cross-posted to: comp.sys.atari.st,can.sun-stroke

```
"P.Ness" <hip@hop.com> wrote in message news:41a0da2a@news.greennet.net...
>
> "P.Ness" <hip@hop.com> wrote in message news:419ebc14@news.greennet.net...
>>
>> "P.Ness" <hip@hop.com> wrote in message
>> news:419d1981@news.greennet.net...
>> >
>> > "Hans-Marc Olsen" <mallet_riveter@yahoo.co.in> wrote in message
>> > news:e1cc8b8.0411162318.2cd65fb6@posting.google.com...
>> > > It's 100% dead, rotting and smelling.
>> > >
>> > > Throw it away and buy a modern PC with Windows XP !
>> >
>> > Done!, next instruction please?
>> >
>> >
>> Still waiting ! what do I do next master??
>>
>>
> I have turned it on , there is nothing on the screen , please instruct on
> what to do next o master
>
>

You wait and wait and wait and wait and wait..... sorry couldn't
resist that one ;-)))) lol

Chris
```

5963. Re: vroom

Newsgroup: comp.sys.atari.st
Date: 2004-11-22 09:42:19 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <41a1b3de$0$31870$afc38c87@news.optusnet.com.au>
Source record: 15958

oes wrote:
> "Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:<419f7d5eafe9d7@comcast.net>...
>
>>>Hello
>>>
>>>Is there any link to Atari ST game Vroom. I can't find it on net...
>>>
>>>Thanks
>>>
>>
>>There is a demo on the web somewhere which is just awesome. The commercial
>>game does not play as good as the demo version.
>>
>
>
>
>
> The original company that put this great game out still has a website
> where you can download Vroom and other great ST and Amiga games:
>
> http://www.lankhor.net/jeux/jeux.php3?jeu=32&menu=presentation
>
> Telechargement is download in French but click on the English flag and
> you can get English version of the games :-)

Bloody awesome, thanks mate. I played Vroom to death, when I was
younger. I will have to see if it works on the TT.

Mark

5964. Re: Why you should use MiNTnet/Magxnet

Newsgroup: comp.sys.atari.st
Date: 2004-11-22 10:02:42 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-CCA2ED.10015722112004@newsfe2-win.server.ntli.net>
Source record: 15959

In article <pan.2004.11.19.17.05.59.717581@nosspamatari-source.com>,
Mark D <mducksub@nosspamatari-source.com> wrote:

> Not trying to bash on anyone or anything, I just see spectacular
> performance and reliability and I think others should see it too if they
> want that sort of thing.

Agreed in spades. A connection under Magxnet stonks along - and you can
still use your STinG, MiNT and yes, IConnect clients given that the
matching gateways are installed.

Yes, setting up means getting to grips with config files and it would
help if they were all located in the same folder, but you will learn
more about setting up a network by doing this.

--

Derryck

/ DDP Translations /
/ http://ddp.atari.org /

5965. Re: Add your classic gaming or classic computer site to 8bitclassics.com Links!

Newsgroup: comp.sys.atari.st
Date: 2004-11-22 13:39:41 UTC
From: Reflexion <ventruejusticar@hotmail.com>
Message-ID: <opshvb8fq7vnm8ng@news.tiscali.no>
Source record: 15960
Cross-posted to: comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

```
> Do you have a classic gaming website? Would you like to move up higher
> on a Google or Yahoo search? Add your website to your Links page!
> Simple to do, just fill out the simple form and submit your link. I
> will review it to make sure it fits in at 8-Bit Classics. If it does,
> your link should be approved soon. On the form it does mention the
> requirement for cross linking 8bitclassics.com on your page someplace.
> This isn't a requirement, just something that would be appreciated :)
> Just fill in your normal URL if you won't be cross linking with 8-Bit
> Classics.

Uh.. Strictly speaking, neither the Amiga nor ST are 8-bit machines...

Reffy
--
Using M2, Opera's revolutionary e-mail client: http://www.opera.com/m2/
```

5966. Re: Why you should use MiNTnet/Magxnet

Newsgroup: comp.sys.atari.st
Date: 2004-11-22 14:45:16 UTC
From: SWE/YesCREW <jvalant@atari.org>
Message-ID: <Pine.MNT.4.31.0411221536560.100-100000@TheFish>
Source record: 15961

On 20 Nov 2004, smeg wrote:

> > I understand the text config files can look a bit daunting, but if any
> > Sting under MiNT users need help setting it up, ask here and I'll answer.

I would just like to add that most text configs files are as easy or
easier to setup as GUI setup. They are usualy quite well documented and
explained within the config text (check mint.cnf for example) some even
contain too much explanations so they are quite big :) Od course, "i will
do all instead of user" installer IS easier, but in case of even simple
problem, user is in dark, while in case of text configuration files, one
can read cfg file and in case that itis well explained fix many stuff
without special knowledge.. and even learn a lot.

Main reason is i think that many ppl use MultiTOS like setup (aka
kernel+AES only) and dont have required unix FS structure so they have
either to install full MiNT or fiddle with cripple MiNT (i think) or
similar... But benefits are worth of end result.

> >
> > PS: Magxnet offers the same benefits under MagiC too! And it can run
> > gluestik for stik apps too.
> >
> > I mean think about it. Once you have an ethernet card, how often do you
> > go into those stik cpx's? Thought so ;) So is text mode really that bad
> > for setting up your ethernet... once?
> >
> > Not trying to bash on anyone or anything, I just see spectacular
> > performance and reliability and I think others should see it too if they
> > want that sort of thing.
>
> Besides, If your NIC is (soon to be) a CTLINK or ETHERNAT and you want
> a proper USB implementation too, then it looks like MiNT/Mintnet is
> what you will need.

Yes, that may be the case.

Janez

5967. Re: Buying software in United States

Newsgroup: comp.sys.atari.st
Date: 2004-11-22 20:23:41 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0411221223.13277717@posting.google.com>
Source record: 15962

dylansob@earthlink.net (DylanSOB) wrote in message
news:<b167a55.0411201842.1b44afcf@posting.google.com>...
> Does anyone know a software dealer in the USA? I'm looking for
> HDdriver and Extendos gold.
>
An older version of HDDriver is available from Best Electronics in
California. The latest version needs to be ordered from Europe, but
that isn't too hard if you have a Visa card.

Extendos Gold is provided by Anodyne Software, a Canadian company.

Galen

5968. Re: My sister/Html

Newsgroup: comp.sys.atari.st
Date: 2004-11-22 20:54:47 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0411221254.fddd3fc@posting.google.com>
Source record: 15963

cstanley@zetnet.co.uk (Charles Stanley) wrote in message
news:<419fef11$0$2648$4c56ba96@master.news.zetnet.net>...
> I would appreciate practical help to persuade my young sister to use text
> in her email, rather than HTML. She will only communicate by voice phone
> because her support says she cannot use text email on Windows XP Pro (if
> that is the correct name of her system).
>
> Is this true?

No. The exact technique depends on the email program she uses. Under
Outlook Express 5 she needs to choose Tools -> Options and under the
"Send" tab select Text. Under Outlook 2002 it is still under Tools ->
Options and under the "Mail Format" tab. Netscape Mail puts the
choice under the "Format" pulldown.

If you can run MyMail, you can still get her emails. The HTML files
show up as attachments which can be saved to disk and run by CAB.

Galen

5969. Re: Free 1040STf

Newsgroup: comp.sys.atari.st
Date: 2004-11-22 21:43:50 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10q4ncm5qi81d27@corp.supernews.com>
Source record: 15964

"ptc103" <ptc103@hotmail.com> wrote in message
news:U_Pnd.50372$ye4.29622@twister.rdc-kc.rr.com...
> If there's someone here who wants this and is willing to pay for shipping,
I
> have an Atati 1040STf with monochrome monitor for free. First reply by Nov
> 25 gets it.
> Included are some old Antic magazines, Timeworks Desktop Publisher and
some
> freeware.
>
> ptc
>
I am in Seattle, WA. I am interested. Where are you at ?

Tim

5970. Re: The ATARI ST is DEAD ! ! ! ! ! ! ! ! !

Newsgroup: comp.sys.atari.st
Date: 2004-11-22 22:27:17 UTC
From: "P.Ness" <hip@hop.com>
Message-ID: <41a29fa4@news.greennet.net>
Source record: 15965
Cross-posted to: comp.sys.atari.st,can.sun-stroke

"P.Ness" <hip@hop.com> wrote in message news:41a0da2a@news.greennet.net...
>
> "P.Ness" <hip@hop.com> wrote in message news:419ebc14@news.greennet.net...
> >
> > "P.Ness" <hip@hop.com> wrote in message
news:419d1981@news.greennet.net...
> > >
> > > "Hans-Marc Olsen" <mallet_riveter@yahoo.co.in> wrote in message
> > > news:e1cc8b8.0411162318.2cd65fb6@posting.google.com...
> > > > It's 100% dead, rotting and smelling.
> > > >
> > > > Throw it away and buy a modern PC with Windows XP !
> > >
> > > Done!, next instruction please?
> > >
> > >
> > Still waiting ! what do I do next master??
> >
> >
> I have turned it on , there is nothing on the screen , please instruct on
> what to do next o master
>
>
As I had no help, I have now thrown away the PC and fished the Atari back
out of the bin

5971. Re: Add your classic gaming or classic computer site to 8bitclassics.com Links!

Newsgroup: comp.sys.atari.st
Date: 2004-11-22 23:03:09 UTC
From: anoneds@netscape.net
Message-ID: <8c160850.0411221503.78cbbcc7@posting.google.com>
Source record: 15966
Cross-posted to: comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

```
Reflexion <ventruejusticar@hotmail.com> wrote in message
news:<opshvb8fq7vnm8ng@news.tiscali.no>...
> > Do you have a classic gaming website? Would you like to move up higher
> > on a Google or Yahoo search? Add your website to your Links page!
> > Simple to do, just fill out the simple form and submit your link. I
> > will review it to make sure it fits in at 8-Bit Classics. If it does,
> > your link should be approved soon. On the form it does mention the
> > requirement for cross linking 8bitclassics.com on your page someplace.
> > This isn't a requirement, just something that would be appreciated :)
> > Just fill in your normal URL if you won't be cross linking with 8-Bit
> > Classics.
>
> Uh.. Strictly speaking, neither the Amiga nor ST are 8-bit machines...
>
> Reffy

And neither is the TI...
```

5972. Re: Add your classic gaming or classic computer site to 8bitclassics.com Links!

Newsgroup: comp.sys.atari.st
Date: 2004-11-22 23:32:39 UTC
From: 8-Bit Classics <nospam@8bitclassics.com>
Message-ID: <int4q0hgl2ueqlp7g6jhm5b6jh6tt25806@4ax.com>
Source record: 15967
Cross-posted to: comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

Sorry, it is a name of my site, doesn't mean that is only what I
offer.

Corey

On 22 Nov 2004 15:03:09 -0800, anoneds@netscape.net (Ben Yates) wrote:

>Reflexion <ventruejusticar@hotmail.com> wrote in message
news:<opshvb8fq7vnm8ng@news.tiscali.no>...
>> > Do you have a classic gaming website? Would you like to move up higher
>> > on a Google or Yahoo search? Add your website to your Links page!
>> > Simple to do, just fill out the simple form and submit your link. I
>> > will review it to make sure it fits in at 8-Bit Classics. If it does,
>> > your link should be approved soon. On the form it does mention the
>> > requirement for cross linking 8bitclassics.com on your page someplace.
>> > This isn't a requirement, just something that would be appreciated :)
>> > Just fill in your normal URL if you won't be cross linking with 8-Bit
>> > Classics.
>>
>> Uh.. Strictly speaking, neither the Amiga nor ST are 8-bit machines...
>>
>> Reffy
>
>And neither is the TI...

5973. Re: Buying software in United States

Newsgroup: comp.sys.atari.st
Date: 2004-11-23 00:43:46 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.23.00.43.45.371848@nosspamatari-source.com>
Source record: 15968

On Mon, 22 Nov 2004 12:23:41 -0800, Galen wrote:

> dylansob@earthlink.net (DylanSOB) wrote in message
news:<b167a55.0411201842.1b44afcf@posting.google.com>...
>> Does anyone know a software dealer in the USA? I'm looking for
>> HDdriver and Extendos gold.
>>
> An older version of HDDriver is available from Best Electronics in
> California. The latest version needs to be ordered from Europe, but
> that isn't too hard if you have a Visa card.
>

I sent cash directly to the author. Worked out well and I think it was a
little bit cheaper, but German manual only. No big deal if you know what
you're doing. Usenet people will help you too.

> Extendos Gold is provided by Anodyne Software, a Canadian company.
>
> Galen

I've ordered from Roger before. I believe he runs the North American
portion of Europe-shareware.org. I purchased a number of titles and sent
him the money. Very easy. Some day I'll upgrade my ancient version of
extendos so I can use it again ;-)

Thanks,
Mark
http://portal.atari-source.com

5974. Re: Change Clock chip in Falcon?

Newsgroup: comp.sys.atari.st
Date: 2004-11-23 00:47:26 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.23.00.47.26.748410@nosspamatari-source.com>
Source record: 15969
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Fri, 19 Nov 2004 19:39:22 -0800, Tim wrote:
>
> Yes I would also like to desolder the old chip and install a nice socket. I
> think I will try to cut all the legs first and then unsolder each one, one
> by one.
>
> Thanks
> Tim

Just be careful and use a good iron. Falcon boards are too rare to be
broken in soldering accidents. :)

Mark
http://portal.atari-source.com

5975. CDwriter problems...

Newsgroup: comp.sys.atari.st
Date: 2004-11-23 09:55:06 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1101207416-118008AEicMi@xs4all.nl>
Source record: 15970

Since a couple of days i connected a LaCie CDwriter to my TT. At first it all seems to work: the writer was recognized by HDDriver and i could use CDPro to make a few burns. But then after a restart the next morning it was all 'gone': the writer was not recognized anymore and CDPro did not work any longer.

Same thing happened with my Pioneer CDplayer who used to work in previous times.

Does somebody know what goes wrong? Has it got something to do with a program that changes the order of the proggies in the autofolder? Or should i have reinstalled HDDriver after connecting the writer? (Due to a move of studios i am not able to quickly find my manual of HDDriver)

Has somebody similar problems? I made two backups and the alst one during the night and this one froze. What might cause that?

When i turn my TT on now i get the nessage that 'drive c may be damaged' and after disconecting the writer this message is gone; so i guess it has to do with the termination?

i hope that someone can give me a hand here because making CD backups is very necessary for me because i still work on a daily basis with the TT....

Thanks,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

5976. Re: The ATARI ST is DEAD ! ! ! ! ! ! ! ! !

Newsgroup: comp.sys.atari.st
Date: 2004-11-23 11:33:16 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0411230333.1b34297a@posting.google.com>
Source record: 15971
Cross-posted to: comp.sys.atari.st,can.sun-stroke

>
> why? If there's an OS that's being held together with spit, bailing
> wire and bubble gum, it's Windows. With security leaks and holes big
> enough to fly Red Dwarf through it.
>
> and speaking of Red Dwarf, are you in any way related to one Arnold
> J. Rimmer? :)

I wasn't aware that the budget for windows development extended to
Bubblegum, I thought they had blown the lot on pretty icons and title
bars, which obviously give a huge gain in productivity compared to
say, ensuring system stability :)

5977. Re: Add your classic gaming or classic computer site to 8bitclassics.com Links!

Newsgroup: comp.sys.atari.st
Date: 2004-11-23 13:32:31 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0411230532.7fe8b284@posting.google.com>
Source record: 15972
Cross-posted to: comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

8-Bit Classics <nospam@8bitclassics.com> wrote in message
news:<int4q0hgl2ueqlp7g6jhm5b6jh6tt25806@4ax.com>...
> Sorry, it is a name of my site, doesn't mean that is only what I
> offer.
>
> Corey
>

I guess www.anybitwidthclassics.com was gone then?

Coda

5978. Re: Why you should use MiNTnet/Magxnet

Newsgroup: comp.sys.atari.st
Date: 2004-11-23 13:45:30 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0411230545.35ed4fe6@posting.google.com>
Source record: 15973

SWE/YesCREW <jvalant@atari.org> wrote in message
news:<Pine.MNT.4.31.0411221536560.100-100000@TheFish>...
> On 20 Nov 2004, smeg wrote:
>
> > > I understand the text config files can look a bit daunting, but if any
> > > Sting under MiNT users need help setting it up, ask here and I'll answer.

Janez, I didnt write this, Mark did. Please make sure that you quote
properly, its not so a big deal if I get mistaken for saying something
that Mark said (as he is not usually controversial), but imagine if it
had been Steve Sweet! :-)

Thanks.
Coda.

5979. Re: CDwriter problems...

Newsgroup: comp.sys.atari.st
Date: 2004-11-23 15:49:57 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <cnvm75oda1@reader1.panix.com>
Source record: 15974

Seems to be another marginal SCSI bus problem. How long are your
cables, did you change cable positions, and where is your
termination?

On my TT, the problem has always been termination. I should have
shorter cables, and will someday get around to that. So, in
my experience, cable length is not serious problem. But if all
your cables are 1 meter long, and you have a full or almost full bus,
it might be a problem.

I presume you use Extendos, which wants to run as the last auto
folder program, unless under MiNT 1.16.x, when it gets more
complicated. Has Extendos moved? In the wrong boot order, it may
load without errors, but do nothing.

Dirsort.prg seems to be the best program for sorting an
autofolder.

If the LaCie (I have a Yamaha> is the only thing on the bus,
you accidentally moved a termination switch, or need an external
active terminator, which can be had in the USA from cs-electronics
and from Black Box. Turn the LaCie around and look at its back
panel carefully. Wiggle the termination select switch, if it has
one. If it does not have one, note the connector style, and find
a .nl source of active terminators for that bus connector.

Or, you might have a lack of terminator power, and otherwise
good terminators. I just did that exercise on my TT bus. Modern
drives do not provide TERMPWR, so I provided for that with a
messy-looking jumper in one SCSI box. Where does your LaCie get
its TERMPWR according to its manual?

Jim

Raoul Teulings <rt@xs4all.nl> writes:

: Since a couple of days i connected a LaCie CDwriter to my TT. At
: first it all seems to work: the writer was recognized by HDDriver and
: i could use CDPro to make a few burns. But then after a restart the
: next morning it was all 'gone': the writer was not recognized anymore
: and CDPro did not work any longer.

: Same thing happened with my Pioneer CDplayer who used to work
: in previous times.

: Does somebody know what goes wrong? Has it got something to do
: with a program that changes the order of the proggies in the

: autofolder? Or should i have reinstalled HDDriver after connecting
: the writer? (Due to a move of studios i am not able to quickly find my
: manual of HDDriver)

: Has somebody similar problems? I made two backups and the alst
: one during the night and this one froze. What might cause that?

: When i turn my TT on now i get the nessage that 'drive c may be
: damaged' and after disconecting the writer this message is gone; so
: i guess it has to do with the termination?

: i hope that someone can give me a hand here because making CD
: backups is very necessary for me because i still work on a daily
: basis with the TT....

: Thanks,

: Raoul Teulings
: 3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

5980. Re: Why you should use MiNTnet/Magxnet

Newsgroup: comp.sys.atari.st
Date: 2004-11-23 17:20:50 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <JrJod.5957$F6.1287007@news.siol.net>
Source record: 15975

smeg wrote:

> SWE/YesCREW <jvalant@atari.org> wrote in message
> news:<Pine.MNT.4.31.0411221536560.100-100000@TheFish>...
>> On 20 Nov 2004, smeg wrote:
>>
>> > > I understand the text config files can look a bit daunting, but if
>> > > any Sting under MiNT users need help setting it up, ask here and I'll
>> > > answer.
>
> Janez, I didnt write this, Mark did. Please make sure that you quote
> properly, its not so a big deal if I get mistaken for saying something
> that Mark said (as he is not usually controversial), but imagine if it
> had been Steve Sweet! :-)

That was general reply to both (its easy to see double quotation) of you
and additional explanation to the subject. It wasn't meant as exact reply
to anyone.

Janez

5981. Re: My sister/Html

Newsgroup: comp.sys.atari.st
Date: 2004-11-23 19:41:27 UTC
From: Roland Mösl <founder@pege.org>
Message-ID: <41a39950$0$23548$91cee783@newsreader01.highway.telekom.at>
Source record: 15977

> I would appreciate practical help to persuade my young sister to use text
> in her email, rather than HTML. She will only communicate by voice phone
> because her support says she cannot use text email on Windows XP Pro (if
> that is the correct name of her system).
>
> Is this true? Can anyone inform me whether she can conform her email
> to produce true text format emails, please? And exactly how?
>
> What do I tell her -- "exactlty how", if possible-- please?

Change preferences at Outlock Express

I use nearly only text email

--
Roland Mi¿½sl - http://www.pege.org - http://notebook.pege.org
http://wds-internetwerbung.com Web Design startet an der Suchmaschine

5982. Re: The ATARI ST is DEAD ! ! ! ! ! ! ! ! !

Newsgroup: comp.sys.atari.st
Date: 2004-11-23 19:53:25 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.11.23.19.53.25.205173@darkforce.ky.org>
Source record: 15976
Cross-posted to: comp.sys.atari.st,can.sun-stroke

On Sat, 20 Nov 2004 00:34:52 +0000, chris wrote:

> The ST was little more than a PC with a 68K....FAT file system, warmed over
> CP/M68K, Gem.....urghh

and lots of heart and soul - something that most machines just don't have.

> Now what you needed was a REAL machine with a REAL OS.....

Pray tell, what would that be? :-)

5983. Re: The ATARI ST is DEAD ! ! ! ! ! ! ! ! !

Newsgroup: comp.sys.atari.st
Date: 2004-11-23 21:13:56 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00257a38@fmlynet.org>
Source record: 15983

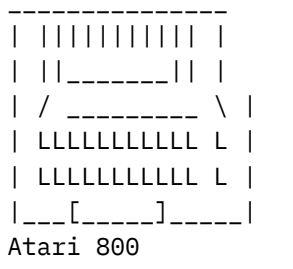
FamilyNet Newsgate

Speaking of computers with Soul... how about the SOL Terminal 20? Now
there is a computer with soul! :) (Computer made in 1977... one of the
first home computers.)

```
| \ / \
| | |
| | |
| / \ /
|/octor -lu
```

@>-->-----------------

Written on a....



(My favorite computer from 1979...)
> From: "Ronald J. Hall" <darklord@darkforce.ky.org>

> On Sat, 20 Nov 2004 00:34:52 +0000, chris wrote:

>> The ST was little more than a PC with a 68K....FAT file system, warmed over
>> CP/M68K, Gem.....urghh

> and lots of heart and soul - something that most machines just don't have.

>> Now what you needed was a REAL machine with a REAL OS.....

> Pray tell, what would that be? :-)

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5984. Re: My sister/Html

Newsgroup: comp.sys.atari.st
Date: 2004-11-24 00:22:43 UTC
From: cstanley@zetnet.co.uk
Message-ID: <41a3d451$0$2648$4c56ba96@master.news.zetnet.net>
Source record: 15978

On 20 Nov 2004 21:41:17 , gfa wrote:
>in article 419fef11$0$2648$4c56ba96@master.news.zetnet.net, Charles Stanley
>wrote on 11/20/04 8:27 PM:
>
>> I would appreciate practical help to persuade my young sister to use text
>> in her email, rather than HTML. She will only communicate by voice phone
>> because her support says she cannot use text email on Windows XP Pro (if
>> that is the correct name of her system).
>>
>> Is this true? Can anyone inform me whether she can conform her email
>> to produce true text format emails, please? And exactly how?
>>
>> What do I tell her -- "exactlty how", if possible-- please?
>
>Most of the m$ crap defaults to html.
>Depends on the mailer. I never seen one that only did html. lol
>In most mail apps, it's as simple as opening the preferences for the mailer,
>usually under 'Compose' -> 'Mail format' -> Plain text.

Thanks for that: I've emailed her and will see what she succeeds in doing.

Charles.

5985. Re: My sister/Html

Newsgroup: comp.sys.atari.st
Date: 2004-11-24 00:22:45 UTC
From: cstanley@zetnet.co.uk
Message-ID: <41a3d453$0$2648$4c56ba96@master.news.zetnet.net>
Source record: 15979

On 20 Nov 2004 21:41:17 , gfa wrote:
>in article 419fef11$0$2648$4c56ba96@master.news.zetnet.net, Charles Stanley
>wrote on 11/20/04 8:27 PM:
>
>> I would appreciate practical help to persuade my young sister to use text
>> in her email, rather than HTML. She will only communicate by voice phone
>> because her support says she cannot use text email on Windows XP Pro (if
>> that is the correct name of her system).
>>
>> Is this true? Can anyone inform me whether she can conform her email
>> to produce true text format emails, please? And exactly how?
>>
>> What do I tell her -- "exactlty how", if possible-- please?
>
>Most of the m$ crap defaults to html.
>Depends on the mailer. I never seen one that only did html. lol
>In most mail apps, it's as simple as opening the preferences for the mailer,
>usually under 'Compose' -> 'Mail format' -> Plain text.

Thanks for that, Lonny. I've emailed to her your advice and await her
reply.

Charles (hoping that this isn't a duplicate follow-up).

5986. Re: Add your classic gaming or classic computer site to 8bitclassics.com Links!

Newsgroup: comp.sys.atari.st
Date: 2004-11-24 00:25:27 UTC
From: 8-Bit Classics <nospam@8bitclassics.com>
Message-ID: <46l7q0dolth845qhjcpojeqrvcgr0ammtq@4ax.com>
Source record: 15980
Cross-posted to: comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

I don't know, I just don't think it has the same ring as
8bitclassics.com. But maybe next domain I start :)

On 23 Nov 2004 05:32:31 -0800, smeg_007@hotmail.com (smeg) wrote:

>8-Bit Classics <nospam@8bitclassics.com> wrote in message
news:<int4q0hgl2ueqlp7g6jhm5b6jh6tt25806@4ax.com>...
>> Sorry, it is a name of my site, doesn't mean that is only what I
>> offer.
>>
>> Corey
>>
>
>I guess www.anybitwidthclassics.com was gone then?
>
>Coda

5987. Re: CDwriter problems...

Newsgroup: comp.sys.atari.st
Date: 2004-11-24 01:39:32 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0411231739.7c72ca36@posting.google.com>
Source record: 15981

Raoul Teulings <rt@xs4all.nl> wrote in message news:<1101207416-118008AEicMi@xs4all.nl>...
> Since a couple of days i connected a LaCie CDwriter to my TT. At
> first it all seems to work: the writer was recognized by HDDriver and
> i could use CDPro to make a few burns. But then after a restart the
> next morning it was all 'gone': the writer was not recognized anymore
> and CDPro did not work any longer.

It's rather unusual for a drive to work fine one day and not the next.
Could the external CD's power supply be bad? I do hope you didn't
plug or unplug anything while the system was on! Did you move a
cable? SCSI cables often aren't fond of being moved for various
reasons.
>
> Has it got something to do with a program that changes the order of the
> proggies in the autofolder?

Well, autofolder order does matter. Did you change anything?

> Or should i have reinstalled HDDriver after connecting the writer?

This is generally not needed. Does HDDriver see the drive on the bus?

> Has somebody similar problems? I made two backups and the alst
> one during the night and this one froze. What might cause that?

Do you mean that the CD is recognized and that you can start writing
to it but then it freezes?

> When i turn my TT on now i get the nessage that 'drive c may be
> damaged' and after disconecting the writer this message is gone; so
> i guess it has to do with the termination?

It is very likely due to termination or some other hardware issue.

Please describe what is hooked to the SCSI port of your TT and in what
order.

Galen

5988. Looking for ESC key for Mega ST KB!

Newsgroup: comp.sys.atari.st
Date: 2004-11-24 01:59:15 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <10q7qo4iql1gq5e@corp.supernews.com>
Source record: 15982
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Anyone have one they could spare?

I am in the USA.

Thanks,
Tim

5989. 56k Modems

Newsgroup: comp.sys.atari.st
Date: 2004-11-24 10:49:21 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0411240249.b53f0a@posting.google.com>
Source record: 15986

I want to connect a new external 56k modem to a TT. Are there any paticular ones that work well, or ones to avoid? I'm looking at the Dynamode 56k external modem which uses the Conexant chipset and seeems to be as standard as you can get. If anyone has any stories connected with this one please let me know!

Also is it possible to use a 56k modem on a normal STe with the slow serial port (at lower speed obviously), or will it just refuse to work at all?

5990. Re: Why you should use MiNTnet/Magxnet

Newsgroup: comp.sys.atari.st
Date: 2004-11-24 11:05:43 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0411240305.54ac778b@posting.google.com>
Source record: 15987

```
Janez Valant <swe@atari.org> wrote in message
news:<JrJod.5957$F6.1287007@news.siol.net>...
> smeg wrote:
>
> > SWE/YesCREW <jvalant@atari.org> wrote in message
> > news:<Pine.MNT.4.31.0411221536560.100-100000@TheFish>...
> >> On 20 Nov 2004, smeg wrote:
> >>
> >> > > I understand the text config files can look a bit daunting, but if
> >> > > any Sting under MiNT users need help setting it up, ask here and I'll
> >> > > answer.
> >
> > Janez, I didnt write this, Mark did. Please make sure that you quote
> > properly, its not so a big deal if I get mistaken for saying something
> > that Mark said (as he is not usually controversial), but imagine if it
> > had been Steve Sweet! :-)
>
> That was general reply to both (its easy to see double quotation) of you
> and additional explanation to the subject. It wasn't meant as exact reply
> to anyone.

I understand that, but it has caused problems before, so please dont do it.

Coda.
```

5991. Re: Why you should use MiNTnet/Magxnet

Newsgroup: comp.sys.atari.st
Date: 2004-11-24 11:07:14 UTC
From: Mark D <mducksub@notspamatari-source.com>
Message-ID: <pan.2004.11.24.11.07.13.266074@notspamatari-source.com>
Source record: 15984

On Wed, 24 Nov 2004 03:05:43 -0800, smeg wrote:

> Janez Valant <swe@atari.org> wrote in message
news:<JrJod.5957$F6.1287007@news.siol.net>...
>> smeg wrote:
>>
>> > SWE/YesCREW <jvalant@atari.org> wrote in message
>> > news:<Pine.MNT.4.31.0411221536560.100-100000@TheFish>...
>> >> On 20 Nov 2004, smeg wrote:
>> >>
>> >> > > I understand the text config files can look a bit daunting, but if
>> >> > > any Sting under MiNT users need help setting it up, ask here and I'll
>> >> > > answer.
>> >>
>> > Janez, I didnt write this, Mark did. Please make sure that you quote
>> > properly, its not so a big deal if I get mistaken for saying something
>> > that Mark said (as he is not usually controversial), but imagine if it
>> > had been Steve Sweet! :-)
>>
>> That was general reply to both (its easy to see double quotation) of you
>> and additional explanation to the subject. It wasn't meant as exact reply
>> to anyone.
>
> I understand that, but it has caused problems before, so please dont do it.
>

But everyone does this. It's how news readers work and it's how
conversations stay in context?

Thanks,
Mark

5992. Re: CDwriter problems...

Newsgroup: comp.sys.atari.st
Date: 2004-11-24 11:12:05 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0411240312.1d600281@posting.google.com>
Source record: 15985

Raoul,

My TT acts very strangely in this respect too. I took the Termination resistors out of the motherboard and connected a JAZ drive, and a CD drive (in that order) to the external scsi socket. Termination of JAZ was OFF, and Termination of CD drive was ON. When booting the system, the hard drive would not be found most of the time. When it did boot, it screwed the partition up and I had to re-install everything.

What I had to do in the end was turn on the Termination on the JAZ drive which is in the middle (I know, its not correct), and then the hard drive booted and the CD was found also. I checked the disks often and theres no problem. I think what it needs as a permanent measure is an active terminator after the CD drive.

Coda.

5993. Re: CDwriter problems...

Newsgroup: comp.sys.atari.st
Date: 2004-11-24 12:18:22 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0411241311130.713@feanor.schunter.etc.tu-bs.de>
Source record: 15988

Hi, Coda!

In the TT usually the resistor networks in the main board socket are the only terminators on the SCSI-bus. The internal HD usually is not terminated. So when you plug external SCSI components to the bus you should remove the resistor networks from the TT board, turn on the internal HD's termination (by jumper or by putting in the appropriate resistor networks), ensure that the TermPWR on the SCSI bus is driven (the TT does not do this by default) and then terminate the outermost external component.

In your case it might be that the JAZ is close enough on the bus to your HD so that its termination can do a similar job as the TT's internal termination - damp reflections to an acceptable level although the internal HD is not terminated.

Regards,

Alexander

5994. Re: CDwriter problems...

Newsgroup: comp.sys.atari.st
Date: 2004-11-24 14:02:27 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <co249jiir1@reader1.panix.com>
Source record: 15989

I differ, and not just for the purpose of differing. First, both ends
of the bus need to be terminated, so there is no reason to unplug
the TT terminator packs. The TT cannot provide TERMPWR because it
has a 25-pin connector, and TERMPWR is on pin 26 of a 50-pin connector.
There can be no connection at the TT end of that cable. Something
external has to provide TERMPWR.

On why the bus with the JAZ drive on it works, I agree, for the purpose
of agreeing. Iomega stuff seems to have good terminators, and uncertain
termination selection switches. My ZIP has an external active terminator,
hanging on the end of a 25-pin to C-50 adapter.

Jim

Alexander Beuscher <a.beuscher@tu-bs.de> writes:

: Hi, Coda!

: In the TT usually the resistor networks in the main board socket are the
: only terminators on the SCSI-bus. The internal HD usually is not
: terminated. So when you plug external SCSI components to the bus you
: should remove the resistor networks from the TT board, turn on the
: internal HD's termination (by jumper or by putting in the appropriate
: resistor networks), ensure that the TermPWR on the SCSI bus is driven (the
: TT does not do this by default) and then terminate the outermost external
: component.

: In your case it might be that the JAZ is close enough on the bus to your
: HD so that its termination can do a similar job as the TT's internal
: termination - damp reflections to an acceptable level although the
: internal HD is not terminated.

: Regards,

: Alexander

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

5995. Re: 56k Modems

Newsgroup: comp.sys.atari.st
Date: 2004-11-24 14:12:03 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <co24rjiir2@reader1.panix.com>
Source record: 15990

They all work. A modem is a modem, but I prefer, for better manual
and nicer front panel layout (no accounting for taste) Supra, now
gone.

I have a Supra 56K modem. It and an ST or STE went with me to a
motel room when working contract jobs away from home, and went
home to my TT on weekends. Now I have a local job, and it stays
on my TT.

I am told that if you do not move the mouse, you can set a ST
to work with Modem 1 as fast as a TT at Serial 2.

Jim

Dark Willow <dark_willow1981@lycos.com> writes:

: I want to connect a new external 56k modem to a TT. Are there any
: paticular ones that work well, or ones to avoid? I'm looking at the
: Dynamode 56k external modem which uses the Conexant chipset and seeems
: to be as standard as you can get. If anyone has any stories connected
: with this one please let me know!

: Also is it possible to use a 56k modem on a normal STe with the slow
: serial port (at lower speed obviously), or will it just refuse to work
: at all?

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

5996. Re: Why you should use MiNTnet/Magxnet

Newsgroup: comp.sys.atari.st
Date: 2004-11-24 14:29:25 UTC
From: SWE/YesCREW <jvalant@atari.org>
Message-ID: <Pine.MNT.4.31.0411241524300.104-100000@TheFish>
Source record: 15991

On Wed, 24 Nov 2004, Mark D wrote:

> > I understand that, but it has caused problems before, so please dont do it.
> >
>
> But everyone does this. It's how news readers work and it's how
> conversations stay in context?

Hi,

Well i just think that it is more readable for other (not the readers involved in debate) as if i would make 2 or even more replies directly to authors, or open new thread. So just take 2-3 quotations and add remarks. If i would mean direct reply, i would surely use proper message. It is public group, replying to more people would fragment the thread a lot imho....

Janez

5997. Re: Add your classic gaming or classic computer site to 8bitclassics.com Links!

Newsgroup: comp.sys.atari.st
Date: 2004-11-24 14:51:01 UTC
From: Reflexion <ventruejusticar@hotmail.com>
Message-ID: <opshy4vb0bvnm8ng@news.tiscali.no>
Source record: 15992
Cross-posted to: comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

On Tue, 23 Nov 2004 18:25:27 -0600, 8-Bit Classics
<nospam@8bitclassics.com> wrote:

> I don't know, I just don't think it has the same ring as
> 8bitclassics.com. But maybe next domain I start :)

May I suggest computerclassics.com, classiccomputers.com, or something
similar instead? :)

Reff
--
Using M2, Opera's revolutionary e-mail client: http://www.opera.com/m2/

5998. Re: Add your classic gaming or classic computer site to 8bitclassics.com Links!

Newsgroup: comp.sys.atari.st
Date: 2004-11-24 14:52:19 UTC
From: Sean Fahey <a2fan@hotmail.com>
Message-ID: <De1pd.36750$Al3.28844@newssvr30.news.prodigy.com>
Source record: 15993
Cross-posted to: comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

"Reflexion" <ventruejusticar@hotmail.com> wrote in message
news:opshy4vb0bvnm8ng@news.tiscali.no...

> May I suggest computerclassics.com, classiccomputers.com, or something
> similar instead? :)

You could, but both of those domains are in use. };)

5999. Re: Add your classic gaming or classic computer site to 8bitclassics.com Links!

Newsgroup: comp.sys.atari.st
Date: 2004-11-24 14:59:43 UTC
From: Reflexion <ventruejusticar@hotmail.com>
Message-ID: <opshy49temvnm8ng@news.tiscali.no>
Source record: 15995
Cross-posted to: comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

On Wed, 24 Nov 2004 14:52:19 GMT, Sean Fahey <a2fan@hotmail.com> wrote:

>> May I suggest computerclassics.com, classiccomputers.com, or something
>> similar instead? :)
> You could, but both of those domains are in use. };)

Oh well, Mr. Nitpicker - classiccomputers.org then! ;-)

Reff
--
Using M2, Opera's revolutionary e-mail client: http://www.opera.com/m2/

6000. Re: Add your classic gaming or classic computer site to 8bitclassics.com Links!

Newsgroup: comp.sys.atari.st
Date: 2004-11-24 15:30:08 UTC
From: Sean Fahey <a2fan@hotmail.com>
Message-ID: <4O1pd.23989$fC4.14260@newssvr11.news.prodigy.com>
Source record: 15996
Cross-posted to: comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

"Reflexion" <ventruejusticar@hotmail.com> wrote in message
news:opshy49temvnm8ng@news.tiscali.no...
> On Wed, 24 Nov 2004 14:52:19 GMT, Sean Fahey <a2fan@hotmail.com> wrote:
>
> >> May I suggest computerclassics.com, classiccomputers.com, or something
> >> similar instead? :)
> > You could, but both of those domains are in use. };)
>
> Oh well, Mr. Nitpicker - classiccomputers.org then! ;-)

Thanks for keeping the sense of humor there. Much appreciated!

6001. Re: Why you should use MiNTnet/Magxnet

Newsgroup: comp.sys.atari.st
Date: 2004-11-24 15:31:38 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0411240731.41d2cd99@posting.google.com>
Source record: 15994

Mark D <mducksub@notspamatari-source.com> wrote in message
news:<pan.2004.11.24.11.07.13.266074@notspamatari-source.com>...

> But everyone does this. It's how news readers work and it's how
> conversations stay in context?
>
> Thanks,
> Mark

Everyone does what, misquotes? Im asking him not to misquote thats
all, else context is lost after a few replies...

Coda.

6002. Re: 56k Modems

Newsgroup: comp.sys.atari.st
Date: 2004-11-24 16:05:43 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-D3A4C6.16061424112004@newsfe6-win.server.ntli.net>
Source record: 15997

In article <168c84f1.0411240249.b53f0a@posting.google.com>,
dark_willow1981@lycos.com (Dark Willow) wrote:

> Also is it possible to use a 56k modem on a normal STe with the slow
> serial port (at lower speed obviously), or will it just refuse to work
> at all?

Most likely you will get no more than a 28000k connection, maybe a
little more than that if you have a good telephone line.

So no worries there, but you'll find that actual _data_ throughput will
be the limiting factor - so make sure that you have HSModem installed to
optimise this.

--

Derryck

/ DDP Translations /
/ http://ddp.atari.org /

6003. Re: Why you should use MiNTnet/Magxnet

Newsgroup: comp.sys.atari.st
Date: 2004-11-24 17:35:26 UTC
From: SWE/YesCREW <jvalant@atari.org>
Message-ID: <Pine.MNT.4.31.0411241830510.148-100000@TheFish>
Source record: 15998

On 24 Nov 2004, smeg wrote:

> Everyone does what, misquotes? Im asking him not to misquote thats
> all, else context is lost after a few replies...

Gee, there are worse things in the world as supposedly misqoting. Don't wory i wont misquote again. No use to reply or anything if ppl are reacting on such things. I do not wish to add anything to debate, if ill trigger such response with such banal reason. And last but not least: what all this has to do with subject anyway? U are right, context is lost.

signing off, Janez

6004. Re: 56k Modems

Newsgroup: comp.sys.atari.st
Date: 2004-11-24 18:33:51 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0411241033.252b673@posting.google.com>
Source record: 15899

Jim DeClercq <jimd@panix3.panix.com> wrote in message
news:<co24rjiir2@reader1.panix.com>...
> They all work. A modem is a modem, but I prefer, for better manual
> and nicer front panel layout (no accounting for taste) Supra, now
> gone.
>
> I have a Supra 56K modem. It and an ST or STE went with me to a
> motel room when working contract jobs away from home, and went
> home to my TT on weekends. Now I have a local job, and it stays
> on my TT.
>
> I am told that if you do not move the mouse, you can set a ST
> to work with Modem 1 as fast as a TT at Serial 2.
>
> Jim
>

Thanks for the info.. for classic look though, just has to be US
Robotics. Reminds me of my high school days:)

6005. Re: 56k Modems

Newsgroup: comp.sys.atari.st
Date: 2004-11-24 19:16:55 UTC
From: David Bolt <blacklist-me@davjam.org>
Message-ID: <qw351eZn4NpBFwhv@my-ste.davjam.org>
Source record: 15904

On Wed, 24 Nov 2004, Dark Willow <dark_willow1981@lycos.com> wrote:-

>I want to connect a new external 56k modem to a TT. Are there any
>paticular ones that work well, or ones to avoid? I'm looking at the
>Dynamode 56k external modem which uses the Conexant chipset and seeems
>to be as standard as you can get. If anyone has any stories connected
>with this one please let me know!
>
>Also is it possible to use a 56k modem on a normal STe with the slow
>serial port (at lower speed obviously), or will it just refuse to work
>at all?

As long as you're using a patch for the buggy serial port routines,
e.g.. HSModem, it should work fine. You'll only get 19200bps on the STE
though without a hardware modification, and you'll may see no difference
in actual transfer rates between the 56k modem and a 14.4k modem.

There is a modification to the ST/STE that can speed it up to
38400bps[0] although, to see a real improvement, you'll want to either
replace the processor with a faster processor upgrade or to replace TOS
with Magic.

With just the serial port modification, and using plain TOS, STiK/STing
will drop a very small amount of incoming data, which will then require
retransmission, slowing the transfer rates down a touch. While this
won't, or at least shouldn't, slow the speed down below 19200bps, you
won't see the full 38400bps. By adding Magic, the 38400bps rate is fully
stable, there should be no dropped data and, you should see a transfer
rate of between 3.5 and 3.8kbytes/s.

[0] 57600bps is also possible[1], but a stock STE with Magic may lose
the occasional bit of data[2]. A faster processor is certainly required
if you're hoping to be able to use STiK/STing. An 8MHz STE is too slow

[1] And about the highest you could get without doing some major
hardware modifications.

[2] Experienced many years ago, while using BBSs. Sometimes a character
would be dropped which would corrupt the menu screens but, as long as I
used GSZRZ, which was configured to turn off the mouse during file
transfers, things were fine.

Regards,
David Bolt

--
Member of Team Acorn checking nodes at 63 Mnodes/s: http://www.distributed.net/

AMD 1800 1Gb WinXP/SuSE 9.2 | AMD 2400 160Mb SuSE 8.1 | AMD 2400 256Mb SuSE 9.0
AMD 1300 512Mb SuSE 9.0 | Falcon 14Mb TOS 4.02 | STE 4Mb TOS 1.62
RPC600 129Mb RISCOS 3.6 | A3010 4Mb RISCOS 3.11 | A4000 4Mb RISCOS 3.11

6006. Re: CDwriter problems...

Newsgroup: comp.sys.atari.st
Date: 2004-11-24 19:19:28 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <41a4debf$0$25150$8fcfb975@news.wanadoo.fr>
Source record: 15900

Raoul Teulings a ï¿½crit :
>
> Since a couple of days i connected a LaCie CDwriter to my TT. At
> first it all seems to work: the writer was recognized by HDDriver and
> i could use CDPro to make a few burns. But then after a restart the
> next morning it was all 'gone': the writer was not recognized anymore
> and CDPro did not work any longer.
>
> Same thing happened with my Pioneer CDplayer who used to work
> in previous times.
>
Hello Raoul,

Unplug the TT's internal resistors, ensure that the internal HDD as
well as the last external device provide termpower and is correctly
terminated.
On my TT, Extendos isn't the last autoprog, and it works fine.
In HD-Driver, ensure that :
- Settings / SCSI-Driver / Atari SCSI
SCSI-Reset on error, SCSI-Reset at boot and SCSI Processor device
are checked
- Settings / Bootparameter / SCSI-ID is correctly set (usually 7)
- the units are correctly recognized and configure, and use Autoconfig
in the Tools menu to avoid problems, even if you already manually set
your devices' IDs... you'd be surprised!
And, I almost forgot : *never* use active terminators : HD-Driver seems
not to like them on the internal HD on both my TT and a friend's one!

Good luck,

J.-Luc

"From" is invalid. In order to answear directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

6007. Re: CDwriter problems...

Newsgroup: comp.sys.atari.st
Date: 2004-11-24 20:14:56 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0411241214.383b9538@posting.google.com>
Source record: 15905

Jim DeClercq <jimd@panix3.panix.com> wrote in message
news:<co249jiir1@reader1.panix.com>...
> I differ, and not just for the purpose of differing. First, both ends
> of the bus need to be terminated, so there is no reason to unplug
> the TT terminator packs.

This is not entirely true. While it IS true that both ends of the bus
need to be terminated, the TT is wired as follows:

Internal harddisk -- the host adapter -- internal terminators --
external connector.

Thus the internal harddisk should ALWAYS be terminated on a TT and the
internal terminators should ONLY exist if you have nothing externally
connected.
(Note that most PC and Macintosh computers are wired differently.)

> The TT cannot provide TERMPWR because it has a 25-pin connector, and TERMPWR
> is on pin 26 of a 50-pin connector. There can be no connection at the TT
> end of that cable. Something external has to provide TERMPWR.

This is mostly true. The TT does not provide TERMPWR. (Some Macs do,
on pin 25 of their 25 pin connector). Therefore, any external drives
must be set to provide TERMPWR and MUST BE ON WHENEVER THE TT IS ON!

> On why the bus with the JAZ drive on it works, I agree, for the purpose
> of agreeing. Iomega stuff seems to have good terminators, and uncertain
> termination selection switches. My ZIP has an external active terminator,
> hanging on the end of a 25-pin to C-50 adapter.

I also agree. I have seen working SCSI busses completely out of
compliance with the "terminate both ends" rule. For instance, my own
Falcon required a "pass-through" terminator in addition to the
terminator on my scanner before it was stable. I have no idea why.

Galen

6008. Re: 56k Modems

Newsgroup: comp.sys.atari.st
Date: 2004-11-24 20:22:28 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0411241222.348a3d0d@posting.google.com>
Source record: 15903

dark_willow1981@lycos.com (Dark Willow) wrote in message
news:<168c84f1.0411240249.b53f0a@posting.google.com>...
> I want to connect a new external 56k modem to a TT. Are there any
> paticular ones that work well, or ones to avoid? I'm looking at the
> Dynamode 56k external modem which uses the Conexant chipset and seeems
> to be as standard as you can get. If anyone has any stories connected
> with this one please let me know!

Avoid winmodems, of course. I've been able to get several modems
working with never a problem. Personally, I think that a physical
power switch is essential (helps with lockups) and the more lights the
better (helps with troubleshooting).

>
> Also is it possible to use a 56k modem on a normal STe with the slow
> serial port (at lower speed obviously), or will it just refuse to work
> at all?

The handshaking protocol of a modem has it attempt successively slower
speeds until a connection is made. As long as you configure your
modem correctly, it should work fine.

Galen

6009. Re: Why you should use MiNTnet/Magxnet

Newsgroup: comp.sys.atari.st
Date: 2004-11-24 20:29:17 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0411241229.7a57bb1c@posting.google.com>
Source record: 15902

Mark D <mducksub@notspamatari-source.com> wrote in message
news:<pan.2004.11.24.11.07.13.266074@notspamatari-source.com>...

> But everyone does this. It's how news readers work and it's how
> conversations stay in context?

<BEGIN QUOTE>
On 20 Nov 2004, smeg wrote:

> > I understand the text config files can look a bit daunting, but if any
> > Sting under MiNT users need help setting it up, ask here and I'll answer.
<END QUOTE>

I think the confusion is the first line which was probably inserted
automatically by whatever software program was being used. It gives
the impression that "smeg" wrote the two lines that follow even though
the double ">" marks note a reply to a reply. I've run afoul of this
myself, so I understand smeg's sensitivity on this subject.

Galen

6010. Is there special Midi Cables for ST

Newsgroup: comp.sys.atari.st
Date: 2004-11-24 21:34:44 UTC
From: atarikid <atarikid@cox.net>
Message-ID: <5jv9q055goviigelmk0699hlemu2mekm3r@4ax.com>
Source record: 15901

I read in the Pro24 Manual that Atari incorporated Midi Thru in the
Midi Out port of the STs. It also says that some Midi cables will
short these extra pins and it won't work.

Question: Do I need a special Midi cable for the Midi Out on my Mega?

Thanks,
B

6011. LAN Ports on ATARIs

Newsgroup: comp.sys.atari.st
Date: 2004-11-25 01:02:23 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <L9apd.42839$jE2.41884@bignews4.bellsouth.net>
Source record: 15906

I've a few questions on the under-used Atari LAN ports on the MegaSTE,
TT, and Falcon.

To the best of my knowledge, STing is about the only package that has
support for Atari LAN. If I am wrong do correct me.

1. Are the LAN ports on each machine, the same?

If any are different, In what way are they different?

2. What do I need to use the LAN port of any one of these with a modem
for connecting to a BBS or NET?

3. What do I need to use the LAN port of any 2 machines to connect
together to access files and etc from one another over
the LAN ports?

4. Does HSModem include patches for the Atari LAN ports?

5. Can one have 2 Falcons connected together with the LAN ports
transferring a file over the ports and Dial out on each
Falcon Modem port to a BBS and or Net all at the same time? Or is LAN
port and Modem port on Falcon tied together in
such a way that only one can be used at a time?

6. Are there any FAQs or collection of info on the Atari LAN ports on
the Net somewhere?

7. Which was the first Atari that came out with a LAN port?

7a. Didn't anyone use the first Atari LAN port for connecting 2 similar
Ataris together or for Modem use or something?

7b. I don't understand why the lack of use of this port.

8. Didn't Atari create any software for the LAN port or was it suppose
to have been plug and play?

9. I have APPLE type LAN cables for modems, and for connecting LAN port
to LAN port and a few other things.
Should these be PIN compatible for Atari LAN or do I need to change a
wire(s).

I know I've asked alot of questions on Atari LAN, but for as long as
I've been using Ataris, I've not seen much info
on the subject. If the ports are good, One would think there would be
more support for them.

Any help is appreciated,

phantomm@bellsouth.net

6012. KeyBoard compatibility

Newsgroup: comp.sys.atari.st
Date: 2004-11-25 01:20:09 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <oqapd.42847$jE2.34979@bignews4.bellsouth.net>
Source record: 15907

I have a keyboard here thats out of a 520/1040STE or maybe from an earlier 1040ST.
(Never had a 1040ST so I don't know if it is compatible with a 1040STE or not)

Do the keyboards for these 2 types of Ataris have the same type of Motherboard connector?

Reason I ask is the keyboard I have looks like it has the same type of motherboard connector as a
stock Falcon does and is about the same size and shape. Only difference is the color of the keys are white.

Will this keyboard work in a stock Falcon without modification?

phantomm@bellsouth.net

6013. Re: LAN Ports on ATARIs

Newsgroup: comp.sys.atari.st
Date: 2004-11-25 02:18:12 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <Ehbpd.47553$K7.27129@news-server.bigpond.net.au>
Source record: 15908

Phantom wrote:
> I've a few questions on the under-used Atari LAN ports on the MegaSTE,
> TT, and Falcon.
>
> To the best of my knowledge, STing is about the only package that has
> support for Atari LAN. If I am wrong do correct me.
>
>
> 1. Are the LAN ports on each machine, the same?

Yes
>
> If any are different, In what way are they different?
>
> 2. What do I need to use the LAN port of any one of these with a modem
> for connecting to a BBS or NET?

A RS-422 to RS-232 cable, is all you need.
>
> 3. What do I need to use the LAN port of any 2 machines to connect
> together to access files and etc from one another over
> the LAN ports?

There was a package sold years ago, called Lan-net or something. Apart
from that, nothing I am aware of.
>
> 4. Does HSModem include patches for the Atari LAN ports?

Yes

http://www.bygjohn.fsnet.co.uk/atari/texts/hsm_sett.html
>
> 5. Can one have 2 Falcons connected together with the LAN ports
> transferring a file over the ports and Dial out on each
> Falcon Modem port to a BBS and or Net all at the same time? Or is LAN
> port and Modem port on Falcon tied together in
> such a way that only one can be used at a time?

It would seem so,
http://sparemint.atariforge.net/mailinglist/Mailing-Lists/MiNT-List.200001/Pine.MNT.4.10.1
0001291534560.75-100000@rakas.text

watch the wrap.
port names on the machines:
==========

```
device name ST MegaSTE TT Falcon
-------------------------------------------------------------
modem1/ttyS1 MODEM MODEM1 MODEM1 (no connector)
modem2/ttyS2 - MODEM2 MODEM2 MODEM2
serial1/ttyS3 - - SERIAL1 -
serial2/ttyS4 - SERIAL2 SERIAL2 -
lan/ttyS4 - LAN LAN LAN
midi/ttyS5 Midi Midi Midi Midi

Modem1/Serial1 are always MFP ports, while Modem2/Serial2/LAN are
always SCC ports.

NOTE: Serial2 and LAN are mutually exclusive, on the MegaSTE and
TT; selecting Serial2 disables LAN and vice-versa, because
they both use SCC-A. Changing one bit on the sound chip
alters the selection to one connector or the other.

Here is the important bit.
>
>
> 6. Are there any FAQs or collection of info on the Atari LAN ports on
> the Net somewhere?

Not that I know of.
>
> 7. Which was the first Atari that came out with a LAN port?

TT, then MegaSTE, then Falcon030.
>
> 7a. Didn't anyone use the first Atari LAN port for connecting 2 similar
> Ataris together or for Modem use or something?

See 3.
>
> 7b. I don't understand why the lack of use of this port.

Neither do I ;-).
>
> 8. Didn't Atari create any software for the LAN port or was it suppose
> to have been plug and play?

No and no.
>
> 9. I have APPLE type LAN cables for modems, and for connecting LAN port
> to LAN port and a few other things.
> Should these be PIN compatible for Atari LAN or do I need to change a
> wire(s).

Yes it should be RS-422. Found this for you,

http://www.hinton.demon.co.uk/mac/mac_if.html#modem
>
> I know I've asked alot of questions on Atari LAN, but for as long as
> I've been using Ataris, I've not seen much info
```

> on the subject. If the ports are good, One would think there would be
> more support for them.

Bit slow, by todays standards, ethernet is a hell of a lot quicker.
Between my TT and second Falcon I use SCSI bus arbitration. Very quick.

Hope this helps.

Mark

6014. Re: KeyBoard compatibility

Newsgroup: comp.sys.atari.st
Date: 2004-11-25 02:30:52 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <wtbpd.47556$K7.41797@news-server.bigpond.net.au>
Source record: 15910

Phantom wrote:
> I have a keyboard here thats out of a 520/1040STE or maybe from an
> earlier 1040ST.
> (Never had a 1040ST so I don't know if it is compatible with a 1040STE
> or not)
>
> Do the keyboards for these 2 types of Ataris have the same type of
> Motherboard connector?

Generally yes.
>
> Reason I ask is the keyboard I have looks like it has the same type of
> motherboard connector as a
> stock Falcon does and is about the same size and shape. Only difference
> is the color of the keys are white.
>
> Will this keyboard work in a stock Falcon without modification?

I have one in my second Falcon and it works fine. Should be no problem.

Mark

6015. Re: C-Lab Falcon MK X Photos

Newsgroup: comp.sys.atari.st
Date: 2004-11-25 02:31:05 UTC
From: Julian Wolfe <fireflyst@earthlink.net>
Message-ID: <Jtbpd.770$Ua.258@newsread3.news.atl.earthlink.net>
Source record: 15909

WTF?!?!? I have one of those and those are NOT the specs on that
machine...what the hell did you do to it, and how can I get mine set up that
way? :)
"Hallvard Tangeraas" <inv@lid.email> wrote in message
news:41946c98$1@news.broadpark.no...
> Atari-Korps wrote:
>
> > Hi My c-LAB Falcon MK X has just landed...
> > it's late over here in the UK..... but i had to take some photos....
sorry
> > about the quality..better ones to come..
>
> Looking good! But how about a photo of the whole machine from the
> outside as well?
>
>
> > check out my web site www.atari-korps.co.uk and select Falcon MK X
.....
> > let me know what you think........
>
> Nice, modern, clean design of your website!
> Several mixups though, like if I press the "Mega STe" link it says:
>
> Produced by C-LAB in 1995 this was the last commercial release
> of the Atari Falcon.
>
> You must have a different Mega STe from mine ;-)))
> The same goes with a lot of the other links ("Mega ST" to mention one).
>
> I see that you've got some references to C-Lab software/hardware.... how
> about adding my website to your list of links? The Notator/Creator SL
> user mailing list (http://www.notator.org)
> (you and everybody else are of course welcome to join!)
>
>
>
> --
> Hallvard

6016. Re: Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.st
Date: 2004-11-25 03:05:49 UTC
From: Julian Wolfe <fireflyst@earthlink.net>
Message-ID: <h_bpd.4$Z%5.3@newsread2.news.atl.earthlink.net>
Source record: 15911

Been tired of them for a long time.
What we need to do is set up an email automailer that sends Ben constant
messages of "bugger off" every 5 minutes.
"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:00230c55@fmlynet.org...
> FamilyNet Newsgate
>
> I have to concur. A good business all and all. I'm guessing
everyone is
> tired of the frequency of messages from him, right?
>
> Doc Clu
>
>
>
>
>
>
> > From: "Ronald J. Hall" <darklord@darkforce.ky.org>
>
> > On Fri, 05 Nov 2004 19:18:45 -0500, Mark D wrote:
>
> >>>> I was trying to point out that if people didn't post replies to Ben
I'd
> >>>> never know he was still there.
> >>>
> >>> If a few more people would bother with a show of hands he may even get
the
> >>> hint that he's not welcome and just plain quit!
> >>
> >> Now Steve, I think we all know that is never ever going to happen...
He
> >> just doesn't get it.
> >>
> >> Mark
>
> > Er...I know I've been gone for awhile, but just recently I bought some
> > stuff from Bravo Sierra Computers. The service was fast and what I
bought
> > arrived just as advertised.
>
> > Did I miss something, somewhere?
>
> > Thanks.

>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

6017. Re: how to change the default language on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 2004-11-25 03:35:37 UTC
From: Atari-Korps <news@atari-korps.com>
Message-ID: <co3ju9$q6f$1@sparta.btinternet.com>
Source record: 15912

found it !!

yes there is a small application called CONFIG.APP. it works a treat....
just loaded it onto my other Falcon too....

"Galen" <atarigalen@yahoo.com> wrote in message
news:4645be9.0411151137.17d0bba4@posting.google.com...
> "Atari-Korps" <news@atari-korps.com> wrote in message
news:<cn3l21$n2s$1@sparta.btinternet.com>...
> > Hi, can anyone tell me how to change the default language on a Falcon!
> > I understand this can be done quite easily, I am running TOS 4.04 which
is
> > supposed to be multi-lingual
> >
> > My control panel is in german! and i can't find the settings for
English!!!
>
> There are several utilities. BOOTCONF should do the job, and it may
> be found at the old Atari FTP site UMICH.
> (http://www.umich.edu/~archive/atari/Falcon/Utilities/bootconf.zip
> should be the direct address, but I haven't tested it myself.)
>
> There is also a NVRAM .CPX module available. I think it will also
> alter the language.
>
> Galen

6018. [ANN]Zview Beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-11-25 06:28:40 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <41a57b9d$0$7840$ba620e4c@news.skynet.be>
Source record: 15913

Hi,

New version of zview available.

First, I want to make a big thanks at Arnaud Bercegeay and Dominique
Bï¿½rï¿½ziat for their work on the gemlib, mem.ldg, libshare and windom.
GREAT WORK MEN !

So, what news it this version?

- zView goes to LGPL.
- TGA read plugin added(15, 16, 24, 32 bits normal and compressed).
- BMP read plugin added(1, 4, 8, 24 bits non compressed).
- JPG read plugin with DSP added. (move JPG.LDG from '/dsp'
to '/plugin/decoder' and install jpgd.prg in your auto folder).
- Option panel for the jpg encoder added... with this one, you can
set the image quality wanted, progressive and grayscale mode.
- The image viewer provides now a Info bar with basic information like
resolution, color bits and image type.
- Add delete function in the menu bar.
- MEM.LDG from dominique Bereziat is now used for memory allocation
(more safe for MagiC system).
- The dithering routine is now better for 8 and 4 bits resolution.
- Handle of multi-pages Image format; first step for the fax and PDF
reading.
- Menu "history" activated.
- the "jpe" image are now decoded with the JPG plugin.
- And a lot of bugs fixes!

This version is "normally" bugs free, if you meet one, please, send me a
little repport!

A last thing: Many thanks to all the persons who sent me a user repport
with the first version, thanks again !

http://the.zorro.free.fr/zview.html

A+
Zorro

6019. Re: Is there special Midi Cables for ST

Newsgroup: comp.sys.atari.st
Date: 2004-11-25 08:00:08 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <41a59109$1@news.broadpark.no>
Source record: 15914

atarikid wrote:
> I read in the Pro24 Manual that Atari incorporated Midi Thru in the
> Midi Out port of the STs. It also says that some Midi cables will
> short these extra pins and it won't work.
>
> Question: Do I need a special Midi cable for the Midi Out on my Mega?

No. Standard MIDI cables will do fine.
I don't have the pinout for the Atari ST MIDI connectors in front of me
right now, but from memory I believe the middle pin and the two pins
closest to it on each side are the standard MIDI pins (marked with a "*"
in my attempt to illustrate this:

```
*
* *
- -
```

While the "-" pins are unused.
From memory I believe that some manufacturers of MIDI cables short the
outermost pins with the pin next to it (for completely unknown reasons),
which would cause trouble with the ST as the unstandard thing it does is
use those (outermost) pins for a "thru" function.

So to conclude: be sure to get *standard* MIDI cables where there is no
shorting of pins. Impossible to see, but with a multimeter you should
easily be able to check this.

Correct me someone if I'm wrong with all the details.

--
Hallvard

6020. Re: CDwriter problems...

Newsgroup: comp.sys.atari.st
Date: 2004-11-25 14:37:18 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1101398660-614011AEicMi@xs4all.nl>
Source record: 15915

For those who offered me the help to solve my Cdwriter problems:
thanks to you all! finally i startde using shorter cables and now it
seems to work. i hope that's the final solution....

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 1 x Stacy, 1 x Stacy4, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx, 2 x SLM804, 1 x SLM 605.

6021. Re: Falcon or Mega STe accellerators!

Newsgroup: comp.sys.atari.st
Date: 2004-11-25 18:43:33 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <falcon060-AF5B21.13433325112004@news.isp.giganews.com>
Source record: 15916

In article <cnblah$8tc$1@titan.btinternet.com>,
"Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote:

> Hi Carey
>
> You aren't in the UK are you?.
>
> I have a PAK accelerated MegaSTE with a MV300 graphics card that isn't in
> use, do you have an understanding bank manager??
>
>
> > I also have a chance to get a MEGA STe. I noticed there are PAK030
> > upgrades on Mega
> > STe are these still available and if so where??? Which would be more
> > cost effective in upgrading??? Any Graphic Cards available for the MEGA
> > STe as well??

To anyone,
I was wondering if there are any accelerators with Fast Ram still
available anywhere. If there are NO accelerators about a Fast Ram
module, I had heard that the MAGNUM FAST RAM card for the Falcon is also
an option. I have found web pages that show how to speed up the falcons
own 030 processor so I may end up doing that with the bus speeder option
as well. If anyone has an accelerator that is not currently in use on
there falcon and they wish to get rid of it please e-mail me at the
following e-mail address:

falcon060<at> a d e l p h i a <dot> n e t

Please NOTE that any accelerator that you are not using MUST have FAST
ram. Reason, I have 512 megs on my CT60 and could not LIVE with just 14
megs of STRam. This is just going to be a backup computer that will be
used occasionally but even for occassional work I need more than 14 megs
of memory. 32 megs or higher would be low end for the FAST RAM part of
the accelerator. Also while I am thinking about it. Is there any web
pages out there that tell about all Falcon accelerators that were made???

Thanks in advance,
Carey Christenson

6022. check out www.tyko2000.com

Newsgroup: comp.sys.atari.st
Date: 2004-11-25 19:58:26 UTC
From: TYKO2000 <info@tyko2000.com>
Message-ID: <41a63961$0$32287$ba620dc5@nova.planet.nl>
Source record: 15917

```
plz check out www.tyko2000.com for online retro gaming in the future
- no porn
- no pop ups
- spyware
- no cookies

just a clean website
```

6023. Re: CDwriter problems...

Newsgroup: comp.sys.atari.st
Date: 2004-11-25 20:58:50 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <co5h2alcn1@reader1.panix.com>
Source record: 15918

The underlying idea is pullups wherever they seem to be needed.

My experience is that the resistor packs stay, and the internal drive is terminated with its own terminators.

That is working right now, with a scsi bus that has one opening left. But what do you do with an internal drive of the latest type, with an appropriate adapter that provided neither terminators or termination power? Or, for that matter, an external drive that provides neither terminators or term power?

I think we are picking nits. Pin 25 TERMPWR needs a way to get to pin 26 of a cable. Special and custom cable required.

Following mindless rules is not important. Making a bus work is important, and that sometimes mean pullups in odd places, or allows pullups in odd places, or even requires pullups in odd places. Drives do have capacitance problems, particularly Seagate drives, and may need extra pullup current. It is probably better to think in terms of pullup voltage where is is useful than in terms of termination. Nothing terminates.

While your take on the internal arrangement of a TT is correct, I have yet to hear of a TT that had a SCSI bus which did not work because the passive resistor banks were missing. I leave them there, if only because I would probably misplace them otherwise.

Jim

Galen <atarigalen@yahoo.com> writes:

: Jim DeClercq <jimd@panix3.panix.com> wrote in message news:<co249jiir1@reader1.panix.com>... : > I differ, and not just for the purpose of differing. First, both ends : > of the bus need to be terminated, so there is no reason to unplug : > the TT terminator packs.

: This is not entirely true. While it IS true that both ends of the bus
: need to be terminated, the TT is wired as follows:

: Internal harddisk -- the host adapter -- internal terminators --
: external connector.

: Thus the internal harddisk should ALWAYS be terminated on a TT and the
: internal terminators should ONLY exist if you have nothing externally
: connected.
: (Note that most PC and Macintosh computers are wired differently.)

: > The TT cannot provide TERMPWR because it has a 25-pin connector, and
TERMPWR : > is on pin 26 of a 50-pin connector. There can be no
connection at the TT : > end of that cable. Something external has to
provide TERMPWR.

: This is mostly true. The TT does not provide TERMPWR. (Some Macs do,
: on pin 25 of their 25 pin connector). Therefore, any external drives
: must be set to provide TERMPWR and MUST BE ON WHENEVER THE TT IS ON!
:
: > On why the bus with the JAZ drive on it works, I agree, for the purpose
: > of agreeing. Iomega stuff seems to have good terminators, and uncertain
: > termination selection switches. My ZIP has an external active terminator,
: > hanging on the end of a 25-pin to C-50 adapter.

: I also agree. I have seen working SCSI busses completely out of
: compliance with the "terminate both ends" rule. For instance, my own
: Falcon required a "pass-through" terminator in addition to the
: terminator on my scanner before it was stable. I have no idea why.

: Galen

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

6024. Re: C-Lab Falcon MK X Photos

Newsgroup: comp.sys.atari.st
Date: 2004-11-25 23:21:48 UTC
From: Atari-Korps <news@atari-korps.com>
Message-ID: <co5pec$o3r$1@sparta.btinternet.com>
Source record: 15919

Hi, i have just uploaded 4 more photos..

been very busy this week......

This Falcon is not a standard Falcon MK X, it's fitted with a Mighty Sonic
32 card...

Hey Mike,
how much do you want for your Mighty Sonic?
i have another Falcon in need of upgrading....it's only got 4MB !!!!

"Rustynutt" <rustynutt@spamblock.hotmail.com> wrote in message
news:vmiaq0domctv6isk8lip1nmnh25mjl5gi3@4ax.com...
> On Thu, 25 Nov 2004 02:31:05 GMT, "Julian Wolfe"
> <fireflyst@earthlink.net> wrote:
>
> >WTF?!?!? I have one of those and those are NOT the specs on that
> >machine...what the hell did you do to it, and how can I get mine set up
that
> >way? :)
>
> You can buy my Mighty Sonic 32 :)
>
> MIke
>
> >"Hallvard Tangeraas" <inv@lid.email> wrote in message
> >news:41946c98$1@news.broadpark.no...
> >> Atari-Korps wrote:
> >>
> >> > Hi My c-LAB Falcon MK X has just landed...
> >> > it's late over here in the UK..... but i had to take some photos....
> >sorry
> >> > about the quality..better ones to come..
> >>
> >> Looking good! But how about a photo of the whole machine from the
> >> outside as well?
> >>
> >>
> >> > check out my web site www.atari-korps.co.uk and select Falcon MK X
> >.....
> >> > let me know what you think........
> >>
> >> Nice, modern, clean design of your website!
> >> Several mixups though, like if I press the "Mega STe" link it says:
> >>

> >> Produced by C-LAB in 1995 this was the last commercial release
> >> of the Atari Falcon.
> >>
> >> You must have a different Mega STe from mine ;-)))
> >> The same goes with a lot of the other links ("Mega ST" to mention one).
> >>
> >> I see that you've got some references to C-Lab software/hardware....
how
> >> about adding my website to your list of links? The Notator/Creator SL
> >> user mailing list (http://www.notator.org)
> >> (you and everybody else are of course welcome to join!)
> >>
> >>
> >>
> >> --
> >> Hallvard
> >
>

6025. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-11-25 23:26:29 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0411251522580.25857-100000@onyx.spiritone.com>
Source record: 15922
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6026. ADV: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-11-25 23:29:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0411251526530.25857-100000@onyx.spiritone.com>
Source record: 15921
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail!
From Bravo Sierra Computers Atari Resale or the Portland Atari Club Goto

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6027. ADV: Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.st
Date: 2004-11-25 23:34:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0411251529570.25857-100000@onyx.spiritone.com>
Source record: 15924
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I owe you a lot! You pay my bills. Defend me from attacks. Patronize me & support me with your money. Each Dollar/Euro/Yen/etc is a Vote of support! Show your support for an Atari Dealer!Buy from Ben, your Atari Benefactor! Show your support by buying and keeping the Atari support coming.Show your support and Vote for your favorite Atari Dealer!Vote for Bravo Sierra this November! In the spirit of Customer Appreciation Month I'm offering a Gift to you, my Customers!Get a FREE Gift with each purchase this Month! E-Mail BenSells@Atari.org, goto my website below for details and/or Call Ben anytime (503)256-9974! Vote 4 Ben! Vote 4 Bravo Sierra Computers in 2004!

http://www.aracnet.com/~atari/specials.htm Atari Thank You Specials!
http://BensCatalogs.Atari.org Ben's FREE Atari Catalogs!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6028. 25% off Atari Xmas!

Newsgroup: comp.sys.atari.st
Date: 2004-11-25 23:37:11 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0411251534210.25857-100000@onyx.spiritone.com>
Source record: 15923
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm Celebrating with a Christmas/Holiday Seasons Sale! I'm offering a 25% off the Top Discount on Games/Software, Hardware, Books & Accessories for the Classic Atari 8 Bit and Atari ST Computers Plus Games for the Jaguar Games Console! This Discount doesnt cover xf551, Upgraded / Modified Disk Drives or items in my HardWare Catalogs that include FREE Shipping! Got Questions? E-Mail Ben today at Atari@aracnet.com Get the Catalogs while stuff Lasts! Get Catalogs at http://BensCatalogs.Atari.org or call Ben 24 Hrs (503)256-9974! If you dont buy today, I can't save you any Money!

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Details on Atari Sales!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

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Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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6029. Truecolor Icons

Newsgroup: comp.sys.atari.st
Date: 2004-11-25 23:41:28 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.25.23.41.28.719129@nosspamatari-source.com>
Source record: 15920

Hey everyone,

I downloaded the new release of zview and I must say I'm impressed. The truecolor icons really bring out GEM and make it good looking. So I ask, is there a way to use truecolor icons in the various desk environments that are offered? Thing, Jinnee, Magxdesk, etc

Thanks,
Mark
http://portal.atari-source.com

6030. Re: Falcon or Mega STe accellerators!

Newsgroup: comp.sys.atari.st
Date: 2004-11-26 00:05:02 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0411251605.3fb8e605@posting.google.com>
Source record: 15925

Carey Christenson <XXXXXXXXX@adelphia.net> wrote in message news:<falcon060-
^^^^^^^^^^^^^^^^^^^^^^

>
> To anyone,
> I was wondering if there are any accelerators with Fast Ram still
> available anywhere. If there are NO accelerators about a Fast Ram
> module, I had heard that the MAGNUM FAST RAM card for the Falcon is also
> an option. I have found web pages that show how to speed up the falcons
> own 030 processor so I may end up doing that with the bus speeder option
> as well. If anyone has an accelerator that is not currently in use on
> there falcon and they wish to get rid of it please e-mail me at the
> following e-mail address:

You want to ask specifically for a CT2 or an Afterburner.

>
> falcon060<at> a d e l p h i a <dot> n e t

No point typing it like that if you have your genuine email address
set in your news client, it will get posted in any replies.... (SEE
ABOVE)

> Please NOTE that any accelerator that you are not using MUST have FAST
> ram. Reason, I have 512 megs on my CT60 and could not LIVE with just 14
> megs of STRam. This is just going to be a backup computer that will be

How much of the 512mb do you actually use at most? ...just wondering.
I have 256mb in my CT60 and probably dont touch more than 10% of it.

> used occasionally but even for occassional work I need more than 14 megs
> of memory. 32 megs or higher would be low end for the FAST RAM part of
> the accelerator. Also while I am thinking about it. Is there any web
> pages out there that tell about all Falcon accelerators that were made???

What you need is the Robert Schaffner's Falcon Doit archive. Get it
from here: http://www.doitarchive.de/homepage.htm. You must register
on the website to get the unzip key. Everything you want to know is in
that archive.

Coda.

6031. Re: C-Lab Falcon MK X Photos

Newsgroup: comp.sys.atari.st
Date: 2004-11-26 03:34:29 UTC
From: Atari-Korps <news@atari-korps.com>
Message-ID: <co6885$112$1@hercules.btinternet.com>
Source record: 15926

Hi Mike,

I'm in no hurry... i have just orderd a 14MB ram card for my other Falcon..
40 UK Pounds.... i don't know what that is in US money....
if the MS was up for sale i could have saved myself the 14MB and just gone
for the MS..

Oh and while we are on the subject of money... i purchased that Falcon MK X
with the MS for
only 130 UK Pounds !!!!!

money well spent !!

kind regards

"Rustynutt" <rustynutt@spamblock.hotmail.com> wrote in message
news:pu1dq0ph1m0bp5h8c4fi6vchp82g7gc6q9@4ax.com...
> On Thu, 25 Nov 2004 23:21:48 +0000 (UTC), "Atari-Korps"
> <news@atari-korps.com> wrote:
>
> >Hi, i have just uploaded 4 more photos..
> >
> >been very busy this week......
> >
> >This Falcon is not a standard Falcon MK X, it's fitted with a Mighty
Sonic
> >32 card...
> >
> >Hey Mike,
> >how much do you want for your Mighty Sonic?
> >i have another Falcon in need of upgrading....it's only got 4MB !!!!
>
> If you just want more memory, Wizztronics sells their card for about a
> hundred bucks, that will take you to 14mb (of ST RAM).
> I wouldn't say you would have to pry it from my cold dead hands, but I
> really like that card. Other than two or three applications that don't
> like to run in alternate ram, it works awesome. The machine it was
> installed on also had a Nemesis running at 40Mhz, and was
> SDMA reliable. Very fast for a stock "030" Falcon. I found I could run
> the Mighty Sonic up to 44Mhz, but the SCSI was useless then no matter
> which "buffer mod" you try. It's a timing thing that the CT030/060
> takes care of nicely. I think on the Falcon hard disk I still have
> some test run with the BSS software that "rates" the cards performance
> as well as GEM BENCH profiles. It's only slower in a few areas
> compared to the CT030. Much easier to set up as far as software goes
> too. Rainbow Multimedia didn't like alternate ram, Cubase Audio 16

> could run from alternate ram, but you have to use ST ram for memory.
> Don't know about games and demos. I'm in the middle of installing a
> CT060 on the Falcon that the Mighty was installed on (for the last
> year or so:), so the Mighty is sitting in a box now. My other Falcon
> has an Afterburner, and it's the kind machine. I modified the Mighty
> Sonics pass through connector with jumper wires, from GE Soft, the
> traces didn't allow the use of other cards (like NOVA) to work
> properly. If you really understand how to connect one, and are able to
> install the correct buffer mod, it would work very well. I don't have
> the time to really go into the installation, so you have to be sure
> you want to give it a shot. It has 8 4-meg 60ns simms installed. PM
> me, remove the "spamblock" in my email address with an offer, and i'll
> consider it.
> Gad, I hate windoez.......
> Thanks, Mike
> >
> >
> >
> >"Rustynutt" <rustynutt@spamblock.hotmail.com> wrote in message
> >news:vmiaq0domctv6isk8lip1nmnh25mjl5gi3@4ax.com...
> >> On Thu, 25 Nov 2004 02:31:05 GMT, "Julian Wolfe"
> >> <fireflyst@earthlink.net> wrote:
> >>
> >> >WTF?!?!? I have one of those and those are NOT the specs on that
> >> >machine...what the hell did you do to it, and how can I get mine set
up
> >that
> >> >way? :)
> >>
> >> You can buy my Mighty Sonic 32 :)
> >>
> >> MIke
> >>
> >> >"Hallvard Tangeraas" <inv@lid.email> wrote in message
> >> >news:41946c98$1@news.broadpark.no...
> >> >> Atari-Korps wrote:
> >> >>
> >> >> > Hi My c-LAB Falcon MK X has just landed...
> >> >> > it's late over here in the UK..... but i had to take some
photos....
> >> >sorry
> >> >> > about the quality..better ones to come..
> >> >>
> >> >> Looking good! But how about a photo of the whole machine from the
> >> >> outside as well?
> >> >>
> >> >>
> >> >> > check out my web site www.atari-korps.co.uk and select Falcon MK
X
> >> >.....

> >> >> > let me know what you think........
> >> >>
> >> >> Nice, modern, clean design of your website!
> >> >> Several mixups though, like if I press the "Mega STe" link it says:
> >> >>
> >> >> Produced by C-LAB in 1995 this was the last commercial release
> >> >> of the Atari Falcon.
> >> >>
> >> >> You must have a different Mega STe from mine ;-)))
> >> >> The same goes with a lot of the other links ("Mega ST" to mention
one).
> >> >>
> >> >> I see that you've got some references to C-Lab software/hardware....
> >how
> >> >> about adding my website to your list of links? The Notator/Creator
SL
> >> >> user mailing list (http://www.notator.org)
> >> >> (you and everybody else are of course welcome to join!)
> >> >>
> >> >>
> >> >>
> >> >> --
> >> >> Hallvard
> >> >
> >>
> > >
>

6032. Re: Falcon or Mega STe accellerators!

Newsgroup: comp.sys.atari.st
Date: 2004-11-26 03:46:33 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <falcon060-82BE15.22463325112004@news.isp.giganews.com>
Source record: 15927

In article <4aa4f5cb.0411251605.3fb8e605@posting.google.com>,
smeg_007@hotmail.com (smeg) wrote:

> Carey Christenson <XXXXXXXXX@adelphia.net> wrote in message news:<falcon060-
> ^^^^^^^^^^^^^^^^^^^^^^
> >
> > To anyone,
> > I was wondering if there are any accelerators with Fast Ram still
> > available anywhere. If there are NO accelerators about a Fast Ram
> > module, I had heard that the MAGNUM FAST RAM card for the Falcon is also
> > an option. I have found web pages that show how to speed up the falcons
> > own 030 processor so I may end up doing that with the bus speeder option
> > as well. If anyone has an accelerator that is not currently in use on
> > there falcon and they wish to get rid of it please e-mail me at the
> > following e-mail address:
>

> You want to ask specifically for a CT2 or an Afterburner.

Ok, Does anyone have one of these laying around there place that is not
being used and would be willing to part with it for a reasonable amount
of money. Are there any TT-Ram or Fast Ram cards that would plug into
the expansion port on the Falcon. As stated earlier in this thread I
have documentation on how to speed the CPU up to 32 mhz or higher
possibly 40 mhz. So I am not as worried about the accelerator part as I
am the Fast Ram part. But if the only way to get extra memory is to get
an accelerator than I am all ears guys.

>
> >
> > falcon060<at> a d e l p h i a <dot> n e t
>
> No point typing it like that if you have your genuine email address
> set in your news client, it will get posted in any replies.... (SEE
> ABOVE)
>
> > Please NOTE that any accelerator that you are not using MUST have FAST
> > ram. Reason, I have 512 megs on my CT60 and could not LIVE with just 14
> > megs of STRam. This is just going to be a backup computer that will be
>
> How much of the 512mb do you actually use at most? ...just wondering.
> I have 256mb in my CT60 and probably dont touch more than 10% of it.

I have gotten it down to lower than 150 megs. I once left the computer
on for 3 days and had surfed the web all 3 of those days. I CACHE
EVERYTHING in RAM. Including images as well as my internet CACHE. I

started it up FRIDAY when I got home never shut it down and surfed all
day saturday 8 to 9 hours straight. Trying to find new Atari web pages
to visit. I also use all of that memory as a RAMDISK. I have a ramdisk
program that is what they call a floating RAMDISK that utilizes all but
about 1 meg of the available amount of memory. I like to burn on RW's
so I am able to burn at 6X with my CD burner thanks to the RAMDISK. But
to answer your question I have come very close to using all of it many
times while burning discs. But as far as everyday use maybe 100 to 200
megs was all I have used at the most. But it is always nice to have
that little extra when ever you need it.

>
> > used occasionally but even for occassional work I need more than 14 megs
> > of memory. 32 megs or higher would be low end for the FAST RAM part of
> > the accelerator. Also while I am thinking about it. Is there any web
> > pages out there that tell about all Falcon accelerators that were made???
>
> What you need is the Robert Schaffner's Falcon Doit archive. Get it
> from here: http://www.doitarchive.de/homepage.htm. You must register
> on the website to get the unzip key. Everything you want to know is in
> that archive.

On the DoitFaqST or F030. The F030 seemed to be ALL in german which
dont do me alot of good since I dont understand german. I will download
the ST one and see what is in there. Thanks for the information.
Anyone else have ANYTHING???

>
> Coda.

6033. Re: C-Lab Falcon MK X Photos

Newsgroup: comp.sys.atari.st
Date: 2004-11-26 09:26:36 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <41a6f6cd$1@news.broadpark.no>
Source record: 15928

Atari-Korps wrote:
> Hi, i have just uploaded 4 more photos..

Looking good!
I like the clean, simple "high tech" design.
But not a 19" rack like I had assumed in the past.

--
Hallvard

6034. Re: Truecolor Icons

Newsgroup: comp.sys.atari.st
Date: 2004-11-26 09:59:09 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <41a6fe75$0$30716$ba620e4c@news.skynet.be>
Source record: 15929

Mark D a ï¿½crit :

Hi,

> I downloaded the new release of zview and I must say I'm impressed. The
> truecolor icons really bring out GEM and make it good looking.

I hope that the truecolor icon support isn't the only think that you like :)

> So I ask,
> is there a way to use truecolor icons in the various desk environments
> that are offered? Thing, Jinnee, Magxdesk, etc

No, it's not possible with the actuals desktops.

For information, zview is very modular and the code provides already
most of the thinks for write a desktop.

Maybe that one day, someone will makes a modern desktop with it... I hope.

Ciao,
Zorro

6035. Re: Truecolor Icons

Newsgroup: comp.sys.atari.st
Date: 2004-11-26 10:10:05 UTC
From: Mark D <mducksub@notspamatari-source.com>
Message-ID: <pan.2004.11.26.10.10.05.769694@notspamatari-source.com>
Source record: 15930

On Fri, 26 Nov 2004 10:59:09 +0100, Zorro wrote:

> Mark D a ï¿½crit :
>
> Hi,
>
>> I downloaded the new release of zview and I must say I'm impressed. The
>> truecolor icons really bring out GEM and make it good looking.
>
> I hope that the truecolor icon support isn't the only think that you like :)
>
>
>> So I ask,
>> is there a way to use truecolor icons in the various desk environments
>> that are offered? Thing, Jinnee, Magxdesk, etc
>
> No, it's not possible with the actuals desktops.
>
> For information, zview is very modular and the code provides already
> most of the thinks for write a desktop.
>
> Maybe that one day, someone will makes a modern desktop with it... I hope.
>

I was hoping perhaps that this thread could cause someone to think about
implementing such code into Teradesk or Thing if the author is still
around.

Thanks,
Mark

6036. Re: CDwriter problems...

Newsgroup: comp.sys.atari.st
Date: 2004-11-26 13:16:18 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0411260516.57bdca7a@posting.google.com>
Source record: 15931

Jim DeClercq <jimd@panix3.panix.com> wrote in message
news:<co5h2alcn1@reader1.panix.com>...
> The underlying idea is pullups wherever they seem to be needed.
>
> My experience is that the resistor packs stay, and the internal drive is
> terminated with its own terminators.
>
> That is working right now, with a scsi bus that has one opening left. But
> what do you do with an internal drive of the latest type, with an
> appropriate adapter that provided neither terminators or termination
> power? Or, for that matter, an external drive that provides neither
> terminators or term power?
>
> I think we are picking nits. Pin 25 TERMPWR needs a way to get to pin 26
> of a cable. Special and custom cable required.
>
> Following mindless rules is not important. Making a bus work is important,
> and that sometimes mean pullups in odd places, or allows pullups in
> odd places, or even requires pullups in odd places. Drives do have
> capacitance problems, particularly Seagate drives, and may need
> extra pullup current. It is probably better to think in terms of pullup
> voltage where is is useful than in terms of termination. Nothing
> terminates.
>
> While your take on the internal arrangement of a TT is correct, I have yet
> to hear of a TT that had a SCSI bus which did not work because the
> passive resistor banks were missing. I leave them there, if only because
> I would probably misplace them otherwise.
>
> Jim

I agree with everything youve said here. Its not often that you have
to deviate from standards to get something to work, but if you must...

I remember my TT's SCSI worked fine until I removed those resistors,
regardless of whether anything was pluggined in externally. I think I
will refit them before they are misplaced.

Coda.

6037. Re: Truecolor Icons

Newsgroup: comp.sys.atari.st
Date: 2004-11-26 15:38:12 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0411260738.a657292@posting.google.com>
Source record: 15932

Mark D <mducksub@notspamatari-source.com> wrote in message
news:<pan.2004.11.26.10.10.05.769694@notspamatari-source.com>...
> On Fri, 26 Nov 2004 10:59:09 +0100, Zorro wrote:
>
> > Mark D a ï¿½crit :
> >
> > Hi,
> >
> >> I downloaded the new release of zview and I must say I'm impressed. The
> >> truecolor icons really bring out GEM and make it good looking.
> >
> > I hope that the truecolor icon support isn't the only think that you like :)
> >
> >
> >> So I ask,
> >> is there a way to use truecolor icons in the various desk environments
> >> that are offered? Thing, Jinnee, Magxdesk, etc
> >
> > No, it's not possible with the actuals desktops.
> >
> > For information, zview is very modular and the code provides already
> > most of the thinks for write a desktop.
> >
> > Maybe that one day, someone will makes a modern desktop with it... I hope.
> >
>
> I was hoping perhaps that this thread could cause someone to think about
> implementing such code into Teradesk or Thing if the author is still
> around.

Teradesk was only recently updated, so I assume its still alive. I
doubt that Thing will ever get another update, shame as its one of the
better desktops.

Coda.

6038. Re: Truecolor Icons

Newsgroup: comp.sys.atari.st
Date: 2004-11-26 16:00:11 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <41a75320$0$1805$ba620e4c@news.skynet.be>
Source record: 15933

Hi,

> Thing will ever get another update, shame as its one of the
> better desktops.

The best desktop on Atari is Jinnee 2.x, this one is a superb piece of software but not updated since 3 years.

If someone knows the authors or if the author itself read this post, I will be VERY happy to continue the project for to add True color icon's support, network volume mounting (Samba, nfs and FTP), icon created from picture file(like in zview) and others funnies things.

Ciao,
Zorro

6039. Re: LAN Ports on ATARIs

Newsgroup: comp.sys.atari.st
Date: 2004-11-26 16:34:16 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <bVIpd.63458$IQ.49815@bignews6.bellsouth.net>
Source record: 15934

Thanks Mark that info helped quite abit ;-)

"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:Ehbpd.47553$K7.27129@news-server.bigpond.net.au...

snipped

> Bit slow, by todays standards, ethernet is a hell of a lot quicker.
> Between my TT and second Falcon I use SCSI bus arbitration. Very
quick.
>
> Hope this helps.
>
>
> Mark

phantomm@bellsouth.net

6040. Re: KeyBoard compatibility

Newsgroup: comp.sys.atari.st
Date: 2004-11-26 16:36:21 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <hXIpd.63466$IQ.30986@bignews6.bellsouth.net>
Source record: 15935

Thanks again Mark, you've been most helpful.

phantomm@bellsouth.net

"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:wtbpd.47556$K7.41797@news-server.bigpond.net.au...
> >
> > Will this keyboard work in a stock Falcon without modification?
>
> I have one in my second Falcon and it works fine. Should be no
problem.
>
> Mark

6041. Re: Truecolor Icons

Newsgroup: comp.sys.atari.st
Date: 2004-11-26 18:03:19 UTC
From: Rodolphe Czuba <rodolphe.beurkspam.czuba@free.fr>
Message-ID: <41a76fe7$0$23370$626a14ce@news.free.fr>
Source record: 15936

The author cannot get back the rights from ASH ???

gfa wrote:
> in article 41a75320$0$1805$ba620e4c@news.skynet.be, Zorro wrote on
> 11/26/04 11:00 AM:
>
>> Hi,
>>
>>> Thing will ever get another update, shame as its one of the
>>> better desktops.
>>
>> The best desktop on Atari is Jinnee 2.x, this one is a superb piece
>> of software but not updated since 3 years.
>>
>> If someone knows the authors or if the author itself read this post,
>> I will be VERY happy to continue the project for to add True color
>> icon's support, network volume mounting (Samba, nfs and FTP), icon
>> created from picture file(like in zview) and others funnies things.
>
> He has been contacted, and was to busy with life to dig it out of the
> closet, and on top of that there still is the question of ASH
> allowing it, which was also never answered. A friend of mine
> attempted to obtain it and this is what I was told.

6042. Re: check out www.tyko2000.com

Newsgroup: comp.sys.atari.st
Date: 2004-11-26 19:46:27 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <41a78812@news.broadpark.no>
Source record: 15937

TYKO2000 wrote:
> plz check out www.tyko2000.com for online retro gaming in the future
> - no porn
> - no pop ups
> - spyware
^^^^^^^^^^^^^

> - no cookies
>
> just a clean website

Except that it contains spyware? ;-)

--
Hallvard

6043. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-11-26 20:13:49 UTC
From: "Steve Sweet"
Message-ID: <co82pt$9rc$1@hercules.btinternet.com>
Source record: 15938
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Spam Spam Spam

> To Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail!
> From Bravo Sierra Computers Atari Resale or the Portland Atari Club Goto
>
> http://www.arsenet.com/~atari/maillist.htm

6044. Re: Truecolor Icons

Newsgroup: comp.sys.atari.st
Date: 2004-11-26 20:19:50 UTC
From: "Steve Sweet"
Message-ID: <co8356$e2g$1@titan.btinternet.com>
Source record: 15939

Hi "Mark D"

>> Maybe that one day, someone will makes a modern desktop with it... I
>> hope.
>>
>
> I was hoping perhaps that this thread could cause someone to think about
> implementing such code into Teradesk or Thing if the author is still
> around.

Whats the point?, how many Atari's are capable of displaying True Colour?
The STe is only capable of 4096 colurs, the remaining machines capable of
using Graphics cards are such a small percentage it would hardly be
profitable for any authour to implement.

--

Regards, Steve S.

6045. Free Mono Monitors in the UK

Newsgroup: comp.sys.atari.st
Date: 2004-11-26 20:45:28 UTC
From: alexturnpenny@gmail.com
Message-ID: <9a0e089a.0411261245.566a3257@posting.google.com>
Source record: 15940

I have 3 Monochrome Atari Monitors:

1 SM124
1 SM146 with tilt & swivel stand
1 SM144 with tilt & swivel stand

Unfortunately, I can't keep them any more due to space restrictions.

The SM144 and 146 both say "Sowerby Bridge High School" on them, but I acquired them from the school via legal means and have the documentation (somewhere) to prove it. I'm not shipping them anywhere, so if you want one or more you'll have to be willing to come to Bradford, West Yorkshire, UK, to collect it/them. Pictures and contact details at http://www.pitofdarkness.com/freeataristuff/freeataristuff.html

Regards,
Alex

6046. FS: Calamus 1.09, FirST Word+, ST 720k FDD

Newsgroup: comp.sys.atari.st
Date: 2004-11-26 21:39:02 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0411261339.7f3e6e75@posting.google.com>
Source record: 15941

I'm getting rid of some older programs (all original copies with
manuals & boxes) and an Atari original DS-DD 720k drive. I'm selling
them on Ebay, based in the UK. The link is below...

http://search.ebay.co.uk/_W0QQgotopageZ1QQsassZdarkQ5fwillow1981QQsorecordsperpageZ50QQsos
ortorderZ1QQsosortpropertyZ1

Dark Willow

6047. Re: 56k Modems

Newsgroup: comp.sys.atari.st
Date: 2004-11-26 22:06:32 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41a75456a4bd13@comcast.net>
Source record: 15943

>I want to connect a new external 56k modem to a TT. Are there any
>paticular ones that work well, or ones to avoid? I'm looking at the
>Dynamode 56k external modem which uses the Conexant chipset and seeems
>to be as standard as you can get. If anyone has any stories connected
>with this one please let me know!
>
>Also is it possible to use a 56k modem on a normal STe with the slow
>serial port (at lower speed obviously), or will it just refuse to work
>at all?

The U.R. Robotics brand is good. I have one on my Hades that I use from time
time.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6048. Re: Buying software in United States

Newsgroup: comp.sys.atari.st
Date: 2004-11-26 22:06:33 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41a75456a4bd14@comcast.net>
Source record: 15942

>Does anyone know a software dealer in the USA? I'm looking for
>HDdriver and Extendos gold.
>
>Thanks in advance
>
>DylanSOB

Well you can get Extendos from Anodyne. They are in Canada. Roger Burrows is good to work with. I received my copy of HDDriver from Germany and if I was you I would go that route. Uwe will put your name down in his list of registered users so you can get upgrades from him. The closest place to get it may be Homa Systems in Canada. I thought they were carrying it, but I could be wrong...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6049. Re: CDwriter problems...

Newsgroup: comp.sys.atari.st
Date: 2004-11-26 22:06:34 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41a75456a4bd15@comcast.net>
Source record: 15944

Hello Raoul,

What are you using for the CD driver? I use Extendos Pro and one time I had the same problem and it was due to the fact the the Extendos settings were messed up. I had to redo everything before it worked and I always keep a backup of the settings just in case. Does HDDriver recognize the CD drives?

>Since a couple of days i connected a LaCie CDwriter to my TT. At
>first it all seems to work: the writer was recognized by HDDriver and
>i could use CDPro to make a few burns. But then after a restart the
>next morning it was all 'gone': the writer was not recognized anymore
>and CDPro did not work any longer.
>
>Same thing happened with my Pioneer CDplayer who used to work
>in previous times.
>
>Does somebody know what goes wrong? Has it got something to do
>with a program that changes the order of the proggies in the
>autofolder? Or should i have reinstalled HDDriver after connecting
>the writer? (Due to a move of studios i am not able to quickly find my
>manual of HDDriver)
>
>Has somebody similar problems? I made two backups and the alst
>one during the night and this one froze. What might cause that?
>
>When i turn my TT on now i get the nessage that 'drive c may be
>damaged' and after disconecting the writer this message is gone; so
>i guess it has to do with the termination?
>
>i hope that someone can give me a hand here because making CD
>backups is very necessary for me because i still work on a daily
>basis with the TT....
>
>Raoul Teulings

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6050. Re: Is there special Midi Cables for ST

Newsgroup: comp.sys.atari.st
Date: 2004-11-26 22:06:34 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41a75456a4bd16@comcast.net>
Source record: 15945

>I read in the Pro24 Manual that Atari incorporated Midi Thru in the
>Midi Out port of the STs. It also says that some Midi cables will
>short these extra pins and it won't work.
>
>Question: Do I need a special Midi cable for the Midi Out on my Mega?
>
>Thanks,
>B

Not as far as I know. There are little devices that will separate the MIDI OUT and MIDI THRU ports so you can use both of them. I have one. Can't imagaine why Atari would combine them. Also, software like Tiger Cub will allow use of the Midi Thru without direct separation.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6051. Re: Truecolor Icons

Newsgroup: comp.sys.atari.st
Date: 2004-11-26 22:06:35 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41a75456a4bd17@comcast.net>
Source record: 15946

>Hi "Mark D"
>
>>> Maybe that one day, someone will makes a modern desktop with it... I
>>> hope.
>>>
>>
>> I was hoping perhaps that this thread could cause someone to think about
>> implementing such code into Teradesk or Thing if the author is still
>> around.
>
>Whats the point?, how many Atari's are capable of displaying True Colour?
>The STe is only capable of 4096 colurs, the remaining machines capable of
>using Graphics cards are such a small percentage it would hardly be
>profitable for any authour to implement.
>

Being profitable is the Atari world is not the point. The point is to due it
because it needs/should be done.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6052. Re: Truecolor Icons

Newsgroup: comp.sys.atari.st
Date: 2004-11-26 22:17:18 UTC
From: "P.Ness" <hip@hop.com>
Message-ID: <41a7e34a@news.greennet.net>
Source record: 15947

"Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
news:co8356$e2g$1@titan.btinternet.com...
> Hi "Mark D"
>
> >> Maybe that one day, someone will makes a modern desktop with it... I
> >> hope.
> >>
> >
> > I was hoping perhaps that this thread could cause someone to think about
> > implementing such code into Teradesk or Thing if the author is still
> > around.
>
> Whats the point?, how many Atari's are capable of displaying True Colour?
> The STe is only capable of 4096 colurs,

and only 16 of these at once!!!, Like said this is a waste of time

6053. Re: Is there special Midi Cables for ST

Newsgroup: comp.sys.atari.st
Date: 2004-11-26 22:36:23 UTC
From: "P.Ness" <hip@hop.com>
Message-ID: <41a7e7c0@news.greennet.net>
Source record: 15948

NO

6054. CT60 for Bob ?

Newsgroup: comp.sys.atari.st
Date: 2004-11-26 22:49:19 UTC
From: Rodolphe Czuba <rodolphe.beurkspam.czuba@free.fr>
Message-ID: <41a7b2ed$0$23408$626a14ce@news.free.fr>
Source record: 15849

A guy named Bob Janice did a reservation for a CT60, but I have no more email to contact him...

Hey Bob, if you read this mail, please tell me what I have to do with your CT60 !

Thanks

6055. CT60 available !

Newsgroup: comp.sys.atari.st
Date: 2004-11-26 22:51:02 UTC
From: Rodolphe Czuba <rodolphe.beurkspam.czuba@free.fr>
Message-ID: <41a7b354$0$23390$626a14ce@news.free.fr>
Source record: 15850

I have ONE (maybe too if Bob is no more here) to be sold !

Thanks

6056. Re: Add your classic gaming or classic computer site to 8bitclassics.com Links!

Newsgroup: comp.sys.atari.st
Date: 2004-11-27 01:54:14 UTC
From: 8-Bit Classics <nospam@8bitclassics.com>
Message-ID: <1infq0dditejo5vpoj2oq6euafbjgl5pgi@4ax.com>
Source record: 15851
Cross-posted to: comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

Since I deal with more than computers, that wouldn't work either, and an .org is supposed to be for a non-profit organization, not commercial (.com). I don't like when sites start using the wrong type at the end.

Anyway, the reason I selected 8bitclassics is because that is what I know, and that is what I am focusing on, but I will be adding newer systems as time goes on. Thinking of it, I only have some Atari ST software online, but that is about it for 16-Bit.

As for the TI, I thought the 4A was 8-Bit? At least externally, maybe internally it was a hybrid 16-Bit system?

Corey

On Wed, 24 Nov 2004 15:30:08 GMT, "Sean Fahey" <a2fan@hotmail.com> wrote:

>"Reflexion" <ventruejusticar@hotmail.com> wrote in message
>news:opshy49temvnm8ng@news.tiscali.no...
>> On Wed, 24 Nov 2004 14:52:19 GMT, Sean Fahey <a2fan@hotmail.com> wrote:
>>
>> >> May I suggest computerclassics.com, classiccomputers.com, or something
>> >> similar instead? :)
>> > You could, but both of those domains are in use. };)
>>
>> Oh well, Mr. Nitpicker - classiccomputers.org then! ;-)
>
>Thanks for keeping the sense of humor there. Much appreciated!
>

6057. Re: KeyBoard compatibility

Newsgroup: comp.sys.atari.st
Date: 2004-11-27 01:57:33 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <41a7de73$0$17542$afc38c87@news.optusnet.com.au>
Source record: 15852

Phantom wrote:
> Thanks again Mark, you've been most helpful.

Anytime ;-)

>
>
>
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:wtbpd.47556$K7.41797@news-server.bigpond.net.au...
>
>>>Will this keyboard work in a stock Falcon without modification?
>>
>>I have one in my second Falcon and it works fine. Should be no
>
> problem.
>
>>Mark
>
>

6058. Re: Truecolor Icons

Newsgroup: comp.sys.atari.st
Date: 2004-11-27 02:47:23 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.11.27.02.47.23.883265@darkforce.ky.org>
Source record: 15853

On Fri, 26 Nov 2004 22:06:35 +0000, Edward S. Baiz Jr. wrote:

> Being profitable is the Atari world is not the point. The point is to due it
> because it needs/should be done.

I'm with Edward - anything that pushes the "envelope" for our beloved
machines is alright by me... :-)

6059. Re: Truecolor Icons

Newsgroup: comp.sys.atari.st
Date: 2004-11-27 05:46:17 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.27.05.46.17.80344@nosspamatari-source.com>
Source record: 15854

On Fri, 26 Nov 2004 14:49:26 -0500, gfa wrote:

>
> I think the author mailed ASH but never got a reply.

This is a complete and total shame. Jinnee is awesome. But alas I
figured might as well start somewhere like Teradesk because getting Jinnee
source/rights is probably an uphill battle.

Thanks,
Mark
http://portal.atari-source.com

6060. Ethernec: want one...ANYONE???

Newsgroup: comp.sys.atari.st
Date: 2004-11-27 06:00:21 UTC
From: hearena@advancedsl.com.ar
Message-ID: <a347a87b.0411262200.4a9fceb0@posting.google.com>
Source record: 15855

Hi all,

I want to buy an Ethernec for my 1040STe.... does anybody have a spare
one to sell?????

Thanks!!!!!

Roderick

6061. Re: Is there special Midi Cables for ST

Newsgroup: comp.sys.atari.st
Date: 2004-11-27 08:54:21 UTC
From: puffpuffin@aol.comNOSPAM
Message-ID: <20041127035421.06135.00000843@mb-m23.aol.com>
Source record: 15856

>> Question: Do I need a special Midi cable for the Midi Out on my Mega?

To be safe, yes. You should get the MIDI cables that have all 5 pins connected individually (i.e. pin 1 connected to pin 1, etc at each end). As stated already, some cheaper cables have 2 pins shorted which conflicts with the MIDI Thru. You can't be sure unless you test it with a multimeter.

These types of cables usually cost a little more and have shiny silver metal enclosures around the plugs instead of plastic. Look for them at the better music stores. I use Rapco brand cables. Hosa does not make these high end cables.

6062. Re: 56k Modems

Newsgroup: comp.sys.atari.st
Date: 2004-11-27 08:57:52 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0411270057.77a52a81@posting.google.com>
Source record: 15857

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:<41a75456a4bd13@comcast.net>...
> >I want to connect a new external 56k modem to a TT. Are there any
> >paticular ones that work well, or ones to avoid? I'm looking at the
> >Dynamode 56k external modem which uses the Conexant chipset and seeems
> >to be as standard as you can get. If anyone has any stories connected
> >with this one please let me know!
> >
> >Also is it possible to use a 56k modem on a normal STe with the slow
> >serial port (at lower speed obviously), or will it just refuse to work
> >at all?
>
> The U.R. Robotics brand is good. I have one on my Hades that I use from time
> time.

Ive never heard of U.R Robotics. Sounds familiar though ;-)

Coda.

6063. Re: Truecolor Icons

Newsgroup: comp.sys.atari.st
Date: 2004-11-27 10:55:09 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0411270255.53dcc722@posting.google.com>
Source record: 15858

>
> Being profitable is the Atari world is not the point. The point is to due it
> because it needs/should be done.
>

Or just because it *can* be done:)

Doing a project for real profit on the Atari is counterproductive in
many ways. For most projects to be profitable in such a small market,
the unit prices have to be so high that no one could afford to buy
them anyway, making it a self defeating enterprise. For the Atari
platofmr, the way forward really is co-operative non-commercial
projects. I agree with paying for products, paticularly hardware, but
from a development point of view doing it for *serious* profit doesn't
really work, paticularly software.

6064. Re: Truecolor Icons

Newsgroup: comp.sys.atari.st
Date: 2004-11-27 12:14:40 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0411270414.6901caf0@posting.google.com>
Source record: 15859

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:<41a75456a4bd17@comcast.net>...

> Being profitable is the Atari world is not the point. The point is to due it
> because it needs/should be done.

Very well put, amen to that brother :)

Regards,

Joakim

6065. Re: Add your classic gaming or classic computer site to 8bitclassics.com Links!

Newsgroup: comp.sys.atari.st
Date: 2004-11-27 12:50:25 UTC
From: anoneds@netscape.net
Message-ID: <8c160850.0411270450.1eaafbd8@posting.google.com>
Source record: 15860
Cross-posted to: comp.sys.amiga,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

8-Bit Classics <nospam@8bitclassics.com> wrote in message
news:<1infq0dditejo5vpoj2oq6euafbjgl5pgi@4ax.com>...
> Since I deal with more than computers, that wouldn't work either, and
> an .org is supposed to be for a non-profit organization, not
> commercial (.com). I don't like when sites start using the wrong type
> at the end.
>
> Anyway, the reason I selected 8bitclassics is because that is what I
> know, and that is what I am focusing on, but I will be adding newer
> systems as time goes on. Thinking of it, I only have some Atari ST
> software online, but that is about it for 16-Bit.
>
> As for the TI, I thought the 4A was 8-Bit? At least externally, maybe
> internally it was a hybrid 16-Bit system?
>

The TI was the first commercially available 16-bit to the consumer.
The 9900 is a 16-bit microprocessor, with separate address and data
bus. 16-bit address bus (MSB is used to determine even or odd byte)
allowing it to address 64k, byte addressable. 16-bit data bus. In the
99/4A, this is muxed to an 8-bit data bus outside the console for use
with 8-bit peripherals (not unlike the first PCs - in this case more
like an 8086 than an 8088 which was 8-bit at the processor
connection.)

The instruction set has 16-bit registers and hardware multiply/divide
(unsigned).

Ben

6066. Re: Ethernec: want one...ANYONE???

Newsgroup: comp.sys.atari.st
Date: 2004-11-27 14:24:07 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.11.27.14.24.07.322748@darkforce.ky.org>
Source record: 15861

On Fri, 26 Nov 2004 22:00:21 -0800, Facundo Arena wrote:

> Hi all,
>
> I want to buy an Ethernec for my 1040STe.... does anybody have a spare
> one to sell?????
>
> Thanks!!!!!
>
> Roderick

Roderick, have you tried to contact Rory McMahon on this list? He is handling the ethernec now, I just purchased one from him.

6067. Re: Truecolor Icons

Newsgroup: comp.sys.atari.st
Date: 2004-11-27 14:26:26 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.11.27.14.26.26.953096@darkforce.ky.org>
Source record: 15862

On Fri, 26 Nov 2004 22:25:23 -0500, gfa wrote:

> Not a huge fan of emulators, but they also offer true color for those that
> wish to use them.

I actually have Hatari setup on my Mandrake Linux box(s) and it works
pretty well. I have to admit though...its just not the same as actually
playing the games in original form on my my Mega ST... :-)

6068. Re: 56k Modems

Newsgroup: comp.sys.atari.st
Date: 2004-11-27 15:20:53 UTC
From: "Steve Sweet"
Message-ID: <coa60l$rs8$1@hercules.btinternet.com>
Source record: 15863

Hi Coda

>> The U.R. Robotics brand is good. I have one on my Hades that I use from
>> time time.
>
> Ive never heard of U.R Robotics. Sounds familiar though ;-)

Now known as 3COM.

--

Regards, Steve S.

6069. Re: C-Lab Falcon MK X Photos

Newsgroup: comp.sys.atari.st
Date: 2004-11-27 15:38:00 UTC
From: Atari-Korps <news@atari-korps.com>
Message-ID: <coa70oetq1@sparta.btinternet.com>
Source record: 15864

Hi Mike,
I know this must sound silly, but i have not had chance to open my
'standard Falcon' yet..

but i just wanted to know the RAM setup for this Falcon..

It's showing 4MB, is this just one simm, clipped on to a RAM card?
Can i upgrade the memory without buying an additional RAM card?
what simms are they ?
i have a load of old simms and i am wondering if i could just replace
the original one with a bigger one...

oh and BTW i used to own a RD350 LC MkII (ypvs) and i know about keeping
motorcycle spares.....

kind regards

"Rustynutt" <rustynutt@spamblock.hotmail.com> wrote in message
news:od7fq0h822qved1mifb0farqh1v2hve703@4ax.com...
> On Fri, 26 Nov 2004 03:34:29 +0000 (UTC), "Atari-Korps"
> <news@atari-korps.com> wrote:
>
> >Hi Mike,
> >
> >I'm in no hurry... i have just orderd a 14MB ram card for my other
Falcon..
> >40 UK Pounds.... i don't know what that is in US money....
> >if the MS was up for sale i could have saved myself the 14MB and just
gone
> >for the MS..
> >
> >Oh and while we are on the subject of money... i purchased that Falcon MK
X
> >with the MS for
> >only 130 UK Pounds !!!!!
> >
> >money well spent !!
> >
> >kind regards
>
> Think that would be around $50 bucks, plus whatever a simm cost.
> Haven't looked into that stuff for a long time. That was a smoking
> deal on the C-LAB Falcon and stuff. Mine would go in the closet for
> that price:) I've a good Falcon inventory, replacement chips and such.
> Also race vintage motocross motorcycles, and have more than I can
> manage now. Figure when I retire, there will plenty for me to do

> between building Falcons, learning to create applications, restoring
> and hopefully still racing motocross. Only 8 years, 2 months to go!
> Have fun with your new setup.
> Mike
> >
> >
> >
> >
> >"Rustynutt" <rustynutt@spamblock.hotmail.com> wrote in message
> >news:pu1dq0ph1m0bp5h8c4fi6vchp82g7gc6q9@4ax.com...
> >> On Thu, 25 Nov 2004 23:21:48 +0000 (UTC), "Atari-Korps"
> >> <news@atari-korps.com> wrote:
> >>
> >> >Hi, i have just uploaded 4 more photos..
> >> >
> >> >been very busy this week......
> >> >
> >> >This Falcon is not a standard Falcon MK X, it's fitted with a Mighty
> >Sonic
> >> >32 card...
> >> >
> >> >Hey Mike,
> >> >how much do you want for your Mighty Sonic?
> >> >i have another Falcon in need of upgrading....it's only got 4MB !!!!
> >>
> >> If you just want more memory, Wizztronics sells their card for about a
> >> hundred bucks, that will take you to 14mb (of ST RAM).
> >> I wouldn't say you would have to pry it from my cold dead hands, but I
> >> really like that card. Other than two or three applications that don't
> >> like to run in alternate ram, it works awesome. The machine it was
> >> installed on also had a Nemesis running at 40Mhz, and was
> >> SDMA reliable. Very fast for a stock "030" Falcon. I found I could run
> >> the Mighty Sonic up to 44Mhz, but the SCSI was useless then no matter
> >> which "buffer mod" you try. It's a timing thing that the CT030/060
> >> takes care of nicely. I think on the Falcon hard disk I still have
> >> some test run with the BSS software that "rates" the cards performance
> >> as well as GEM BENCH profiles. It's only slower in a few areas
> >> compared to the CT030. Much easier to set up as far as software goes
> >> too. Rainbow Multimedia didn't like alternate ram, Cubase Audio 16
> >> could run from alternate ram, but you have to use ST ram for memory.
> >> Don't know about games and demos. I'm in the middle of installing a
> >> CT060 on the Falcon that the Mighty was installed on (for the last
> >> year or so:), so the Mighty is sitting in a box now. My other Falcon
> >> has an Afterburner, and it's the kind machine. I modified the Mighty
> >> Sonics pass through connector with jumper wires, from GE Soft, the
> >> traces didn't allow the use of other cards (like NOVA) to work
> >> properly. If you really understand how to connect one, and are able to
> >> install the correct buffer mod, it would work very well. I don't have
> >> the time to really go into the installation, so you have to be sure
> >> you want to give it a shot. It has 8 4-meg 60ns simms installed. PM

> >> me, remove the "spamblock" in my email address with an offer, and i'll
> >> consider it.
> >> Gad, I hate windoez.......
> >> Thanks, Mike
> >> >
> >> >
> >> >
> >> >"Rustynutt" <rustynutt@spamblock.hotmail.com> wrote in message
> >> >news:vmiaq0domctv6isk8lip1nmnh25mjl5gi3@4ax.com...
> >> >> On Thu, 25 Nov 2004 02:31:05 GMT, "Julian Wolfe"
> >> >> <fireflyst@earthlink.net> wrote:
> >> >>
> >> >> >WTF?!?!? I have one of those and those are NOT the specs on that
> >> >> >machine...what the hell did you do to it, and how can I get mine
set
> >up
> >> >that
> >> >> >way? :)
> >> >>
> >> >> You can buy my Mighty Sonic 32 :)
> >> >>
> >> >> MIke
> >> >>
> >> >> >"Hallvard Tangeraas" <inv@lid.email> wrote in message
> >> >> >news:41946c98$1@news.broadpark.no...
> >> >> >> Atari-Korps wrote:
> >> >> >>
> >> >> >> > Hi My c-LAB Falcon MK X has just landed...
> >> >> >> > it's late over here in the UK..... but i had to take some
> >photos....
> >> >> >sorry
> >> >> >> > about the quality..better ones to come..
> >> >> >>
> >> >> >> Looking good! But how about a photo of the whole machine from the
> >> >> >> outside as well?
> >> >> >>
> >> >> >>
> >> >> >> > check out my web site www.atari-korps.co.uk and select Falcon
MK
> >X
> >> >> >.....
> >> >> >> > let me know what you think........
> >> >> >>
> >> >> >> Nice, modern, clean design of your website!
> >> >> >> Several mixups though, like if I press the "Mega STe" link it
says:
> >> >> >>
> >> >> >> Produced by C-LAB in 1995 this was the last commercial
release
> >> >> >> of the Atari Falcon.

> >> >> >>
> >> >> >> You must have a different Mega STe from mine ;-)))
> >> >> >> The same goes with a lot of the other links ("Mega ST" to mention
> >one).
> >> >> >>
> >> >> >> I see that you've got some references to C-Lab
software/hardware....
> >> >how
> >> >> >> about adding my website to your list of links? The
Notator/Creator
> >SL
> >> >> >> user mailing list (http://www.notator.org)
> >> >> >> (you and everybody else are of course welcome to join!)
> >> >> >>
> >> >> >>
> >> >> >>
> >> >> >> --
> >> >> >> Hallvard
> >> >> >>
> >> >>
> >> >
> >>
> >
>

6070. FA: Atari Falcon and More

Newsgroup: comp.sys.atari.st
Date: 2004-11-27 16:36:44 UTC
From: atari Only <atarionly@adelphia.net>
Message-ID: <Xns95AE57A0DAC26atarionlyadelphianet@216.196.97.142>
Source record: 15865

I have listed a Falcon and a lot of other Atari and Non Atari items on Ebay check them out at:

http://search.ebay.com/_W0QQgotopageZ1QQsassZatariQ5fonlyQQsorecordsperpageZ50QQsosortorderZ1QQsosortpropertyZ1

Thanks

6071. Re: Truecolor Icons

Newsgroup: comp.sys.atari.st
Date: 2004-11-27 17:08:26 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <ew2qd.42922$jf.31175@amsnews03-serv.chello.com>
Source record: 15866

P.Ness wrote:

>
> and only 16 of these at once!!!, Like said this is a waste of time

Please let people decide for themselves whether time spent is a waste.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

6072. Re: C-Lab Falcon MK X Photos

Newsgroup: comp.sys.atari.st
Date: 2004-11-27 18:18:39 UTC
From: Atari-Korps <news@atari-korps.com>
Message-ID: <coagdumo1@sparta.btinternet.com>
Source record: 15867

oh...
i have opened it up.. and found the ram card..
so it looks like i do need the ram card after all....

"Atari-Korps" <news@atari-korps.com> wrote in message
news:coa70oetq1@sparta.btinternet.com...
> Hi Mike,
> I know this must sound silly, but i have not had chance to open my
> 'standard Falcon' yet..
>
> but i just wanted to know the RAM setup for this Falcon..
>
> It's showing 4MB, is this just one simm, clipped on to a RAM card?
> Can i upgrade the memory without buying an additional RAM card?
> what simms are they ?
> i have a load of old simms and i am wondering if i could just replace
> the original one with a bigger one...
>
> oh and BTW i used to own a RD350 LC MkII (ypvs) and i know about keeping
> motorcycle spares.....
>
> kind regards
>
>
> "Rustynutt" <rustynutt@spamblock.hotmail.com> wrote in message
> news:od7fq0h822qved1mifb0farqh1v2hve703@4ax.com...
> > On Fri, 26 Nov 2004 03:34:29 +0000 (UTC), "Atari-Korps"
> > <news@atari-korps.com> wrote:
> >
> > >Hi Mike,
> > >
> > >I'm in no hurry... i have just orderd a 14MB ram card for my other
> Falcon..
> > >40 UK Pounds.... i don't know what that is in US money....
> > >if the MS was up for sale i could have saved myself the 14MB and just
> gone
> > >for the MS..
> > >
> > >Oh and while we are on the subject of money... i purchased that Falcon
MK
> X
> > >with the MS for
> > >only 130 UK Pounds !!!!!
> > >

> > >money well spent !!
> > >
> > >kind regards
> >
> > Think that would be around $50 bucks, plus whatever a simm cost.
> > Haven't looked into that stuff for a long time. That was a smoking
> > deal on the C-LAB Falcon and stuff. Mine would go in the closet for
> > that price:) I've a good Falcon inventory, replacement chips and such.
> > Also race vintage motocross motorcycles, and have more than I can
> > manage now. Figure when I retire, there will plenty for me to do
> > between building Falcons, learning to create applications, restoring
> > and hopefully still racing motocross. Only 8 years, 2 months to go!
> > Have fun with your new setup.
> > Mike
> > >
> > >
> > >
> > >
> > >"Rustynutt" <rustynutt@spamblock.hotmail.com> wrote in message
> > >news:pu1dq0ph1m0bp5h8c4fi6vchp82g7gc6q9@4ax.com...
> > >> On Thu, 25 Nov 2004 23:21:48 +0000 (UTC), "Atari-Korps"
> > >> <news@atari-korps.com> wrote:
> > >>
> > >> >Hi, i have just uploaded 4 more photos..
> > >> >
> > >> >been very busy this week......
> > >> >
> > >> >This Falcon is not a standard Falcon MK X, it's fitted with a Mighty
> > >Sonic
> > >> >32 card...
> > >> >
> > >> >Hey Mike,
> > >> >how much do you want for your Mighty Sonic?
> > >> >i have another Falcon in need of upgrading....it's only got 4MB !!!!
> > >>
> > >> If you just want more memory, Wizztronics sells their card for about
a
> > >> hundred bucks, that will take you to 14mb (of ST RAM).
> > >> I wouldn't say you would have to pry it from my cold dead hands, but
I
> > >> really like that card. Other than two or three applications that
don't
> > >> like to run in alternate ram, it works awesome. The machine it was
> > >> installed on also had a Nemesis running at 40Mhz, and was
> > >> SDMA reliable. Very fast for a stock "030" Falcon. I found I could
run
> > >> the Mighty Sonic up to 44Mhz, but the SCSI was useless then no matter
> > >> which "buffer mod" you try. It's a timing thing that the CT030/060
> > >> takes care of nicely. I think on the Falcon hard disk I still have
> > >> some test run with the BSS software that "rates" the cards

performance
> > >> as well as GEM BENCH profiles. It's only slower in a few areas
> > >> compared to the CT030. Much easier to set up as far as software goes
> > >> too. Rainbow Multimedia didn't like alternate ram, Cubase Audio 16
> > >> could run from alternate ram, but you have to use ST ram for memory.
> > >> Don't know about games and demos. I'm in the middle of installing a
> > >> CT060 on the Falcon that the Mighty was installed on (for the last
> > >> year or so:), so the Mighty is sitting in a box now. My other Falcon
> > >> has an Afterburner, and it's the kind machine. I modified the Mighty
> > >> Sonics pass through connector with jumper wires, from GE Soft, the
> > >> traces didn't allow the use of other cards (like NOVA) to work
> > >> properly. If you really understand how to connect one, and are able
to
> > >> install the correct buffer mod, it would work very well. I don't have
> > >> the time to really go into the installation, so you have to be sure
> > >> you want to give it a shot. It has 8 4-meg 60ns simms installed. PM
> > >> me, remove the "spamblock" in my email address with an offer, and
i'll
> > >> consider it.
> > >> Gad, I hate windoez.......
> > >> Thanks, Mike
> > >> >
> > >> >
> > >> >
> > >> >"Rustynutt" <rustynutt@spamblock.hotmail.com> wrote in message
> > >> >news:vmiaq0domctv6isk8lip1nmnh25mjl5gi3@4ax.com...
> > >> >> On Thu, 25 Nov 2004 02:31:05 GMT, "Julian Wolfe"
> > >> >> <fireflyst@earthlink.net> wrote:
> > >> >>
> > >> >> >WTF?!?!? I have one of those and those are NOT the specs on that
> > >> >> >machine...what the hell did you do to it, and how can I get mine
> set
> > >up
> > >> >that
> > >> >> >way? :)
> > >> >>
> > >> >> You can buy my Mighty Sonic 32 :)
> > >> >>
> > >> >> MIke
> > >> >>
> > >> >> >"Hallvard Tangeraas" <inv@lid.email> wrote in message
> > >> >> >news:41946c98$1@news.broadpark.no...
> > >> >> >> Atari-Korps wrote:
> > >> >> >>
> > >> >> >> > Hi My c-LAB Falcon MK X has just landed...
> > >> >> >> > it's late over here in the UK..... but i had to take some
> > >photos....
> > >> >> >sorry
> > >> >> >> > about the quality..better ones to come..
> > >> >> >>

> > >> >> >> Looking good! But how about a photo of the whole machine from
the
> > >> >> >> outside as well?
> > >> >> >>
> > >> >> >>
> > >> >> >> > check out my web site www.atari-korps.co.uk and select
Falcon
> MK
> > >X
> > >> >> >.....
> > >> >> >> > let me know what you think........
> > >> >> >>
> > >> >> >> Nice, modern, clean design of your website!
> > >> >> >> Several mixups though, like if I press the "Mega STe" link it
> says:
> > >> >> >>
> > >> >> >> Produced by C-LAB in 1995 this was the last commercial
> release
> > >> >> >> of the Atari Falcon.
> > >> >> >>
> > >> >> >> You must have a different Mega STe from mine ;-)))
> > >> >> >> The same goes with a lot of the other links ("Mega ST" to
mention
> > >one).
> > >> >> >>
> > >> >> >> I see that you've got some references to C-Lab
> software/hardware....
> > >> >how
> > >> >> >> about adding my website to your list of links? The
> Notator/Creator
> > >SL
> > >> >> >> user mailing list (http://www.notator.org)
> > >> >> >> (you and everybody else are of course welcome to join!)
> > >> >> >>
> > >> >> >>
> > >> >> >>
> > >> >> >> --
> > >> >> >> Hallvard
> > >> >> >>
> > >> >>
> > >> >>
> > >>
> > >
> >
>
>
>

6073. Re: Is there special Midi Cables for ST

Newsgroup: comp.sys.atari.st
Date: 2004-11-27 18:39:32 UTC
From: atarikid <atarikid@cox.net>
Message-ID: <5eihq0t110cbkr9ags3o1ap3rulneukeb6@4ax.com>
Source record: 15868

On Wed, 24 Nov 2004 13:34:44 -0800, atarikid <atarikid@cox.net> wrote:

>I read in the Pro24 Manual that Atari incorporated Midi Thru in the
>Midi Out port of the STs. It also says that some Midi cables will
>short these extra pins and it won't work.
>
>Question: Do I need a special Midi cable for the Midi Out on my Mega?
>
>Thanks,
>B

Thanks everyone for your answers. That helped.

B

6074. Electronic components for hardware guys

Newsgroup: comp.sys.atari.st
Date: 2004-11-27 19:04:31 UTC
From: Rodolphe Czuba <rodolphe.beurkspam.czuba@free.fr>
Message-ID: <41a8cfd6$0$1601$626a14ce@news.free.fr>
Source record: 15869

I sell some electronic stuffs cheap on ebay (US except the 2 last on ebay
france) :
All is new except when there is a precision.

5 x IBM PowerPC Bridges
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3856343390&ssPageName=ADME:B:LC:US:1

7 x sockets PGA 18x18 224 pins compatible 68060
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3856344664&ssPageName=ADME:B:LC:US:1

30 x FLASH 4 Mbits 29F400BC-90
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3856345647&ssPageName=ADME:B:LC:US:1

15 x FLASH 8 Mbits 29F800BB-90 (the one of the CT60)
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3856346317&ssPageName=ADME:B:LC:US:1

70 x ADC 8-bits TLV083CD (the one of the CT60)
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3856348355&ssPageName=ADME:B:LC:US:1

22 oscillators DIL8 metal 66 MHz
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3856360723&ssPageName=ADME:B:LC:US:1

16 oscillators DIL8 metal 40 MHz (unsoldered)
http://cgi.ebay.fr/ws/eBayISAPI.dll?ViewItem&item=3856364240&ssPageName=ADME:B:LC:FR:1

40 heatsink aluminium black 29x29x8 mm
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3856362493&ssPageName=ADME:B:LC:US:1

Merci

6075. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-11-27 20:33:25 UTC
From: Glenn Westerfield <gwesterfield@comcast.net>
Message-ID: <pw5qd.676810$8_6.64678@attbi_s04>
Source record: 15870
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

It really surprises me how much a number of users bitch about the
smallest "infraction" of usenet "rules" but hold their tongues about
Bravo Sierra. This guy is habitual. Always the same line of commercial
crap. I say, may Bravo Sierra go Tamgo Uniform. Soon.

Have a nice day.

GAW

Steve Sweet wrote:
> Spam Spam Spam
>
>
>>To Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail!
>>From Bravo Sierra Computers Atari Resale or the Portland Atari Club Goto
>>
>>http://www.arsenet.com/~atari/maillist.htm
>
>
>

6076. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-11-27 21:41:27 UTC
From: Don Schmidt <Retired@Engineer.PNB>
Message-ID: <10qht44jlgs4tca@corp.supernews.com>
Source record: 15872
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

You'd be surprised how many don't know how to use the "Block Sender" option.

--
Don
Vancouver, USA

"Glenn Westerfield" <gwesterfield@comcast.net> wrote in message
news:pw5qd.676810$8_6.64678@attbi_s04...
> It really surprises me how much a number of users bitch about the
> smallest "infraction" of usenet "rules" but hold their tongues about
> Bravo Sierra. This guy is habitual. Always the same line of commercial
> crap. I say, may Bravo Sierra go Tamgo Uniform. Soon.
>
> Have a nice day.
>
> GAW
>
>
>
> Steve Sweet wrote:
> > Spam Spam Spam
> >
> >
> >To Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail!
> >From Bravo Sierra Computers Atari Resale or the Portland Atari Club Goto
> >>
> >http://www.arsenet.com/~atari/maillist.htm
> >
> >
> >
>

6077. Re: 56k Modems

Newsgroup: comp.sys.atari.st
Date: 2004-11-27 21:41:40 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0411271341.53aaafc3@posting.google.com>
Source record: 15871

"Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
news:<coa60l$rs8$1@hercules.btinternet.com>...
> Hi Coda
>
> >> The U.R. Robotics brand is good. I have one on my Hades that I use from
> >> time time.
> >
> > Ive never heard of U.R Robotics. Sounds familiar though ;-)
^
|

> Now known as 3COM.

I thought 3COM is now known as U.S Robotics?

Coda.

6078. FS : Atari Portfolio, Lynx and Jaguars with ICD Catbox (US-CA)

Newsgroup: comp.sys.atari.st
Date: 2004-11-28 00:59:35 UTC
From: Someone's Fortune <NoNeed@forSpam.com>
Message-ID: <k07iq05qk7mf9mcev8b3teq3rue2injfa5@4ax.com>
Source record: 15873

Pictures are posted on my website at home.earthlink.net/~rdf0013/

I am selling off all my older collections as I need storage space and
rarely use these anymore. I can be reached at gathermore2003@yahoo.com
if anyone is interested.
All items are in great working order and have been taken very good
care of since I was (am) a huge Atari fan. If purchased I can ship COD
with insurance. I am located in Sunnyvale CA...

Thanks

Atari Portfolio
1 - Atari 12 digit folding solar calculator
1 - Atari Portfolio
1 - Atari leather case for portfolio
1 - 128k portfolio memory card
2 - 64k portfolio memory card
1 - Timekeeper program card
1 - File manager program card
1 - Smart parallel interface for portfolio
1 - PC Card drive, portfolio memory card reader
CD with portfolio software I have collected over the years
* All manuals included

Atari Jaguar
3 - Atari Jaguar 64-bit system (2 working and 1 not working)
1 - Atari Jaguar CD
1 - Memory Track Cartridge
1 - ICD Catbox
2 - Atari Jaguar controllers
3 - Atari Jaguar power supplies
1 - Jaguar composite cable
1 - Jaguar S-video cable
2 - Jaguar team-tap
1 - Jaguar jaglink kit
3 - Video RF adapters

33 game cartridge (Tempest 2000, Power Drive Rally, Checkered Flag,
Attack of the Mutant Penguins, Val D'Isere Skiing and Snowboarding,
I-war, Cybermorph (x2), Ruiner Pinball, White men can't jump, Fight
for Life, Pinball Fantasies, Dino Dudes (x2), Ultra Vortek,
Alien vs Predator, Hover Strike, Wolfenstien 3D, Syndicate, Doom,
Missle Command 3D, Kasumi Ninja, Flashback, Iron Soldier 2,
Trevor McFur in the Cresent Galaxy (x2), Iron Soldier, Zool 2,
Defender 2000, Raiden, Supercross 3D, Flip Out, Brutal Sports
Football)

7 game CD (Myst, Space Ace, Highlander, Vid Grid, Battlemorph, Blue Lightning, Myst demo)

* Includes manuals, controller overlays, posters, jaguar promotional items, Atari 2600 cartridges, Atari cartridge cases, Atari Comic books, Atari 7800 cartridges and Atari trackball controller.

Atari Lynx
1 - Atari Lynx System 2
1 - Lynx large carry/storage case
2 - Lynx small carry case with cartridge pockets
2 - Lynx sunvisors for lynx 2
3 - lynx system link cable
2 - AC power adapter for Lynx
1 - Sony headphones
1 - Lynx battery pack (6 D-cell portable pack)
* Lynx documents, game manuals, lynx magazines and promo docs

32 game cartridges (Baseball Hereos, Batman Returns, Dracula the Undead, Gates of Zendocon (x2), Todd's Adventure in Slime World (x2), Block Out, Gauntlet, Raiden prototype card, Hydra, Checkered Flag, Tournament Cyberball, Rygar, Hockey, Steel Talons (x2), Zalor Mercenary (x2), Road Blasters, Rampart, Pit Fighter, Ms Pac-man, Xybots, Warbirds, Shanghai, Qix, Paperboy, Vicking Child, Pinball Jam, Shadow of the Beast, Robotron 2084)

6079. HELP !!! HARD DRIVE BOOT PROBLEM!!

Newsgroup: comp.sys.atari.st
Date: 2004-11-28 01:12:35 UTC
From: Atari-Korps <news@atari-korps.com>
Message-ID: <cob8m3$pk5$1@hercules.btinternet.com>
Source record: 15874

Hi,
I have just been playing around with my Falcon,

first I formatted the 120MB IDE drive... no problem...
then I tried to add a SCSI driver on the C:\ root dir...
this had the affect of locking up the boot sequence..
and now it bombs out before I get a chance to change anything..

how can I get the Falcon to boot from the floppy?
and ignore the hard drive....

any help gratefully received....

6080. Re: C-Lab Falcon MK X Photos

Newsgroup: comp.sys.atari.st
Date: 2004-11-28 01:15:27 UTC
From: Atari-Korps <news@atari-korps.com>
Message-ID: <cob8repqu1@hercules.btinternet.com>
Source record: 15875

cheers for the info.....

the RAM card I am looking at buying is 14MB....
I think it will do the trick....

my main problem now is....

I have stuffed up my hard drive!!! I can't get it to boot properly..
how can I get the Falcon to boot from the floppy only?

kind regards

"Rustynutt" <rustynutt@spamblock.hotmail.com> wrote in message
news:3dvhq095ak3ur667ak3bgud3cqh3l68v16@4ax.com...
> On Sat, 27 Nov 2004 18:18:39 +0000 (UTC), "Atari-Korps"
> <news@atari-korps.com> wrote:
>
> >oh...
> >i have opened it up.. and found the ram card..
> >so it looks like i do need the ram card after all....
> >
>
> Yea, sounds like it's the standard card, you'll have to upgrade.
> There were a few earlier cards that took 32 pin simms, but those take
> up way to much space inside a standard case requiring the removal of
> the internal speaker (not that you would loose much there;).
>
> There are a few models on your side of the pond that work pretty good
> from what i've read. They generally take a standard 72 pin 4 or 16 meg
> simm. You only get 14meg out of the 16 meg because of addressing. If
> for some reason you installed a NOVA ATI Mach 32 adapter and card,
> you'll need to run the 4meg simm on the new ST RAM card as the NOVA
> uses address space in ST RAM above 4meg for some stuff.
>
> RD 350 with YVPS, cool! Very fast motorcycle. Personally, I like dirt
> over asphalt, lot easier on the skin:)
>
>
> >
> >"Atari-Korps" <news@atari-korps.com> wrote in message
> >news:coa70oetq1@sparta.btinternet.com...
> >> Hi Mike,
> >> I know this must sound silly, but i have not had chance to open my
> >> 'standard Falcon' yet..
> >>
> >> but i just wanted to know the RAM setup for this Falcon..

> >>
> >> It's showing 4MB, is this just one simm, clipped on to a RAM card?
> >> Can i upgrade the memory without buying an additional RAM card?
> >> what simms are they ?
> >> i have a load of old simms and i am wondering if i could just replace
> >> the original one with a bigger one...
> >>
> >> oh and BTW i used to own a RD350 LC MkII (ypvs) and i know about
keeping
> >> motorcycle spares.....
> >>
> >> kind regards
> >>
> >>
> >> "Rustynutt" <rustynutt@spamblock.hotmail.com> wrote in message
> >> news:od7fq0h822qved1mifb0farqh1v2hve703@4ax.com...
> >> > On Fri, 26 Nov 2004 03:34:29 +0000 (UTC), "Atari-Korps"
> >> > <news@atari-korps.com> wrote:
> >> >
> >> > >Hi Mike,
> >> > >
> >> > >I'm in no hurry... i have just orderd a 14MB ram card for my other
> >> Falcon..
> >> > >40 UK Pounds.... i don't know what that is in US money....
> >> > >if the MS was up for sale i could have saved myself the 14MB and
just
> >> gone
> >> > >for the MS..
> >> > >
> >> > >Oh and while we are on the subject of money... i purchased that
Falcon
> >MK
> >> X
> >> > >with the MS for
> >> > >only 130 UK Pounds !!!!!
> >> > >
> >> > >money well spent !!
> >> > >
> >> > >kind regards
> >> >
> >> > Think that would be around $50 bucks, plus whatever a simm cost.
> >> > Haven't looked into that stuff for a long time. That was a smoking
> >> > deal on the C-LAB Falcon and stuff. Mine would go in the closet for
> >> > that price:) I've a good Falcon inventory, replacement chips and
such.
> >> > Also race vintage motocross motorcycles, and have more than I can
> >> > manage now. Figure when I retire, there will plenty for me to do
> >> > between building Falcons, learning to create applications, restoring
> >> > and hopefully still racing motocross. Only 8 years, 2 months to go!
> >> > Have fun with your new setup.

> >> > Mike
> >> > >
> >> > >
> >> > >
> >> > >
> >> > >"Rustynutt" <rustynutt@spamblock.hotmail.com> wrote in message
> >> > >news:pu1dq0ph1m0bp5h8c4fi6vchp82g7gc6q9@4ax.com...
> >> > >> On Thu, 25 Nov 2004 23:21:48 +0000 (UTC), "Atari-Korps"
> >> > >> <news@atari-korps.com> wrote:
> >> > >>
> >> > >> >Hi, i have just uploaded 4 more photos..
> >> > >> >
> >> > >> >been very busy this week......
> >> > >> >
> >> > >> >This Falcon is not a standard Falcon MK X, it's fitted with a
Mighty
> >> > >Sonic
> >> > >> >32 card...
> >> > >> >
> >> > >> >Hey Mike,
> >> > >> >how much do you want for your Mighty Sonic?
> >> > >> >i have another Falcon in need of upgrading....it's only got 4MB
!!!!
> >> > >>
> >> > >> If you just want more memory, Wizztronics sells their card for
about
> >a
> >> > >> hundred bucks, that will take you to 14mb (of ST RAM).
> >> > >> I wouldn't say you would have to pry it from my cold dead hands,
but
> >I
> >> > >> really like that card. Other than two or three applications that
> >don't
> >> > >> like to run in alternate ram, it works awesome. The machine it was
> >> > >> installed on also had a Nemesis running at 40Mhz, and was
> >> > >> SDMA reliable. Very fast for a stock "030" Falcon. I found I could
> >run
> >> > >> the Mighty Sonic up to 44Mhz, but the SCSI was useless then no
matter
> >> > >> which "buffer mod" you try. It's a timing thing that the CT030/060
> >> > >> takes care of nicely. I think on the Falcon hard disk I still have
> >> > >> some test run with the BSS software that "rates" the cards
> >performance
> >> > >> as well as GEM BENCH profiles. It's only slower in a few areas
> >> > >> compared to the CT030. Much easier to set up as far as software
goes
> >> > >> too. Rainbow Multimedia didn't like alternate ram, Cubase Audio 16
> >> > >> could run from alternate ram, but you have to use ST ram for
memory.
> >> > >> Don't know about games and demos. I'm in the middle of installing

a
> >> > >> CT060 on the Falcon that the Mighty was installed on (for the last
> >> > >> year or so:), so the Mighty is sitting in a box now. My other
Falcon
> >> > >> has an Afterburner, and it's the kind machine. I modified the
Mighty
> >> > >> Sonics pass through connector with jumper wires, from GE Soft, the
> >> > >> traces didn't allow the use of other cards (like NOVA) to work
> >> > >> properly. If you really understand how to connect one, and are
able
> >to
> >> > >> install the correct buffer mod, it would work very well. I don't
have
> >> > >> the time to really go into the installation, so you have to be
sure
> >> > >> you want to give it a shot. It has 8 4-meg 60ns simms installed.
PM
> >> > >> me, remove the "spamblock" in my email address with an offer, and
> >i'll
> >> > >> consider it.
> >> > >> Gad, I hate windoez.......
> >> > >> Thanks, Mike
> >> > >> >
> >> > >> >
> >> > >> >
> >> > >> >"Rustynutt" <rustynutt@spamblock.hotmail.com> wrote in message
> >> > >> >news:vmiaq0domctv6isk8lip1nmnh25mjl5gi3@4ax.com...
> >> > >> >> On Thu, 25 Nov 2004 02:31:05 GMT, "Julian Wolfe"
> >> > >> >> <fireflyst@earthlink.net> wrote:
> >> > >> >>
> >> > >> >> >WTF?!?!? I have one of those and those are NOT the specs on
that
> >> > >> >> >machine...what the hell did you do to it, and how can I get
mine
> >> set
> >> > >up
> >> > >> >> >that
> >> > >> >> >way? :)
> >> > >> >>
> >> > >> >> You can buy my Mighty Sonic 32 :)
> >> > >> >>
> >> > >> >> MIke
> >> > >> >>
> >> > >> >> >"Hallvard Tangeraas" <inv@lid.email> wrote in message
> >> > >> >> >news:41946c98$1@news.broadpark.no...
> >> > >> >> >> Atari-Korps wrote:
> >> > >> >> >>
> >> > >> >> > Hi My c-LAB Falcon MK X has just landed...
> >> > >> >> >> it's late over here in the UK..... but i had to take some
> >> > >photos....

> >> > >> >> >sorry
> >> > >> >> >> > about the quality..better ones to come..
> >> > >> >> >>
> >> > >> >> >> Looking good! But how about a photo of the whole machine
from
> >the
> >> > >> >> >> outside as well?
> >> > >> >> >>
> >> > >> >> >>
> >> > >> >> >> > check out my web site www.atari-korps.co.uk and select
> >Falcon
> >> MK
> >> > >X
> >> > >> >> >.....
> >> > >> >> >> > let me know what you think........
> >> > >> >> >>
> >> > >> >> >> Nice, modern, clean design of your website!
> >> > >> >> >> Several mixups though, like if I press the "Mega STe" link
it
> >> says:
> >> > >> >> >>
> >> > >> >> >> Produced by C-LAB in 1995 this was the last commercial
> >> release
> >> > >> >> >> of the Atari Falcon.
> >> > >> >> >>
> >> > >> >> >> You must have a different Mega STe from mine ;-)))
> >> > >> >> >> The same goes with a lot of the other links ("Mega ST" to
> >mention
> >> > >one).
> >> > >> >> >>
> >> > >> >> >> I see that you've got some references to C-Lab
> >> software/hardware....
> >> > >> >how
> >> > >> >> >> about adding my website to your list of links? The
> >> Notator/Creator
> >> > >> >SL
> >> > >> >> >> user mailing list (http://www.notator.org)
> >> > >> >> >> (you and everybody else are of course welcome to join!)
> >> > >> >> >>
> >> > >> >> >>
> >> > >> >> >>
> >> > >> >> >> --
> >> > >> >> >> Hallvard
> >> > >> >> >
> >> > >> >>
> >> > >> >
> >> > >>
> >> > >
> >> >
> >>

> >>
> >>
> >
>

6081. Re: HELP !!! HARD DRIVE BOOT PROBLEM!!

Newsgroup: comp.sys.atari.st
Date: 2004-11-28 02:40:55 UTC
From: Atari-Korps <news@atari-korps.com>
Message-ID: <cobdrn$it3$1@sparta.btinternet.com>
Source record: 15876

looks like i found out how to overide the boot sector?!

i pressed a combination of 'control'+'shif'+'spacebar'
i don't know what it did...
but i can now re-install the HDD !!

"Atari-Korps" <news@atari-korps.com> wrote in message
news:cob8m3$pk5$1@hercules.btinternet.com...
> Hi,
> I have just been playing around with my Falcon,
>
> first I formatted the 120MB IDE drive... no problem...
> then I tried to add a SCSI driver on the C:\ root dir...
> this had the affect of locking up the boot sequence..
> and now it bombs out before I get a chance to change anything..
>
> how can I get the Falcon to boot from the floppy?
> and ignore the hard drive....
>
> any help gratefully received....
>
>
>

6082. Re: FS : Atari Portfolio, Lynx and Jaguars with ICD Catbox (US-CA)

Newsgroup: comp.sys.atari.st
Date: 2004-11-28 03:58:27 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.28.03.58.27.715195@nosspamatari-source.com>
Source record: 15877

On Sun, 28 Nov 2004 00:59:35 +0000, Someone's Fortune wrote:

> 32 game cartridges (Baseball Hereos, Batman Returns, Dracula the
> Undead, Gates of Zendocon (x2), Todd's Adventure in Slime World (x2),
> Block Out, Gauntlet, Raiden prototype card, Hydra, Checkered Flag,
> Tournament Cyberball, Rygar, Hockey, Steel Talons (x2), Zalor
> Mercenary (x2), Road Blasters, Rampart, Pit Fighter, Ms Pac-man,
> Xybots, Warbirds, Shanghai, Qix, Paperboy, Vicking Child, Pinball Jam,
> Shadow of the Beast, Robotron 2084)

Wow, A lynx collection without the best lynx game on earth!!! Stun runner!

Mark
http://portal.atari-source.com

6083. Atari-source Name Change?

Newsgroup: comp.sys.atari.st
Date: 2004-11-28 06:04:17 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.28.06.04.17.268276@nosspamatari-source.com>
Source record: 15878

Hello everyone,

In less than 24 hours I want to make a decision on something. I've decided that I'd like to change the name of the atari-source.com web portal to something more appropriate.

I don't control the atari-source.com domain hence I can't use that A record for atari-source.com alone or www. I have the "portal" subdomain which in all honesty kind of sucks.. I'd like to get google ads and everything else and I cannot do these things.

So with that said my options are:
1) Keep it the same as it is now. Use portal.atari-source.com forever.
2) Buy atari-source.org or .net and use that as the portal
3) Buy atarionline.org or .net and use that for the portal thereby renaming the site.

What's everyone think? I mean.. The reader's opinion is what really matters.

Thanks,
Mark
http://portal.atari-source.com

6084. EZdrive worth ?

Newsgroup: comp.sys.atari.st
Date: 2004-11-28 10:27:30 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41a9a7de$0$19160$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15879

Hi all,

I have a EZdrive, looks to take 120MB discs, I have 2 or 3 of those disks, drive looks like new, not been used for about 3 million years and not even sure how to plug it in to test it, but when I get around to it I will probably bung it on Ebay, anyone got any ideas how much these things are worth these days ?

Cheers,
Chris

6085. HD FORMATTING PROBLEM

Newsgroup: comp.sys.atari.st
Date: 2004-11-28 12:12:11 UTC
From: amentothat@ukonline.co.uk
Message-ID: <d477b83c.0411280412.ee18b6f@posting.google.com>
Source record: 15880

Just aquired a "Third Coast" Hard drive with ICD controller and Seagate 65mb drive in it. Unfortunately no Hard Disk utilities were included. The hard drive is in need of reformatting - I have tried software from my collection - VORTEX HD ULTILS & ATARI HDX, neither will format this drive (HDX tells me to check connections! OR to reformat when trying to re-partition because the drive has been formated with an earlier version of HDX), the version of HDX I have tried is 5.04.

I have searched the internet for Hard Disk tools for the ST, but, cannot find any. Any links to a program or suggests would be very welcome.

Also, how does one convert an ST IMAGE file back to its original ST File format?

6086. Re: 56k Modems

Newsgroup: comp.sys.atari.st
Date: 2004-11-28 13:27:22 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0411280527.74b6f27b@posting.google.com>
Source record: 15881

> >
> > >> The U.R. Robotics brand is good. I have one on my Hades that I use from
> > >> time time.
> > >
> > > Ive never heard of U.R Robotics. Sounds familiar though ;-)
> ^
> |
>
> > Now known as 3COM.
>
> I thought 3COM is now known as U.S Robotics?
>
> Coda.

As far as I know they are one company but still use both brand names.
A lot of their networking things are still branded as US-R but you
seee a lot fo 3COM things too. They are both recognised brands so I
guess it's good business sence to keep them both.

6087. Re: Atari-source Name Change?

Newsgroup: comp.sys.atari.st
Date: 2004-11-28 13:38:05 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0411280538.2d7a2556@posting.google.com>
Source record: 15882

Mark D <mducksub@nosspamatari-source.com> wrote in message
news:<pan.2004.11.28.06.04.17.268276@nosspamatari-source.com>...
> Hello everyone,
>
> In less than 24 hours I want to make a decision on something. I've
> decided that I'd like to change the name of the atari-source.com web
> portal to something more appropriate.
>
> I don't control the atari-source.com domain hence I can't use that A
> record for atari-source.com alone or www. I have the "portal" subdomain
> which in all honesty kind of sucks.. I'd like to get google ads and
> everything else and I cannot do these things.
>
> So with that said my options are:
> 1) Keep it the same as it is now. Use portal.atari-source.com forever.
> 2) Buy atari-source.org or .net and use that as the portal
> 3) Buy atarionline.org or .net and use that for the portal thereby
> renaming the site.
>
> What's everyone think? I mean.. The reader's opinion is what really
> matters.
>
> Thanks,
> Mark
> http://portal.atari-source.com

For the sake of identity I'd reccomend keeping the atari-source name
with the .org or .net domain so you have more control than now. having
ad's (from a site visitors point of view) sucks but it does give you
revenue, which would offset the costs to some degree.

6088. Atari Online News, Etc. #06-48

Newsgroup: comp.sys.atari.st
Date: 2004-11-28 14:03:12 UTC
From: danap8@aol.comno-spam
Message-ID: <20041128090312.07924.00001560@mb-m07.aol.com>
Source record: 15883

A-ONE #0648 11/26/04

~ AntiSpyware Is Lacking ~ People Are Talking! ~ Fast Web Use Rises!
~ Zview Is Now Available ~ Google Sues Over Fraud ~ Pasti Is Ready!
~ Philips Back Into PCs! ~ Happy Thanksgiving!! ~ EU Rules Next Month
~ Next Opera Resizes ~ Phishers Are Automated ~ New 8-bit Site Open!

-* Next Opera Resizes On the Fly *-
-* Firefox Breathes Life In Browsers! *-
-* Cyber Cops Warn Shoppers: Be Holiday Wary! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

6089. Re: HD FORMATTING PROBLEM

Newsgroup: comp.sys.atari.st
Date: 2004-11-28 16:15:08 UTC
From: "Steve Sweet"
Message-ID: <coctic$rb9$1@titan.btinternet.com>
Source record: 15884

Hi There

"happysad" <amentothat@ukonline.co.uk> wrote in message
news:d477b83c.0411280412.ee18b6f@posting.google.com...
> Just aquired a "Third Coast" Hard drive with ICD controller and
> Seagate 65mb drive in it. Unfortunately no Hard Disk utilities were
> included. The hard drive is in need of reformatting - I have tried
> software from my collection - VORTEX HD ULTILS & ATARI HDX, neither
> will format this drive (HDX tells me to check connections! OR to
> reformat when trying to re-partition because the drive has been
> formated with an earlier version of HDX), the version of HDX I have
> tried is 5.04.
>
> I have searched the internet for Hard Disk tools for the ST, but,
> cannot find any. Any links to a program or suggests would be very
> welcome.

You need to use a new search engine, any decent one would have turned up
AHDI, HD-Driver to name but a few.

--

Regards, Steve S.

6090. Re: ASH

Newsgroup: comp.sys.atari.st
Date: 2004-11-28 16:29:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200411281729.a59300@b.maus.de>
Source record: 15891

G> mailed ASH but never got a reply.

I habe the same problem with Phoenix since I have the sourcecode and want make my version public. At the beginning I became some reply, later no more. I try Thomas Hoffmann, then Volker Ritzhaupt, no answer. :-(

Gerhard

6091. Re: Painting an 520STFM

Newsgroup: comp.sys.atari.st
Date: 2004-11-28 16:40:11 UTC
From: amentothat@ukonline.co.uk
Message-ID: <d477b83c.0411280840.62b91696@posting.google.com>
Source record: 15885

Just use car spray !!!!

My ST is now Matt black, which looks stunning !!!

Its also been silver and Honda Phoenix Red !!

DO IT TODAY.

"exxos" <exxos@home.co.uk> wrote in message
news:<419f026e$0$10935$cc9e4d1f@news-text.dial.pipex.com>...
> "cbmeeks" <cbm at s i g n a l d e v d o t k o m> wrote in message
> news:10p9fiv5kshav34@corp.supernews.com...
> > My 520 STFM is really yellowed...except for the keys...they are perfect!
> >
> > I was told that the Krylon Fusion is the best stuff for plastic but they
> > don't appear to have many colors....I couldn't find anything close to the
> > same color.
> >
> > So, I might paint it something weird like hunter green or satin black
> > (don't like gloss).
> >
> > any suggestions?
> >
>
> dont do it ;-)
>
> buy a new case ;-)
>
> Chris
>
>
>
>
>
>
>
> > thanks
> > cb
> >

6092. [WEB] Eiffel 1.10 update

Newsgroup: comp.sys.atari.st
Date: 2004-11-28 16:50:31 UTC
From: NOSPAMS@wanadoo.fr
Message-ID: <1gnz2kn.1jegg0hal5jy8N%NOSPAMS@wanadoo.fr>
Source record: 15886

Hi,

Eiffel Atari PS/2 interface (and more) arrive again in a new update:

* Add IKBD_LCD command for lot of fun user features. Thre are an example
on my site with LCD.SLB used by Aniplayer 2.23 but there are others
examples inside the archive.
* The Eiffel clock can work by interrupts (better precision) but this
feature need to reprogram the PIC (eiffel_i.hex, v1.10i). So it's also
possible to use the version without interrupts (eiffel.hex).
* New boot loader in Flash with LCD display.
* Fix AltGr or Shift state if the AltGr/Shift(s) keys are released
before the key.

The HYP is also updated.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
□□□Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT□60 10□5□□□□MHz 270Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

6093. Re: EZdrive worth ?

Newsgroup: comp.sys.atari.st
Date: 2004-11-28 17:43:41 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0411280943.284d313e@posting.google.com>
Source record: 15887

"exxos" <exxos@home.co.uk> wrote in message
news:<41a9a7de$0$19160$cc9e4d1f@news-text.dial.pipex.com>...
> Hi all,
>
> I have a EZdrive, looks to take 120MB discs, I have 2 or 3 of those disks,
> drive looks like new, not been used for about 3 million years and not even
> sure how to plug it in to test it, but when I get around to it I will
> probably bung it on Ebay, anyone got any ideas how much these things are
> worth these days ?
>
> Cheers,
> Chris

Sounds like the Syquest EZ135. If its the SCSI version maybe someone
could use in their ST/TT as a cheap 128mb drive, but theyre not very
reliable. ï¿½10 at most.

Coda.

6094. Re: Atari-source Name Change?

Newsgroup: comp.sys.atari.st
Date: 2004-11-28 17:47:59 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0411280947.6c751321@posting.google.com>
Source record: 15888

"I'd like to get google ads and everything else and I cannot do these things"

What do you mean?

Coda.

6095. Re: FS : Atari Portfolio, Lynx and Jaguars with ICD Catbox (US-CA)

Newsgroup: comp.sys.atari.st
Date: 2004-11-28 17:51:16 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0411280951.13ca94bf@posting.google.com>
Source record: 15889

Mark D <mducksub@nosspamatari-source.com> wrote in message
news:<pan.2004.11.28.03.58.27.715195@nosspamatari-source.com>...
> On Sun, 28 Nov 2004 00:59:35 +0000, Someone's Fortune wrote:
>
> > 32 game cartridges (Baseball Hereos, Batman Returns, Dracula the
> > Undead, Gates of Zendocon (x2), Todd's Adventure in Slime World (x2),
> > Block Out, Gauntlet, Raiden prototype card, Hydra, Checkered Flag,
> > Tournament Cyberball, Rygar, Hockey, Steel Talons (x2), Zalor
> > Mercenary (x2), Road Blasters, Rampart, Pit Fighter, Ms Pac-man,
> > Xybots, Warbirds, Shanghai, Qix, Paperboy, Vicking Child, Pinball Jam,
> > Shadow of the Beast, Robotron 2084)
>
> Wow, A lynx collection without the best lynx game on earth!!! Stun runner!
>
> Mark
> http://portal.atari-source.com

And not even California Games!!!

BTW, I think this guy is really Nolan Bushnell. Selling his stock, as usual ;-)

Coda.

6096. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-11-28 17:56:25 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0411280956.4ccdec0d@posting.google.com>
Source record: 15890
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

"Don Schmidt" <Retired@Engineer.PNB> wrote in message
news:<10qht44jlgs4tca@corp.supernews.com>...
> You'd be surprised how many don't know how to use the "Block Sender" option.
>
>
> --
> Don
> Vancouver, USA

You'd be surprised how many people read news on the web, and have no
such option. Which is besides the point.

Coda.

6097. Re: Truecolor Icons

Newsgroup: comp.sys.atari.st
Date: 2004-11-28 21:26:22 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0411281326.74b2c140@posting.google.com>
Source record: 15892

"Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
news:<co8356$e2g$1@titan.btinternet.com>...
> Whats the point?, how many Atari's are capable of displaying True Colour?
> The STe is only capable of 4096 colurs, the remaining machines capable of
> using Graphics cards are such a small percentage it would hardly be
> profitable for any authour to implement.

Just a few things to say about this point of view...

1. You can also get Truecolor graphics on a standard Falcon (albeit slowly). You've also got some Hades, Milan, and other clone users. You've got Emulator users, including this big push for Aranym to get going. So what if most Atari users are still stuck on their mid-80's machines? Newer machines *have* been made, and still need support. At least give people the option, then they can decide whether they want to use it or not.

2. You could also use the same logic to say, "What's the point of making Atari software in the first place, since there are such a relatively small number of people using Atari's compared to PC's?" If the number of people using a certain type of machine is such a big consideration, why are we still even here? It's because we enjoy what our little machines *can* do. The coolest thing to me about this Atari community is that if we want something done, we do it. We don't have to have a Microsoft guy saying, "No, you can't do it that way, because it doesn't fit with our ideals." So why put down the idea of letting the people with newer little machines enjoy what they *can* do? Does it not fit with *your* ideals?

3. For the people who actually own the more high-end machine, in light of this comment, they would have to begin to ask themselves why they so horribly wasted their money if the attitude of the Atari community is like this, and doesn't support them with software that is capable of making use of the more advanced features in their machines. If you expect a Falcon, Hades, Milan, or Emulator user to be stuck with basic (boring?) ST-feature-only software, they might as well give up, sell their Atari compatible, and use a PC or Mac. At least it would look nice, even if it doesn't work the way they like it.

4. Basically, cost aside, it's this kind of attitude that's pushed people away from this platform for a long time. You're basically saying, "You want to do more with your machine? Well, screw that idea. I'm not interested because *my* computer can't make use of that, or I'm not interested in that kind of thing." In such a small community of users, alienating even a few fringe power users can be disasterous. They're generally the ones pushing the community forward, creating

that little bit of demand for more powerful software and hardware that gets new things happening around here, and in many cases they're the ones actually making the new hardware and software. If they go away, so does any real amount of future advancement on the platform.

5. If your computer can't perform every function that a piece of software can accomodate (especially if the software adjusts for your machine's features anyway), don't kill the software, or software idea! Use it as it is, with the machine you've got, or get a higher-powered machine. Don't put down discussion that could actually advance our machines, making our Atari's just that much more fun, just because you or others won't be able to use it. The only waste of time here is discussion about what we *shouldn't* do. Any discussion about what's possible, even if only for a relative few, is active advancement and well worth our time.

... my 2 cents.

Mike Freeman
mike [at] freeman-studio [dot] com

6098. Re: Truecolor Icons

Newsgroup: comp.sys.atari.st
Date: 2004-11-28 22:07:15 UTC
From: "P.Ness" <hip@hop.com>
Message-ID: <41aa83e9@news.greennet.net>
Source record: 15893

OK then could we perhaps add chromatic 3D effects with quicksilver shadows
to these Icons , FUCK OFF you obsessive bastards!!
"Henk Robbers" <h.robbers@chello.nl> wrote in message
news:ew2qd.42922$jf.31175@amsnews03-serv.chello.com...
> P.Ness wrote:
>
> >
> > and only 16 of these at once!!!, Like said this is a waste of time
>
> Please let people decide for themselves whether time spent is a waste.
>
> --
> Groeten; Regards.
> Henk Robbers. mailto:h.robbers@chello.nl
> http://members.ams.chello.nl/h.robbers/Home.html
> Interactive disassembler: TT-Digger; http://digger.atari.org
> A Home Cooked teXt editor: AHCX

6099. Re: Truecolor Icons

Newsgroup: comp.sys.atari.st
Date: 2004-11-29 00:50:16 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.29.00.50.16.310522@nosspamatari-source.com>
Source record: 15894

On Sun, 28 Nov 2004 22:07:15 +0000, P.Ness wrote:

> OK then could we perhaps add chromatic 3D effects with quicksilver shadows
> to these Icons , FUCK OFF you obsessive bastards!!

This is probably the guy who wrote on the atari-source portal about how a new sparemint website is a giant waste of time... Completely missing the point entirely. Sounds like someone is just ticked off he can't afford an atari with good video ;-) Do yourself a favor and setup ARAnym and see just how great it is. It's a great way of seeing what it's like to use high powered atari hardware.

Thanks,
Mark
http://portal.atari-source.com

6100. Re: ASH

Newsgroup: comp.sys.atari.st
Date: 2004-11-29 00:53:51 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.29.00.53.51.210369@nosspamatari-source.com>
Source record: 15895

On Sun, 28 Nov 2004 16:08:51 -0500, gfa wrote:
> Phoenix, is that the old 3d rendering program?
>
> On my HD I have the source code to GFA-Raytrace, however even the author
> don't know anymore who owns it. He can't seem to locate anyone connected to
> GFA. Such situations are quite frustrating.

In a situation like that you could just release it anonymously and see what happens ;-) If the author is MIA do they *really* care about their copyright? I don't understand how anybody can be that greedy. Consider another situation where the author wants to release but has other people's rights tied up in the code - but can't find those people. Again..... Situations like this I'd just anonymously release it as GPL. Maybe I'm immoral for that, but I bet you in 90% of cases, nobody with any interest in the program being released would even notice. I know people should just do the work themselves in GPL to begin with, but something like Jinnee has a LOT of code behind it and it's a shame to duplicate all that work, especially when it's already done properly.

Thanks,
Mark
http://portal.atari-source.com

6101. Re: ASH

Newsgroup: comp.sys.atari.st
Date: 2004-11-29 05:31:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200411290631.a59342@b.maus.de>
Source record: 15793

G> Phoenix, is that the old 3d rendering program?

No, the database system.

Gerhard

6102. Re: ASH

Newsgroup: comp.sys.atari.st
Date: 2004-11-29 07:29:47 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-4E76D6.07295629112004@newsfe1-gui.server.ntli.net>
Source record: 15896

In article <200411281729.a59300@b.maus.de>,
Gerhard_Stoll@b.maus.de (Gerhard Stoll) wrote:

> G> mailed ASH but never got a reply.
>
> I habe the same problem with Phoenix since I have the sourcecode and want make
> my version public. At the beginning I became some reply, later no more. I try
> Thomas Hoffmann, then Volker Ritzhaupt, no answer. :-(

DDP Translations began translating this database, but for some reason or
other the project was halted; if you were thinking of releasing this
Database program I might be able to dig up what we had done so far.

--

Derryck

/ DDP Translations /
/ http://ddp.atari.org /

6103. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-11-29 10:32:03 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0411290232.5bd169f2@posting.google.com>
Source record: 15898
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I figured out Bravo Sierra, but what did T U relate to

Looks like our American friends have invaded the Internet (god!
deliver us from the Americans)

6104. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-11-29 10:41:15 UTC
From: Don Schmidt <Retired@Engineer.PNB>
Message-ID: <10qlv6c76fd4306@corp.supernews.com>
Source record: 15897
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Seeing that there are over 50 countries in the Americas, any particular
group?

--
Don
Vancouver, USA

"carmel" <carmel_andrews@hotmail.com> wrote in message
news:6912483e.0411290232.5bd169f2@posting.google.com...
> I figured out Bravo Sierra, but what did T U relate to
>
> Looks like our American friends have invaded the Internet (god!
> deliver us from the Americans)

6105. Re: Truecolor Icons

Newsgroup: comp.sys.atari.st
Date: 2004-11-29 14:40:58 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.11.29.14.40.58.172735@darkforce.ky.org>
Source record: 15799

On Sun, 28 Nov 2004 20:44:52 -0500, gfa wrote:

> I assume P.Ness is pronounced "penis" as in 'dick'. Seems to fit. haha

<lol> I hadn't even thought about that, but indeed it does fit!

6106. Re: HD FORMATTING PROBLEM

Newsgroup: comp.sys.atari.st
Date: 2004-11-29 16:33:33 UTC
From: amentothat@ukonline.co.uk
Message-ID: <d477b83c.0411290833.412fa5ef@posting.google.com>
Source record: 15801

"Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
news:<coctic$rb9$1@titan.btinternet.com>...
> Hi There
>
> "happysad" <amentothat@ukonline.co.uk> wrote in message
> news:d477b83c.0411280412.ee18b6f@posting.google.com...
> > Just aquired a "Third Coast" Hard drive with ICD controller and
> > Seagate 65mb drive in it. Unfortunately no Hard Disk utilities were
> > included. The hard drive is in need of reformatting - I have tried
> > software from my collection - VORTEX HD ULTILS & ATARI HDX, neither
> > will format this drive (HDX tells me to check connections! OR to
> > reformat when trying to re-partition because the drive has been
> > formated with an earlier version of HDX), the version of HDX I have
> > tried is 5.04.
> >
> > I have searched the internet for Hard Disk tools for the ST, but,
> > cannot find any. Any links to a program or suggests would be very
> > welcome.
>
> You need to use a new search engine, any decent one would have turned up
> AHDI, HD-Driver to name but a few.

Driver is not the problem - its a programme to format the drive with that I need.

6107. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-11-29 17:01:17 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0411290901.30f28fca@posting.google.com>
Source record: 15800
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

carmel_andrews@hotmail.com (carmel) wrote in message
news:<6912483e.0411290232.5bd169f2@posting.google.com>...
> I figured out Bravo Sierra, but what did T U relate to
>
> Looks like our American friends have invaded the Internet (god!
> deliver us from the Americans)

T U = tits up.
BTW, (= By The Way) we dont need deliverence from the Americans, just from Bush.

Coda.

6108. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-11-29 17:05:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0411290904290.25274-100000@onyx.spiritone.com>
Source record: 15802
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Tits Up.

On 29 Nov 2004, carmel wrote:

> I figured out Bravo Sierra, but what did T U relate to
>
> Looks like our American friends have invaded the Internet (god!
> deliver us from the Americans)

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6109. Re: HD FORMATTING PROBLEM

Newsgroup: comp.sys.atari.st
Date: 2004-11-29 17:36:25 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <cofmmp$os6$1@reader1.panix.com>
Source record: 15806

Ahem...The two things mentioned, and some others, such as CBHD, can all
format what they drive. There is really no substitute for getting a
likely file and seeing what it does.

If it has an ICD controller, at least it used to be true that the ICD web
site had ICD Tools (two formatters, a boot program, a driver program, and
a whole bunch of other things) downloadable from the website.

However, the details you mentioned suggest that the drive you have
was dead on arrival, and that formatting will not fix it. Either the
drive is not responding to the controller, or the controller is not
working, or you really do need to check some connections.

Jim

happysad <amentothat@ukonline.co.uk> writes:

: "Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
news:<coctic$rb9$1@titan.btinternet.com>...
: > Hi There
: >
: > "happysad" <amentothat@ukonline.co.uk> wrote in message
: > news:d477b83c.0411280412.ee18b6f@posting.google.com...
: > > Just aquired a "Third Coast" Hard drive with ICD controller and
: > > Seagate 65mb drive in it. Unfortunately no Hard Disk utilities were
: > > included. The hard drive is in need of reformatting - I have tried
: > > software from my collection - VORTEX HD ULTILS & ATARI HDX, neither
: > > will format this drive (HDX tells me to check connections! OR to
: > > reformat when trying to re-partition because the drive has been
: > > formated with an earlier version of HDX), the version of HDX I have
: > > tried is 5.04.
: > >
: > > I have searched the internet for Hard Disk tools for the ST, but,
: > > cannot find any. Any links to a program or suggests would be very
: > > welcome.
: >
: > You need to use a new search engine, any decent one would have turned up
: > AHDI, HD-Driver to name but a few.

: Driver is not the problem - its a programme to format the drive with
that I need.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |

```
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.
```

6110. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-11-29 18:21:30 UTC
From: David <dwmoar@findmoore.net>
Message-ID: <h8KdnS2Iaeo29TbcRVn-hg@megapath.net>
Source record: 15805
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Don Schmidt wrote:
> Seeing that there are over 50 countries in the Americas, any particular
> group?
>
>
Looks like most people could of figured out which "AMERICAN FRIENDS" he
was reffering to :)

==
FindMoore.Net~Finding Your Place on the Web!
http://findmoore.net
Linux Registered User #188968
==

6111. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-11-29 18:37:15 UTC
From: Don Schmidt <Retired@Engineer.PNB>
Message-ID: <10qmr2s3tme39c4@corp.supernews.com>
Source record: 15804
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Yep, those Venezuelans.

--
Don
Vancouver, USA

"David" <dwmoar@findmoore.net> wrote in message
news:h8KdnS2Iaeo29TbcRVn-hg@megapath.net...
> Don Schmidt wrote:
> > Seeing that there are over 50 countries in the Americas, any particular
> > group?
> >
> >
> Looks like most people could of figured out which "AMERICAN FRIENDS" he
> was reffering to :)
>
>
>
> ==
> FindMoore.Net~Finding Your Place on the Web!
> http://findmoore.net
> Linux Registered User #188968
> ==

6112. Books to be sold

Newsgroup: comp.sys.atari.st
Date: 2004-11-29 18:47:23 UTC
From: Rodolphe Czuba <rodolphe.beurkspam.czuba@free.fr>
Message-ID: <41ab6ebc$0$12708$636a15ce@news.free.fr>
Source record: 15803

To be discussed :

MOTOROLA MPC750 User's Manual - Edition 8/97
8 EUR

MOTOROLA MC68060 User's Manual - Rev. 1 1994
10 EUR

AGP System Architecture de Dave Dzatko - Edition Mindshare, Inc
Covers AGP 2.0
Dec 1998
The better book about AGP !
10 EUR

Linux Kernel Internals - Second Edition - Editions Addison-Wesley 1999
Authors : 6 (names on demand)
8 EUR

Linux Device Drivers - Fev 98 - Editions O'Reilly - Author : Alessandro
Rubini
8 EUR

6113. TeraDesk 3.42 released

Newsgroup: comp.sys.atari.st
Date: 2004-11-29 19:46:34 UTC
From: vdjole@EUnet.yu
Message-ID: <cofuaondn1@news.eunet.yu>
Source record: 15808

Version 3.42 of TeraDesk open-source desktop is available at:

http://solair.eunet.yu/~vdjole/teradesk.htm

This is a non-critical code-optimisation release; program size has been
reduced a bit, there is an improvement in speed of some operations,
and several small corrections/improvements were made which were overlooked
in the last release, and should be mostly invisible to the user.
See the history file for details.

Have fun.

6114. Effective Email Marketing

Newsgroup: comp.sys.atari.st
Date: 2004-11-29 20:41:22 UTC
From: Singova Graham <Singova1948@bulkemailco.com>
Message-ID: <41ab8972$1_2@127.0.0.1>
Source record: 15807

Hi

We offer you E-mail addresses databases (or called Bulk E-mail lists) for online advertisement. we provide you with a free list of email addresses you can use in your marketing campaign, or you can choose to buy larger inexpensive databases. Furthermore, you can download several online marketing softwares absolutely free:

http://www.bulkemailco.com

Regards,
Singova Graham
Tel. +1 925 941 3468

----= Posted via Newsfeeds.Com - Unlimited-Uncensored-Secure Usenet News=----
http://www.newsfeeds.com The #1 Newsgroup Service in the World! >100,000 Newsgroups
---= East/West-Coast Server Farms - Total Privacy via Encryption =---

6115. Re: EZdrive worth ?

Newsgroup: comp.sys.atari.st
Date: 2004-11-29 21:34:52 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0411291334.5b6410b2@posting.google.com>
Source record: 15809

"exxos" <exxos@home.co.uk> wrote in message
news:<41a9a7de$0$19160$cc9e4d1f@news-text.dial.pipex.com>...
> Hi all,
>
> I have a EZdrive, looks to take 120MB discs, I have 2 or 3 of those disks,
> drive looks like new, not been used for about 3 million years and not even
> sure how to plug it in to test it, but when I get around to it I will
> probably bung it on Ebay, anyone got any ideas how much these things are
> worth these days ?
>
The Syquest EZ135 is a 135MB removable (cartridge-based) hard drive.
I own two and use them on my Falcons.

Reliability is not as good as a sealed hard drive since the drive
heads are not sealed. However, in a pet-free, smoke-free home they
are usually satisfactory.

I've been using the EZ135 as storage for the never-ending scanning of
old photos I do prior to putting them on CD-R. Two (of eight in use)
cartridges have failed in six years. (Come to think of it, all my
failures were in the first two years.)

The drive plugs in as does any normal HD. It's value is probably
similar to a 135MB SCSI HD, which is to say not much.

Galen

6116. Re: Truecolor Icons

Newsgroup: comp.sys.atari.st
Date: 2004-11-29 22:08:22 UTC
From: "P.Ness" <hip@hop.com>
Message-ID: <41abd5ab@news.greennet.net>
Source record: 15810

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:pan.2004.11.29.14.40.58.172735@darkforce.ky.org...
> On Sun, 28 Nov 2004 20:44:52 -0500, gfa wrote:
>
> > I assume P.Ness is pronounced "penis" as in 'dick'. Seems to fit. haha
>
> <lol> I hadn't even thought about that, but indeed it does fit!
>

Congrats boys , a coconut each for being so sharp!!, I still like the Atari system , But!"!! and a big but!! it ended up too sllllooww, and all hardware was ten times the price of PC gear, my rescue was MagicPC which I still use on every PC I have, but to be honest I couldn't give a (excuse the pun) a toss about how many colours the Icons have
Love P.Ness

6117. ST Magazine

Newsgroup: comp.sys.atari.st
Date: 2004-11-29 22:44:21 UTC
From: nick@1632systems.co.uk
Message-ID: <cog8o5$gc6$1@thorium.cix.co.uk>
Source record: 15811

Just a quickie

ST Magazine English version Issues 134 and 135 are now availble from webshop
listed below

Thanks

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

6118. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-11-29 23:52:17 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.29.23.52.16.436609@nosspamatari-source.com>
Source record: 15812

On Mon, 29 Nov 2004 09:01:17 -0800, smeg wrote:

> T U = tits up.
> BTW, (= By The Way) we dont need deliverence from the Americans, just from Bush.
>
> Coda.

And remember everyone, only 51% of us are to blame for that. Choose your
words carefully. When you say Americans, you might mean American
Republicans ;-)

http://www.sorryeverybody.com

Thanks,
Mark
http://www.atari-source.org

6119. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-11-30 03:46:25 UTC
From: Glenn W <gwesterfield@nospamcomcast.net>
Message-ID: <l2Sqd.120540$5K2.7825@attbi_s03>
Source record: 15813
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Tits up.

carmel wrote:
> I figured out Bravo Sierra, but what did T U relate to
>
> Looks like our American friends have invaded the Internet (god!
> deliver us from the Americans)

6120. Re: Truecolor Icons

Newsgroup: comp.sys.atari.st
Date: 2004-11-30 12:43:02 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0411300443.6f9a1752@posting.google.com>
Source record: 15814

mail@freeman-studio.com (Mike Freeman) wrote in message
news:<5c1cf651.0411281326.74b2c140@posting.google.com>...
> "Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
news:<co8356$e2g$1@titan.btinternet.com>...
> > Whats the point?, how many Atari's are capable of displaying True Colour?
> > The STe is only capable of 4096 colurs, the remaining machines capable of
> > using Graphics cards are such a small percentage it would hardly be
> > profitable for any authour to implement.
>
> Just a few things to say about this point of view...
>
<SNIP>

Well said:)

Also I think if you look at the way the Atari community is now, I
think you would ifnd a fair proportion of people have a higher end
system, be it a Falcon or clone, or simply an upgraded older system,
paticularly in Europe were the Flacon was more sucessful, and where
the clones were built.

6121. Re: Painting an 520STFM

Newsgroup: comp.sys.atari.st
Date: 2004-11-30 12:45:14 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0411300445.b876e6a@posting.google.com>
Source record: 15815

"cbmeeks" <cbm at s i g n a l d e v d o t k o m> wrote in message
news:<10p9fiv5kshav34@corp.supernews.com>...
> My 520 STFM is really yellowed...except for the keys...they are perfect!
>
> I was told that the Krylon Fusion is the best stuff for plastic but they
> don't appear to have many colors....I couldn't find anything close to the
> same color.
>
> So, I might paint it something weird like hunter green or satin black (don't
> like gloss).
>
> any suggestions?
>
> thanks
> cb

If you want a new ST case I have a spare one (label as 520STe). I can
give it to you for cost of shipping from UK.

6122. Re: TeraDesk 3.42 released

Newsgroup: comp.sys.atari.st
Date: 2004-11-30 13:05:38 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0411300505.1fac1b8b@posting.google.com>
Source record: 15816

vdjole@EUnet.yu (Djordje Vukovic) wrote in message news:<cofuaondn1@news.eunet.yu>...
> Version 3.42 of TeraDesk open-source desktop is available at:
>
> http://solair.eunet.yu/~vdjole/teradesk.htm
>
> This is a non-critical code-optimisation release; program size has been
> reduced a bit, there is an improvement in speed of some operations,
> and several small corrections/improvements were made which were overlooked
> in the last release, and should be mostly invisible to the user.
> See the history file for details.
>
> Have fun.

Thanks,

Coda.

6123. ST Magazine

Newsgroup: comp.sys.atari.st
Date: 2004-11-30 15:08:14 UTC
From: sf0218@aol.com
Message-ID: <20041130100814.08198.00001666@mb-m04.aol.com>
Source record: 15817

Hi Everybody!!!!!!!!!!

I hope everyone in the USA had a very good and happy Thanksgiving!!!!!!!

Curious, has anyone in the States read and/or subscribed to ST Magazine? It's a French magazine (also produced in English) and I am just curious as to your thoughts on it's content, quality, and delivery.

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

6124. Atari TT for sale

Newsgroup: comp.sys.atari.st
Date: 2004-11-30 15:32:19 UTC
From: rodsmith@rodsbooks.com
Message-ID: <3dgu72-859.ln1@speaker.rodsbooks.com>
Source record: 15818

Hi,

In case anybody's interested, I've recently put my Atari TT up on eBay:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=5143703749

I've just not had the time to use it, so I thought it might go to somebody
who will....

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

6125. STE RAM fault

Newsgroup: comp.sys.atari.st
Date: 2004-11-30 17:33:48 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41acaeb7$0$19154$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15819

Hi all,

I have 2 STE's both with the same problem, and thats theres no databus comming from U401 to the RAM area, all address bus and all the ras/cas lines are fine but no databus at all. I've changed the big IC 401, which is called GSTSHFTR 3 times, it has clock input and power, but appart from that im out of ideas, ive also changed the CPU and blitter just in case. only IC left is the sufrace mount big un, I assume its to blame but can't prove it, also out of ideas. looks like a scrapper :(

TIA
chris

6126. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-11-30 17:55:11 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0411300955.1d18d48f@posting.google.com>
Source record: 15820
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Alternatively, T O... Tits Out (for the lads)

For Americans friends, i refer to that collective bunch the live in what is called THE U S of A, and those that claim to speak the ENGLISH Language (US English that is)

Additionally, it's you American's that need delivering from Mr Bush, We on the other side of the big blue need delivering from the Americans

As it could be proved that the majority of the Americans voted george bush (that gormless one) back in of a second term (and if that was a close election, then the Ukranian farse, must have been even closer)

Ahhh, so much for modern democracy (thanks largely to the ancient greeks)

6127. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-11-30 18:35:31 UTC
From: B G <foo@oo.com>
Message-ID: <41acd056$1@nntp0.pdx.net>
Source record: 15821
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

As Barry Crimmins (by way of Bill Hicks) said:

ï¿½ï¿½Hey, buddy,ï¿½ this guy says to him after a show. ï¿½Americaï¿½love it
or leave it!ï¿½ And Crimmins goes, ï¿½What? And be a victim of our
foreign policy?ï¿½ï¿½

carmel wrote:
> Alternatively, T O... Tits Out (for the lads)
>
> For Americans friends, i refer to that collective bunch the live in
> what is called THE U S of A, and those that claim to speak the ENGLISH
> Language (US English that is)
>
> Additionally, it's you American's that need delivering from Mr Bush,
> We on the other side of the big blue need delivering from the
> Americans
>
> As it could be proved that the majority of the Americans voted george
> bush (that gormless one) back in of a second term (and if that was a
> close election, then the Ukranian farse, must have been even closer)
>
> Ahhh, so much for modern democracy (thanks largely to the ancient
> greeks)

6128. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-11-30 20:35:09 UTC
From: "Steve Sweet"
Message-ID: <coilht$291$1@titan.btinternet.com>
Source record: 15822
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hi Peop's

>> Looks like our American friends have invaded the Internet (god!
>> deliver us from the Americans)

"America", "Friends" isn't that a double negative.

--

Regards, Steve S.

6129. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-11-30 21:00:11 UTC
From: sf0218@aol.com
Message-ID: <20041130160011.06631.00000780@mb-m24.aol.com>
Source record: 15823

You know, I'm one of those 'Americans".

The only thing I consider all of you as in this newsgroup is "Atarians".

I truelly hope we can all think of each other that way and throw the friggin
politics out the window.

Thank you

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

6130. [ANN] Troll 1.1B (bugfixes)

Newsgroup: comp.sys.atari.st
Date: 2004-11-30 21:11:15 UTC
From: Pierre TON-THAT <geek@atarians.com>
Message-ID: <41ace1f3$0$19110$7a628cd7@news.club-internet.fr>
Source record: 15824

Bonsoir :)

Download on my homepage or directly in the folder
http://rajah.atari.org/files/ -> troll11b_uk.zip (130KB)

Fixes:
- crash if NVDI (or any other GDOS compatible) was missing.
- in the internal editor:
- crash if delete at line end, on the last line.
- bad position for block paste
- unwanted scroll when text is smaller than the window and cursor at end
- Adds in this documentation

Voilï¿½ :)

-- Pierre TONTHAT - Rajah Lone / Renaissance
http://rajah.atari.org

6131. Atari Users Groups

Newsgroup: comp.sys.atari.st
Date: 2004-11-30 21:42:26 UTC
From: sf0218@aol.com
Message-ID: <20041130164226.08086.00001422@mb-m05.aol.com>
Source record: 15825

Are there any left in the U.S.?

Thanks

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

6132. Mint

Newsgroup: comp.sys.atari.st
Date: 2004-11-30 22:02:36 UTC
From: sf0218@aol.com
Message-ID: <20041130170236.08318.00001511@mb-m04.aol.com>
Source record: 15826

What's the easiest way to install a fairly simple Mint install?

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

6133. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-11-30 22:28:33 UTC
From: "Steve Sweet"
Message-ID: <cois6h$bb6$1@hercules.btinternet.com>
Source record: 15827

HI

"SF0218" <sf0218@aol.com> wrote in message
news:20041130160011.06631.00000780@mb-m24.aol.com...
> You know, I'm one of those 'Americans".
>
> The only thing I consider all of you as in this newsgroup is "Atarians".
>
> I truelly hope we can all think of each other that way and throw the
> friggin
> politics out the window.

Amen to that, unless you're a spamming retard.

--

Regards, Steve S.

6134. Re: STE RAM fault

Newsgroup: comp.sys.atari.st
Date: 2004-11-30 22:29:35 UTC
From: "Steve Sweet"
Message-ID: <cois8f$59j$1@sparta.btinternet.com>
Source record: 15828

Hi exxos

"exxos" <exxos@home.co.uk> wrote in message
news:41acaeb7$0$19154$cc9e4d1f@news-text.dial.pipex.com...
> Hi all,
>
> I have 2 STE's both with the same problem, and thats theres no databus
> comming from U401 to the RAM area, all address bus and all the ras/cas
> lines are fine but no databus at all. I've changed the big IC 401, which
> is called GSTSHFTR 3 times, it has clock input and power, but appart from
> that im out of ideas, ive also changed the CPU and blitter just in case.
> only IC left is the sufrace mount big un, I assume its to blame but can't
> prove it, also out of ideas. looks like a scrapper :(

Have you tried replacement simms, or at least swapping your about to
eliminate a faulty device.

Where in the world are you?

--

Regards, Steve S.

6135. HD disk drive circuit (with GAL) uploaded

Newsgroup: comp.sys.atari.st
Date: 2004-11-30 22:45:38 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <41acf80e$1@news.broadpark.no>
Source record: 15829

Thanks to the author of a previously commercial product saying yes to my
plea for releasing it freely, I have now uploaded a HD/DD circuit using
a pre-programmed GAL chip and added some English translations etc.
(this allows the Atari ST to use a high density floppy disk drive, so it
can handle both DD (720 Kb) and HD (1.44 Mb) floppy disks.

I'd like to build it myself, but don't have enough electronics knowledge
to fully understand it myself yet, nor a great deal of understanding
German, so perhaps we can get some discussions going on about it here...

Anyway, the file is ready for download from here:

ftp://gem.win.co.nz/hall/hardware/hd_2004.zip

--
Hallvard

6136. Re: STE RAM fault

Newsgroup: comp.sys.atari.st
Date: 2004-11-30 22:52:37 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41acf978$0$19166$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15830

"Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
news:cois8f$59j$1@sparta.btinternet.com...
> Hi exxos
>
> "exxos" <exxos@home.co.uk> wrote in message
> news:41acaeb7$0$19154$cc9e4d1f@news-text.dial.pipex.com...
>> Hi all,
>>
>> I have 2 STE's both with the same problem, and thats theres no databus
>> comming from U401 to the RAM area, all address bus and all the ras/cas
>> lines are fine but no databus at all. I've changed the big IC 401, which
>> is called GSTSHFTR 3 times, it has clock input and power, but appart from
>> that im out of ideas, ive also changed the CPU and blitter just in case.
>> only IC left is the sufrace mount big un, I assume its to blame but can't
>> prove it, also out of ideas. looks like a scrapper :(
>
> Have you tried replacement simms, or at least swapping your about to
> eliminate a faulty device.

Simms are tested on another machine, but is somewhat irrelivent since there
is no drive to the ram databus, rather confusing, I prefer the STFM, at
least you could change more chips!

Chris

>
> Where in the world are you?
>
> --
>
> Regards, Steve S.
>

6137. Re: Mint

Newsgroup: comp.sys.atari.st
Date: 2004-11-30 23:08:10 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.11.30.23.08.10.503954@nosspamatari-source.com>
Source record: 15831

On Tue, 30 Nov 2004 22:02:36 +0000, SF0218 wrote:

> What's the easiest way to install a fairly simple Mint install?
>

Pretty self-explanatory.... Easymint. Hardest part about it is making
sure you have a properly setup RAW partition. Follow the documentation
and use HD-Driver to do this.

Thanks,
Mark

6138. Re: HD disk drive circuit (with GAL) uploaded

Newsgroup: comp.sys.atari.st
Date: 2004-11-30 23:26:48 UTC
From: "Steve Sweet"
Message-ID: <coivjo$g18$1@hercules.btinternet.com>
Source record: 15832

Hi "Hallvard Tangeraas"

> Thanks to the author of a previously commercial product saying yes to my
> plea for releasing it freely, I have now uploaded a HD/DD circuit using a
> pre-programmed GAL chip and added some English translations etc.
> (this allows the Atari ST to use a high density floppy disk drive, so it
> can handle both DD (720 Kb) and HD (1.44 Mb) floppy disks.
>
> I'd like to build it myself, but don't have enough electronics knowledge
> to fully understand it myself yet, nor a great deal of understanding
> German, so perhaps we can get some discussions going on about it here...
>
> Anyway, the file is ready for download from here:
>
> ftp://gem.win.co.nz/hall/hardware/hd_2004.zip

What a coup!, nice one dude!

--

Regards, Steve S.

6139. Re: HD disk drive circuit (with GAL) uploaded

Newsgroup: comp.sys.atari.st
Date: 2004-11-30 23:49:29 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41ad06bf$0$19162$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15833

"Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
news:coivjo$g18$1@hercules.btinternet.com...
> Hi "Hallvard Tangeraas"
>
>> Thanks to the author of a previously commercial product saying yes to my
>> plea for releasing it freely, I have now uploaded a HD/DD circuit using a
>> pre-programmed GAL chip and added some English translations etc.
>> (this allows the Atari ST to use a high density floppy disk drive, so it
>> can handle both DD (720 Kb) and HD (1.44 Mb) floppy disks.
>>
>> I'd like to build it myself, but don't have enough electronics knowledge
>> to fully understand it myself yet, nor a great deal of understanding
>> German, so perhaps we can get some discussions going on about it here...
>>
>> Anyway, the file is ready for download from here:
>>
>> ftp://gem.win.co.nz/hall/hardware/hd_2004.zip
>
> What a coup!, nice one dude!
>
>
> --
>
> Regards, Steve S.
>
>

wow hyper format, that figures why 12,14 sectors never used to work :)))
always wonderd that..
I wonder if theres a super hyper HD format at like 18mhz ;-)

chris

6140. Re: Mint

Newsgroup: comp.sys.atari.st
Date: 2004-12-01 02:30:35 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.01.02.30.33.216856@darkforce.ky.org>
Source record: 15834

On Tue, 30 Nov 2004 22:02:36 +0000, SF0218 wrote:

> What's the easiest way to install a fairly simple Mint install?
>
> Thanks,
>
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

(All you Mint users - if I've got something wrong, don't hesitate to jump
right in and correct me!) :-)

Sam, its like Mark said - Easymint is the way to go. Go to the easymint
website:

http://atari.st-katharina-apotheke.de/home.php?seite=0&lang=en&headline=Home&texte=news

and download all the files you need (there are also some good help files):

EM_152.ZIP
LST.ZIP
BASIC.TAR
STANDARD.TAR
NET.TA
DEVEL.TAR
LIBS.TAR
ENGLISH.ZIP

Extract EM_152.ZIP
Extract LST.ZIP

Put the TARS and LST files in /easymint/pakete.

Use HDDriver to make a partition that Mint can use. If its an older
version (like mine, v7.61) then you have to give it a "LNX" partition ID.
My understanding is that newer versions will do this step automatically.

Run EASYMINT.PRG and it should install itself.

During the installation, easymint will reboot a few times - this is normal
don't worry about it. Most of the prompts are explanatory (sort of).

Don't be surprised when its done. More than likely you're going to wind up
at a white screen with black text and a shell/command line prompt.

From there, you can edit C:\MINT\MINT.CNF to make it do pretty well what you want. (Hint: You can edit this file from TOS or Mint - just remember that whatever editor you use must have *no* carriage returns/linefeeds)

You'll really need to install a multitasking AES like N.AES or XXAES or MYAES. A good replacement desktop like Thing is highly recommended as well.

I purchased N.AES from Woller Systems in Germany, but man...its not easy. They don't take credit cards, etc, etc, so I wound up paying by Western Union and altogether - its not cheap.

Just remember, that until you do get all the "accessory" software in place, and everything configured for Mint, you can simply go into your AUTO folder and rename MINT030.PRG to MINT030.PRX, and your Falcon will boot back up into the ever familiar TOS desktop. You can move into the AUTO directory while in Mint or you can hold down the key that bypasses AUTO folder program, go into C:\AUTO and rename MINT030.PRG :-)

Sam, if you have any problems or questions (you will! <grin>), post them here and somebody will jump in and help you.

Have fun! :-)

6141. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-12-01 02:33:20 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.01.02.33.20.258071@darkforce.ky.org>
Source record: 15835

On Tue, 30 Nov 2004 21:00:11 +0000, SF0218 wrote:

> You know, I'm one of those 'Americans".
>
> The only thing I consider all of you as in this newsgroup is "Atarians".
>
> I truelly hope we can all think of each other that way and throw the friggin
> politics out the window.
>
> Thank you

I'm with you Sam. I thought this was "comp.sys.atari.st" not
"comp.sys.lamers.slam.america"... :-(

6142. CT60/Ram problem?

Newsgroup: comp.sys.atari.st
Date: 2004-12-01 02:34:54 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.10.29.22.18.44.580876@darkforce.ky.org>
Source record: 15836

Well, I think I'm experiencing the inferior RAM card/SIMM problem with my CT60 equipped Falcon.

Running in '030 mode, the Thing desktop, 640x480-256 colors, looks great. No problems.

Running with the CT60 on, same setup, I get fuzzy, funny colors along the top edges of all icons, desktop and window.

Running with the CT60 on, same setup, and Thing running under MINT/N.aes 2.0, I get the same effect, plus a pixel block left in the menus whenever the mouse is there. Also, the mouse pointer starts out invisible, and once I move it, it becomes visible again. Its unstable as well - I can go to Configuration under Thing, and Thing immediatly crashes back to N.aes.

Is there a definitive way of telling whether its the SIMM or not? I've got a stock 4 meg Atari memory board, and a Wizztronics 14 meg board. It does this with both.

I do get a "keyboard" failure message with every boot up with the CT60. I'm using the DEKA interface.

I'm using 60ns, 2 cls, 256 meg ram, by Crucial in the CT60, and this is with the "no solder" installation. Temp is staying around 32C, so I don't think thats a problem.

Thanks in advance.

6143. Re: CT60/Ram problem?

Newsgroup: comp.sys.atari.st
Date: 2004-12-01 02:53:09 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <pmard.54244$K7.53205@news-server.bigpond.net.au>
Source record: 15837

Ronald J. Hall wrote:
> Well, I think I'm experiencing the inferior RAM card/SIMM problem with my
> CT60 equipped Falcon.
>
> Running in '030 mode, the Thing desktop, 640x480-256 colors, looks great.
> No problems.
>
> Running with the CT60 on, same setup, I get fuzzy, funny colors along the
> top edges of all icons, desktop and window.
>
> Running with the CT60 on, same setup, and Thing running under MINT/N.aes
> 2.0, I get the same effect, plus a pixel block left in the menus whenever
> the mouse is there. Also, the mouse pointer starts out invisible, and once
> I move it, it becomes visible again. Its unstable as well - I can go to
> Configuration under Thing, and Thing immediatly crashes back to N.aes.
>
> Is there a definitive way of telling whether its the SIMM or not? I've got
> a stock 4 meg Atari memory board, and a Wizztronics 14 meg board. It does
> this with both.
>
> I do get a "keyboard" failure message with every boot up with the CT60.
> I'm using the DEKA interface.
>
> I'm using 60ns, 2 cls, 256 meg ram, by Crucial in the CT60, and this is
> with the "no solder" installation. Temp is staying around 32C, so I don't
> think thats a problem.

What type of ram do you have in the Wizztronics card? I had Fastpage ram
in my CT2 machine, and found the same fault. Then I tried EDO and
problem solved.

Mark

6144. Re: WTB: Nova Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-12-01 03:55:09 UTC
From: ah <happy@verhizn.net>
Message-ID: <xgbrd.5768$Hk6.3707@trnddc05>
Source record: 15838
Cross-posted to: comp.sys.atari.st,alt.usenet.kooks

Lady Chatterly wrote:
>
> weak nerves

I just noticed this.
--
ah

6145. Re: CT60/Ram problem?

Newsgroup: comp.sys.atari.st
Date: 2004-12-01 04:49:05 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.12.01.04.49.05.637710@nosspamatari-source.com>
Source record: 15839

On Tue, 30 Nov 2004 21:34:54 -0500, Ronald J. Hall wrote:

> Well, I think I'm experiencing the inferior RAM card/SIMM problem with my
> CT60 equipped Falcon.
>

Ronald,

Almost definitely the problem is not the CT60. I know you don't have the
solders installation yet so this is actually really bad. I've never heard
of anyone getting display artifacts with standard bus speeds. When you
ship your falcon to me I can try different SIMMS in the Wizztronics board.

Thanks,
Mark
http://www.atari-source.org

6146. Re: CT60/Ram problem?

Newsgroup: comp.sys.atari.st
Date: 2004-12-01 05:11:39 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.01.05.11.39.598521@darkforce.ky.org>
Source record: 15840

On Tue, 30 Nov 2004 23:49:05 -0500, Mark D wrote:

> Ronald,
>
> Almost definitely the problem is not the CT60. I know you don't have the
> solders installation yet so this is actually really bad. I've never heard
> of anyone getting display artifacts with standard bus speeds. When you
> ship your falcon to me I can try different SIMMS in the Wizztronics board.
>
> Thanks,
> Mark
> http://www.atari-source.org

I'm very puzzled. This is a very *old* post. I put this post up something
like last month?

Its already been solved too...as many pointed out, I had NVDI disabled in
my AUTO folder when I was trying to solve various problems when I first
installed my CT60.

After I activated NVDI again, all was fine.

I'm still really, really confused by this post showing up again.

Anyone have any ideas? I use Pan under Mandrake Linux.

6147. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-12-01 08:57:54 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0412010057.16139e5e@posting.google.com>
Source record: 15841
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

The Connection between America and Atari (just incase some of you think that this is getting way too political) is that Atari was ORIGINALLY an American company/registered company, started up by Nolan Bushnell (an American from Utah I believe)... this was until the french (in the shape of infogrammes) managed to get their dirty digits on the much beloved Atari

Additionally i'm pretty sure that before he started 'living in a bottle' even your Mr Bush liked to play on his Atari (a closet Atari fan perhaps)

And before you Americans started falling in love with that JAP CRAP (Sega, Nintendo, Sony etc), wasn't America's premier Videogame company/product/brand called Atari

6148. Re: CT60/Ram problem?

Newsgroup: comp.sys.atari.st
Date: 2004-12-01 09:31:41 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0412010131.52c032a0@posting.google.com>
Source record: 15842

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:<pan.2004.10.29.22.18.44.580876@darkforce.ky.org>...
> Well, I think I'm experiencing the inferior RAM card/SIMM problem with my
> CT60 equipped Falcon.
>
> Running in '030 mode, the Thing desktop, 640x480-256 colors, looks great.
> No problems.
>
> Running with the CT60 on, same setup, I get fuzzy, funny colors along the
> top edges of all icons, desktop and window.
>
> Running with the CT60 on, same setup, and Thing running under MINT/N.aes
> 2.0, I get the same effect, plus a pixel block left in the menus whenever
> the mouse is there. Also, the mouse pointer starts out invisible, and once
> I move it, it becomes visible again. Its unstable as well - I can go to
> Configuration under Thing, and Thing immediatly crashes back to N.aes.
>
> Is there a definitive way of telling whether its the SIMM or not? I've got
> a stock 4 meg Atari memory board, and a Wizztronics 14 meg board. It does
> this with both.
>
> I do get a "keyboard" failure message with every boot up with the CT60.
> I'm using the DEKA interface.
>
> I'm using 60ns, 2 cls, 256 meg ram, by Crucial in the CT60, and this is
> with the "no solder" installation. Temp is staying around 32C, so I don't
> think thats a problem.
>
> Thanks in advance.

Are you using the F030 boost on the CT60? If so what speed are you
clocking the mobo at? If you get these problems with the boost turned
off then its probably not your RAM, I would suspect a faulty videl
chip. Ask Rodolphe, he should know straight away.

The keyboard failure message is irrelevant. I and many others get it
also.

Coda.

6149. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-12-01 13:13:46 UTC
From: sf0218@aol.com
Message-ID: <20041201081346.06264.00001251@mb-m18.aol.com>
Source record: 15843

Nope,

I'm not a spammer nor a retard, just an Atari fan.

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

6150. Re: Mint

Newsgroup: comp.sys.atari.st
Date: 2004-12-01 13:21:44 UTC
From: sf0218@aol.com
Message-ID: <20041201082144.06264.00001252@mb-m18.aol.com>
Source record: 15844

Mark,
Easymint is kind of an installer for mint correct? So, I can use easymint to install 1.16.1 and MyAes?

Hey Mark, did you get my last 2 emails?
Do you think you can do the work?

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

6151. Re: Mint

Newsgroup: comp.sys.atari.st
Date: 2004-12-01 13:25:33 UTC
From: sf0218@aol.com
Message-ID: <20041201082533.06264.00001253@mb-m18.aol.com>
Source record: 15845

Thanks Ronald!

I'm planning to use MyAes and Thing 1.27 or whatever the latest version is.

I haven't used Thing before. How does it compare to the other desktops?

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

6152. Re: Mint

Newsgroup: comp.sys.atari.st
Date: 2004-12-01 13:49:41 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <coki6m$2io$1@atlantis.news.tpi.pl>
Source record: 15846

SF0218 napisaďż˝(a):
> Mark,
> Easymint is kind of an installer for mint correct? So, I can use easymint to
> install 1.16.1 and MyAes?

Not exactly. Think about EasyMiNT beeing more like Linux distro.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

6153. Converting STF to STFM

Newsgroup: comp.sys.atari.st
Date: 2004-12-01 15:12:10 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41addf27$0$19157$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15847

Hi all,

I had a old STFM and a working STF, so I spent most of the afternoon swapping over the RF modulator box, plus lots of bits under the tin can (shifter box) plus a few other bits here and there, and the scart has now stopped working, both RF and scart display picture but there seems to be no H or V sync, I've scoped them out and there looks to be pulses there so dunno whats going on.

Has anyone tried such a mod and got it to work ? I've probably missed something though can't see anything else which it might be :(

Cheers,
Chris

6154. Re: CT60/Ram problem?

Newsgroup: comp.sys.atari.st
Date: 2004-12-01 15:45:28 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.01.15.45.27.939904@darkforce.ky.org>
Source record: 15848

On Wed, 01 Dec 2004 01:31:41 -0800, smeg wrote:

> Are you using the F030 boost on the CT60? If so what speed are you
> clocking the mobo at? If you get these problems with the boost turned
> off then its probably not your RAM, I would suspect a faulty videl
> chip. Ask Rodolphe, he should know straight away.
>
> The keyboard failure message is irrelevant. I and many others get it
> also.
>
> Coda.

Argh. I don't know what happened Coda, but this post is a repeat from 1-2 months ago. I'm completely at a loss as to how it appeared in this newsgroup again. I did not send it again.

The culprit turned out to be NVDI. I had it disabled in my AUTO folder when I was trying to track down various problems when I first installed my CT60. Once I re-enabled it, everything was fine.

I'm using Pan under Mandrake Linux - anyone have any ideas why an older message like this would pop up? Thanks.

6155. Re: Mint

Newsgroup: comp.sys.atari.st
Date: 2004-12-01 15:47:38 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.01.15.47.38.644019@darkforce.ky.org>
Source record: 15749

On Wed, 01 Dec 2004 13:25:33 +0000, SF0218 wrote:

> Thanks Ronald!
>
> I'm planning to use MyAes and Thing 1.27 or whatever the latest version is.
>
> I haven't used Thing before. How does it compare to the other desktops?
>
> Thanks,
>
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

I've not tried the latest version of Teradesk. I do have the last release
of Geneva/Neodesk (and its very good). In my humble opinion, Thing is the
best I've used. I think a lot of Atarians feel that way as well. :-)

6156. Re: Converting STF to STFM

Newsgroup: comp.sys.atari.st
Date: 2004-12-01 17:58:04 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <1x315lfva2kk7$.dlg@dilgar.de>
Source record: 15750

On Wed, 1 Dec 2004 15:12:10 -0000 exxos <exxos@home.co.uk> wrote:
> I had a old STFM and a working STF, so I spent most of the afternoon
> swapping over the RF modulator box, plus lots of bits under the tin can
> (shifter box) plus a few other bits here and there, and the scart has now
> stopped working, both RF and scart display picture but there seems to be no
> H or V sync, I've scoped them out and there looks to be pulses there so
> dunno whats going on.
>
> Has anyone tried such a mod and got it to work ? I've probably missed
> something though can't see anything else which it might be :(

I don't see the point in trying this, as you are in the UK and TV sets
there usually - AFAIK - have SCART (Euro AV) connectors. I'd advise your
to build a SCART cable instead, as the results of the Atari's RGB output
are sharp and clear while those of the RF modulator always are of very
low quality (blurry and unstable).

Thorsten

6157. Re: EZdrive worth ?

Newsgroup: comp.sys.atari.st
Date: 2004-12-01 18:20:50 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <col222$in4$1@thorium.cix.co.uk>
Source record: 15751

In message <4aa4f5cb.0411280943.284d313e@posting.google.com>, smeg_007@hotmail.com said:

>Sounds like the Syquest EZ135. If its the SCSI version maybe someone
>could use in their ST/TT as a cheap 128mb drive, but theyre not very
>reliable. 10 at most.

I've had 2 for some years, and though not used that much (except for backups) I have not had any reliability problems (touch wood!). They are certainly better built than the ZIP-drive, which did lack reliability according to reports. The only drawback is that awkward ejection (which they improved on the later EZ230).

Price you quote is about right - I bought 2 more with 10 carts for just 20 UKP from a fellow club member, as standbys.

I use one connected to a USB-SCSI adapter on my son's PC for downloading files etc from the web (easier and faster than on the Atari Falcon) and then just have to move the cart over to the drive hanging off my Falcon.

Regards, /Peter/

6158. Re: ST Magazine

Newsgroup: comp.sys.atari.st
Date: 2004-12-01 18:50:19 UTC
From: nick@1632systems.co.uk
Message-ID: <col3pbjej1@thorium.cix.co.uk>
Source record: 15752

Sam,

If you want more info try

http://stmagazine.org/

I do have a couple of American and Canadian subscribers and as I said in my last newsletter (think your on that?). The English translation can be a little esoteric.. but it's a good read and lets you know whats happening... BTW I know they would love contributions

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

6159. Re: ST Magazine

Newsgroup: comp.sys.atari.st
Date: 2004-12-01 19:57:18 UTC
From: sf0218@aol.com
Message-ID: <20041201145718.06545.00001253@mb-m15.aol.com>
Source record: 15753

Hi Nick,

I was just curious. I'm letting my family know that I want a 2 yr
subscription, starting with issue 132(?) as my Christmas present. :)

BTW, about how long do you suppose it would take for an issue to reach me here
in Virginia?

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

6160. Re: Mint

Newsgroup: comp.sys.atari.st
Date: 2004-12-01 20:36:36 UTC
From: Mark D <mducksub@notspamatari-source.com>
Message-ID: <pan.2004.12.01.20.36.36.790324@notspamatari-source.com>
Source record: 15754

On Wed, 01 Dec 2004 13:21:44 +0000, SF0218 wrote:

> Mark,
> Easymint is kind of an installer for mint correct? So, I can use easymint to
> install 1.16.1 and MyAes?
>
> Hey Mark, did you get my last 2 emails?
> Do you think you can do the work?
>

Sam,

I think I might not have gotten those emails. Please check on my address.

Thanks,
Mark

6161. Re: Mint

Newsgroup: comp.sys.atari.st
Date: 2004-12-01 20:37:40 UTC
From: Mark D <mducksub@notspamatari-source.com>
Message-ID: <pan.2004.12.01.20.37.40.735345@notspamatari-source.com>
Source record: 15755

On Wed, 01 Dec 2004 13:21:44 +0000, SF0218 wrote:

> Mark,
> Easymint is kind of an installer for mint correct? So, I can use easymint to
> install 1.16.1 and MyAes?
>
> Hey Mark, did you get my last 2 emails?
> Do you think you can do the work?
>

Easymint will need to be customized to get this configuration for you.
It'll probably install an older kernel and no aes (login prompt instead)
there you can learn about the system and customize it. A linux
background helps.

Thanks,
Mark

6162. Re: ST Magazine

Newsgroup: comp.sys.atari.st
Date: 2004-12-01 22:31:22 UTC
From: nick@1632systems.co.uk
Message-ID: <colgnqonk1@thorium.cix.co.uk>
Source record: 15756

Sent by airmail... should be 5 days?

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

6163. Re: EZdrive worth ?

Newsgroup: comp.sys.atari.st
Date: 2004-12-01 22:40:46 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41ae4863$0$19164$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15757

<xlator@cix.compulink.co.uk> wrote in message
news:col222$in4$1@thorium.cix.co.uk...
> In message <4aa4f5cb.0411280943.284d313e@posting.google.com>,
> smeg_007@hotmail.com said:
>
>>Sounds like the Syquest EZ135. If its the SCSI version maybe someone
>>could use in their ST/TT as a cheap 128mb drive, but theyre not very
>>reliable. ?10 at most.
>
> I've had 2 for some years, and though not used that much (except
> for backups) I have not had any reliability problems (touch
> wood!). They are certainly better built than the ZIP-drive, which
> did lack reliability according to reports. The only drawback is
> that awkward ejection (which they improved on the later EZ230).
>
> Price you quote is about right - I bought 2 more with 10 carts for
> just 20 UKP from a fellow club member, as standbys.
>
> I use one connected to a USB-SCSI adapter on my son's PC for
> downloading files etc from the web (easier and faster than on the
> Atari Falcon) and then just have to move the cart over to the
> drive hanging off my Falcon.
>
> Regards, /Peter/

its a SCSI 135, ive got it hooked to me falcon copying me HD to it,
hopefully I can get a old SCSI card for me PC so I can access the drive
there, then I can finally get the stuff off me falcon to me PC! I've given
up trying to get my LAN to work again, so using this drive might just do the
job!

cheers
chris

>

6164. Re: Mint

Newsgroup: comp.sys.atari.st
Date: 2004-12-01 23:20:50 UTC
From: bjr@localink4.com
Message-ID: <78d87076.0412011520.5c5e0690@posting.google.com>
Source record: 15758

sf0218@aol.com (SF0218) wrote in message
news:<20041201082144.06264.00001252@mb-m18.aol.com>...
> Mark,
> Easymint is kind of an installer for mint correct? So, I can use easymint to
> install 1.16.1 and MyAes?

Wrong.
Easymint is a distribution based on the SpareMiNT projects.

1. What is MiNT?
MiNT is a preemptive multi-tasking kernal initally designed for 16bit
atari machines. It tries to be as 'posix' compliant as possible,
therefore it is targeted ultimately to be kernel for a 'unix'
workstaion. You don't necissarily have to install or use anything
Unix to get benifits from a MiNT kernel. Since you asked about
EasyMiNT however...please read on.

If you've no idea what unix is and intend to try out EasyMiNT, then I
suggest you use your favorite search engine to read the basic overview
on what unix is before you go any further here.

While you are studying, find some quick cheats on the net that will
teach you basics (print your favorite screen based text editor's
manual out...it'll really come in handy) on the following shells and a
text editors.

Shells: sh, tcsh, bash
Common Screen Based Text Editors: pico, vi, emacs.

2. What is a shell?
In the unix world...a shell is your basic command prompt, or user
interface. EasyMiNT comes with a variety of shells you can use
ultimately...tho' early on it is going to use the smallest and
simplest one out there...called sh. Remember, alot of Atari machines
max out at 4meg of memory :)

3. What is SpareMint?
Think of SpareMiNT as a public library where you can go to check out
books (rpm files). With the proper password, you can even change or
add new books to this library to share with the SpareMiNT community.

SpareMiNT is a project where kernels, drivers, utilities, etc...that
have been, or are supported for MiNT are collected (when it is legal
to do so) in the form of source and binary installable-distributions
(we call a distribution an rpm, and sometimes less smart distributions
come in something called tar-balls). As a user, you can download the
latest ports of various MiNT/unix utilities in source and or binary

form (again, via rpm or tar file), install them, and have a neat little log of what you've done during installation and since. If you do any coding yourself...you can upload your bug reports/fixes, notes, changes, additions, etc...to the SpareMiNT project. In essence....SpareMiNT is a support community.

4. What is EasyMiNT?
It is a distribution with some instructions, tutorials, scripts and the necissary binaries to get you started with a unix work station based on MiNT. Most if not all of this package is based on the SpareMiNT project. Note, there are some portions of a full MiNT setup that might not be included in the EasyMiNT distribution for legal reasons...but EasyMiNT is very good about providing directions that may tell you where and how to obtain these 'optional bits'.

5. In English please! What does EasyMiNT do for me?
EasyMiNT, first will give you some documents to READ, and some things to do manually to prepare your system for installation of a unix workstaion. Then, it will walk you through a series of prompted questions which basically do the following:

a. Prepare the hard disk partition for the unix side of your installation.
b. Set up some basic things like your hostname, root password, timezone, superuser account, etc....
c. Untar the distribution and put the relevant files and programs in the proper file-system.

The most tricky part of getting a unix workstation going are the various options, loggers, and servers you want started and configured during the 'boot' process. These files are going to be found in the /etc/ directory on your new unix partition. EasyMiNT takes most of the nighmare out of working with these numerious configuration files and scripts. EasyMiNT provides very solid groundwork here...and most of the etc files are well documented so you can figure things out as you need them.

EasyMiNT has different 'parts'. You can install one, two, or all of those you feel you will need. (Given you have a high end system...I recommend grabbing everything available and installing it all in the beginning.)

The 'Basic' setup, will set up your hard disk partition and install the general utilities needed to work with the file system, edit text files, and launch binaries. Examples are...your command prompt shells, commands like cd (change directory), ls (list files), rm (delete a file), ln (make a symbolic link for a file), more (read a text file), and so on. You're also likely to get a variety of standard tools for dealing with text files, email (on disk anyways), and newsgroups.

The "MiNT-NET" part of the package installs the networking bits. If you intend to go online at all you'll need this. Obviously, if you're building a computer network...you'll need this.

The "Compiler" option installs compilers and libaries for making or porting in your own code (many unix utilities are distributed in source form only...with a simple install script that checks out your OS, system, etc...and attempts to compile what you need jonny on the spot). As the development of MiNT and the various compilier libraries progress...you'll find more and more unix (platform independent) packages that compile and WORK with no atari specific tweaks/changes at all! If you have a TT, Falcon, or other Atari that's pretty zippy on speed and can take extra memory....definately grab this! If you're installing to a low end machine with low memory conditions...well...it's best to find precompiled versions of utilities/applications in my opinion.

There might also be packages you can add on such as Xwin 11, which is a Graphical User Interface for unix workstations. If you've got the drive space....might as well go ahead and get it :)

6. Do I need a multitasking aware GEM/AES?
I highly recommend it. XAES, MyAES, N_AES, and Geneva are examples. In general, you set up your preferred GEM/AES according to its instructions.
Boot your system...log in as superuser, and launch the aes you intend to use from the login shell. The same applies for your choice of desktop (TaraDesk, Thing, Jeenie, etc).

Hope this helps a bit....
Brian

6165. Re: Converting STF to STFM

Newsgroup: comp.sys.atari.st
Date: 2004-12-02 00:19:03 UTC
From: Steve Marshall <sdm@atmosBlockA.plus.com>
Message-ID: <41ae5f6d$0$50905$ed2619ec@ptn-nntp-reader01.plus.net>
Source record: 15759

"Thorsten G&#65533;nther" <guenther@dilgar.de> wrote

> I don't see the point in trying this, as you are in the UK and TV sets
> there usually - AFAIK - have SCART (Euro AV) connectors. I'd advise your
> to build a SCART cable instead, as the results of the Atari's RGB output
> are sharp and clear while those of the RF modulator always are of very
> low quality (blurry and unstable).

What is required at the SCART end ? I've heard some people say you need
certain bits of circuitry. If you buy a SCART cable it hasn't got any.

Steve M

6166. Re: E-Mail/Mailing Lists & Atari Survey

Newsgroup: comp.sys.atari.st
Date: 2004-12-02 08:19:11 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <41aecfff$0$2649$4c56ba96@master.news.zetnet.net>
Source record: 15760

Hi Sam,

On 1 Dec 2004 13:13:46 G, SF0218 wrote:
>Nope,
>
>I'm not a spammer nor a retard, just an Atari fan.

We know that ! I think you misunderstood the earlier post. As I read
it, the comment was not aimed at you, although I had to read it twice to
realise that.

Cheers

Paul

6167. Re: Converting STF to STFM

Newsgroup: comp.sys.atari.st
Date: 2004-12-02 09:15:55 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41aedd29$0$16572$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15761

"Steve Marshall" <sdm@atmosBlockA.plus.com> wrote in message
news:41ae5f6d$0$50905$ed2619ec@ptn-nntp-reader01.plus.net...
>
> "Thorsten G�nther" <guenther@dilgar.de> wrote
>
>> I don't see the point in trying this, as you are in the UK and TV sets
>> there usually - AFAIK - have SCART (Euro AV) connectors. I'd advise your
>> to build a SCART cable instead, as the results of the Atari's RGB output
>> are sharp and clear while those of the RF modulator always are of very
>> low quality (blurry and unstable).
>
> What is required at the SCART end ? I've heard some people say you need
> certain bits of circuitry. If you buy a SCART cable it hasn't got any.
>
> Steve M
>
>

I already made my own scart cable years ago, it can be a little odd to wire it up, though the TV im using dont work to well on scart, text ends up like S shaped at the edges and all kinda of odd thing, but when you goto the desktop everything if fine. but anyway, my point is it something which *should* work to fit RF, I know its more fuzzy, it really don't bother me for what I use it for, though its more readable on the TV set than scart is thats for sure!

Chris

6168. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-12-02 10:19:47 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0412020212590.18175-100000@onyx.spiritone.com>
Source record: 15762
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6169. ADV: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-12-02 10:23:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0412020220020.18175-100000@onyx.spiritone.com>
Source record: 15763
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail!
From Bravo Sierra Computers Atari Resale or the Portland Atari Club Goto

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6170. 25% off Atari Xmas Sale!

Newsgroup: comp.sys.atari.st
Date: 2004-12-02 10:26:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0412020223180.18175-100000@onyx.spiritone.com>
Source record: 15765
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm Celebrating with a Christmas/Holiday Seasons Sale! I'm offering a 25% off the Top Discount on Games/Software, Hardware, Books & Accessories for the Classic Atari 8 Bit and Atari ST Computers Plus Games for the Jaguar Games Console! This Discount doesnt cover xf551, Upgraded / Modified Disk Drives or items in my HardWare Catalogs that include FREE Shipping! Got Questions? E-Mail Ben today at Atari@aracnet.com Get the Catalogs while stuff Lasts! Get Catalogs at http://BensCatalogs.Atari.org or call Ben 24 Hrs (503)256-9974! If you dont buy today, I can't save you any Money!

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Details on Atari Sales!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6171. I sell my protos on ebay ! Collectors - for atari museum

Newsgroup: comp.sys.atari.st
Date: 2004-12-02 10:39:39 UTC
From: Rodolphe Czuba <rodolphe.beurkspam.czuba@free.fr>
Message-ID: <41aef0eb$0$7281$636a15ce@news.free.fr>
Source record: 15764

PROTO CT60 Rev1
http://cgi.ebay.fr/ws/eBayISAPI.dll?ViewItem&item=5144762569&ssPageName=ADME:B:LC:FR:1

PROTO Patricia (card PCI for CT2a)
http://cgi.ebay.fr/ws/eBayISAPI.dll?ViewItem&item=5144763232&ssPageName=ADME:B:LC:FR:1

PCB of the CT2 (Rev1) proto (1996)
http://cgi.ebay.fr/ws/eBayISAPI.dll?ViewItem&item=5144764945&ssPageName=ADME:B:LC:FR:1

One of the rare protos of the first CT1 (1995)
http://cgi.ebay.fr/ws/eBayISAPI.dll?ViewItem&item=5144765417&ssPageName=ADME:B:LC:FR:1

The money I get will be used for new developments.

Merci

6172. Mint

Newsgroup: comp.sys.atari.st
Date: 2004-12-02 11:23:27 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0412020323.5532f160@posting.google.com>
Source record: 15767

Brian,

Thats a good post there, but I gotta mention the one thing that has been overlooked, and that is that you can have a MiNT setup without having to have a Unix partition/unix tools installed. Sure you lose some power and a lot of benefits that way, but maybe Sam F just wants to have the benfits of a fast mutlitasking OS, without the "scaryness" and complexities of a unix console (especially if he has no unix experience at all). He mentions wanting to run MyAes and Thing, which is so easy to do if he just gets the new 1-16-1 FreeMint kernel (which now comes with XAAES as a kernel module (Much improved!)) then he can add MyAes and Thing at a later date. I am testing the latest Teradesk, which is free, and it is getting better all the time.

regards,
Coda.

6173. Atari SF354 drives and Atari ST (not FM)

Newsgroup: comp.sys.atari.st
Date: 2004-12-02 11:26:14 UTC
From: Ian McCall <ian@eruvia.org>
Message-ID: <318cemF37oupsU1@individual.net>
Source record: 15766

Hi.

I've come into possession of two SF354 drives and an original Atari ST.
Trouble is, there are no power cables or connecting cables for any of it.

Are these easy and cheap to get hold of (in the UK)? The whole lot is likely
to be eBay'd off anyway because I have an STe with hard drive, but it will
probably be easy to do so if I have the right leads to go with it.

Cheers,
Ian

6174. Re: HD disk drive circuit (with GAL) uploaded

Newsgroup: comp.sys.atari.st
Date: 2004-12-02 12:11:20 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <con0p8$a6o$1@reader1.panix.com>
Source record: 15769

Nope, no 18mhz formatter. 32mhz formatter, though. That is what Ajax
chip is need for.

Jim

exxos <exxos@home.co.uk> writes:

: "Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
: news:coivjo$g18$1@hercules.btinternet.com...
: > Hi "Hallvard Tangeraas"
: >
: >> Thanks to the author of a previously commercial product saying yes to my
: >> plea for releasing it freely, I have now uploaded a HD/DD circuit using a
: >> pre-programmed GAL chip and added some English translations etc.
: >> (this allows the Atari ST to use a high density floppy disk drive, so it
: >> can handle both DD (720 Kb) and HD (1.44 Mb) floppy disks.
: >>
: >> I'd like to build it myself, but don't have enough electronics knowledge
: >> to fully understand it myself yet, nor a great deal of understanding
: >> German, so perhaps we can get some discussions going on about it here...
: >>
: >> Anyway, the file is ready for download from here:
: >>
: >> ftp://gem.win.co.nz/hall/hardware/hd_2004.zip
: >
: > What a coup!, nice one dude!
: >
: >
: > --
: >
: > Regards, Steve S.
: >
: >

: wow hyper format, that figures why 12,14 sectors never used to work :)))
: always wonderd that..
: I wonder if theres a super hyper HD format at like 18mhz ;-)

: chris

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |

.

6175. Re: I sell my protos on ebay ! Collectors - for atari museum

Newsgroup: comp.sys.atari.st
Date: 2004-12-02 12:55:40 UTC
From: Rodolphe Czuba <rodolphe.beurkspam.czuba@free.fr>
Message-ID: <41af10cb$0$30479$636a15ce@news.free.fr>
Source record: 15768

And :
DSP 56301 card for CT2a (no more DSP but it was running) :

http://cgi.ebay.fr/ws/eBayISAPI.dll?ViewItem&item=5144764215&ssPageName=ADME:B:LC:FR:1

Rodolphe Czuba wrote:
> PROTO CT60 Rev1
> http://cgi.ebay.fr/ws/eBayISAPI.dll?ViewItem&item=5144762569&ssPageName=ADME:B:LC:FR:1
>
> PROTO Patricia (card PCI for CT2a)
> http://cgi.ebay.fr/ws/eBayISAPI.dll?ViewItem&item=5144763232&ssPageName=ADME:B:LC:FR:1
>
> PCB of the CT2 (Rev1) proto (1996)
> http://cgi.ebay.fr/ws/eBayISAPI.dll?ViewItem&item=5144764945&ssPageName=ADME:B:LC:FR:1
>
> One of the rare protos of the first CT1 (1995)
> http://cgi.ebay.fr/ws/eBayISAPI.dll?ViewItem&item=5144765417&ssPageName=ADME:B:LC:FR:1
>
>
> The money I get will be used for new developments.
>
> Merci

6176. Access to http://portal.atari-source.com

Newsgroup: comp.sys.atari.st
Date: 2004-12-02 15:21:27 UTC
From: sf0218@aol.com
Message-ID: <20041202102127.23417.00001472@mb-m03.aol.com>
Source record: 15779

Mark,
Whenever I try to access the site, I get this message:

Sorry! Failed to initialize Xanthia theme engine for theme: SeaBreeze

How can I get around this?

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

6177. Ide CD drive

Newsgroup: comp.sys.atari.st
Date: 2004-12-02 15:29:21 UTC
From: sf0218@aol.com
Message-ID: <20041202102921.23249.00001461@mb-m03.aol.com>
Source record: 15780

Hi Everybody!!
Does anyone know of any free ide cd drivers? I need one so I can install Mint on my hdd. I will be getting Extendos Gold for Christmas (I hope), but I'd like to experiment with Mint before then.

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

6178. Re: Access to http://portal.atari-source.com

Newsgroup: comp.sys.atari.st
Date: 2004-12-02 15:48:10 UTC
From: Mark D <mducksub@notspamatari-source.com>
Message-ID: <pan.2004.12.02.15.48.10.563945@notspamatari-source.com>
Source record: 15776

On Thu, 02 Dec 2004 15:21:27 +0000, SF0218 wrote:

> Mark,
> Whenever I try to access the site, I get this message:
>
> Sorry! Failed to initialize Xanthia theme engine for theme: SeaBreeze
>
> How can I get around this?
>

If you access that particular address, you should get a message indicating
that the site has moved. The site's address is now
http://www.atari-source.org

Thanks,
Mark
http://www.atari-source.org

6179. Re: Access to http://portal.atari-source.com

Newsgroup: comp.sys.atari.st
Date: 2004-12-02 16:32:55 UTC
From: sf0218@aol.com
Message-ID: <20041202113255.00325.00001475@mb-m17.aol.com>
Source record: 15778

Mark,

I just accessed it and it gave me this message again.

Sorry! Failed to initialize Xanthia theme engine for theme: SeaBreeze

Thanks

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

6180. Re: Ide CD drive

Newsgroup: comp.sys.atari.st
Date: 2004-12-02 16:58:31 UTC
From: sf0218@aol.com
Message-ID: <20041202115831.07938.00001638@mb-m07.aol.com>
Source record: 15770

Hi Everybody!!!

I still have my external scsi cd drive. Would I still be able to use it? Just connect it to my falcon's external scsi port, right?

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

6181. Re: Converting STF to STFM

Newsgroup: comp.sys.atari.st
Date: 2004-12-02 17:47:43 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <gqjg7vuw56xp$.dlg@dilgar.de>
Source record: 15777

On Thu, 2 Dec 2004 00:19:03 -0000 Steve Marshall
<sdm@atmosBlockA.plus.com> wrote:

> "Thorsten Gï¿½nther" <guenther@dilgar.de> wrote
>
>> I don't see the point in trying this, as you are in the UK and TV sets
>> there usually - AFAIK - have SCART (Euro AV) connectors. I'd advise your
>> to build a SCART cable instead, as the results of the Atari's RGB output
>> are sharp and clear while those of the RF modulator always are of very
>> low quality (blurry and unstable).
>
> What is required at the SCART end ? I've heard some people say you need
> certain bits of circuitry. If you buy a SCART cable it hasn't got any.

Using Google I just found this link (there may be more and/or easier
solutions, just too lazy to look now):

<http://www.howell1964.freeserve.co.uk/Atari/ST/Atari_ST_Video.htm>

And if you want to avoid the hassle of soldering - finding an Atari ST
monitor plug nowadays may become a real PITA - there's a guy in Poland
regularly offering these leads at eBay UK (he ships worldwide).

Or just ask <mailto:christian@bontenackels.de> if he ships worldwide, he
has some "new" old stock for sale (EUR 5.00 each).

Thorsten

6182. Re: Ide CD drive

Newsgroup: comp.sys.atari.st
Date: 2004-12-02 17:52:20 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.02.17.52.11.48972@darkforce.ky.org>
Source record: 15773

On Thu, 02 Dec 2004 16:58:31 +0000, SF0218 wrote:

> Hi Everybody!!!
>
> I still have my external scsi cd drive. Would I still be able to use it? Just
> connect it to my falcon's external scsi port, right?
>
> Thanks,
>
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

You should be able to Sam, I use a SCSI Plextor CDRW here with no problems.

6183. Re: [ANN]Zview Beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-12-02 17:53:46 UTC
From: Bernd Maedicke <BMaedicke@t-online.de>
Message-ID: <conoki$84o$01$1@news.t-online.com>
Source record: 15772

Hi,

Z>- JPG read plugin with DSP added. (move JPG.LDG from '/dsp'

The DSP plugin use the the Brainstorm JPEG program?
This doesn't support progressive JPEG picture :-(

Ciao, Bernd

6184. Re: HD disk drive circuit (with GAL) uploaded

Newsgroup: comp.sys.atari.st
Date: 2004-12-02 18:45:52 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <41af62e0$1@news.broadpark.no>
Source record: 15771

So has anyone taken a look and figured out the details (where to connect what, which traces to cut, wires to connect together etc)?

Once I get this thing built and it works I'll probably create an easy to understand step-by-step "how to" text file to add to it all.

--
Hallvard

6185. Re: HD disk drive circuit (with GAL) uploaded

Newsgroup: comp.sys.atari.st
Date: 2004-12-02 18:59:11 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41af65d8$0$19155$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15775

"Hallvard Tangeraas" <inv@lid.email> wrote in message
news:41af62e0$1@news.broadpark.no...
> So has anyone taken a look and figured out the details (where to connect
> what, which traces to cut, wires to connect together etc)?
>

Neh, I build me own had have done since around 1996, with the demise of 720K floppys (most manufactures opted out a couple of months ago) there is no use in hyperformating a 720k, mightaswell use 1.44 and get some extra space. If you only want 1.44 access then just cut the clock pin of the floppy controller and connect to the 16mhz clock on the shifter, add your modded floppy drive in and there you have it. Wont read 720K anymore, but oh well :))

Chris

> Once I get this thing built and it works I'll probably create an easy to
> understand step-by-step "how to" text file to add to it all.
>
>
> --
> Hallvard

6186. Re: [ANN]Zview Beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-12-02 19:30:16 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <41af6d4d$0$13482$ba620e4c@news.skynet.be>
Source record: 15774

Bernd Maedicke a ï¿½crit :

Hi,

> Z>- JPG read plugin with DSP added. (move JPG.LDG from '/dsp'
>
> The DSP plugin use the the Brainstorm JPEG program?

Yes, it is.

> This doesn't support progressive JPEG picture :-(

I know but I haven't another DSP routine for JPG decompression... if
someone has it, I will be very happy to get this piece of code.

Ciao,
Zorro

6187. Re: HD disk drive circuit (with GAL) uploaded

Newsgroup: comp.sys.atari.st
Date: 2004-12-02 21:20:20 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41af86d4$0$19158$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15789

"Jim DeClercq" <jimd@panix1.panix.com> wrote in message
news:con0p8$a6o$1@reader1.panix.com...
> Nope, no 18mhz formatter. 32mhz formatter, though. That is what Ajax
> chip is need for.
>
> Jim
>

Ah yeah, 32mhz, was for 2.88 ? Never seen much of those about TBH, I think
they were expensive! I also see the ED format offering 4MB, very expensive,
if there was call enough id add it to me HD module, though going by ive only
sold 4 over the last couple of weeks dont seem worth the trouble ;-)

Chris

> exxos <exxos@home.co.uk> writes:
>
>
> : "Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
> : news:coivjo$g18$1@hercules.btinternet.com...
> : > Hi "Hallvard Tangeraas"
> : >
> : >> Thanks to the author of a previously commercial product saying yes to
> my
> : >> plea for releasing it freely, I have now uploaded a HD/DD circuit
> using a
> : >> pre-programmed GAL chip and added some English translations etc.
> : >> (this allows the Atari ST to use a high density floppy disk drive, so
> it
> : >> can handle both DD (720 Kb) and HD (1.44 Mb) floppy disks.
> : >>
> : >> I'd like to build it myself, but don't have enough electronics
> knowledge
> : >> to fully understand it myself yet, nor a great deal of understanding
> : >> German, so perhaps we can get some discussions going on about it
> here...
> : >>
> : >> Anyway, the file is ready for download from here:
> : >>
> : >> ftp://gem.win.co.nz/hall/hardware/hd_2004.zip
> : >
> : > What a coup!, nice one dude!
> : >
> : >
> : > --

> : >
> : > Regards, Steve S.
> : >
> : >
>
>
> : wow hyper format, that figures why 12,14 sectors never used to work :)))
> : always wonderd that..
> : I wonder if theres a super hyper HD format at like 18mhz ;-)
>
> : chris
>
>
>
>
>
>
> --
> --
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .
>

6188. Re: CT60/Ram problem?

Newsgroup: comp.sys.atari.st
Date: 2004-12-02 21:27:23 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41af887a$0$19166$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15785

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:pan.2004.12.01.15.45.27.939904@darkforce.ky.org...
> On Wed, 01 Dec 2004 01:31:41 -0800, smeg wrote:
>
>> Are you using the F030 boost on the CT60? If so what speed are you
>> clocking the mobo at? If you get these problems with the boost turned
>> off then its probably not your RAM, I would suspect a faulty videl
>> chip. Ask Rodolphe, he should know straight away.
>>
>> The keyboard failure message is irrelevant. I and many others get it
>> also.
>>
>> Coda.
>
> Argh. I don't know what happened Coda, but this post is a repeat from 1-2
> months ago. I'm completely at a loss as to how it appeared in this
> newsgroup again. I did not send it again.
>
> The culprit turned out to be NVDI. I had it disabled in my AUTO folder
> when I was trying to track down various problems when I first installed my
> CT60. Once I re-enabled it, everything was fine.
>
> I'm using Pan under Mandrake Linux - anyone have any ideas why an older
> message like this would pop up? Thanks.

random feature ?

Chris

>

6189. upgraded ataris, clearout!

Newsgroup: comp.sys.atari.st
Date: 2004-12-02 21:58:02 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41af8fa1$0$19165$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15786

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&rd=1&item=8150438004&ssPageName=STRK:MESE:IT

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&rd=1&item=8150462288&ssPageName=STRK:MESE:IT

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&rd=1&item=8150474362&ssPageName=STRK:MESE:IT

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&rd=1&item=8150475492&ssPageName=STRK:MESE:IT

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&rd=1&item=8151131468&ssPageName=STRK:MESE:IT

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&rd=1&item=8151736821&ssPageName=STRK:MESE:IT

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&rd=1&item=8151802889&ssPageName=STRK:MESE:IT

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&rd=1&item=8151803064&ssPageName=STRK:MESE:IT

More to come when I get the time to list :)

Chris

6190. Re: Converting STF to STFM

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 00:22:46 UTC
From: "Steve Sweet"
Message-ID: <coobkl$fh1$1@sparta.btinternet.com>
Source record: 15790

Hi Exxos

> I had a old STFM and a working STF, so I spent most of the afternoon
> swapping over the RF modulator box, plus lots of bits under the tin can
> (shifter box) plus a few other bits here and there, and the scart has now
> stopped working, both RF and scart display picture but there seems to be
> no H or V sync, I've scoped them out and there looks to be pulses there so
> dunno whats going on.
>
> Has anyone tried such a mod and got it to work ? I've probably missed
> something though can't see anything else which it might be :(

You may have messed up the impedance matching of the video signal, make sure you've put in all required components, somewhere will be an impedance matching load, probably of 75 ohms or near or the video amp is failed.

--

Regards, Steve S.

6191. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 00:29:18 UTC
From: "Steve Sweet"
Message-ID: <cooc0u$g3p$2@titan.btinternet.com>
Source record: 15782
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Spam

"B. S. puters" <atari@arsenet.com>

--

Regards, Steve S.

6192. Re: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 00:29:18 UTC
From: "Steve Sweet"
Message-ID: <cooc0u$g3p$1@titan.btinternet.com>
Source record: 15784
Cross-posted to: comp.sys.atari.st,pdx.forsale

Spam

"B. S. puters" <atari@arsenet.com>

--

Regards, Steve S.

6193. Re: 25% off Atari Xmas Sale!

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 00:29:18 UTC
From: "Steve Sweet"
Message-ID: <cooc0u$g3p$3@titan.btinternet.com>
Source record: 15787
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Spam

"B. S. puters" <atari@arsenet.com>

--

Regards, Steve S.

6194. Re: Converting STF to STFM

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 00:37:45 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41afb536$0$19155$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15783

"Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
news:coobkl$fh1$1@sparta.btinternet.com...
> Hi Exxos
>
>> I had a old STFM and a working STF, so I spent most of the afternoon
>> swapping over the RF modulator box, plus lots of bits under the tin can
>> (shifter box) plus a few other bits here and there, and the scart has now
>> stopped working, both RF and scart display picture but there seems to be
>> no H or V sync, I've scoped them out and there looks to be pulses there
>> so dunno whats going on.
>>
>> Has anyone tried such a mod and got it to work ? I've probably missed
>> something though can't see anything else which it might be :(
>
> You may have messed up the impedance matching of the video signal, make
> sure you've put in all required components, somewhere will be an impedance
> matching load, probably of 75 ohms or near or the video amp is failed.

I dunno whats going on, I put in the RF circuit, that messed up the scart
syncs, then after looking at the diagram, there was a bunch of other stuff
around the shifter, to which I added in , and it didnt change a thing.
Still rather annoying, but its one of things I wanted to know "could it be
done" for a while now. The picture is there, and its in the correct
colours, just missing a sync or 2 somewhere, actually I think those 3
resistors and trasistor which I cut out to fit the RF can might have been
the route of the problem, will have to look into that and put them back in
and see if the scart comes back to life.

chris

>
> --
>
> Regards, Steve S.
>

6195. Re: 25% off Atari Xmas Sale!

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 00:41:21 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41afb60d$0$19161$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15792
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
news:cooc0u$g3p$3@titan.btinternet.com...
> Spam
>
> "B. S. puters" <atari@arsenet.com>
>
> --
>
> Regards, Steve S.
>

Wouldn't it be good if he had 25% off at xmas, plus his birthday for 50%
off, plus 75% off cos he had the flu and 100% off cos he won the lotto, then
125% off with free books cos hes moving house.... he should be paying us to
take the stuff :))))

Chris

6196. Re: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 02:00:08 UTC
From: Morely 'I drank what?' Dotes <morelydotes@spamblocked.com>
Message-ID: <Xns95B3B6BE63B18morelydotespcgamerev@192.168.0.197>
Source record: 15788
Cross-posted to: comp.sys.atari.st,pdx.forsale

Meanwhile, as our hero sinks slowly in the West, on 02 Dec 2004, "Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in news:cooc0u$g3p$1@titan.btinternet.com:

> Spam

Wrong. Bravo Sierra is one of the few suppliers left for Atari 8-bit and 16-bit computer systems, and his post was *asking* for parts to buy.

--
Solid Web hosting, responsive support, effective spam-blocking.
Tired of spam in your mailbox?
Come to http://www.spamblocked.com
Brad Jesness FAQ: http://www.wilhelp.com/bj_faq/

6197. Re: [ANN]Zview Beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 07:09:46 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <cop3guqkh1@atlantis.news.tpi.pl>
Source record: 15781

Zorro napisał(a):
> Bernd Maedicke a écrit :
>
> Hi,
>
>> Z>- JPG read plugin with DSP added. (move JPG.LDG from '/dsp'
>>
>> The DSP plugin use the the Brainstorm JPEG program?
>
>
> Yes, it is.
>
>> This doesn't support progressive JPEG picture :-(
>
>
> I know but I haven't another DSP routine for JPG decompression... if
> someone has it, I will be very happy to get this piece of code.

Didier Mequigon wrote DSP JPEG decoder, and as Aniplayer is free now,
maybe he will give you the code.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

6198. Re: [ANN]Zview Beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 07:12:38 UTC
From: Bernd Maedicke <BMaedicke@t-online.de>
Message-ID: <cop3u1$5tg$04$1@news.t-online.com>
Source record: 15791

Hi,

AK>Didier Mequigon wrote DSP JPEG decoder, and as Aniplayer is free now=
,
AK>maybe he will give you the code.

Yes, and Aniplayer install under MagiC in ...\GEMSYS\MAGIC\XTENSION\ a
shared library with name JPEG.SLB.

Ciao, Bernd

6199. Re: [ANN]Zview Beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 12:44:33 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <41b05fb9$0$25044$ba620e4c@news.skynet.be>
Source record: 15798

Adam Klobukowski a écrit :

> Didier Mequigon wrote DSP JPEG decoder, and as Aniplayer is free now,
> maybe he will give you the code.

I have sent a mail to him, I hope that he can help us.

Ciao,
Zorro

6200. Re: [ANN]Zview Beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 12:48:42 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <41b060b1$0$25053$ba620e4c@news.skynet.be>
Source record: 15702

Bernd Maedicke a ï¿½crit :

> Yes, and Aniplayer install under MagiC in ...\GEMSYS\MAGIC\XTENSION\ a
> shared library with name JPEG.SLB.

This lib is only the standard libjpeg converted to SLB.. nothing related
to the DSP inside.. and I don't want to use the SLB system.

Ciao,
Zorro

6201. Re: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 12:58:50 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0412030458.4b4dcd8c@posting.google.com>
Source record: 15794
Cross-posted to: comp.sys.atari.st,pdx.forsale

"Morely 'I drank what?' Dotes" <morelydotes@spamblocked.com> wrote in message news:<Xns95B3B6BE63B18morelydotespcgamerev@192.168.0.197>...
> Meanwhile, as our hero sinks slowly in the West, on 02 Dec 2004, "Steve
> Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in news:cooc0u$g3p$1
> @titan.btinternet.com:
>
> > Spam
>
> Wrong. Bravo Sierra is one of the few suppliers left for Atari 8-bit and
> 16-bit computer systems, and his post was *asking* for parts to buy.

Its still commercial, so its still SPAM.

Coda.

6202. Re: HD disk drive circuit (with GAL) uploaded

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 13:28:27 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <41b06a3d$1@news.broadpark.no>
Source record: 15795

exxos wrote:

> "Hallvard Tangeraas" <inv@lid.email> wrote in message
> news:41af62e0$1@news.broadpark.no...
>> So has anyone taken a look and figured out the details (where to connect
>> what, which traces to cut, wires to connect together etc)?
>
> Neh, I build me own had have done since around 1996, with the demise of 720K
> floppys (most manufactures opted out a couple of months ago) there is no use
> in hyperformating a 720k, mightaswell use 1.44 and get some extra space. If
> you only want 1.44 access then just cut the clock pin of the floppy
> controller and connect to the 16mhz clock on the shifter, add your modded
> floppy drive in and there you have it. Wont read 720K anymore, but oh well
> :))

A lot of us need to use HD *and* DD disks for compatibilty issues with
other equipment, and personally I don't care about the hyperformat
option as it's not much to talk about these days anyway.
If you want to store a lot of data you'd use a ZIP drive or a CD-ROM.

I'm opting for this circuit, or the one by Michael Schwingen
(http://www.ccac.rwth-aachen.de/~michaels/index.php/hardware) as they
use GALs for the step rate stuff.

By the way, does anyone know of companies/individuals etching PCBs out
of circuit trace layouts as enclosed with the project?

--
Hallvard

6203. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 15:28:07 UTC
From: Don Schmidt <Retired@Engineer.PNB>
Message-ID: <10r11g78ue8d73f@corp.supernews.com>
Source record: 15797
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Also known as First Amendment Rights.

--
Don
Vancouver, USA

"Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
news:cooc0u$g3p$2@titan.btinternet.com...
> Spam
>
> "B. S. puters" <atari@arsenet.com>
>
> --
>
> Regards, Steve S.
>
>

6204. Re: ST Magazine

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 15:43:18 UTC
From: sf0218@aol.com
Message-ID: <20041203104318.21925.00001516@mb-m06.aol.com>
Source record: 15700

Hi Nick,

I forgot to ask but, what form of payment do you accept?

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

6205. Re: HD disk drive circuit (with GAL) uploaded

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 16:03:15 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41b08f41$0$16577$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15705

```
"Hallvard Tangeraas" <inv@lid.email> wrote in message
news:41b06a3d$1@news.broadpark.no...
> exxos wrote:
>
>> "Hallvard Tangeraas" <inv@lid.email> wrote in message
>> news:41af62e0$1@news.broadpark.no...
>>> So has anyone taken a look and figured out the details (where to connect
>>> what, which traces to cut, wires to connect together etc)?
>>
>> Neh, I build me own had have done since around 1996, with the demise of
>> 720K floppys (most manufactures opted out a couple of months ago) there
>> is no use in hyperformating a 720k, mightaswell use 1.44 and get some
>> extra space. If you only want 1.44 access then just cut the clock pin of
>> the floppy controller and connect to the 16mhz clock on the shifter, add
>> your modded floppy drive in and there you have it. Wont read 720K
>> anymore, but oh well :))
>
> A lot of us need to use HD *and* DD disks for compatibilty issues with
> other equipment, and personally I don't care about the hyperformat option
> as it's not much to talk about these days anyway.
> If you want to store a lot of data you'd use a ZIP drive or a CD-ROM.
>
> I'm opting for this circuit, or the one by Michael Schwingen
> (http://www.ccac.rwth-aachen.de/~michaels/index.php/hardware) as they use
> GALs for the step rate stuff.
>
> By the way, does anyone know of companies/individuals etching PCBs out of
> circuit trace layouts as enclosed with the project?

http://www.cps-electronics.co.uk/144/HD4.htm

Chris

>
>
> --
> Hallvard
```

6206. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 16:32:26 UTC
From: Jim McLaughlin <jim.mclaughlintheobvious@comcast.net>
Message-ID: <ty0sd.194595$R05.128458@attbi_s53>
Source record: 15704
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Bullshit.

Have you ever read the first amendment?

The First Amendment concerns GOVERNMENTAL efforts to control speech.
GOVERNMENTAL prior restraint.

The First Amendment has nothing to do with the crap spewed by Atari boy on
this forum and the efforts of private citizens such as the users pissed by
the never-ending spam to stop Atari boy from continuing to spam.

If you insist on playing a constitutional scholar in this forum, at least
take the time to read and understand what that portion of the Constitution
you cite to actually says.

--
Jim McLaughlin

Please don't just hit the reply key.
Remove the obvious from the address to reply.

****
"Don Schmidt" <Retired@Engineer.PNB> wrote in message
news:10r11g78ue8d73f@corp.supernews.com...
> Also known as First Amendment Rights.
>
>
> --
> Don
> Vancouver, USA
>
>
> "Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
> news:cooc0u$g3p$2@titan.btinternet.com...
> > Spam
> >
> > "B. S. puters" <atari@arsenet.com>
> >
> > --
> >
> > Regards, Steve S.
> >
> >
>
>

6207. Problem Encountered while Re-boxing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 17:06:02 UTC
From: Derek Mark Edding <dreq@earthlink.net>
Message-ID: <_11sd.2696$Va5.1505@newsread3.news.atl.earthlink.net>
Source record: 15703

Hi Folks,

I've transplanted my Falcon 030 into a Falcon Rack case (Wizztronics).

Everything seems to be functional except for the floppy and hard drives. It boots, lights the display, passes the memory test, and then displays a low res desktop.

I can hear it attempt to read the internal IDE drive, but the only disk icons that are displayed are Floppy Disk A & B.

During bootup, I see the floppy drive's light come on when it tries to read the disk. When I put a known-good floppy in the floppy drive and double-click Floppy Drive A, it tries to read it, then I get a popup that says "Data on the disk in Drive A may be damaged" "Cancel" "Retry".

I've tried reading other floppy disks, and even swapping out the floppy drive. It made no difference.

This system has an internal IDE drive with four partitions. It also has an external SCSI drive bay with two hard disks.

At bootup, I can hear it attempt to register the internal IDE drive. During the memory check the IDE drive makes a series of clicks. It does it once more after bootup.

I also tried swapping the internal IDE drive with an older one that was set up for a Falcon 030. It was not able to read that drive either.

I can see from the lights on the SCSI drives that it's trying to read them too, but somehow it's failing.

I tried disconnecting the SCSI drives and the IDE drive. It was still not able to read a floppy disk.

I've examined all of the motherboard cables and connectors and they look fine. I tried reseating the few socketed ICs, no help.

I also tried removing everything from the case including the motherboard, and reinstalling everything a second time. This had no effect.

I called Wizztronics for advice but got their answering machine. I plan to try again in a while.

Anyone have a guess what I've munged here?

Thanks!

-dreq

6208. Re: Access to http://portal.atari-source.com

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 17:10:41 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.12.03.17.10.41.647454@nosspamatari-source.com>
Source record: 15701

On Thu, 02 Dec 2004 16:32:55 +0000, SF0218 wrote:

> Mark,
>
> I just accessed it and it gave me this message again.
>
> Sorry! Failed to initialize Xanthia theme engine for theme: SeaBreeze
>

I sent a msg but it never seemed to get through. Anyway, this problem has
been fixed. All invalid themes were deleted and all user themes were
reset to 'Default'.

Thanks,
Mark
http://www.atari-source.org

6209. Re: FS: ICD AdSCSI Plus ST Host Adapters

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 17:13:06 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.12.03.17.13.06.887439@nosspamatari-source.com>
Source record: 15708

On Thu, 18 Nov 2004 17:14:35 -0500, Mark D wrote:

> Hello everyone,
>
> I have a pair of ICD AdSCSI-PLUS ST Host adapters for sale.

Hello,

Special thanks to my buyers. Both of these host adapters were sold and
shipped. Sorry everyone else who may want them.

Thanks,
Mark
http://www.atari-source.org

6210. Re: Problem Encountered while Re-boxing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 17:16:36 UTC
From: sf0218@aol.com
Message-ID: <20041203121636.06135.00000999@mb-m23.aol.com>
Source record: 15796

Are you using the falcon's original floppy drive or a pc's floppy drive? If so, the pc's fdd must be jumpered so that the falcon can recognize it as device 0.

As for your hard drive, run hddriver and see if it can find and recognize/configure your drive.

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

6211. I like games

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 17:18:32 UTC
From: sf0218@aol.com
Message-ID: <20041203121832.06135.00001001@mb-m23.aol.com>
Source record: 15699

Hi Everybody!!!!!!!!!!!

Just wondering, what games will I be able to play on my falcon/ct60 running
Mint?
Also, will Backward run on it so that I can play some ST games?

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

6212. Re: Problem Encountered while Re-boxing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 17:37:34 UTC
From: Derek Mark Edding <dreq@earthlink.net>
Message-ID: <41B0A3C2.50707@earthlink.net>
Source record: 15706

Hello Sam,

All of the drives are from the original, fully operational Falcon 030
system. It was reading them last week.

The re-boxed system has not been able to read two different known-good
IDE hard drives, nor the SCSI drives that it was able to read before. I
don't think hddriver is the solution.

Any other ideas?

Thanks.

-dreq

SF0218 wrote:

> Are you using the falcon's original floppy drive or a pc's floppy drive? If
> so, the pc's fdd must be jumpered so that the falcon can recognize it as device
> 0.
>
> As for your hard drive, run hddriver and see if it can find and
> recognize/configure your drive.
>
> Thanks,
>
>
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd
>
>

6213. Re: ST Magazine

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 17:55:47 UTC
From: nick@1632systems.co.uk
Message-ID: <coq9b3$o9g$1@thorium.cix.co.uk>
Source record: 15707

Credit card, Paypal, bank transfer ect...

All support for the magazine appreciated... tho I also would like to see
some comments about it here so I can give some feedback to Cyril

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

6214. Re: Problem Encountered while Re-boxing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 17:59:03 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41b0a937$0$16582$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15709

"Derek Mark Edding" <dreq@earthlink.net> wrote in message
news:41B0A3C2.50707@earthlink.net...
> Hello Sam,
>
> All of the drives are from the original, fully operational Falcon 030
> system. It was reading them last week.
>
> The re-boxed system has not been able to read two different known-good IDE
> hard drives, nor the SCSI drives that it was able to read before. I don't
> think hddriver is the solution.
>
> Any other ideas?

cable in backwards ?one pin out ? 1 row out ? all easy to do!

Chris

>
> Thanks.
>
> -dreq
>
>
> SF0218 wrote:
>
>> Are you using the falcon's original floppy drive or a pc's floppy drive?
>> If
>> so, the pc's fdd must be jumpered so that the falcon can recognize it as
>> device
>> 0.
>>
>> As for your hard drive, run hddriver and see if it can find and
>> recognize/configure your drive.
>>
>> Thanks,
>>
>> Sam F.
>> Virginia U.S.A.
>> Atari Computer Nut
>> C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd
>>
>>
>

6215. Re: Problem Encountered while Re-boxing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 18:20:55 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.03.18.20.55.180976@darkforce.ky.org>
Source record: 15714

On Fri, 03 Dec 2004 17:06:02 +0000, Derek Mark Edding wrote:

> Hi Folks,
>
> I've transplanted my Falcon 030 into a Falcon Rack case (Wizztronics).

Hi Derek. Sam and I both have the Wizztronics case and everything works here so I don't believe that the case itself is the problem. I hate to ask, but are you sure that you have the floppy and IDE cables plugged in the right way? I know for sure that the floppy will give error msgs like you describe, if the cable is reversed. Make sure you have the red pin 1 orientation correct.

HTHs.

PS BTW, isn't that an awesome case? :-)

6216. Re: ST Magazine

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 18:24:58 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.03.18.24.58.448624@darkforce.ky.org>
Source record: 15712

On Fri, 03 Dec 2004 17:55:47 +0000, nick wrote:

> Credit card, Paypal, bank transfer ect...
>
>
> All support for the magazine appreciated... tho I also would like to see
> some comments about it here so I can give some feedback to Cyril

As soon as I get my greedy little fingers...er, a chance to read them,
I'll be happy to offer feedback.

Gosh, its just been so long since I've even got to read a real Atari
publication! I've been pulling out my old collection of Atari Explorer
mags and re-reading them. Man, what memories! :-)

6217. Re: Problem Encountered while Re-boxing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 19:20:36 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.12.03.19.20.36.251999@nosspamatari-source.com>
Source record: 15711

On Fri, 03 Dec 2004 17:37:34 +0000, Derek Mark Edding wrote:

> Hello Sam,
>
> All of the drives are from the original, fully operational Falcon 030
> system. It was reading them last week.
>
> The re-boxed system has not been able to read two different known-good
> IDE hard drives, nor the SCSI drives that it was able to read before. I
> don't think hddriver is the solution.
>
> Any other ideas?
>

Check doublecheck and triplecheck those connections. Look for shorts.
Something is not right there.

Thanks,
Mark
http://www.atari-source.org

6218. Re: Problem Encountered while Re-boxing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 19:22:32 UTC
From: sf0218@aol.com
Message-ID: <20041203142232.21692.00001224@mb-m14.aol.com>
Source record: 15713

Hi Ronald,

FYI, I do not have a Wizztronics case. I have a mondo tower case. I just haven't gotten around yet to putting the falcon in the case. I am using the falcon though, everything is set out on a table...talk about ultimate cooling factor!!!!

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

6219. Re: Problem Encountered while Re-boxing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 19:34:22 UTC
From: Derek Mark Edding <dreq@earthlink.net>
Message-ID: <2d3sd.2482$714.1652@newsread2.news.atl.earthlink.net>
Source record: 15710

Hi Ronald (& Sam, from previous post),

I've just about ruled out any of the easy mistakes.

Before removing the ribbon cables from the floppy and IDE HD, I marked them with "TOP" on the upper sides. I've checked all of the cables and don't believe there's a problem with the way the connectors are aligned.

There's also the fact that the drives are functioning more or less correctly. The floppy drive's light comes on at the right time, and you can hear it turning. There's a click when the head engages. It's just not able to read anything. The behavior of the IDE and SCSI drives are very similar - they spin up and attempt to read but fail.

I'm certainly not blaming Wizztronics, I took care not to mention their name in the subject line. The case seems fine.

I'm starting to wonder if this Falcon has seen its last days. I have a backup unit socked away in case this one dies, but I'd rather not take it apart if this one can be salvaged.

Thanks all.

-dreq

Ronald J. Hall wrote:

> Hi Derek. Sam and I both have the Wizztronics case and everything works
> here so I don't believe that the case itself is the problem. I hate to
> ask, but are you sure that you have the floppy and IDE cables plugged in
> the right way? I know for sure that the floppy will give error msgs like
> you describe, if the cable is reversed. Make sure you have the red pin 1
> orientation correct.
>
> HTHs.
>
> PS BTW, isn't that an awesome case? :-)
>

6220. Re: EZdrive worth ?

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 20:22:06 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <coqhte$rt4$1@thorium.cix.co.uk>
Source record: 15715

In message <41ae4863$0$19164$cc9e4d1f@news-text.dial.pipex.com>, exxos@home.co.uk said:

>its a SCSI 135, ive got it hooked to me falcon copying me HD to it,
>hopefully I can get a old SCSI card for me PC so I can access the drive
>there, then I can finally get the stuff off me falcon to me PC! I've given
>up trying to get my LAN to work again, so using this drive might just do the
>job!

If you can't get a SCSI card, you may want to try the Adaptec
USBXchange which plugs into any USB port on the PC. A little pricey
- I paid 65 UKP for mine at Mikro Anvika in London's Tottenham
Court Road.

Regards, /Peter/

6221. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 20:28:07 UTC
From: Don Schmidt <Retired@Engineer.PNB>
Message-ID: <10r1j2mmjein847@corp.supernews.com>
Source record: 15716
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

See, you use your First Amendment Rights for your Spam.

Or his posts are allowed under the privileges of "Freedom of the Press."

--
Don
Vancouver, USA

"Jim McLaughlin" <jim.mclaughlintheobvious@comcast.net> wrote in message
news:ty0sd.194595$R05.128458@attbi_s53...
> Bullshit.
>
> Have you ever read the first amendment?
>
> The First Amendment concerns GOVERNMENTAL efforts to control speech.
> GOVERNMENTAL prior restraint.
>
> The First Amendment has nothing to do with the crap spewed by Atari boy on
> this forum and the efforts of private citizens such as the users pissed by
> the never-ending spam to stop Atari boy from continuing to spam.
>
> If you insist on playing a constitutional scholar in this forum, at least
> take the time to read and understand what that portion of the Constitution
> you cite to actually says.
>
>
> --
> Jim McLaughlin
>
> Please don't just hit the reply key.
> Remove the obvious from the address to reply.
>
>
****
> "Don Schmidt" <Retired@Engineer.PNB> wrote in message
> news:10r11g78ue8d73f@corp.supernews.com...
> > Also known as First Amendment Rights.
> >
> >
> > --
> > Don
> > Vancouver, USA
> >
> >

> > "Steve Sweet" <steve.sweet@no-spam@btopenworld.com> wrote in message
> > news:cooc0u$g3p$2@titan.btinternet.com...
> > > Spam
> > >
> > > "B. S. puters" <atari@arsenet.com>
> > >
> > > --
> > >
> > > Regards, Steve S.
> > >
> > >
> >
> >
>
>

6222. Re: Problem Encountered while Re-boxing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 20:33:09 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.03.20.33.09.598179@darkforce.ky.org>
Source record: 15717

On Fri, 03 Dec 2004 19:34:22 +0000, Derek Mark Edding wrote:

> Hi Ronald (& Sam, from previous post),
>
> I've just about ruled out any of the easy mistakes.
>
> Before removing the ribbon cables from the floppy and IDE HD, I marked
> them with "TOP" on the upper sides. I've checked all of the cables and
> don't believe there's a problem with the way the connectors are aligned.
>
> There's also the fact that the drives are functioning more or less
> correctly. The floppy drive's light comes on at the right time, and you
> can hear it turning. There's a click when the head engages. It's just
> not able to read anything. The behavior of the IDE and SCSI drives are
> very similar - they spin up and attempt to read but fail.
>
> I'm certainly not blaming Wizztronics, I took care not to mention their
> name in the subject line. The case seems fine.
>
> I'm starting to wonder if this Falcon has seen its last days. I have a
> backup unit socked away in case this one dies, but I'd rather not take
> it apart if this one can be salvaged.
>
> Thanks all.
>
> -dreq

Derek, how did you get the Falcons floppy cable over to the new position that the floppy is in, in the Wizztronics case? I had to use an extender cable. First time I hooked it up, I got it backwards. Could it be something like that? (I know, that doesn't explain your hard drive).

Did you leave the bottom sheilding on the Falcon. I did, I was afraid of something grounding/shorting out. Any chance it could be something like that? (although I'd expect diff results if it was). Just a random thought there.

Heh. If this was an ST, I'd recommend that you pick it up 6-12" and drop it on a hard surface. :-)

6223. Re: ST Magazine

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 20:42:17 UTC
From: sf0218@aol.com
Message-ID: <20041203154217.21939.00001596@mb-m06.aol.com>
Source record: 15718

Yeah,

It really is kinda sad the way things turned out. I've used Ataris since about 1986, I think.

What I really miss are the dealers, and the user groups. It's really nice when you can actually meet face to face with fellow enthusiasts!!

In that way, the hard copy magazines help. I had subscriptions to STInformer, Current Notes, and Atari Computing..I think that was the name. It shutdown about a year ago.

The newsgroups and forums and chats and IMing are alright, but its not the same as actually getting together.

Oh well,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

6224. Re: 56k Modems

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 21:35:50 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41b0878a637391@comcast.net>
Source record: 15723

>"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:<41a75456a4bd13@comcast.net>...
>> >I want to connect a new external 56k modem to a TT. Are there any
>> >paticular ones that work well, or ones to avoid? I'm looking at the
>> >Dynamode 56k external modem which uses the Conexant chipset and seeems
>> >to be as standard as you can get. If anyone has any stories connected
>> >with this one please let me know!
>> >
>> >Also is it possible to use a 56k modem on a normal STe with the slow
>> >serial port (at lower speed obviously), or will it just refuse to work
>> >at all?
>>
>> The U.R. Robotics brand is good. I have one on my Hades that I use from time
>> time.
>
>Ive never heard of U.R Robotics. Sounds familiar though ;-)
>
>Coda.

I am surprised. U.S. Robotics are or were one of the most popular modems
around. I would look for one and give it a try. It should work fine.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6225. Re: Atari Users Groups

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 21:35:50 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41b0878a637392@comcast.net>
Source record: 15724

>Are there any left in the U.S.?
>
>Thanks
>
>Sam F.
>Virginia U.S.A.
>Atari Computer Nut
>C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

I belong to two. One is in my area (South Bend/Notre Dame) called I.M.A.G.E.
and the other is in Chicago that is called S.C.A.T. If you want to join, just
email me. The IMAGE price is $10/year....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6226. Re: Ethernec: want one...ANYONE???

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 21:35:51 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41b0878a637393@comcast.net>
Source record: 15722

>On Fri, 26 Nov 2004 22:00:21 -0800, Facundo Arena wrote:
>
>> Hi all,
>>
>> I want to buy an Ethernec for my 1040STe.... does anybody have a spare
>> one to sell?????
>>
>> Thanks!!!!!
>>
>> Roderick
>
>Roderick, have you tried to contact Rory McMahon on this list? He is
>handling the ethernec now, I just purchased one from him.

Yes Rory has taken that over from Lyndon. I hope he finds one, because it
works great on my STe.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6227. Re: HD FORMATTING PROBLEM

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 21:35:52 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41b0878a637394@comcast.net>
Source record: 15721

>Just aquired a "Third Coast" Hard drive with ICD controller and
>Seagate 65mb drive in it. Unfortunately no Hard Disk utilities were
>included. The hard drive is in need of reformatting - I have tried
>software from my collection - VORTEX HD ULTILS & ATARI HDX, neither
>will format this drive (HDX tells me to check connections! OR to
>reformat when trying to re-partition because the drive has been
>formated with an earlier version of HDX), the version of HDX I have
>tried is 5.04.
>
>I have searched the internet for Hard Disk tools for the ST, but,
>cannot find any. Any links to a program or suggests would be very
>welcome.
>
>Also, how does one convert an ST IMAGE file back to its original ST
>File format?

I would just purchase HDDriver and use that.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6228. Re: Mint

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 21:35:53 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41b0878a637395@comcast.net>
Source record: 15719

>What's the easiest way to install a fairly simple Mint install?
>
>Thanks,
>
>Sam F.
>Virginia U.S.A.
>Atari Computer Nut
>C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd
>

Use a program called EASYMINT. That is what I did and I had Mint up and running
in about an hour...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6229. Re: ST Magazine

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 21:35:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41b0878a637396@comcast.net>
Source record: 15720

>Hi Everybody!!!!!!!!!!
>
>I hope everyone in the USA had a very good and happy Thanksgiving!!!!!!
>
>Curious, has anyone in the States read and/or subscribed to ST Magazine? It's
>a French magazine (also produced in English) and I am just curious as to your
>thoughts on it's content, quality, and delivery.
>
>Thanks,
>
>Sam F.
>Virginia U.S.A.
>Atari Computer Nut
>C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd
>

Yes, I subscribed. Excellent piece of work. It would have been better if it
was a full size color magazine, but with Atari you can not be too choosy.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6230. Re: Problem Encountered while Re-boxing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-12-03 22:10:30 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41b0e41b$0$16588$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15725

"Derek Mark Edding" <dreq@earthlink.net> wrote in message
news:2d3sd.2482$714.1652@newsread2.news.atl.earthlink.net...
> Hi Ronald (& Sam, from previous post),
>
> I've just about ruled out any of the easy mistakes.
>
> Before removing the ribbon cables from the floppy and IDE HD, I marked
> them with "TOP" on the upper sides. I've checked all of the cables and
> don't believe there's a problem with the way the connectors are aligned.
>
> There's also the fact that the drives are functioning more or less
> correctly. The floppy drive's light comes on at the right time, and you
> can hear it turning. There's a click when the head engages. It's just
> not able to read anything. The behavior of the IDE and SCSI drives are
> very similar - they spin up and attempt to read but fail.
>
> I'm certainly not blaming Wizztronics, I took care not to mention their
> name in the subject line. The case seems fine.
>
> I'm starting to wonder if this Falcon has seen its last days. I have a
> backup unit socked away in case this one dies, but I'd rather not take it
> apart if this one can be salvaged.
>
> Thanks all.

anything plugged into the cartridge port ? When I plug owt in there my
floppy drive stops working.

chris

>
> -dreq
>
>
> Ronald J. Hall wrote:
>
>> Hi Derek. Sam and I both have the Wizztronics case and everything works
>> here so I don't believe that the case itself is the problem. I hate to
>> ask, but are you sure that you have the floppy and IDE cables plugged in
>> the right way? I know for sure that the floppy will give error msgs like
>> you describe, if the cable is reversed. Make sure you have the red pin 1
>> orientation correct.
>>
>> HTHs.
>>

>> PS BTW, isn't that an awesome case? :-)
>>
>

6231. Re: ST Magazine

Newsgroup: comp.sys.atari.st
Date: 2004-12-04 02:01:50 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <7f62r05muob8ca7gp8kdns4fkna22gandq@4ax.com>
Source record: 15726

I also subscribed, and its a nice read and yes a full sized mag would
be nice (about the size of a TV Guide ATM) but still well worth
supporting

Thomas
On Fri, 03 Dec 2004 21:35:54 GMT, "Edward S. Baiz Jr."
<edbaizjr@comcast.net> wrote:

>>Hi Everybody!!!!!!!!!!
>>
>>I hope everyone in the USA had a very good and happy Thanksgiving!!!!!!!
>>
>>Curious, has anyone in the States read and/or subscribed to ST Magazine? It's
>>a French magazine (also produced in English) and I am just curious as to your
>>thoughts on it's content, quality, and delivery.
>>
>>Thanks,
>>
>>Sam F.
>>Virginia U.S.A.
>>Atari Computer Nut
>>C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd
>>
>
>Yes, I subscribed. Excellent piece of work. It would have been better if it
>was a full size color magazine, but with Atari you can not be too choosy.

6232. Re: Ethernec: want one...ANYONE???

Newsgroup: comp.sys.atari.st
Date: 2004-12-04 04:36:24 UTC
From: hearena@advancedsl.com.ar
Message-ID: <a347a87b.0412032036.7f27f37d@posting.google.com>
Source record: 15727

Yes! He got one for me so I'm just waiting for it to arrive to my home
:)

In the meantime, would you recommend me some netword software to
install on my STe? I got Magic6 and Sting...

Thanks!!

Rod

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:<41b0878a637393@comcast.net>...
> >On Fri, 26 Nov 2004 22:00:21 -0800, Facundo Arena wrote:
> >
> >> Hi all,
> >>
> >> I want to buy an Ethernec for my 1040STe.... does anybody have a spare
> >> one to sell?????
> >>
> >> Thanks!!!!!
> >>
> >> Roderick
> >
> >Roderick, have you tried to contact Rory McMahon on this list? He is
> >handling the ethernec now, I just purchased one from him.
>
> Yes Rory has taken that over from Lyndon. I hope he finds one, because it
> works great on my STe.
>
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6233. ST Magazine

Newsgroup: comp.sys.atari.st
Date: 2004-12-04 05:16:26 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0027448a@fmlynet.org>
Source record: 15735

FamilyNet Newsgate

Current ST magazine and it has a english version. Where can I find out
more about it?

Doc Clu

> From: sf0218@aol.com (SF0218)

> Hi Everybody!!!!!!!!!!!

> I hope everyone in the USA had a very good and happy Thanksgiving!!!!!!!

>Curious, has anyone in the States read and/or subscribed to ST Magazine? It's
> a French magazine (also produced in English) and I am just curious as to your
> thoughts on it's content, quality, and delivery.

> Thanks,

> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6234. Re: Atari Users Groups

Newsgroup: comp.sys.atari.st
Date: 2004-12-04 05:29:32 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0027448b@fmlynet.org>
Source record: 15734

FamilyNet Newsgate

> From: mail@freeman-studio.com (Mike Freeman)

> Not that we're anywhere close to either of you, but we have a nice
> little group of three of us in Tucson, AZ (one of which I believe
> writes an article for your IMAGE newsletter - Dave Acklam). We don't
> meet very regularly or often, but from time to time we demo our
> machines or chat about recent Atari news over coffee or nachos. So, if
> you're ever in the Tucson area...

> Mike Freeman
> mike [at] freeman-studio [dot] com

And Dave speaks highly of you guys. It really sounds like a good setup.
Just go out, you and a few others and have some fun. I think we should do
that in Dallas sometime.

There are about.. three of us. :)

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|___[_____]_____|
```
Atari 800

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6235. How to setup an Atari based BBS on the 'Net?

Newsgroup: comp.sys.atari.st
Date: 2004-12-04 06:47:15 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.04.06.47.15.248910@darkforce.ky.org>
Source record: 15731

Title says it all.

Can anyone give details or point me to a good FAQ/Howto?

I've got cable-modem servic here. I run Mandrake Linux.

I used to sysop an Atari based BBS, via dial-up, back in the mid 90's,
called "The DarkForce! BBS".

I'd love to get it up and running again. :-)

6236. Re: Problem Encountered while Re-boxing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-12-04 06:55:05 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.03.20.28.07.845233@darkforce.ky.org>
Source record: 15729

On Fri, 03 Dec 2004 19:22:32 +0000, SF0218 wrote:

> Hi Ronald,
>
> FYI, I do not have a Wizztronics case. I have a mondo tower case. I just
> haven't gotten around yet to putting the falcon in the case. I am using the
> falcon though, everything is set out on a table...talk about ultimate cooling
> factor!!!!
>
> Thanks,

Oh, my bad Sam - I thought you had a Wizz. case. I guess I was thinking
about the CT60. :-)

6237. Re: I like games

Newsgroup: comp.sys.atari.st
Date: 2004-12-04 06:55:05 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.03.18.14.42.928922@darkforce.ky.org>
Source record: 15732

On Fri, 03 Dec 2004 17:18:32 +0000, SF0218 wrote:

> Hi Everybody!!!!!!!!!!!
>
> Just wondering, what games will I be able to play on my falcon/ct60 running
> Mint?
> Also, will Backward run on it so that I can play some ST games?
>
> Thanks,
>
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

Hey Sam. Wasn't Rodolphe going to put a list of CT60 compatible games up
on his website? Did he ever do that?

6238. Re: Atari Users Groups

Newsgroup: comp.sys.atari.st
Date: 2004-12-04 07:17:19 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0412032317.8e2adc4@posting.google.com>
Source record: 15728

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:<41b0878a637392@comcast.net>...
> >Are there any left in the U.S.?
> >
> >Thanks
> >
> >Sam F.
> >Virginia U.S.A.
> >Atari Computer Nut
> >C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd
>
> I belong to two. One is in my area (South Bend/Notre Dame) called I.M.A.G.E.
> and the other is in Chicago that is called S.C.A.T. If you want to join, just
> email me. The IMAGE price is $10/year....

Not that we're anywhere close to either of you, but we have a nice
little group of three of us in Tucson, AZ (one of which I believe
writes an article for your IMAGE newsletter - Dave Acklam). We don't
meet very regularly or often, but from time to time we demo our
machines or chat about recent Atari news over coffee or nachos. So, if
you're ever in the Tucson area...

Mike Freeman
mike [at] freeman-studio [dot] com

6239. Re: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-12-04 07:30:06 UTC
From: Morely 'I drank what?' Dotes <morelydotes@spamblocked.com>
Message-ID: <Xns95B4E5CE2F074morelydotespcgamerev@192.168.0.197>
Source record: 15730
Cross-posted to: comp.sys.atari.st,pdx.forsale

Meanwhile, as our hero sinks slowly in the West, on 03 Dec 2004,
smeg_007@hotmail.com (smeg) wrote in
news:4aa4f5cb.0412030458.4b4dcd8c@posting.google.com:

> Its still commercial, so its still SPAM.

And you're still an idiot.

PLONK

--
Solid Web hosting, responsive support, effective spam-blocking.
Tired of spam in your mailbox?
Come to http://www.spamblocked.com
Brad Jesness FAQ: http://www.wilhelp.com/bj_faq/

6240. New Atari user

Newsgroup: comp.sys.atari.st
Date: 2004-12-04 11:45:39 UTC
From: scallejam@gmail.com
Message-ID: <f21397d3.0412040345.60ea5db3@posting.google.com>
Source record: 15733

Hello there!

I've recently put my hands in an Atari 520St. I don't have to much time to test it and read all the docs at internet, so i have a couple of questions about it. Hope you can help me ;)

First of all, the cover says 520ST, but below the computer there is a mark 520STe. I supose it is a STe, the ram memory is in two 30 pin simm format, and i think the ST has the memory soldered to the board. Am i right?

About the TOS. What version is it? I've read about the raimbow one, maybe is this the case, as i open the information window and the atari logo is blinking with the colors. The chips are labeled as:

C301169-001A and C3011170-001A
Sharp
1989 Atari
8942e

I supose these are the rom chips...

And the last one for now: (hope this will not be a problem) What utility do i have to use to transfer st images to floppy disk?

Well, i'm a bit confused now with these questions, i've never used an Atari before, and i have only the main unit (no programs, manuals, cables, mouse...)

Thanks in advance.

PS: Sorry about my english, it isn't my mother tongue and i don't speak it for years.

6241. Re: New Atari user

Newsgroup: comp.sys.atari.st
Date: 2004-12-04 15:30:19 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.12.04.15.30.19.94909@nosspamatari-source.com>
Source record: 15736

On Sat, 04 Dec 2004 03:45:39 -0800, SCREAM wrote:

> Hello there!
>
> I've recently put my hands in an Atari 520St. I don't have to much time to
> test it and read all the docs at internet, so i have a couple of questions
> about it. Hope you can help me ;)
>
> First of all, the cover says 520ST, but below the computer there is a mark
> 520STe. I supose it is a STe, the ram memory is in two 30 pin simm format,
> and i think the ST has the memory soldered to the board. Am i right?
>

If you have onboard SIMM sockets, then it is an STe (to the best of my
knowledge).

> About the TOS. What version is it? I've read about the raimbow one, maybe is
> this the case, as i open the information window and the atari logo is
> blinking with the colors. The chips are labeled as:
>

If the Atari logo is color cycling then you surely have rainbow TOS,
version 1.4.

> C301169-001A and C3011170-001A
> Sharp
> 1989 Atari
> 8942e
>
> I supose these are the rom chips...
>
> And the last one for now: (hope this will not be a problem) What utility
> do i have to use to transfer st images to floppy disk?
>

This I'm not sure about. Documentation for emulators should give you some
insight. I know there is some PC util somewhere for transferring MSA
images to floppy disk, and of course there's the original atari version.

> Well, i'm a bit confused now with these questions, i've never used an
> Atari before, and i have only the main unit (no programs, manuals,
> cables, mouse...)

That's pretty much all you need. You most likely have an RF modulator
for hooking up to a TV, or (better) inside the RGB monitor connector is a
Composite video pin that actually works on STe (works on any machine with
an RF modulator). You'll want a Mono monitor if you want to play with GEM

applications a lot as it's higher resolution, but a TV works great for games.

> Thanks in advance.
>
> PS: Sorry about my english, it isn't my mother tongue and i don't speak
> it for years.

It's okay, same with many people here.

6242. Re: How to setup an Atari based BBS on the 'Net?

Newsgroup: comp.sys.atari.st
Date: 2004-12-04 15:32:04 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.12.04.15.32.04.884374@nosspamatari-source.com>
Source record: 15737

On Sat, 04 Dec 2004 01:47:15 -0500, Ronald J. Hall wrote:

> Title says it all.
>
> Can anyone give details or point me to a good FAQ/Howto?
>
> I've got cable-modem servic here. I run Mandrake Linux.
>
> I used to sysop an Atari based BBS, via dial-up, back in the mid 90's,
> called "The DarkForce! BBS".
>
> I'd love to get it up and running again. :-)

Well. You have two options. You could either:

A: Run the only native Atari BBS package. Octopus BBS and use an Ethernec
or some sort of internet connection to provide internet access to said
Atari.

or...
B: Run pretty much ANY Atari BBS package and use a special program that
basically converts telnet into a modem emulator, which will talk to the
serial port of your atari. I know they exist, Not sure where to find one.

If you go the Octopus route, I'm your man as far as assistance is
concerned.

Thanks,
Mark
http://www.atari-source.org

6243. Re: I like games

Newsgroup: comp.sys.atari.st
Date: 2004-12-04 17:12:23 UTC
From: sf0218@aol.com
Message-ID: <20041204121223.06545.00001412@mb-m15.aol.com>
Source record: 15738

Hi Ronald,

I checked yesterday, and I didn't see anything on games compatibilty.

I hope somebody can come up with one.

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

6244. Re: ST Magazine

Newsgroup: comp.sys.atari.st
Date: 2004-12-04 19:00:41 UTC
From: dhunt@zetnet.co.uk
Message-ID: <41b20955$0$2653$4c56ba96@master.news.zetnet.net>
Source record: 15739

>On 1 Dec 2004 22:31:22 G, nick@1632systems.co.uk wrote:
>Sent by airmail... should be 5 days?

Hi Nick

I am interested in purchasing up to date copies of ST
Magazine,(English).

I tried to reach you by Land line but am being told that they
do not recognise the number,(07843 257 7837).

If you could let me know the cost and your details I will
forward a cheque or,preferably,by Bank Transfer.

Regards

Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

6245. Re: ST Magazine

Newsgroup: comp.sys.atari.st
Date: 2004-12-04 20:33:55 UTC
From: sf0218@aol.com
Message-ID: <20041204153355.08086.00001595@mb-m05.aol.com>
Source record: 15740

Hi Greg,

For info about ST Magazine, you can go here: http://stmagazine.org/

or here: http://www.1632systems.co.uk/

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

6246. Re: 56k Modems

Newsgroup: comp.sys.atari.st
Date: 2004-12-04 22:05:41 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0412041405.1a08abdb@posting.google.com>
Source record: 15741

> >> The U.R. Robotics brand is good. I have one on my Hades that I use from time
> >> time.
> >
> >Ive never heard of U.R Robotics. Sounds familiar though ;-)
> >
> >Coda.
>
> I am surprised. U.S. Robotics are or were one of the most popular modems
> around. I would look for one and give it a try. It should work fine.
>
> --
> Edward S. Baiz Jr.
> (Gamer)

Well can confirm it now, 3COM and US-R are one and the same. I just
got a USR modem it had the 3COM logo on it as well and in the
documentation 3COM is mentioned as the actual company.

6247. Seeking STWrite(r)

Newsgroup: comp.sys.atari.st
Date: 2004-12-05 06:36:37 UTC
From: Marsh <mhar9374@bigpond.net.au>
Message-ID: <V%xsd.59492$K7.36891@news-server.bigpond.net.au>
Source record: 15742

I have some old STwriter documents that I need to read. Thety were created
with STWrite (or was it STWriter?).
Does anyone have a copy of STWrite(r) that I could dwonload to run on the
Saint or Steem emulator?
Thanks

6248. ANNOUNCE: TBC Demo #12

Newsgroup: comp.sys.atari.st
Date: 2004-12-05 11:33:23 UTC
From: so_o2@mailcity.com
Message-ID: <cc04f4cf.0412050333.2ceee16e@posting.google.com>
Source record: 15743

SoLo2 proudly presents:

The BEASTS Crew Demo #12

http://so_o2.tripod.com/TBC12-STbin-20041204.zip

It features some scrollers,
fills, sprites, fireworks,
some cool effects and
minimal electro chip music.

SoLo2

6249. Re: ST Magazine

Newsgroup: comp.sys.atari.st
Date: 2004-12-05 11:43:54 UTC
From: nick@1632systems.co.uk
Message-ID: <cous9pive1@thorium.cix.co.uk>
Source record: 15744

Hmm seems to work for me..... try again could have been a bad reception
area

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

6250. Re: New Atari user

Newsgroup: comp.sys.atari.st
Date: 2004-12-05 11:57:01 UTC
From: scallejam@gmail.com
Message-ID: <f21397d3.0412050357.2c4fea1b@posting.google.com>
Source record: 15745

Hello Mark. Thanks for your reply

> If the Atari logo is color cycling then you surely have rainbow TOS,
> version 1.4.

Nice

> This I'm not sure about. Documentation for emulators should give you some
> insight. I know there is some PC util somewhere for transferring MSA
> images to floppy disk, and of course there's the original atari version.

I tried stdisk, but it fails.. :(

If someone can point me to another util, please let me know

> That's pretty much all you need. You most likely have an RF modulator
> for hooking up to a TV,

Right. I have the atari connected to an Amstrad CPC colour monitor
through MP-3 tuner.

>or (better) inside the RGB monitor connector is a
> Composite video pin that actually works on STe (works on any machine with
> an RF modulator).

What? Do you mean i can take one wire off the monitor connector to
make an RCA conector?

>You'll want a Mono monitor if you want to play with GEM
> applications a lot as it's higher resolution, but a TV works great for
> games.

MUST be B/W? no way to run then on colour modes?

> > PS: Sorry about my english, it isn't my mother tongue and i don't speak
> > it for years.
>
> It's okay, same with many people here.

BTW, any spanish users over here?

6251. Re: ST Magazine

Newsgroup: comp.sys.atari.st
Date: 2004-12-05 12:01:37 UTC
From: nick@1632systems.co.uk
Message-ID: <coutb1jce1@thorium.cix.co.uk>
Source record: 15746

Tho you might like to try 07843 257 837 instead of 07843 257 7837

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

6252. Re: New Atari user

Newsgroup: comp.sys.atari.st
Date: 2004-12-05 15:47:13 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.12.05.15.47.12.887687@nosspamatari-source.com>
Source record: 15747

On Sun, 05 Dec 2004 03:57:01 -0800, SCREAM wrote:

>>or (better) inside the RGB monitor connector is a
>> Composite video pin that actually works on STe (works on any machine with
>> an RF modulator).
>
> What? Do you mean i can take one wire off the monitor connector to
> make an RCA conector?
>

RCA... Composite. The standard "video in" you see on TV's and VCR's.
Yes, one connector in that bundle will have that signal. You can buy
something called a "Monitor Master" which will extract this signal out for
you nicely. They're rare and hard to find, but if you do find them they
shouldn't cost much at all, since it's just a glorified switchbox.

>>You'll want a Mono monitor if you want to play with GEM
>> applications a lot as it's higher resolution, but a TV works great for
>> games.
>
> MUST be B/W? no way to run then on colour modes?
>

Mono implies high resolution. I believe the reasoning is that atari video
ram is limited. In Low resolution mode, a maximum of 16 colors are shown,
medium resolution mode (which looks kind of strange but is generally
useable for gem apps), 4 colors are allowed. And this resolution can be
shown on a tv. High resolution (mono) needs a special mono monitor
generally available inexpensively on ebay. The high resolution (640x400)
is what makes gem applications more useable... nothing else really.

>> > PS: Sorry about my english, it isn't my mother tongue and i don't speak
>> > it for years.
>>
>> It's okay, same with many people here.
>
> BTW, any spanish users over here?

6253. Re: Newbie ST question

Newsgroup: comp.sys.atari.st
Date: 2004-12-05 16:05:24 UTC
From: volksrod70@hotmail.com
Message-ID: <a4b7e9c.0412050805.472b98bd@posting.google.com>
Source record: 15748

atarigalen@yahoo.com (Galen) wrote in message
news:<4645be9.0411151147.7acddfae@posting.google.com>...
> volksrod70@hotmail.com (Volksrod70) wrote in message
news:<a4b7e9c.0411131243.49a2601c@posting.google.com>...
> > The boot disk is actually labeled Alldata Corp, system 3 boot disk,
> > dated sept 1995. I may need a disk as nothing I have can read it.
> > Now the moniter is smoking itself to death, it's a Viewcom model
> > VM-1416 with a DIN connector, what can I use for a alternate?
>
> Is it a 13 pin DIN like this?
> http://www.howell1964.freeserve.co.uk/Atari/ST/Atari_ST_Video.htm
>
> Galen

Yes it does appear to be the connector you refer to, what other monitors will work?

6254. Re: Newbie ST question

Newsgroup: comp.sys.atari.st
Date: 2004-12-05 16:07:22 UTC
From: volksrod70@hotmail.com
Message-ID: <a4b7e9c.0412050807.3ba09a8b@posting.google.com>
Source record: 15649

atarigalen@yahoo.com (Galen) wrote in message
news:<4645be9.0411151149.6e59d1e4@posting.google.com>...
> volksrod70@hotmail.com (Volksrod70) wrote in message
news:<a4b7e9c.0411070650.4199bcf6@posting.google.com>...
> > I have been given a ALLDATA automotive computer, inside is a Atari
> > 1040ST main board.
> > This computer has one floppy drive on the back and a SCSI cdrom on the
> > front for which I have many automotive repair discs.
> > Here is my problem, I turn on the machine and it attempts to read the
> > cdrom, and floppy drives. times out and then boots to what looks like
> > an Apple interface, I then have tried to read the original boot disk
> > that came with the machine, no go, will not format a blank 720k disk
> > either.
> > I have opened the machine, blown out with compresed air, unplugged and
> > plugged back in all cables, and removable chips.
> > It never had a keyboard, though a phone looking jack is on the front,
> > it was always used with a mouse.
> > Most of the machine appears to work but just can't read the drives.
> > I'd really like to be able to use this machine and would be gratefull
> > for any help.
> > Thanks to all that can help.
>
> Well, can you email a photo or describe just what that "Apple
> interface" looks like? Also, when you are at that interface, does the
> mouse move a pointer?
>
> Galen

When the monitor was still working the mouse would in fact move the
pointer, but I couldn't format a floppy.

6255. Re: New Atari user

Newsgroup: comp.sys.atari.st
Date: 2004-12-05 16:58:08 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0412050858.30c1d67b@posting.google.com>
Source record: 15650

Hi there -

My brother has been bitten by the Atari bug and I was thinking
of getting him started with a nice machine. I personally
never used anything past the orignal ST machines (though I
still have my 8bit...), so I'm trying to educate myself on
exactly what's available these days in the world of Atari
computers.
==========

Nothing currently in production:(However loads of stock ST's and
Falcons kicking around, in europe anyway. TT's and MegaSTe's harder to
find. Also we have the clones, the Medusa Hades060 and Milan machines.
They are hard to find too though.

==========
I was thinking of getting him a Falcon machine. Any comments?
My main concern is being able to use a standard SCSI hard drive
and CD-ROM reader. How much memory should it have, and can I
use PC-type SIMMs? What's the maximum baud rate on the serial
port? Where's the best place to buy one of these?
==========

Falcon is the best machine in some ways. It has the best inbuilt
graphics capabilities, making it easier to browse the web and do
graphics work. However by default it's that powerful. For raw grunt a
clone or TT is the best bet, unless you into fitting accelerators and
the like. TT, Falcon and I (think) the MegaSTe all have SCSI ports
meanign you can have CD-ROM, CD Writer, Scanner etc. etc.. The stock
ST's don't. As for where to buy it depends oin how much you want to
spend, to be honest. You can buy from the online shops like Best
Electronics in US, or Atari Fachmarkt in Germany, or Atari Workshop in
UK, but it's a lot more expensive than taking your time and scouting
out Ebay or second hand fairs. A flacon from the dealers prices vary
greatly. Atari Fachmarkt charges Euros 300ish to 400ish depending on
the spec.

==========
He's going to be using it mainly for school work and accessing
the internet. What TCPIP connectivity software is available?
What's the best web browser / email client / news reader?
==========

For ease of installation the Draconis package has a browser, email,
tcp/ip stack, but not newsreader AFAIK. However Sting TCP/IP stack is
better and compatible with pretty much all Atari comms programs.

HighWire is probably the best browser around but need a multi-tasking OS to be installed. If your sticking to conventional TOS then CAB is OK. MyMail is great, and Newsie is OK as a newsreader. aFTP makes a pretty good FTP program.

For word processing, there is two commerical modern programs, Tempus Word or Papyrus X. Tempus is better on more basic machines. it is powerful and reliable but in terms of the interface looks a little old. However it's powerful and very usable. Papyrus X attempts to bring MS Word to the Atari. It's very pretty to look at, but sucks up system power like crazy. It also can be less stable. It's slower to format documents though.

To handle fonts and printers you will need NVDI which is also a good screen accelerator. You can use standard true type fonts with it from your PC:)

Sting: http://sting.atari.org
HighWire: http://highwire.atari-users.net/
CAB: http://atari.transaction.free.fr/interactive/software/cab.htm
and also - http://www.application-systems.de/
MyMail: http://212.214.15.116/~erikhall/programs/mymail.html
Newsie: http://rojewski.home.mindspring.com/newsie.html
Tempus Word: http://www.tempus-word.de/en/
papyrus: http://www.rom-logicware.com/atari.htm

6256. Re: New Atari user

Newsgroup: comp.sys.atari.st
Date: 2004-12-05 17:11:11 UTC
From: dark_willow1981@lycos.com
Message-ID: <168c84f1.0412050911.11adff6@posting.google.com>
Source record: 15651

sorry forgot ot answer you question about RAM.

The stock ST can hold up to 4mb, which on an STe is SIMM memory. On some older ST's I think it might have needed to be soldered? In STe it just slots in. 4mb is fine for internet access and basic WP. Falcon can hold upto 14mb on a special card. 14mb will means Papyrus can be used, and Tempus will go quciker and font handling is simpler, as in importing graphics and editing them. Only the TT, the clones or a CT60 upgraded falcon (rare as unicorns) can handle more. TT can take upto 256mb on special cards, which is more than you will ever be able to use with an Atari for everyday work. THe CT60 can handle up to 1gb I think, it takes standard memory but can't rmeber exactly which.

4mb = enough for internet work and basic WP
4mb - 14mb = Fancier WP stuff and basic graphics work
14mb - 128mb = in depth graphics work
128+ = now you just being silly.

6257. Re: New Atari user

Newsgroup: comp.sys.atari.st
Date: 2004-12-05 17:50:23 UTC
From: SCREAM <severinocalleja@jotmail.com>
Message-ID: <31h036F3aage4U1@individual.net>
Source record: 15652

Thankyou for your replies

Well, i think that "monitor master" should be this:
http://www.atarimagazines.com/v6n11/sttoolbox.html

I'm not worried about getting a monitor right now. I can use MP-3 tuner or maybe in a future i'll do an adaptor to use the RGB Amstrad monitor. (if i can manage to get the atari monitor connector somwhere)

Greets from Spain :)

6258. Re: Problem Encountered while Re-boxing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-12-05 18:28:34 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0412051028.51905cbd@posting.google.com>
Source record: 15653

Derek Mark Edding <dreq@earthlink.net> wrote in message
news:<_11sd.2696$Va5.1505@newsread3.news.atl.earthlink.net>...
> Hi Folks,
>
> I've transplanted my Falcon 030 into a Falcon Rack case (Wizztronics).
>
> Everything seems to be functional except for the floppy and hard drives.
> It boots, lights the display, passes the memory test, and then
> displays a low res desktop.
>
Let's start by disconnecting all drives, SCSI, IDE, and floppy.

Next, connect the floppy to the original floppy cable. (I know it
won't reach -- just balance the drive on the edge of the case for
now.) If the floppy works, study your extension cable carefully. If
the floppy does not work, either you shorted/loosened/broke something
with the install or your cable is upside down.

Then focus on the IDE drive. Are you using a cable less than 12"? Is
the cable designed for 1 or 2 drives? I don't remember how the Falcon
deals with slave/master issues, but a very short cable is highly
recommended. My cable is just long enough (barely) to reach from the
IDE connector to the drive bay.

Assuming you did no damage during the recasing, the likely culprits
are your cables. If you don't find anything, then I'd start looking
for hairline cracks on the motherboard or possible shorts with the
shielding. (BTW, the Wizztronics case doesn't need the bottom
shielding since the case is solid metal!)

One last note. Did you attach +12V to the Falcon or -12V? Blue
signifies -12V on most PC supplies, but the Falcon's power supply has
+12V on the blue wire! This would certainly affect your floppy, but I
don't think it would affect your IDE drive.

Best of luck,

Galen

6259. Re: I like games

Newsgroup: comp.sys.atari.st
Date: 2004-12-05 18:43:19 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0412051043.5331a7b8@posting.google.com>
Source record: 15654

sf0218@aol.com (SF0218) wrote in message
news:<20041203121832.06135.00001001@mb-m23.aol.com>...
> Hi Everybody!!!!!!!!!!
>
> Just wondering, what games will I be able to play on my falcon/ct60 running
> Mint?
> Also, will Backward run on it so that I can play some ST games?
>
Don't expect too much. I got World Conquest running in 060 mode by
turning off the cache, and of course most of the GEM-based games
(those that run in a window, like Solitare, Rosemary, etc.) don't seem
to care what hardware they are running on. I haven't done a complete
survey, but the handful of games I've tested on the CT60 didn't care
much for the experience. I haven't tested Backward, but I'd be really
surprised if it worked.

However, if you wire a little on/off switch to the CT60 you will be
able to access 030 mode where the computer completely ignores the
CT60. This is a simple rank beginner's project if you use a 2 pin
connector for the CT60 instead of soldering to it.

If you use HDDriver, I'd also suggest having a small non-Mint
partition designed solely around non-compliant software like games.
Holding down the drive's letter at bootup will cause HDDriver to boot
from that drive.

Galen

6260. Re: New Atari user

Newsgroup: comp.sys.atari.st
Date: 2004-12-05 18:52:40 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0412051052.440b698f@posting.google.com>
Source record: 15655

Mark D <mducksub@nosspamatari-source.com> wrote in message
news:<pan.2004.12.05.15.47.12.887687@nosspamatari-source.com>...
> On Sun, 05 Dec 2004 03:57:01 -0800, SCREAM wrote:
>
> >>or (better) inside the RGB monitor connector is a
> >> Composite video pin that actually works on STe (works on any machine with
> >> an RF modulator).
> >
> > What? Do you mean i can take one wire off the monitor connector to
> > make an RCA conector?
> >
>
> RCA... Composite. The standard "video in" you see on TV's and VCR's.
> Yes, one connector in that bundle will have that signal. You can buy
> something called a "Monitor Master" which will extract this signal out for
> you nicely. They're rare and hard to find, but if you do find them they
> shouldn't cost much at all, since it's just a glorified switchbox.
>
Just to verify, Mark (since I haven't done this in many, many years:

The RCA connector on a STe should go to "Attenna" on an NTSC
television, since the STe is generating channel 3. However, one can
make a cable of the RGB monitor connector that will go to "Video In"
of a television. Do I have this right?

Galen (who has a modest supply of "backup" SC1224 monitors)

6261. Re: New CT60 troubles -- solved!

Newsgroup: comp.sys.atari.st
Date: 2004-12-05 19:01:56 UTC
From: atarigalen@yahoo.com
Message-ID: <4645be9.0412051101.2052e5d8@posting.google.com>
Source record: 15656

atarigalen@yahoo.com (Galen) wrote in message
news:<4645be9.0411110911.61d80323@posting.google.com>...
> Hello everyone,
>
> My CT60 has been fairly stable as late despite the fact that I haven't
> removed the clock patch yet (booting with <Ctrl><L-Shift> helps quite
> a bit). However a new problem surfaced this week. Please note I said
> a NEW problem -- it wasn't doing this the past few months.
>
> At bootup, the screen often doesn't sync correctly. There is a black
> band down the left hand side which is sometimes about 2 inches and
> sometimes exactly half the screen. If I can make it through bootup,
> changing the screen resolution fixes this.
>
> In addition (regardless of whether or not the screen has trouble), all
> kinds of things happen at bootup. Sometimes the IDE drive is not
> found by HDDriver. Sometimes NVDI freezes the computer when it loads.
> Sometimes CalShow fails to report events I know are there. (CalShow
> is a calendar program.) Sometimes all the auto folder programs load
> fine and then the CT60 reports an error. There isn't any real
> pattern.
>
> Running Diamond Edge reports disk errors of various types. HOWEVER,
> the errors are not the same when I run Diamond Edge again. That is to
> say, it still finds errors, but they are different ones.
>
> When I power down and flip my little switch to go into 68030 mode all
> the problems are gone. No screen problems, no auto folder problems,
> and Diamond Edge reports the drive is fine. For that matter, I had
> HDDriver run a sector scan -- it found no bad sectors.
>
> The only thing that's changed in the last couple of weeks is that the
> temperature has dropped about 10 degrees Fahrenheit (6 Celsius). I've
> added a few files and deleted a couple of old games, but made no AUTO
> folder changes of any type.
>

The situation became worse last week, as often my monitor couldn't
find a signal to display at all! I had an almost totally dead
Falcon, but then, for some reason I was able to get to the desktop
where I chose the CT60 CPX and discovered...

I had 0 bytes of SDRAM.

Reseating the SDRAM immediately solved all problems. I converted 500 TIF files to JPG as a test last night and burnt them to CDR so I'm pretty confident I'm back in business. (The CT60 is very fast at such conversions.)

Galen

6262. Atari Online News, Etc. #06-49

Newsgroup: comp.sys.atari.st
Date: 2004-12-05 23:20:47 UTC
From: danap8@aol.comno-spam
Message-ID: <20041205182047.06587.00000980@mb-m24.aol.com>
Source record: 15657

A-ONE #0649 12/03/04

~ Atari Gets New CEO! ~ People Are Talking! ~ 'Blog' Tops List!
~ Prisoners Lose Games! ~ eBay Adds Want It Now! ~ New Thunderbird App
~ Make Love, Not Spam! ~ Ohio Passes Spam Law! ~ SJC Gets Cable Case
~ SCO Attacked Again! ~ Netscape's New Browser ~ Lycos Draws Fire!

-* Microsoft Sues More Spammers *-
-* Fast Internet Service For the People *-
-* Bush Signs Internet Access Tax Ban In Law! *-

___ ___
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\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org

6263. How to find out TOS ROM version in 1040STf ?

Newsgroup: comp.sys.atari.st
Date: 2004-12-06 07:25:37 UTC
From: mstepansky@aol.com
Message-ID: <20041206022537.07211.00001474@mb-m10.aol.com>
Source record: 15658

In the past, one of the ebay seller asked me about his 1040STf:

----snip----

I'm unable to find a version number. When I check "Desktop Info..." it simply
displays

GEM, Graphics Environment Manager
TOS

ATARI Logo
Copyright (c) 1985
ATARI CORP
Digital Research, Inc.
All Rights Reserved

Does that mean it's version 1.0 or something? Thanks.

----snip---

Well....

I find that rather strange because I thought I remember seeing like "TOS 1.4"
in my old Atari 520ST (back in 1986) under "About desktop..." after boot up.
As far as I remember, it is either 1.0 (using old TOS OS floppy disk); or 1.2
or 1.4 (classic); or 1.6 (usually in MegaSTe) or 2.xx (usually in TT) or 3.xx
(usually in Falcon), right?

How do one go about in finding out TOS rom version without opening up 1040STf?

Mike

6264. Using Linux on Atari ST/TT/Falcon/Hades/Medusa/Milan?

Newsgroup: comp.sys.atari.st
Date: 2004-12-06 07:29:32 UTC
From: mstepansky@aol.com
Message-ID: <20041206022932.07211.00001475@mb-m10.aol.com>
Source record: 15659

Question to one of my ebay seller:

whats your experience in using Linux on TT? Whats the name of Linux-variant that Atari TT can use to run Linux OS? Curious cuz I never heard of it yet. Whatever happen to Atari Hades/040 and Atari Medusa/060 and Atari Milan/PC (in UK/France)? Those are Ultra rare if ever found in ebay. Thanks Mike"

--
His replies surprise me:

"I never found the time to actually install Linux on the TT, but it is available. Check, for instance, http://www.debian.org/releases/stable/m68k/install, which describes installing Debian GNU/Linux on 680x0 systems, including Atari TTs. I don't know about the Hades, Medusa, or Milan."

Is it possible to run Linux on, say, Atari 1040ST? Probably not because Linux requires at least 12 MB of RAM, so Atari TT is your hope I guess.

If no Linux for Atari ST, what are the other options to make prettier graphics? Is NeoDesk the *ONLY* options??

Mike

6265. Re: New Atari user

Newsgroup: comp.sys.atari.st
Date: 2004-12-06 08:35:01 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <cp15js$28h$1@gemini.csx.cam.ac.uk>
Source record: 15661

"SCREAM" <scallejam@gmail.com> wrote in message
news:f21397d3.0412050357.2c4fea1b@posting.google.com...
> Hello Mark. Thanks for your reply
>
> > If the Atari logo is color cycling then you surely have rainbow
TOS,
> > version 1.4.
>
> Nice
>
> > This I'm not sure about. Documentation for emulators should give
you some
> > insight. I know there is some PC util somewhere for transferring
MSA
> > images to floppy disk, and of course there's the original atari
version.
>
> I tried stdisk, but it fails.. :(
>
> If someone can point me to another util, please let me know
>

Do a search for the Magic Shadow Archiver - this produces .MSA files
for emulators or MakeDisk which IIRC can restore MSA files back to
floppies and both create and restore .ST files.

Having said this I have found that it can be difficult to restore disk
images that are grater than 720k as Windows does not like formatting
720k floppies to non standard (extended) formats, also XP does not
appear to deal with 720k floppies at all so trying to convert them
using software under XP is probably a non starter.

Stephen Moss

6266. Re: How to find out TOS ROM version in 1040STf ?

Newsgroup: comp.sys.atari.st
Date: 2004-12-06 08:35:04 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41b4198d$0$19157$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15660

use a program called sysinfo if you google for it it should be on a ftp, if the fuji is in colour then its the latter TOS 1.4. (rainbow tos)

chris

"MStepansky" <mstepansky@aol.com> wrote in message news:20041206022537.07211.00001474@mb-m10.aol.com...
> In the past, one of the ebay seller asked me about his 1040STf:
>
> ----snip----
>
> I'm unable to find a version number. When I check "Desktop Info..." it
> simply
> displays
>
> GEM, Graphics Environment Manager
> TOS
> ---------
> ATARI Logo
> Copyright (c) 1985
> ATARI CORP
> Digital Research, Inc.
> All Rights Reserved
>
> Does that mean it's version 1.0 or something? Thanks.
>
> ----snip---
>
> Well....
>
> I find that rather strange because I thought I remember seeing like "TOS
> 1.4"
> in my old Atari 520ST (back in 1986) under "About desktop..." after boot
> up.
> As far as I remember, it is either 1.0 (using old TOS OS floppy disk); or
> 1.2
> or 1.4 (classic); or 1.6 (usually in MegaSTe) or 2.xx (usually in TT) or
> 3.xx
> (usually in Falcon), right?
>
> How do one go about in finding out TOS rom version without opening up
> 1040STf?
>
>
> Mike

>

6267. Re: How to find out TOS ROM version in 1040STf ?

Newsgroup: comp.sys.atari.st
Date: 2004-12-06 08:40:43 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <cp15ui$2q2$1@gemini.csx.cam.ac.uk>
Source record: 15662

"MStepansky" <mstepansky@aol.com> wrote in message
news:20041206022537.07211.00001474@mb-m10.aol.com...
> In the past, one of the ebay seller asked me about his 1040STf:
>
> ----snip----
>
>
> How do one go about in finding out TOS rom version without opening
up 1040STf?
>
>
> Mike

There are many programs that can tell you this of which Sysinfo is
one, you can download a copy from here...

http://www.umich.edu/~archive/atari/Utilities/

Stephen Moss

6268. Re: Using Linux on Atari ST/TT/Falcon/Hades/Medusa/Milan?

Newsgroup: comp.sys.atari.st
Date: 2004-12-06 08:53:18 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <cp16t9$3ei$1@nemesis.news.tpi.pl>
Source record: 15663

MStepansky napisaďż˝(a):
> Question to one of my ebay seller:
>
> whats your experience in using Linux on TT? Whats the name of Linux-variant
> that Atari TT can use to run Linux OS? Curious cuz I never heard of it yet.
> Whatever happen to Atari Hades/040 and Atari Medusa/060 and Atari Milan/PC (in
> UK/France)? Those are Ultra rare if ever found in ebay. Thanks Mike"
>
> --
> His replies surprise me:
>
> "I never found the time to actually install Linux on the TT, but it is
> available. Check, for instance,
> http://www.debian.org/releases/stable/m68k/install, which describes installing
> Debian GNU/Linux on 680x0 systems, including Atari TTs. I don't know about the
> Hades, Medusa, or Milan."
>
> Is it possible to run Linux on, say, Atari 1040ST? Probably not because Linux
> requires at least 12 MB of RAM, so Atari TT is your hope I guess.
>
> If no Linux for Atari ST, what are the other options to make prettier graphics?
> Is NeoDesk the *ONLY* options??

It is not possible to run Linux on Atari ST. The main reason is that ST
CPU (68000) does not have MMU. Ok, there is a m68knommu branch, but it
does not work on ST yet (that means: until someone will port it).

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

6269. ATARI ST Magazines on ebay

Newsgroup: comp.sys.atari.st
Date: 2004-12-06 12:06:52 UTC
From: Dennis Armstrong <dba@corewise.demon.co.uk>
Message-ID: <cp1i0t$11i$1$8302bc10@news.demon.co.uk>
Source record: 15664

Hi all

Just to let you know that some of my atari magazines are on emay.

The original Atari ST Amiga format magazines before they split into 2
separate issues for the ST and Amiga:-

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&rd=1&item=6938461733&ssPageName=STRK:MESE:IT

the Atari World magazine including the infamous issue No 3 :-

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&rd=1&item=6938685194&ssPageName=STRK:MESE:IT

and the Atari ST Review

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&rd=1&item=6938687797&ssPageName=STRK:MESE:IT

good luck

Dennis Armstrong

6270. Re: Using Linux on Atari ST/TT/Falcon/Hades/Medusa/Milan?

Newsgroup: comp.sys.atari.st
Date: 2004-12-06 12:11:48 UTC
From: Dennis Armstrong <dba@corewise.demon.co.uk>
Message-ID: <cp1ia5$7v3$1$8300dec7@news.demon.co.uk>
Source record: 15665

MStepansky wrote:
> Question to one of my ebay seller:
>
> whats your experience in using Linux on TT? Whats the name of Linux-variant
> that Atari TT can use to run Linux OS? Curious cuz I never heard of it yet.
> Whatever happen to Atari Hades/040 and Atari Medusa/060 and Atari Milan/PC (in
> UK/France)? Those are Ultra rare if ever found in ebay. Thanks Mike"
>
> --
> His replies surprise me:
>
> "I never found the time to actually install Linux on the TT, but it is
> available. Check, for instance,
> http://www.debian.org/releases/stable/m68k/install, which describes installing
> Debian GNU/Linux on 680x0 systems, including Atari TTs. I don't know about the
> Hades, Medusa, or Milan."
>
> Is it possible to run Linux on, say, Atari 1040ST? Probably not because Linux
> requires at least 12 MB of RAM, so Atari TT is your hope I guess.
>
> If no Linux for Atari ST, what are the other options to make prettier graphics?
> Is NeoDesk the *ONLY* options??
>
> Mike
>

I had the delta labs version running on my TT this was the 68K Release
0.9 pl13 yes thats right Linux version 0.9!!!
Still have the CD and the address is:-
Delta Labs
Briller Str 40
42105 Wuppertal

Tel (germany) 0202308307

regards
Dennis Armstrong

6271. Re: Using Linux on Atari ST/TT/Falcon/Hades/Medusa/Milan?

Newsgroup: comp.sys.atari.st
Date: 2004-12-06 13:15:22 UTC
From: Roderick Hero <hearena@advancedsl.com.ar>
Message-ID: <1102338921.973770.83740@z14g2000cwz.googlegroups.com>
Source record: 15666

MStepansky wrote:
> If no Linux for Atari ST, what are the other options to make prettier graphics?
> Is NeoDesk the *ONLY* options??
>
> Mike

Forget about Linux on the ST or the TT. For the TT use FreeMint instead. It's much better on this platform, has lots more packages and it's well optimized.

For the ST, use Magic. I installed it (ver 6) on my STe with 4MB of RAM and my life has changed since :) If you dont like the UI, later you can install Thing, Jinee or whatever you want on top of Magic.

Rod

6272. Atari based internet BBSs...?

Newsgroup: comp.sys.atari.st
Date: 2004-12-06 20:21:27 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.06.20.21.26.920547@darkforce.ky.org>
Source record: 15667

Hello. I used to sysop "The DarkForce! BBS" some years ago. I'd love to re-activate it, and get it on the Internet.

Is there a "how to" or FAQ that covers this? I'd love all the info I can get. I've got cable-modem service.

Thanks.

6273. Re: How to setup an Atari based BBS on the 'Net?

Newsgroup: comp.sys.atari.st
Date: 2004-12-06 20:47:51 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-A3FBCE.20483806122004@newsfe6-gui.server.ntli.net>
Source record: 15668

In article <pan.2004.12.04.06.47.15.248910@darkforce.ky.org>,
"Ronald J. Hall" <darklord@darkforce.ky.org> wrote:

> I used to sysop an Atari based BBS, via dial-up, back in the mid 90's,
> called "The DarkForce! BBS".
>
> I'd love to get it up and running again. :-)

I still remember the days of the Tavern and Fortress BBS in London, I
made some good friends through them.

Best of luck with your venture.

--

Derryck

/ DDP Translations /
/ http://ddp.atari.org /

6274. Re: Atari based internet BBSs...?

Newsgroup: comp.sys.atari.st
Date: 2004-12-06 22:11:55 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.06.22.11.55.293408@darkforce.ky.org>
Source record: 15669

On Mon, 06 Dec 2004 16:06:35 -0500, gfa wrote:

> You might want to double check the rules regarding the use on your account
> firstly. Many cable providers do not allow incoming connections/servers and
> so forth running from home. That is the case in my area. I would be forced
> to get a business account for that.

Argh. I was afraid of that. So I couldn't even let users telnet in?

Guess I'll have to call them. :-(

It wouldn't be a business.

6275. Re: Using Linux on Atari ST/TT/Falcon/Hades/Medusa/Milan?

Newsgroup: comp.sys.atari.st
Date: 2004-12-06 22:32:50 UTC
From: Karsten Lüdersen <dev.null@kalue.de>
Message-ID: <c5ecabe131ec2d3ea9353220d5ae03dd@ID-163102.user.uni-berlin.de>
Source record: 15670

Dennis Armstrong <dba@corewise.demon.co.uk> schrieb :

> Delta Labs

Be careful! Don't pay before You have received the CD!

> Briller Str 40
> 42105 Wuppertal
>
> Tel (germany) 0202308307

On their (german) .com-homepage You will find another adress and another phonenumber.

BTW: On their homepage they mention a few atari-products but not the linux-CD.

Gruï¿½,
Karsten

--
http://www.kalue.de/

6276. Re: Newbie ST question

Newsgroup: comp.sys.atari.st
Date: 2004-12-06 23:28:15 UTC
From: atarigalen@yahoo.com
Message-ID: <1102375695.203326.285000@c13g2000cwb.googlegroups.com>
Source record: 15671

Volksrod70 wrote:
> atarigalen@yahoo.com (Galen) wrote in message
news:<4645be9.0411151147.7acddfae@posting.google.com>...
> > volksrod70@hotmail.com (Volksrod70) wrote in message
news:<a4b7e9c.0411131243.49a2601c@posting.google.com>...
> > > The boot disk is actually labeled Alldata Corp, system 3 boot
disk,
> > > dated sept 1995. I may need a disk as nothing I have can read it.
> > > Now the moniter is smoking itself to death, it's a Viewcom model
> > > VM-1416 with a DIN connector, what can I use for a alternate?
> >
> > Is it a 13 pin DIN like this?
> > http://www.howell1964.freeserve.co.uk/Atari/ST/Atari_ST_Video.htm
> >
> > Galen
>
> Yes it does appear to be the connector you refer to, what other
monitors will work?

Apparently the Atari SC1224 (color) or SM124 (monochrome) monitors may work. These haven't been made in a while, but are easily available on Ebay. Also, an adapter cable to VGA is available in monochrome mode. Is your monitor color or monochrome?

Galen

6277. Re: Newbie ST question

Newsgroup: comp.sys.atari.st
Date: 2004-12-06 23:29:27 UTC
From: atarigalen@yahoo.com
Message-ID: <1102375767.389316.228240@z14g2000cwz.googlegroups.com>
Source record: 15672

What did your screen look like at that point? Did you have drop-down menus? If so, what did they say?

Galen

6278. Re: How to find out TOS ROM version in 1040STf ?

Newsgroup: comp.sys.atari.st
Date: 2004-12-07 00:57:56 UTC
From: atarigalen@yahoo.com
Message-ID: <1102381076.193721.45690@z14g2000cwz.googlegroups.com>
Source record: 15673

MStepansky wrote:
> In the past, one of the ebay seller asked me about his 1040STf:
>
> ----snip----
>
> I'm unable to find a version number. When I check "Desktop Info..."
it simply
> displays
>
>...
> Copyright (c) 1985
>...
> Does that mean it's version 1.0 or something? Thanks.

Well, it's an early version to be sure.

> I find that rather strange because I thought I remember seeing like
"TOS 1.4"
> in my old Atari 520ST (back in 1986) under "About desktop..." after
boot up.
> As far as I remember, it is either 1.0 (using old TOS OS floppy
disk); or 1.2
> or 1.4 (classic); or 1.6 (usually in MegaSTe) or 2.xx (usually in TT)
or 3.xx
> (usually in Falcon), right?

Partially. 1.0 has both disk and ROM versions. 1.2 and 1.4 are in the
ST (1.4 has a rainbow colored fugi). 1.6 was introduced with the STe,
but can be found in earlier computers if added later. 2.xx was
introduced with the MegaSTe, and 3.xx and 4.xx are minor variations
developed for the TT and Falcon, respectively.

>
> How do one go about in finding out TOS rom version without opening up
1040STf?
>
Use a software analysis program like SYSINFO.

Galen

6279. Re: How to find out TOS ROM version in 1040STf ?

Newsgroup: comp.sys.atari.st
Date: 2004-12-07 07:07:00 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <cp3klr$cv1$1@ariadne.rz.tu-clausthal.de>
Source record: 15674

atarigalen@yahoo.com wrote:
> Partially. 1.0 has both disk and ROM versions. 1.2 and 1.4 are in the
> ST (1.4 has a rainbow colored fugi). 1.6 was introduced with the STe,
> but can be found in earlier computers if added later. 2.xx was
> introduced with the MegaSTe, and 3.xx and 4.xx are minor variations
> developed for the TT and Falcon, respectively.

TOS 1.6 and 1.62 do not work at all in STF machines. Those are STE only
and one cannot upgrade to those versions. These versions assume STE
hardware is present and they do not probe for them while TOS 2.x will do
a proper test for STE hw.
You will simply never find a non-STE with TOS 1.6 or TOS 1.62.

Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

6280. New Atari user

Newsgroup: comp.sys.atari.st
Date: 2004-12-07 12:22:35 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0412070422.1995e24f@posting.google.com>
Source record: 15675

Mark wrote:
>If you have onboard SIMM sockets, then it is an STe (to the best of my knowledge).

Early STe's had SIMM sockets but later ones came with soldered-in SIMMS (SIPPS).

>If the Atari logo is color cycling then you surely have rainbow TOS, version 1.4.

No, if its an STe then its either 1.6 or 1.62.

Coda.

6281. New Atari user

Newsgroup: comp.sys.atari.st
Date: 2004-12-07 12:25:11 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0412070425.5c323024@posting.google.com>
Source record: 15676

WinXP doesnt nativley write 720K disks, but there are disk programs for XP out there that will. I use one myself, but cant remember what its called at the moment.

Coda.

6282. Re: Problem Encountered while Re-boxing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-12-07 12:48:53 UTC
From: Derek Mark Edding <dreq@earthlink.net>
Message-ID: <VEhtd.7802$Va5.1674@newsread3.news.atl.earthlink.net>
Source record: 15677

Hi Folks,

For those who are interested, I found the cause of the problem. I was testing the rack system with my previous internal IDE drive because I wanted to protect the current one until I knew the system was ready.

I have the original 2.5" Conner 65 MB IDE drive, and it turned out to be dead.

I also tried the 30 MB Conner IDE drive that shipped in my backup Falcon 030. It turned out to be dead too. Apparently the shelf life on these is not very good when left unused for 4-5 years, even in anti-static bags.

I found this out by testing the IDE drives in my backup Falcon, where they didn't work either. Then I tried my current 100 MB IDE drive and it worked fine.

I'm not sure why the bad IDE drive(s) kept the floppy drive from reading properly, but they did. With the IDE cable disconnected, the floppy worked fine.

The reason my SCSI drive wasn't registering turned out to be because the SCSI driver is loaded by the (dead) IDE drive. D'oh!

Thanks for all the help and advice. Murphy's law is especially potent around here...

-dreq

6283. Re: [ANN]Zview Beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-12-07 12:54:14 UTC
From: Bernd Maedicke <BMaedicke@t-online.de>
Message-ID: <cp49f6fll02$1@news.t-online.com>
Source record: 15678

Hi,

>I have sent a mail to him, I hope that he can help us.

Btw: zView use wrong colors when I show a jpeg picture on my Falcon in =
a
screen resolution with 24-bit or 32-bit color deep.
I have a Nova graphic card inside.

32k or 65k color deep is ok.

Ciao, Bernd

6284. 56k Modems

Newsgroup: comp.sys.atari.st
Date: 2004-12-07 13:18:21 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0412070518.293f4a3f@posting.google.com>
Source record: 15679

>>Ive never heard of U.R Robotics. Sounds familiar though ;-)
>>
>>Coda.
>
>I am surprised. U.S. Robotics are or were one of the most popular
modems
>around. I would look for one and give it a try. It should work fine.

And I am surprised you cannot read properly. I clearly and purposely
said U.R NOT U.S as a sarcastic response to the previous posters TYPO
!!!

My fault I guess, maybe I should have said: "U.R Robotics (SIC)"

Coda.

6285. Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-12-07 13:26:20 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0412070526.4f49c26e@posting.google.com>
Source record: 15680

Im an idiot? Yes I probably am, but then Im entitled to my opinion and/or expression of usenet rules, but do I go round blatantly insulting other users (even the cause of this consternation, Mr Ben Smith)??? - so piss off.

Coda.

6286. Re: Problem Encountered while Re-boxing Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-12-07 13:56:48 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.07.13.56.48.259987@darkforce.ky.org>
Source record: 15681

On Tue, 07 Dec 2004 12:48:53 +0000, Derek Mark Edding wrote:

> Hi Folks,
>
> For those who are interested, I found the cause of the problem. I was
> testing the rack system with my previous internal IDE drive because I
> wanted to protect the current one until I knew the system was ready.

Well, that explains that. What about your floppy though? Did you get it
working okay? Hope so.

6287. Re: How to find out TOS ROM version in 1040STf ?

Newsgroup: comp.sys.atari.st
Date: 2004-12-07 20:11:15 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <cp52p2olf1@reader1.panix.com>
Source record: 15682

Yes, the ROMs do not work. But you can put a TOS image on a disk, with a loader program, and have a bog standard ST running TOS 2.6, or, more properly, TOS 2.06.

Some think that 2.6 was the first TOS that could really be called an operating system, and I agree. It is really neat to have it running on an ST.

Got a copy of said disk at the Columbus Ohio Atari Show.

Jim

Matthias Arndt <matthias.arndt@tu-clausthal.de> writes:

: atarigalen@yahoo.com wrote:
: > Partially. 1.0 has both disk and ROM versions. 1.2 and 1.4 are in the
: > ST (1.4 has a rainbow colored fugi). 1.6 was introduced with the STe,
: > but can be found in earlier computers if added later. 2.xx was
: > introduced with the MegaSTe, and 3.xx and 4.xx are minor variations
: > developed for the TT and Falcon, respectively.

: TOS 1.6 and 1.62 do not work at all in STF machines. Those are STE only
: and one cannot upgrade to those versions. These versions assume STE
: hardware is present and they do not probe for them while TOS 2.x will do
: a proper test for STE hw.
: You will simply never find a non-STE with TOS 1.6 or TOS 1.62.

: Matthias
: --
: Matthias Arndt <marndt@asmsoftware.de>
: <matthias.arndt@tu-clausthal.de>
: PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

6288. Re: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-12-08 00:08:17 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <cp5glh$f4v$1@titan.btinternet.com>
Source record: 15683

Yo!

"smeg" <smeg_007@hotmail.com> wrote in message
news:4aa4f5cb.0412070526.4f49c26e@posting.google.com...
> Im an idiot? Yes I probably am, but then Im entitled to my opinion
> and/or expression of usenet rules, but do I go round blatantly
> insulting other users (even the cause of this consternation, Mr Ben
> Smith)??? - so piss off.
>
> Coda.

Amen!!

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

6289. Re: 56k Modems

Newsgroup: comp.sys.atari.st
Date: 2004-12-08 00:36:14 UTC
From: malo.morgen@microsoft.com
Message-ID: <cp5i9t$67q$1@ls219.htnet.hr>
Source record: 15685

look for gvc or us robotics, prolink and trust also work well...
it may be connected to ST TT or Falcon at their respective port speeds...

On 24 Nov 2004 02:49:21 , Dark Willow wrote:
>I want to connect a new external 56k modem to a TT. Are there any
>paticular ones that work well, or ones to avoid? I'm looking at the
>Dynamode 56k external modem which uses the Conexant chipset and seeems
>to be as standard as you can get. If anyone has any stories connected
>with this one please let me know!
>
>Also is it possible to use a 56k modem on a normal STe with the slow
>serial port (at lower speed obviously), or will it just refuse to work
>at all?
>.

6290. Re: LAN Ports on ATARIs

Newsgroup: comp.sys.atari.st
Date: 2004-12-08 00:40:27 UTC
From: malo.morgen@microsoft.com
Message-ID: <cp5ihp$67q$2@ls219.htnet.hr>
Source record: 15686

On 24 Nov 2004 20:02:23 , "Phantom" wrote:
>
>I've a few questions on the under-used Atari LAN ports on the MegaSTE,
>TT, and Falcon.
>
>To the best of my knowledge, STing is about the only package that has
>support for Atari LAN. If I am wrong do correct me.
>
>
>1. Are the LAN ports on each machine, the same?

they are the same on Falcons...dunno about the rest

>If any are different, In what way are they different?
>
>2. What do I need to use the LAN port of any one of these with a modem
>for connecting to a BBS or NET?

LAN adapter cable which you may make according to DO IT F030 pinout...
see doitarchive...

>3. What do I need to use the LAN port of any 2 machines to connect
>together to access files and etc from one another over
>the LAN ports?

cable and driver, e.g. sting...

>4. Does HSModem include patches for the Atari LAN ports?

yes

>5. Can one have 2 Falcons connected together with the LAN ports
>transferring a file over the ports and Dial out on each
>Falcon Modem port to a BBS and or Net all at the same time? Or is LAN
>port and Modem port on Falcon tied together in
>such a way that only one can be used at a time?

not possible since they share the same scc chip

>
>
>6. Are there any FAQs or collection of info on the Atari LAN ports on
>the Net somewhere?
>

doitarchive + hs modem manual

>7. Which was the first Atari that came out with a LAN port?

mega Ste?
>
>7a. Didn't anyone use the first Atari LAN port for connecting 2 similar
>Ataris together or for Modem use or something?

i use it for modem regularly

>7b. I don't understand why the lack of use of this port.

:)

>8. Didn't Atari create any software for the LAN port or was it suppose
>to have been plug and play?

who knows :)

>9. I have APPLE type LAN cables for modems, and for connecting LAN port
>to LAN port and a few other things.
>Should these be PIN compatible for Atari LAN or do I need to change a
>wire(s).

change the wires...(only one wire as far as i remmber)

>I know I've asked alot of questions on Atari LAN, but for as long as
>I've been using Ataris, I've not seen much info
>on the subject. If the ports are good, One would think there would be
>more support for them.
>
>
>Any help is appreciated,
>
>phantomm@bellsouth.net
>
>
>
>
>
>
>.

6291. Re: [ANN]Zview Beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-12-08 00:41:48 UTC
From: malo.morgen@microsoft.com
Message-ID: <cp5ika$67q$3@ls219.htnet.hr>
Source record: 15684

are there any plans to make non-fpu version? <grin>
(to be used on 060 without fpu :)

On 25 Nov 2004 07:28:40 , Zorro wrote:
>Hi,
>
>New version of zview available.
>
>First, I want to make a big thanks at Arnaud Bercegeay and Dominique
>B�r�ziat for their work on the gemlib, mem.ldg, libshare and windom.
>GREAT WORK MEN !
>
>So, what news it this version?
>
>- zView goes to LGPL.
>- TGA read plugin added(15, 16, 24, 32 bits normal and compressed).
>- BMP read plugin added(1, 4, 8, 24 bits non compressed).
>- JPG read plugin with DSP added. (move JPG.LDG from '/dsp'
> to '/plugin/decoder' and install jpgd.prg in your auto folder).
>- Option panel for the jpg encoder added... with this one, you can
> set the image quality wanted, progressive and grayscale mode.
>- The image viewer provides now a Info bar with basic information like
> resolution, color bits and image type.
>- Add delete function in the menu bar.
>- MEM.LDG from dominique Bereziat is now used for memory allocation
> (more safe for MagiC system).
>- The dithering routine is now better for 8 and 4 bits resolution.
>- Handle of multi-pages Image format; first step for the fax and PDF
> reading.
>- Menu "history" activated.
>- the "jpe" image are now decoded with the JPG plugin.
>- And a lot of bugs fixes!
>
>
>This version is "normally" bugs free, if you meet one, please, send me a
>little repport!
>
>A last thing: Many thanks to all the persons who sent me a user repport
>with the first version, thanks again !
>
>http://the.zorro.free.fr/zview.html
>
>A+

>Zorro
>.

6292. Re: Atari based internet BBSs...?

Newsgroup: comp.sys.atari.st
Date: 2004-12-08 00:52:44 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <cp5jhk$8pc$1@reader10.wxs.nl>
Source record: 15687

"Ronald J. Hall" <darklord@darkforce.ky.org> schreef in bericht
news:pan.2004.12.06.20.21.26.920547@darkforce.ky.org...
> Hello. I used to sysop "The DarkForce! BBS" some years ago. I'd love to
> re-activate it, and get it on the Internet.
>
> Is there a "how to" or FAQ that covers this? I'd love all the info I can
> get. I've got cable-modem service.

Try to get a LANTRONIX UDS-10 device. It acts like a modem but it is a
LAN -> RS232 converter. So with that device you can have incoming and
outgoing 'calls' like modem ones via the internet.

I ran my Atari 8bit bbs with such a thing. The Lantronix MSS-10 or MSS-100
will do too. But in that case you have to make a custom rs232 cable (easy
job)

More info www.lantronix.com

this is the info of the UDS-10

http://www.lantronix.com/device-networking/external-device-servers/uds-10.html

It is REALLY a cool thing. Not only for you, but for more atari fans I
guess.

Greetz,
Marius

6293. Re: Mint

Newsgroup: comp.sys.atari.st
Date: 2004-12-08 01:40:35 UTC
From: sf0218@aol.com
Message-ID: <20041207204035.21640.00001463@mb-m12.aol.com>
Source record: 15688

Coda,

I'm trying to setup a simple MiNT system, but I'm having a heck of a time.
What is the $Home variable for and how do I set it?
That appears to be the only thing that's holding up MiNT from starting.

Thanks

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

6294. CT60 With Solders Installations

Newsgroup: comp.sys.atari.st
Date: 2004-12-08 02:53:46 UTC
From: Mark D <mducksub@notspamatari-source.com>
Message-ID: <pan.2004.12.08.02.53.45.987035@notspamatari-source.com>
Source record: 15689

Hello everyone,

I'd like to say with the exception of the 3 people I have lined up, these are the last CT60 with solders installations I'll be doing for people. This is way more hassle than it's worth. Sure the first two (Mine and Keith's) went perfectly, but the last two haven't. I don't want to deal with this anymore.

Thanks,
Mark

6295. Re: [ANN]Zview Beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-12-08 05:17:46 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <41b68e7c$0$29519$ba620e4c@news.skynet.be>
Source record: 15690

kiselo zelje a ï¿½crit :
> are there any plans to make non-fpu version? <grin>
> (to be used on 060 without fpu :)

You are the second guy who asks me a non-fpu version so I will make it.

Ciao,
Zorro

6296. Re: [ANN]Zview Beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-12-08 05:18:38 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <41b68eaf$0$29519$ba620e4c@news.skynet.be>
Source record: 15691

Bernd Maedicke a ï¿½crit :

> Btw: zView use wrong colors when I show a jpeg picture on my Falcon in =
> a
> screen resolution with 24-bit or 32-bit color deep.
> I have a Nova graphic card inside.
>
> 32k or 65k color deep is ok.

I know this problem, it will be corrected in the next version.

Ciao,
Zorro

6297. Re: CT60 With Solders Installations

Newsgroup: comp.sys.atari.st
Date: 2004-12-08 05:52:18 UTC
From: Mark D <mducksub@notspamatari-source.com>
Message-ID: <pan.2004.12.08.05.52.17.932684@notspamatari-source.com>
Source record: 15692

On Tue, 07 Dec 2004 21:53:46 -0500, Mark D wrote:

> Hello everyone,
>
> I'd like to say with the exception of the 3 people I have lined up, these
> are the last CT60 with solders installations I'll be doing for people.
> This is way more hassle than it's worth. Sure the first two (Mine and
> Keith's) went perfectly, but the last two haven't. I don't want to deal
> with this anymore.

I probably jumped the gun on this a little bit. Which what can I say is
my specialty ;-) But I might change my pricing a little bit and
start charging by the hour.

Thanks,
Mark

6298. Re: Mint

Newsgroup: comp.sys.atari.st
Date: 2004-12-08 07:13:57 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <cp69qvatv1@nemesis.news.tpi.pl>
Source record: 15693

SF0218 wrote:
> Coda,
>
> I'm trying to setup a simple MiNT system, but I'm having a heck of a time.
> What is the $Home variable for and how do I set it?
> That appears to be the only thing that's holding up MiNT from starting.

To be strict it is $HOME.

$HOME is a folder where user files go. That means it is unique for every
user. If you do not want to have mulituser setup just set it in MINT.CNF
to some existing folder.

Keep in mind that many programs use this variable as a place to store
configuration files (aICQ, QED and more). All unix ported sofrware will
use it so it would be best if it would point to a place on ext2 partition.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

6299. Re: New Atari user

Newsgroup: comp.sys.atari.st
Date: 2004-12-08 10:49:46 UTC
From: SCREAM <severinocalleja@jotmail.com>
Message-ID: <31o4i9F3crucfU1@individual.net>
Source record: 15694

"smeg" <smeg_007@hotmail.com> escribi&#65533; en el mensaje
news:4aa4f5cb.0412070425.5c323024@posting.google.com...
> WinXP doesnt nativley write 720K disks, but there are disk programs
> for XP out there that will. I use one myself, but cant remember what
> its called at the moment.
>
> Coda.

I have some boxes of DD disk, and windows can format them at 720K.

Now the problem: all of the utilities i have tried refused to write over
track 79. Maybe the problem is in the floppy controller?

I can convert msa an st files, if they are little. Games, doesn't work. :(

6300. Re: CT60 With Solders Installations

Newsgroup: comp.sys.atari.st
Date: 2004-12-08 13:38:50 UTC
From: sf0218@aol.com
Message-ID: <20041208083850.12394.00001872@mb-m28.aol.com>
Source record: 15696

Mark,

I sure hope you weren't referring to mine. Unknown to either one of us, was the problematic combel chip. But your work was great and well done!!!! I been working on it since before Thanksgiving. I say "mess with" cause I'm having a bear of a time installing MiNT.

Thanks......and keep up the good work!!!!!

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

6301. Re: CT60 With Solders Installations

Newsgroup: comp.sys.atari.st
Date: 2004-12-08 15:28:01 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.12.08.15.28.00.271020@nosspamatari-source.com>
Source record: 15697

On Wed, 08 Dec 2004 13:38:50 +0000, SF0218 wrote:

> Mark,
>
> I sure hope you weren't referring to mine. Unknown to either one of us, was
> the problematic combel chip. But your work was great and well done!!!! I been
> working on it since before Thanksgiving. I say "mess with" cause I'm having a
> bear of a time installing MiNT.
>
> Thanks......and keep up the good work!!!!!

Not yours. Ronald's. And Ronald's did work before I started but he has some corrosion on the motherboard that caused me one crazy time ;-) This caused the TOS flash process to corrupt the flash ram which in turn wouldn't let me flash anymore saying the CT60 hardware couldn't be found. If there's anything that could give me a heart attack.. well ;-)

Upon reflection I realize now that when I receive the machine I have to power it up and look for quirks before starting my work. This is two machines now where I've done the work and then completely reversed it and then redone it ;-)

Sam your falcon wasn't a particularly big problem even with the Combel. Though now getting a closer look at the pins off that thing, man they are SMALL. I'm going to go shopping for a smaller tip and a magnifying glass stand. I wonder though if simply heating each leg would be enough... Melt the solder that's there.

Thanks,
Mark
http://www.atari-source.org

6302. Re: Atari based internet BBSs...?

Newsgroup: comp.sys.atari.st
Date: 2004-12-08 15:51:20 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.08.15.51.20.322706@darkforce.ky.org>
Source record: 15695

On Wed, 08 Dec 2004 01:52:44 +0100, Marius Diepenhorst wrote:

> Try to get a LANTRONIX UDS-10 device. It acts like a modem but it is a
> LAN -> RS232 converter. So with that device you can have incoming and
> outgoing 'calls' like modem ones via the internet.
>
> I ran my Atari 8bit bbs with such a thing. The Lantronix MSS-10 or MSS-100
> will do too. But in that case you have to make a custom rs232 cable (easy
> job)
>
> More info www.lantronix.com
>
> this is the info of the UDS-10
>
> http://www.lantronix.com/device-networking/external-device-servers/uds-10.html
>
> It is REALLY a cool thing. Not only for you, but for more atari fans I
> guess.
>
> Greetz,
> Marius

Hi Marius. Wow, that sounds like just the ticket. I went to the website, checked it out, and ordered it from a distributor.

I'm sure that once I get it I'll have a kazillion questions, but just a couple for now:

How is the speed? Is it pretty responsive for the person using it across the Net?

No special software, aside from your BBS package is needed, I gather? I don't do Windows, so I hope its nothing like that.

Thanks ever so much! :-)

6303. Re: CT60 With Solders Installations

Newsgroup: comp.sys.atari.st
Date: 2004-12-08 23:09:12 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <432fr0ljlgf8mmtksbtnffvsk1612nnrep@4ax.com>
Source record: 15698

On Wed, 08 Dec 2004 10:28:01 -0500, Mark D
<mducksub@nosspamatari-source.com> wrote:

>On Wed, 08 Dec 2004 13:38:50 +0000, SF0218 wrote:
>
>> Mark,
>>
>> I sure hope you weren't referring to mine. Unknown to either one of us, was
>> the problematic combel chip. But your work was great and well done!!!! I been
>> working on it since before Thanksgiving. I say "mess with" cause I'm having a
>> bear of a time installing MiNT.
>>
>> Thanks......and keep up the good work!!!!!
>
>Not yours. Ronald's. And Ronald's did work before I started but he has
>some corrosion on the motherboard that caused me one crazy time ;-) This
>caused the TOS flash process to corrupt the flash ram which in turn
>wouldn't let me flash anymore saying the CT60 hardware couldn't be found.
>If there's anything that could give me a heart attack.. well ;-)
>
>Upon reflection I realize now that when I receive the machine I have to
>power it up and look for quirks before starting my work. This is two
>machines now where I've done the work and then completely reversed it and
>then redone it ;-)
>
>Sam your falcon wasn't a particularly big problem even with the Combel.
>Though now getting a closer look at the pins off that thing, man they are
>SMALL. I'm going to go shopping for a smaller tip and a magnifying glass
>stand. I wonder though if simply heating each leg would be enough... Melt
>the solder that's there.
>
>Thanks,
>Mark
>http://www.atari-source.org

Humm :(
guess i waited to long to get mine set up (still waiting on the 14mb
expansion to be made) as far as i can tell my Falcon hasn't been
upgraded/modded.. just plain jane 4mb version..still has the 4.0 tos
in it as well..once i find out if the memory expansion is going to be
made i will decide weither to soldered route or just stick to the plug
and go install until a later date :)

Thomas

6304. Re: Mint

Newsgroup: comp.sys.atari.st
Date: 2004-12-09 02:48:36 UTC
From: sf0218@aol.com
Message-ID: <20041208214836.06323.00001161@mb-m26.aol.com>
Source record: 15599

This is the message I get when I boot after having installed EasyMiNT.:

MiNT does not run!
Installation is quitted now.
Please reboot your computer and start MiNT from

and that's it. What can I do now. Also, the last line of the error message is incomplete. Where should I start MiNT from?

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

6305. Atari ST and Falcon items for sale -Screeneye, Notator SL Unitor, Logic Audio ,scanner

Newsgroup: comp.sys.atari.st
Date: 2004-12-09 03:33:47 UTC
From: guitarrarl@yahoo.com
Message-ID: <cff04f06.0412081933.3c4606a0@posting.google.com>
Source record: 15600

Hello friends: I still have my Falcon but found that I do not use
certain things and others could use these. I have posted on e.bay
several items. They are all in great condition as I have been the only
owner and do take care of things. Please check the auction on:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=5146804551&ssPageName=STRK:MESE:IT
Thank you!
guitarra

6306. FA: Atari SC1224 Monitor

Newsgroup: comp.sys.atari.st
Date: 2004-12-09 05:26:55 UTC
From: micologist@gmail.com
Message-ID: <1102570015.683523.150490@z14g2000cwz.googlegroups.com>
Source record: 15601

I just put up an Atari Colour SC1224 Monitor on ebay. I don't have an
ST anymore but I know it works.

I hope someone who reads this is interested.

http://cgi.ebay.ca/ws/eBayISAPI.dll?ViewItem&rd=1&item=5146772498&ssPageName=STRK:MESE:IT
Thanks

6307. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-12-09 11:23:44 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0412090315290.8918-100000@onyx.spiritone.com>
Source record: 15604
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6308. EZdrive with PC

Newsgroup: comp.sys.atari.st
Date: 2004-12-09 11:24:57 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41b835e6$0$16575$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15602

Hi all,

I'm trying to get my EZdrive to work on my falcon and PC to transfer files. I can format and store files on my falcon fine, I can do the same on my PC, but whenever I swap the drive over the PC just shows a blank disk. If I fomat on the PC and store files, the Falcon wont even open up the drive. Should I be formatting in FAT16 or FAT32 ?? I had some limited luck with FAT16 but I was limited to about 12MB on the disk for some odd reason and I couldn't get more than 512 files on it, when I swaped to my PC I just got 3 corrupt files on the disk. I've tried messing with HD8, and out of ideas, it dont seem to want to work on both machines :-(

Chris

6309. ADV: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-12-09 11:26:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0412090323530.8918-100000@onyx.spiritone.com>
Source record: 15605
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail!
From Bravo Sierra Computers Atari Resale or the Portland Atari Club Goto

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6310. 25% off Atari Xmas Sales!

Newsgroup: comp.sys.atari.st
Date: 2004-12-09 11:36:26 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0412090327010.8918-100000@onyx.spiritone.com>
Source record: 15606
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm Celebrating with a Christmas/Holiday Seasons Sale! I'm offering a 25% off the Top Discount on Games/Software, Hardware, Books & Accessories for the Classic Atari 8 Bit and Atari ST Computers Plus Games for the Jaguar Games Console! This Discount doesnt cover xf551, Upgraded / Modified Disk Drives or items in my HardWare Catalogs that include FREE Shipping! Got Questions? E-Mail Ben today at Atari@aracnet.com Get the Catalogs while stuff Lasts! Get Catalogs at http://BensCatalogs.Atari.org or call Ben 24 Hrs (503)256-9974! If you dont buy today, I can't save you any Money!

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
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http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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6311. Re: EZdrive with PC

Newsgroup: comp.sys.atari.st
Date: 2004-12-09 11:37:36 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <31qro0F3573ghU1@individual.net>
Source record: 15603

exxos wrote:

> I'm trying to get my EZdrive to work on my falcon and PC to transfer files.
> I can format and store files on my falcon fine, I can do the same on my PC,
> but whenever I swap the drive over the PC just shows a blank disk. If I
> fomat on the PC and store files, the Falcon wont even open up the drive.
> Should I be formatting in FAT16 or FAT32 ?? I had some limited luck with
> FAT16 but I was limited to about 12MB on the disk for some odd reason and I
> couldn't get more than 512 files on it, when I swaped to my PC I just got 3
> corrupt files on the disk. I've tried messing with HD8, and out of ideas,
> it dont seem to want to work on both machines :-(

Simply create a TOS/Windows compatible media with one partition on it
(also refer to the HDDRIVER manual). This is the easiest way for
exchanging data. FAT16 is fine.

--

Dr. Uwe Seimet http://www.seimet.de

6312. Forums

Newsgroup: comp.sys.atari.st
Date: 2004-12-09 14:39:02 UTC
From: sf0218@aol.com
Message-ID: <20041209093902.12301.00001919@mb-m28.aol.com>
Source record: 15607

Hi All,

What's up with atari-forum.com? I haven't been able to access the site for several days now.

Thanks all,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

6313. CT60

Newsgroup: comp.sys.atari.st
Date: 2004-12-09 18:20:00 UTC
From: nick@1632systems.co.uk
Message-ID: <cpa54b$cu8$1@thorium.cix.co.uk>
Source record: 15608

I would like to announce the arrival of my CT60!!!!!

The other arrival is January...

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

6314. Re: Using Linux on Atari ST/TT/Falcon/Hades/Medusa/Milan?

Newsgroup: comp.sys.atari.st
Date: 2004-12-09 18:20:14 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <ujhm82-5jm.ln1@speaker.rodsbooks.com>
Source record: 15609

In article <20041206022932.07211.00001475@mb-m10.aol.com>,
mstepansky@aol.com (MStepansky) writes:
>
> Question to one of my ebay seller:
>
> whats your experience in using Linux on TT? Whats the name of Linux-variant
> that Atari TT can use to run Linux OS? Curious cuz I never heard of it yet.
> Whatever happen to Atari Hades/040 and Atari Medusa/060 and Atari Milan/PC (in
> UK/France)? Those are Ultra rare if ever found in ebay. Thanks Mike"
>
> --
> His replies surprise me:
>
> "I never found the time to actually install Linux on the TT, but it is
> available. Check, for instance,
> http://www.debian.org/releases/stable/m68k/install, which describes installing
> Debian GNU/Linux on 680x0 systems, including Atari TTs. I don't know about the
> Hades, Medusa, or Milan."
>
> Is it possible to run Linux on, say, Atari 1040ST? Probably not because Linux
> requires at least 12 MB of RAM, so Atari TT is your hope I guess.

That was my auction and reply. I haven't checked the precise RAM
requirements for recent versions of Linux for 680x0, but I do know that
some older versions of Linux for x86 will run on much less than 12MB of
RAM. Thus, I suspect you could find a version of Linux (perhaps an older
one) that will run on 680x0 systems with less than 12MB of RAM. What *IS*
a major problem is the CPU, or more precisely the MMU. Linux requires an
MMU, and the 68000 CPU in STs lacks one. Thus, Linux is a no-go. (Well,
aside from forks of Linux that don't require an MMU, but AFAIK none of
those yet works on an ST.)

If you want to run Linux on an Atari ST-like system, your options are a
TT, a Falcon (I think), a third-party ST derivative with a 68030 or better
CPU, or an ST hacked to use a 680x0 CPU with an MMU.

IMHO, though, if your main goal is to run Linux, you're better off with
another machine; x86 hardware is cheap and is still the best-supported
for Linux use. Recent x86 hardware is also powerful enough to run the
latest Linux software; a TT is not. If your goal is to run a more
sophisticated OS on Atari hardware, look into MiNT, which is a
Unix-inspired kernel that runs on most or all ST-like hardware. MiNT runs
both native Atari ST software and ports of Unix software, so in practice
it's something of a mid-way hybrid between Atari ST and Unix/Linux. It
does tend to consume a lot of RAM, though, so it's best used on something

with at least 4MB of RAM, and probably more. (It seemed fine on my TT
with 8MB of RAM.)

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

6315. Re: EZdrive with PC

Newsgroup: comp.sys.atari.st
Date: 2004-12-09 19:05:25 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41b8a1b5$0$16586$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15611

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:31qro0F3573ghU1@individual.net...
> exxos wrote:
>
>> I'm trying to get my EZdrive to work on my falcon and PC to transfer
>> files. I can format and store files on my falcon fine, I can do the same
>> on my PC, but whenever I swap the drive over the PC just shows a blank
>> disk. If I fomat on the PC and store files, the Falcon wont even open up
>> the drive.
>> Should I be formatting in FAT16 or FAT32 ?? I had some limited luck with
>> FAT16 but I was limited to about 12MB on the disk for some odd reason and
>> I couldn't get more than 512 files on it, when I swaped to my PC I just
>> got 3 corrupt files on the disk. I've tried messing with HD8, and out of
>> ideas, it dont seem to want to work on both machines :-(
>
> Simply create a TOS/Windows compatible media with one partition on it
> (also refer to the HDDRIVER manual). This is the easiest way for
> exchanging data. FAT16 is fine.

that did the job, I dunno why it wouldn't work the first few times I tried
it :(working now, I think in FAT32 mode, I think fat16 snuffed out at 512
files.

chris

>
> --
> --
> Dr. Uwe Seimet http://www.seimet.de

6316. Falcon SCSI speed

Newsgroup: comp.sys.atari.st
Date: 2004-12-09 19:06:42 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41b8a202$0$16585$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15610

Hi all,

I think its been talked about before, but is there anyway to speed up the SCSI port on the Falcon ? CT60 helps make things a bit quicker, though it takes almost a hour to copy files to the SCSI drive, and when moved to my PC it only takes 30 seconds, clear the Falcon is somewhat slow :-(

Cheers,
Chris

6317. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2004-12-09 19:10:34 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.09.19.10.28.669397@darkforce.ky.org>
Source record: 15612

On Thu, 09 Dec 2004 18:20:00 +0000, nick wrote:

> I would like to announce the arrival of my CT60!!!!!
>
> The other arrival is January...

Massive congratulations Sir! :-)

6318. Re: Mint

Newsgroup: comp.sys.atari.st
Date: 2004-12-09 20:33:06 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.LNX.4.61.0412092127030.2224@localhost.localdomain>
Source record: 15614

On Wed, 1 Dec 2004, SF0218 wrote:

> Mark,
> Easymint is kind of an installer for mint correct? So, I can use easymint to
> install 1.16.1 and MyAes?

No, not exactly. EasyMiNT will install MiNT 1.15.12 with an option to
install XaAES (not the new kernel module version that comes with 1.16.1).
EasyMiNT also installs a unix-like SpareMiNT system with rpm packages.
If you don't need the unixoide stuff, it might be easier to install MiNT
1.16.1 by hand. It's not so difficult if you read the documentation first.

--

Martin Tarenskeen

6319. Re: Falcon SCSI speed

Newsgroup: comp.sys.atari.st
Date: 2004-12-09 21:09:40 UTC
From: atarigalen@yahoo.com
Message-ID: <1102626580.524702.124060@c13g2000cwb.googlegroups.com>
Source record: 15615

exxos wrote:
> Hi all,
>
> I think its been talked about before, but is there anyway to speed up
the
> SCSI port on the Falcon ? CT60 helps make things a bit quicker,
though it
> takes almost a hour to copy files to the SCSI drive, and when moved
to my PC
> it only takes 30 seconds, clear the Falcon is somewhat slow :-(
>
I have never heard of a way to speed up the Falcon's SCSI port, which
at roughly 2MB/s is quite slow. (Note that that is the ideal speed;
your speed will vary.)

One could use an IDE/SCSI bridge off of your accelerated IDE bus to
pick that up somewhat, but I rather doubt it would be worth the effort.
I suspect that there is something else going on in your case, however.
Very few SCSI systems exceed 160 MB/s, so your claim of 120x longer
bothers me a bit. Ah, no matter. The PC will win by at least a factor
of 10x no matter what you do.

Galen

6320. Re: Falcon SCSI speed

Newsgroup: comp.sys.atari.st
Date: 2004-12-09 21:15:07 UTC
From: T Shadow <knone@zilch.com.invalid>
Message-ID: <vf3ud.59304$MG3.56013@fe2.columbus.rr.com>
Source record: 15616

"exxos" <exxos@home.co.uk> wrote in message
news:41b8a202$0$16585$cc9e4d1f@news-text.dial.pipex.com...
> Hi all,
>
> I think its been talked about before, but is there anyway to speed up the
> SCSI port on the Falcon ? CT60 helps make things a bit quicker, though it
> takes almost a hour to copy files to the SCSI drive, and when moved to my
PC
> it only takes 30 seconds, clear the Falcon is somewhat slow :-(
>
> Cheers,
> Chris
>
>
That seems to be off by a factor of 20 to the specs given here for a stock
Falcon, unless your PC is more than SCSI-2

http://www.holmerup.com/AM1_98_2.html

6321. Re: Falcon SCSI speed

Newsgroup: comp.sys.atari.st
Date: 2004-12-09 21:16:48 UTC
From: atarigalen@yahoo.com
Message-ID: <1102627008.815046.157590@f14g2000cwb.googlegroups.com>
Source record: 15613

exxos wrote:
> Hi all,
>
> I think its been talked about before, but is there anyway to speed up
the
> SCSI port on the Falcon ? CT60 helps make things a bit quicker,
though it
> takes almost a hour to copy files to the SCSI drive, and when moved
to my PC
> it only takes 30 seconds, clear the Falcon is somewhat slow :-(
>
I have never heard of a way to speed up the Falcon's SCSI port, which
at roughly 2MB/s is quite slow. (Note that that is the ideal speed;
your speed will vary.)

One could use an IDE/SCSI bridge off of your accelerated IDE bus to
pick that up somewhat, but I rather doubt it would be worth the effort.
I suspect that there is something else going on in your case, however.
Very few SCSI systems exceed 160 MB/s, so your claim of 120x longer
bothers me a bit. Ah, no matter. The PC will win by at least a factor
of 10x no matter what you do.

Galen

6322. Re: Falcon SCSI speed

Newsgroup: comp.sys.atari.st
Date: 2004-12-09 22:01:10 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41b8cac2$0$16583$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15617

```
"T Shadow" <knone@zilch.com.invalid> wrote in message
news:vf3ud.59304$MG3.56013@fe2.columbus.rr.com...
> "exxos" <exxos@home.co.uk> wrote in message
> news:41b8a202$0$16585$cc9e4d1f@news-text.dial.pipex.com...
>> Hi all,
>>
>> I think its been talked about before, but is there anyway to speed up the
>> SCSI port on the Falcon ? CT60 helps make things a bit quicker, though
>> it
>> takes almost a hour to copy files to the SCSI drive, and when moved to my
> PC
>> it only takes 30 seconds, clear the Falcon is somewhat slow :-(
>>
>> Cheers,
>> Chris
>>
>>
> That seems to be off by a factor of 20 to the specs given here for a stock
> Falcon, unless your PC is more than SCSI-2
>
> http://www.holmerup.com/AM1_98_2.html
>
>

Well thinking about it it might be the IDE to SCSI on my falcon which is
slow, I didnt think that the IDE drive I was copying off (to SCSI drive)
might be slow also..
Does anyone know of a 3.5" to 2.5" adapter for the falcon ? I have lots of
the other type from 2.5 to 3.5 which kinda sux in a way, but at least I can
try a faster IDE drive.
The PC card I am not sure what it is, I got it off Ebay a couple of days
ago, its got the 50way cable and halfpitch SCSI connector, so I can just
unplug from my falcon and plug it into my PC and it works fine.
I'm sure the Falcon is capable of greater speeds than its going at the
moment!
Chris
```

6323. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-12-09 22:26:45 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <cpajf5$b9b$1@sparta.btinternet.com>
Source record: 15618
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Why its...

> http://www.arsenet.com/~atari/maillist.htm

> I cant read your mind,

OK then I'll spell it out for you, fuk off, you aint wanted here!!

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

6324. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2004-12-09 23:10:58 UTC
From: twbrown <brown9344@bellsouth.net>
Message-ID: <tqmhr0d5fogi6sckva5md9753uhdi5veu6@4ax.com>
Source record: 15619

On Thu, 09 Dec 2004 14:10:34 -0500, "Ronald J. Hall"
<darklord@darkforce.ky.org> wrote:

>On Thu, 09 Dec 2004 18:20:00 +0000, nick wrote:
>
>> I would like to announce the arrival of my CT60!!!!!
>>
>> The other arrival is January...
>
>Massive congratulations Sir! :-)

WOOT!
Grats on the ct 60 :)

6325. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2004-12-10 00:02:17 UTC
From: sf0218@aol.com
Message-ID: <20041209190217.08186.00001839@mb-m05.aol.com>
Source record: 15620

Congrats Ronald!!!!!!!!!!!!!! You are really gonna enjoy it!!!!!

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

6326. More Atari ST and Falcon items for Sale

Newsgroup: comp.sys.atari.st
Date: 2004-12-10 01:58:23 UTC
From: guitarrarl@yahoo.com
Message-ID: <cff04f06.0412091758.4def0592@posting.google.com>
Source record: 15621

Hi friends:

I just added two more items to my e.bay sales.

1)TRUE Paint ART Program for Falcon 030
2) Golden Image TouchUP and Scanner
3)Notator SL /Unitor2, Logic Audio
4)ScreenEye Video Digitizer by Metrix for Falcon 030 included Apex
Media original disks!

follow this link for the Ebay listing.

http://search.ebay.com/_W0QQgotopageZ1QQsassZguitarrarlQQsorecordsperpageZ50QQsosortorderZ1QQsosortpropertyZ1
Thanks!

Raymond

6327. SH204 Enclosure. Berkeley + Adaptec Boards

Newsgroup: comp.sys.atari.st
Date: 2004-12-10 05:04:10 UTC
From: micologist@gmail.com
Message-ID: <1102655050.949847.54100@c13g2000cwb.googlegroups.com>
Source record: 15622

Back when I had an ST, I thought I might want a hard drive.

I have an SH204 enclosure (w/ PSU) and an old school berkeley and two adaptec boards. They are not in the best of shape. One adaptec board needs repairs, and the others might as well. I have no idea how to put this stuff together. I think
these are RLL to ACSI boards. I really don't remember :)

Here comes the good part (perhaps), if you want this stuff and you want to pay shipping, I'll send it to you! You can also opt to pick it up. I'm in Montreal, Quebec.

Any takers?

6328. Re: EZdrive with PC

Newsgroup: comp.sys.atari.st
Date: 2004-12-10 07:35:01 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <31t1t5F3e93ttU1@individual.net>
Source record: 15623

exxos wrote:

> that did the job, I dunno why it wouldn't work the first few times I tried
> it :(working now, I think in FAT32 mode, I think fat16 snuffed out at 512
> files.

The maximum number of files you can store in the *root directory* of
FAT16 partitions is set when partitioning the drive. HDDRUTIL provides
for this setting to be changed when partitioning. Usually this is not a
problem, though, because the number of files in folders is unlimited
even with FAT16 partitions.
With FAT32 partitions the number of files one can store in the root
directory is unlimited.

--

Dr. Uwe Seimet http://www.seimet.de

6329. Re: 56k Modems

Newsgroup: comp.sys.atari.st
Date: 2004-12-10 13:22:19 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41b94e4cb85383@comcast.net>
Source record: 15625

>> >> The U.R. Robotics brand is good. I have one on my Hades that I use from time
>> >> time.
>> >
>> >Ive never heard of U.R Robotics. Sounds familiar though ;-)
>> >
>> >Coda.
>>
>> I am surprised. U.S. Robotics are or were one of the most popular modems
>> around. I would look for one and give it a try. It should work fine.
>>
>> --
>> Edward S. Baiz Jr.
>> (Gamer)
>
>Well can confirm it now, 3COM and US-R are one and the same. I just
>got a USR modem it had the 3COM logo on it as well and in the
>documentation 3COM is mentioned as the actual company.

Well that is something. Did not even know that. I have heard of 3Com. My son's
laptop has a 3Com modem/Ethernet card in it. I still have my USR modem and it
still works fine.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6330. Re: Ethernec: want one...ANYONE???

Newsgroup: comp.sys.atari.st
Date: 2004-12-10 13:22:20 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41b94e4cb85385@comcast.net>
Source record: 15627

>Yes! He got one for me so I'm just waiting for it to arrive to my home
>:)
>
>In the meantime, would you recommend me some netword software to
>install on my STe? I got Magic6 and Sting...
>
>Thanks!!
>
>Rod
>

I use STing 1.26 on my STe and it seems to do the trick. I have Magic 6 also, but use it on my Hades only. On the STe I use Geneva and Neodesk 4. I picked those because they were great on a STe and they are easy to install and use. I also have Geneva on the Hades which also does a great job.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6331. Re: Atari based internet BBSs...?

Newsgroup: comp.sys.atari.st
Date: 2004-12-10 13:22:20 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41b94e4cb85384@comcast.net>
Source record: 15629

>Hello. I used to sysop "The DarkForce! BBS" some years ago. I'd love to
>re-activate it, and get it on the Internet.
>
>Is there a "how to" or FAQ that covers this? I'd love all the info I can
>get. I've got cable-modem service.
>
>Thanks.

I am not sure, but when you get it all setup, let us all know. I used to get
on your BBS and I liked it alot.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6332. Re: Using Linux on Atari ST/TT/Falcon/Hades/Medusa/Milan?

Newsgroup: comp.sys.atari.st
Date: 2004-12-10 13:22:21 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41b94e4cb85386@comcast.net>
Source record: 15624

>Question to one of my ebay seller:
>
>whats your experience in using Linux on TT? Whats the name of Linux-variant
>that Atari TT can use to run Linux OS? Curious cuz I never heard of it yet.
>Whatever happen to Atari Hades/040 and Atari Medusa/060 and Atari Milan/PC (in
>UK/France)? Those are Ultra rare if ever found in ebay. Thanks Mike"
>
>--
>His replies surprise me:
>
>"I never found the time to actually install Linux on the TT, but it is
>available. Check, for instance,
>http://www.debian.org/releases/stable/m68k/install, which describes installing
>Debian GNU/Linux on 680x0 systems, including Atari TTs. I don't know about the
>Hades, Medusa, or Milan."
>
>Is it possible to run Linux on, say, Atari 1040ST? Probably not because Linux
>requires at least 12 MB of RAM, so Atari TT is your hope I guess.
>
>If no Linux for Atari ST, what are the other options to make prettier graphics?
> Is NeoDesk the *ONLY* options??
>
>Mike
>

Running Linux on an Atari is possible. I had it running just great on my Hades060 until I decided to upgrade my motherboard. After that I could not get it work at all. Too bad I really liked it. I am thinking about give it another try and seeing if maybe the installation files have been upgraded. It should most definetly run on a TT. It takes awhile to install, but after it is all loaded you will see that it was worth the wait.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6333. Re: Using Linux on Atari ST/TT/Falcon/Hades/Medusa/Milan?

Newsgroup: comp.sys.atari.st
Date: 2004-12-10 13:22:22 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41b94e4cb85387@comcast.net>
Source record: 15626

>
>MStepansky wrote:
>> If no Linux for Atari ST, what are the other options to make prettier
>graphics?
>> Is NeoDesk the *ONLY* options??
>>
>> Mike
>
>Forget about Linux on the ST or the TT. For the TT use FreeMint
>instead. It's much better on this platform, has lots more packages and
>it's well optimized.

I have Mint on my Hades and had Linux on it also. Actually, Linux was easier to install, but I think EASYmint has been upgraded to a point which may make it easier. Yes there are a lot of packages for Mint, but I am staying away from it until there is a way to back up the Mint partitions to a CD. I hear the Extendos people are working on this. I have backed up my Mint partitions to a CD, but I had to use GZIP to do it.

>For the ST, use Magic. I installed it (ver 6) on my STe with 4MB of RAM
>and my life has changed since :) If you dont like the UI, later you can
>install Thing, Jinee or whatever you want on top of Magic.
>
>Rod

This I agree with eventhough I have Geneva/Neodesk 4 on my STe. I have the above on my Hades. I just feel the Geneva/Neodesk 4 combo take up less memory.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6334. Re: [ANN]Zview Beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-12-10 13:22:22 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41b94e4cb85388@comcast.net>
Source record: 15628

>Hi,
>
>>I have sent a mail to him, I hope that he can help us.
>
>Btw: zView use wrong colors when I show a jpeg picture on my Falcon in =
>a
>screen resolution with 24-bit or 32-bit color deep.
>I have a Nova graphic card inside.
>
>32k or 65k color deep is ok.
>
>Ciao, Bernd

zView gives me a error when I try and run it on my Hades. I will have to
figure it out. Maybe it does not like Magic or else I have something in memory
it is incompatible with.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6335. Re: Ethernec: want one...ANYONE???

Newsgroup: comp.sys.atari.st
Date: 2004-12-10 16:04:38 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1102694678.911054.48280@f14g2000cwb.googlegroups.com>
Source record: 15630

Hi,

I'm glad Rorys doing a good job selling EtherNECs. It needed someone
who was faster on the orders and I think it's better for the Atari
community now. I should change the old website really, do you have a
new website Rory?

Lyndon

Facundo Arena wrote:
> Yes! He got one for me so I'm just waiting for it to arrive to my
home
> :)
>
> In the meantime, would you recommend me some netword software to
> install on my STe? I got Magic6 and Sting...
>
> Thanks!!
>
> Rod
>
>
> "Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:<41b0878a637393@comcast.net>...
> > >On Fri, 26 Nov 2004 22:00:21 -0800, Facundo Arena wrote:
> > >
> > >> Hi all,
> > >>
> > >> I want to buy an Ethernec for my 1040STe.... does anybody have a
spare
> > >> one to sell?????
> > >>
> > >> Thanks!!!!!
> > >>
> > >> Roderick
> > >
> > >Roderick, have you tried to contact Rory McMahon on this list? He
is
> > >handling the ethernec now, I just purchased one from him.
> >
> > Yes Rory has taken that over from Lyndon. I hope he finds one,
because it
> > works great on my STe.
> >
> >

> > --
> > Edward S. Baiz Jr.
> > (Gamer)
> >
> > HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> > Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> > Photo 700 printer, PCI Networking Card, ICQ#91257633
> > PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> > Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> > Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6336. Re: [ANN]Zview Beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-12-10 17:16:34 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <41b9ec1012c7240@telenet.be>
Source record: 15631

on Fri 10-12-2004 13:22 Edward S. Baiz Jr. wrote:

>
>zView gives me a error when I try and run it on my Hades. I will have to
>figure it out. Maybe it does not like Magic or else I have something in memory
>it is incompatible with.

On my Hades zView works just great. I'm working with MiNT 1.16.1/Xaaes.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6337. Re: Atari based internet BBSs...?

Newsgroup: comp.sys.atari.st
Date: 2004-12-10 19:24:54 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.10.19.24.53.939545@darkforce.ky.org>
Source record: 15632

On Fri, 10 Dec 2004 13:22:20 +0000, Edward S. Baiz Jr. wrote:

> I am not sure, but when you get it all setup, let us all know. I used to get
> on your BBS and I liked it alot.

Thank you Edward. DarkForce was quite popular at one time (200+ user base,
very frequent callers).

6338. Re: New Atari user

Newsgroup: comp.sys.atari.st
Date: 2004-12-10 21:41:31 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <cpd56bmdc1@thorium.cix.co.uk>
Source record: 15633

In message <cp15js$28h$1@gemini.csx.cam.ac.uk>, sgm23@eng.cam.ac.uk said:

---SNIP---
>Having said this I have found that it can be difficult to restore disk
>images that are grater than 720k as Windows does not like formatting
>720k floppies to non standard (extended) formats, also XP does not
>appear to deal with 720k floppies at all so trying to convert them
>using software under XP is probably a non starter.

Just to prevent misunderstandings, XP will /read/ and /write to/
720k floppies but can't /format/ them. As it stands XP will not
read extended formats, but I believe that there are utilities
available to allow it to do so. Most older Windows versions will
read them OK.

Regards, /Peter/

6339. odd HD problem

Newsgroup: comp.sys.atari.st
Date: 2004-12-10 22:36:21 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41ba24ab$0$19161$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15634

HI all,

I've just swapped my 540MB drive for a 1.5GB one, formatted fine, partitioned fine, but when I goto install HDdriver to the C: drive , nothing comes up in the list ? Normally I get a list of partitions I can install to but on this drive nothing comes up at all ?? I my 540MB drive works fine, and even SCSI drives are fine, just have problems with this 1 drive, I can't imagine why it would partition and format and not come up in the drives list! I can't do a thing from the desktop either, will have another go tomorrow but tried a few times now, also when I click on "auto configure" it can't find HDDRIVER.SYS I think it was, will have another go but its looking very odd to me since my other drives work fine :-\

TIA
chris

6340. Re: odd HD problem

Newsgroup: comp.sys.atari.st
Date: 2004-12-10 22:42:05 UTC
From: sf0218@aol.com
Message-ID: <20041210174205.21648.00001638@mb-m11.aol.com>
Source record: 15635

Try ahdi v6....I had to go with that first, then hddriver was a happy camper.
Don't know why, but it worked and I'm happy.

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

6341. Thing 1.27

Newsgroup: comp.sys.atari.st
Date: 2004-12-10 22:59:57 UTC
From: sf0218@aol.com
Message-ID: <20041210175957.21518.00001647@mb-m11.aol.com>
Source record: 15636

Hi Everybody!!!!!!!!

A quick question: How does one register Thing?

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

6342. Re: Atari based internet BBSs...?

Newsgroup: comp.sys.atari.st
Date: 2004-12-10 23:29:00 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <cpdc08$cs2$1@reader11.wxs.nl>
Source record: 15637

"Ronald J. Hall" <darklord@darkforce.ky.org> schreef in bericht
news:pan.2004.12.08.15.51.20.322706@darkforce.ky.org...
> Hi Marius. Wow, that sounds like just the ticket. I went to the website,
> checked it out, and ordered it from a distributor.
>
> I'm sure that once I get it I'll have a kazillion questions, but just a
> couple for now:
>
> How is the speed? Is it pretty responsive for the person using it across
> the Net?
>
> No special software, aside from your BBS package is needed, I gather? I
> don't do Windows, so I hope its nothing like that.
>
> Thanks ever so much! :-)

You won't besides this Lantronix need a thing. It is very fast. 10 megabit.
Your serial port of your atari won't get that fast :))

The only thing you MUST know. It is not very easy to set it up working. I
will help you if you want. You can email me (my email adress is in the
header of this message).

You can configure this thing with teddy term, but ... it is much easier to
configurate it via windows. Once setup right, you do not need to do that
again.

Bye,
Marius

6343. Atari ONline News, Etc. #06-50

Newsgroup: comp.sys.atari.st
Date: 2004-12-11 01:14:20 UTC
From: danap8@aol.comno-spam
Message-ID: <20041210201420.21692.00001454@mb-m14.aol.com>
Source record: 15638

```
A-ONE #0650 12/10/04

~ Creative Away Messages ~ People Are Talking! ~ Unplug Occasionally!
~ Push For More Security ~ Adware War Hits Court! ~ PSP Hits Japan!
~ Grokster Case To SJC! ~ AOL IM Users Locked Out ~ Spiritual Spam?
~ Team Up Against Phish! ~ Video Games Relax Kids! ~ China Bans Game!

-* Anti-Spyware Market To Boom! *-
-* Most Browsers Vulnerable to Pop-Ups *-
-* EU Wants To Make Internet Children Safe! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj%atarinews%org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

6344. A-ONE subscription mailings

Newsgroup: comp.sys.atari.st
Date: 2004-12-11 01:16:28 UTC
From: danap8@aol.comno-spam
Message-ID: <20041210201628.21692.00001455@mb-m14.aol.com>
Source record: 15639

For all who get A-ONE weekly via our regular mailing, it appears that our distribution center at atarinews.org may be out at the present time. If you did not receive this week's issue, please visit one of our various web sites to obtain this week's issue. Sorry for the inconvenience.

-Dana @ A-ONE

6345. MyAES

Newsgroup: comp.sys.atari.st
Date: 2004-12-11 01:55:45 UTC
From: sf0218@aol.com
Message-ID: <20041210205545.21518.00001655@mb-m11.aol.com>
Source record: 15640

Hi Everybody!!!!! :)

Has anyone gotten MyAES to work? Everytilme it loads I get the following error message:

"pid 1 (myaes2): KILLED, INVALID PROTECTION MODE. Please change the protection mode to "Super" in the program header.

My question is, just where/what is the 'program header'? And change mode to 'Super', do they mean change the wording to 'Super", or change some value.

In the cnf file, there are three memory protection values: 0,1, and 2. I've tried all three, same result.

I've even changed the protection status via the mint boot menu, same result.

So, what should I try next?

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

6346. Re: [ANN]Zview Beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-12-11 06:51:37 UTC
From: BMaedicke@t-online.de
Message-ID: <1gomdih.1kjratn1g5jyw6N%BMaedicke@t-online.de>
Source record: 15641

Edward S. Baiz Jr. <edbaizjr@comcast.net> wrote:

> figure it out. Maybe it does not like Magic

Work's fine with MagiC 6.20 / NVDI 5.03 here.

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

6347. Re: A-ONE subscription mailings

Newsgroup: comp.sys.atari.st
Date: 2004-12-11 14:38:47 UTC
From: danap8@aol.comno-spam
Message-ID: <20041211093847.15969.00001769@mb-m02.aol.com>
Source record: 15642

The A-ONE mailing list is back up - this week's issue has been mailed out.
Thanks for your patience.

-Dana @ A-ONE

>For all who get A-ONE weekly via our regular mailing, it appears that our
>distribution center at atarinews.org may be out at the present time. If you
>did not receive this week's issue, please visit one of our various web sites
>to
>obtain this week's issue. Sorry for the inconvenience.

6348. Re: Atari based internet BBSs...?

Newsgroup: comp.sys.atari.st
Date: 2004-12-11 15:16:25 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.11.15.16.24.578245@darkforce.ky.org>
Source record: 15643

On Sat, 11 Dec 2004 00:29:00 +0100, Marius Diepenhorst wrote:

> You won't besides this Lantronix need a thing. It is very fast. 10 megabit.
> Your serial port of your atari won't get that fast :))

Sounds good.

> The only thing you MUST know. It is not very easy to set it up working. I
> will help you if you want. You can email me (my email adress is in the
> header of this message).

Thanks for the offer - once I get started with it, I'll probably do that.

> You can configure this thing with teddy term, but ... it is much easier to
> configurate it via windows. Once setup right, you do not need to do that
> again.
>
> Bye,
> Marius

Ugh. Don't do Windows. Seems like I read that you can access it via a html
page for configuration? I do have Mandrake Linux on 3 boxes here -
couldn't I use them to access and set it up?

Thanks much!

6349. Re: MyAES

Newsgroup: comp.sys.atari.st
Date: 2004-12-11 15:21:34 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <cpf39u$jo6$1@hercules.btinternet.com>
Source record: 15644

Hi there

"SF0218" <sf0218@aol.com> wrote in message
news:20041210205545.21518.00001655@mb-m11.aol.com...
> Hi Everybody!!!!! :)
>
> Has anyone gotten MyAES to work? Everytilme it loads I get the following
> error
> message:
>
> "pid 1 (myaes2): KILLED, INVALID PROTECTION MODE. Please change the
> protection mode to "Super" in the program header.
>
> My question is, just where/what is the 'program header'? And change mode
> to
> 'Super', do they mean change the wording to 'Super", or change some value.
>
> In the cnf file, there are three memory protection values: 0,1, and 2.
> I've
> tried all three, same result.
>
> I've even changed the protection status via the mint boot menu, same
> result.
>
> So, what should I try next?

You need something like prgflags to set header flags

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

6350. Re: MyAES

Newsgroup: comp.sys.atari.st
Date: 2004-12-11 15:55:22 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@telenet.be>
Message-ID: <41bb188483a6c0@telenet.be>
Source record: 15645

on Sat 11-12-2004 01:55 Sf0218 wrote:

>Hi Everybody!!!!! :)
>
>Has anyone gotten MyAES to work? Everytilme it loads I get the following error
>message:
>
>"pid 1 (myaes2): KILLED, INVALID PROTECTION MODE. Please change the
>protection mode to "Super" in the program header.
>
>My question is, just where/what is the 'program header'? And change mode to
>'Super', do they mean change the wording to 'Super", or change some value.
>
>In the cnf file, there are three memory protection values: 0,1, and 2. I've
>tried all three, same result.

Boot up with a working setup and with a modern desktop like Thing.

Select myaes2.prg or whatever it's called and then do [control] + [i] or
show info. You'll get a window in which yuou can alter the program
flags. The one you need is memory protection.

HTH,

Martin

--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6351. Re: [ANN]Zview Beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-12-11 18:22:48 UTC
From: Martin Byttebier <donotusethisaddress@pandora.be>
Message-ID: <pan.2004.12.11.18.22.55.329922@pandora.be>
Source record: 15646

Op Fri, 10 Dec 2004 18:16:34 +0100, schreef Martin "Nightowl" Byttebier:

> on Fri 10-12-2004 13:22 Edward S. Baiz Jr. wrote:
>
>
>>zView gives me a error when I try and run it on my Hades. I will have to
>>figure it out. Maybe it does not like Magic or else I have something in
>>memory it is incompatible with.
>
> On my Hades zView works just great. I'm working with MiNT 1.16.1/Xaaes.
>
>
I need to correct myself. The very first time I run zview (before I use
another application) it runs great. But after I used other programs I get
a 'can't allocated memory' or an "illegal instruction" warning. I got the
last one after I used Newswatch. The Illegal instruction warning comes at
the end of load a picture.
btw: I've set stringserver to call zview when I double click a picture.
After I've viewed a picture I quite zview. A new call (after for instance
I used Newswatch) causes problems.
If I leave zview in memory and calls a picture be means of the file
selector I don't have problems (so far).

CU,
Martin

--
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6352. Re: [ANN]Zview Beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-12-11 18:45:22 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <41bb404c$0$9301$ba620e4c@news.skynet.be>
Source record: 15647

Edward S. Baiz Jr. a ï¿½crit :

> zView gives me a error when I try and run it on my Hades. I will have to
> figure it out. Maybe it does not like Magic or else I have something in memory
> it is incompatible with.

?? I don't understand maybe the binary or a plugin is corrupted...

Please, download a clean archive from my website and try again.

Ciao,
Zorro

6353. Re: MyAES

Newsgroup: comp.sys.atari.st
Date: 2004-12-11 18:50:13 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <41bb4170$0$25065$ba620e4c@news.skynet.be>
Source record: 15648

SF0218 a ï¿½crit :
> Hi Everybody!!!!! :)
>
> Has anyone gotten MyAES to work? Everytilme it loads I get the following error
> message:
>
> "pid 1 (myaes2): KILLED, INVALID PROTECTION MODE. Please change the
> protection mode to "Super" in the program header.
>
> My question is, just where/what is the 'program header'? And change mode to
> 'Super', do they mean change the wording to 'Super", or change some value.

You need to change the program flags before to use MyAES under MiNT
1.16.x... it a little mistake from the author.

It can be done with jinnee information dialog or with another utility.

A last thing, I can say more at this time but you can expect some goods
suprises with the next version :)

Ciao,
Zorro

6354. XaAES

Newsgroup: comp.sys.atari.st
Date: 2004-12-11 19:00:25 UTC
From: sf0218@aol.com
Message-ID: <20041211140025.11588.00001937@mb-m29.aol.com>
Source record: 15549

Hi Everybody!!!

Question: How the heck to do you set the video in XaAES? I know where the video selections are located in xaaes.cnf, and I know which items I need to select, but I don't know how to set them. :(ATM, XaAES keeps coming up in 640x480, and the only thing fitting on the screen is the central area of XaAES!!

Thanks!!,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd

6355. Re: [ANN]Zview Beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-12-11 19:28:30 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <41bb4a71$0$13476$ba620e4c@news.skynet.be>
Source record: 15550

Martin Byttebier a ï¿½crit :

> I need to correct myself. The very first time I run zview (before I use
> another application) it runs great. But after I used other programs I get
> a 'can't allocated memory' or an "illegal instruction" warning. I got the
> last one after I used Newswatch. The Illegal instruction warning comes at
> the end of load a picture.
> btw: I've set stringserver to call zview when I double click a picture.
> After I've viewed a picture I quite zview. A new call (after for instance
> I used Newswatch) causes problems.
> If I leave zview in memory and calls a picture be means of the file
> selector I don't have problems (so far).

I don't know if it's my fault or if it's newswatch who corrupt the
system memory.. I will investigate the problem and, if it's a zview bug,
I will release a bug fixed version as soon as possible.

Just 3 questions:

- Can you say me if you run freemint with memory protection?

- Is the problem also present with the last 1.16.2 kernel?

- I see that the version from chapelie FTP is the beta2, do you use this
old beta or the newest beta3?

Thank you for your bug report !

Ciao,
Zorro

6356. CT60

Newsgroup: comp.sys.atari.st
Date: 2004-12-11 22:32:49 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <41bb7591$1@x-privat.org>
Source record: 15552

Ok, guys.
So I had to let you know I had my CT60 AND a couple of minutes to give it a go.
Well, I spent more time in removing the PSU from the box than in installing the CT60 itself. WOW.
I just made a couple of boots and run a few programs, just to be sure... :-)

Now, in the next days, I'll flood the newsgroup with help requests, so, please, be patient. I have been an Atari user since the very beginning, then I left this passion for a while (you know, job, university, family...) and now that I am quite at ease with all these things, I felt I had to actually update myself. So
Falcon, 14 MB ram, SCSI ZIP100, Eiffel (I already messed it up:-( ), CT60, 256MB, and a couple of other things that should come soon.

Now I just need to upgrade the software (just imagine that I own Papyrus Gold and Photoline 2.3...)
Regards

6357. Nippy Atari

Newsgroup: comp.sys.atari.st
Date: 2004-12-12 01:34:14 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <cpg76mdsa1@hercules.btinternet.com>
Source record: 15553

Blimey!, this Atari is a bit nippy!!

GEM Bench v4.03 ♦ Ofir Gal - 3 March 95

==========

STE TOS 2.00

AES v3.99

GEMDOS v0.32

MiNT not present

Blitter Enabled

NVDI 5.01 present

Video Mode: 1024*768*65536

FPU not present

Run and Malloc from FastRAM

Ref: STE + Blitter, ST High

P4

==========

GEM Dialog Box: 0.135 4070%

VDI Text: 0.025 22080%

VDI Text Effects: 0.085 17417%

VDI Small Text: 0.040 15212%

VDI Graphics: 0.525 4485%

GEM Window: 0.275 574%

Integer Division: 0.060 30000%

Float Math: 0.155 8612%

RAM Access: 0.030 21000%

ROM Access: 0.030 21000%

Blitting: 0.055 3336%

VDI Scroll: 0.025 17120%

Justified Text: 0.090 6061%

VDI Enquire: 0.025 10620%

New Dialogs: 0.180 4238%

==========

Graphics: 9564%

CPU: 20153%

Average: 12388%

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

6358. Anyone interested on Back VCR Keyharware and software? other things for sale also.

Newsgroup: comp.sys.atari.st
Date: 2004-12-12 01:52:03 UTC
From: guitarrarl@yahoo.com
Message-ID: <cff04f06.0412111752.42cae3aa@posting.google.com>
Source record: 15554

Hi Freinds I just found my dongle of Backup VCR. You may know that
with this litle device you hac backup individual files as well as
complete drives to any VCR. The unit works great. Anyone interested?

I also have some items including Screeneye Falcon Video Digitiser and
Notator/ Unitor SL for sale.
Thanks. guitarra

link to the items at:

http://search.ebay.com/_W0QQgotopageZ1QQsassZguitarrarlQQsorecordsperpageZ50QQsosortorderZ1QQsosortpropertyZ1

6359. Re: MyAES

Newsgroup: comp.sys.atari.st
Date: 2004-12-12 04:29:47 UTC
From: OL <olivier.landemarre@BIDONutbm.fr>
Message-ID: <41bb75ad$0$32402$636a15ce@news.free.fr>
Source record: 15551

SF0218 wrote:
> Hi Everybody!!!!! :)
>
> Has anyone gotten MyAES to work? Everytilme it loads I get the following error
> message:
>
> "pid 1 (myaes2): KILLED, INVALID PROTECTION MODE. Please change the
> protection mode to "Super" in the program header.

This is for me a MiNT error since 1.16.1, because MyAeS not need to be
run in supervisor, it manage itself his memory protection (for next
release it will be need because I have some trouble to run correctly
MyAeS above Magic < 6.20 in the actual official release (a more recent
version beta is avaible in XA-MYAES image disk for Aranym from Francois
Lecoat)).
You must change flag for the program, with for exemple "flagprg.app"
from myself avaible here:
http://olivier.landemarre.free.fr/gem/
Or with anyother software and even some desktop can do it.

>
> My question is, just where/what is the 'program header'? And change mode to
> 'Super', do they mean change the wording to 'Super", or change some value.
>
> In the cnf file, there are three memory protection values: 0,1, and 2. I've
> tried all three, same result.
>
> I've even changed the protection status via the mint boot menu, same result.
>
This is not a protection problem, it's just MiNT that wan't only
software with supervisor flag enable to accept run the AES.
You have just to put this value to 1 or 2 if you are in protected mode
(very alpha I have no computer at this time to test this mode, I have do
only some test with Aranym with MMU enable)
> So, what should I try next?
>
> Thanks,
>
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd
>
Olivier

6360. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2004-12-12 13:52:58 UTC
From: James Haslam <jfhaslam@bananazetnet.co.uk>
Message-ID: <41bc4d3f$0$2649$4c56ba96@master.news.zetnet.net>
Source record: 15555

"SF0218" <sf0218@aol.com> wrote in message
news:20041209190217.08186.00001839@mb-m05.aol.com...
> Congrats Ronald!!!!!!!!!!!!! You are really gonna enjoy it!!!!!

What?

It was Nick actually!

--

Cheers,

James Haslam

Email: jfhaslam@bananazetnet.co.uk (remove banana to reply! Oook!) :-)

Home Pages: http://jfhaslam.atari.org/home.htm
Atari Pages: http://jfhaslam.atari.org/

6361. Re: Atari based internet BBSs...?

Newsgroup: comp.sys.atari.st
Date: 2004-12-12 15:09:04 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <cphn9kejj1@reader10.wxs.nl>
Source record: 15556

"Ronald J. Hall" <darklord@darkforce.ky.org> schreef in bericht
news:pan.2004.12.11.15.16.24.578245@darkforce.ky.org...
> Ugh. Don't do Windows. Seems like I read that you can access it via a html
> page for configuration? I do have Mandrake Linux on 3 boxes here -
> couldn't I use them to access and set it up?

Yes it is easy. The Lantronix UDS device gets it's own IP number. simply type the IP number (let's say 10.0.0.150) in your browser, and the config screen comes up.

Notice that the UDS device only knows a few AT commands. That is the hardest part, to configure it works right for you. Don't give up too soon. Even with my Atari 8bit BBS ExpressProfessional it worked fine, and believe me... it is not very easy to configure that BBS baby on atari 8bit.

Marius

p.s. If it doesn't work with the browser you can configure the UDS via any terminal or telnet.

6362. Re: [ANN]Zview Beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-12-12 15:27:36 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <41bc65cc51d9a0@telenet.be>
Source record: 15557

on Sat 11-12-2004 20:28 Zorro wrote:

>Martin Byttebier a ï¿½crit :
>
>> I need to correct myself. The very first time I run zview (before I use
>> another application) it runs great. But after I used other programs I get
>> a 'can't allocated memory' or an "illegal instruction" warning. I got the
>> last one after I used Newswatch. The Illegal instruction warning comes at
>> the end of load a picture.
>> btw: I've set stringserver to call zview when I double click a picture.
>> After I've viewed a picture I quite zview. A new call (after for instance
>> I used Newswatch) causes problems.
>> If I leave zview in memory and calls a picture be means of the file
>> selector I don't have problems (so far).
>
>I don't know if it's my fault or if it's newswatch who corrupt the
>system memory.. I will investigate the problem and, if it's a zview bug,
>I will release a bug fixed version as soon as possible.
>
>Just 3 questions:
>
>- Can you say me if you run freemint with memory protection?

Without memory protection
>
>- Is the problem also present with the last 1.16.2 kernel?

I was doing this with the 1.16.1 kernel/XaAES.
Right now I'm using 1.16.2 kernel with the very latest XaAES version.
As far as I can tell right now Zview behave quite well with this version.
So far I haven't met any problem. I keep my fingers corssed.
>
>- I see that the version from chapelie FTP is the beta2, do you use this
>old beta or the newest beta3?

I haven't found the time yet to put the new beta3 on the server. I'm
using the beta3 version though.

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **

UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6363. Re: XaAES

Newsgroup: comp.sys.atari.st
Date: 2004-12-12 17:00:18 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.LNX.4.61.0412121750040.11511@localhost.localdomain>
Source record: 15558

On Sat, 11 Dec 2004, SF0218 wrote:

> Hi Everybody!!!
>
> Question: How the heck to do you set the video in XaAES? I know where the
> video selections are located in xaaes.cnf, and I know which items I need to
> select, but I don't know how to set them. :(ATM, XaAES keeps coming up in
> 640x480, and the only thing fitting on the screen is the central area of
> XaAES!!
>

I always use 640 x 480 x 256colors on my Falcon/CT2b , even though I can
have more than that using Centscreen. But apparently you want more than
that. Does the CT60 also come with Centscreen just like CT2b ?

I have tried and succeeded to get 640x480xTC running with XaAES. The
XaAES documentation on this issue is not correct. Which XaAES version are
you using? Kernel Module or old style ? What resolution do you want ?

--

Martin Tarenskeen

6364. Re: XaAES

Newsgroup: comp.sys.atari.st
Date: 2004-12-12 17:32:31 UTC
From: sf0218@aol.com
Message-ID: <20041212123231.21610.00001604@mb-m12.aol.com>
Source record: 15559

I am using the kernal module, and I will accept 640x480 256 color. Whatever default it is now set at (I just recently installed mint 1.16.1 for the first time) does not fit on ym 17" screen. I can't even see the xaaes menu bar!! :|

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd,MiNT

6365. Re: C-Lab Falcon MK X Photos

Newsgroup: comp.sys.atari.st
Date: 2004-12-12 18:35:57 UTC
From: Atari-Korps <news@atari-korps.com>
Message-ID: <cpi32d$op2$1@hercules.btinternet.com>
Source record: 15560

Hi, it's ok now...
this was on my other Falcon...
just a standard 4MB with 120MB hard drive...

all i did was load a bad driver in the boot sector and the system would
crash before i could alter it...
anyway.. all i did was to press Alt+Shit+Space on boot up.. and i could over
ride the hard drive from booting....

all sorted now...
thanks any way....

anybody got any info on the Falcon CPU ?

do they all run at 16MHz? is it possible to replace it with a faster 6080
chip?

does the 68882 co-proccessor have to match the original spped of the CPU?

6366. Falcon CPU questions....

Newsgroup: comp.sys.atari.st
Date: 2004-12-12 18:38:13 UTC
From: Atari-Korps <news@atari-korps.com>
Message-ID: <cpi36k$p0i$1@hercules.btinternet.com>
Source record: 15561

Hi,..

anybody got any info on the Falcon CPU ?

do they all run at 16MHz?

is it possible to replace it with a faster 6080 chip?

does the 68882 co-proccessor have to match the original spped of the CPU?
are there any jumper settings if i wanted to install a co-processor?

kind regards

6367. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2004-12-12 18:39:10 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <41bc907e2602d80@telenet.be>
Source record: 15562
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/zview-b3.lzh
(420.323 bytes) Image Browser, converter and viewer for Atari and compatible systems.
Important note: to use this version, you need a 68020 (or better) and a FPU!

**programming**
ftp://chapelie.rma.ac.be/atari/programming/windom-1.21.3.zip
(2.404.642 bytes) Windom is a tool for GEM programming.
It allows you to easily handle windows and many other GEM features.

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/desktops/tera342b.zip
(266.213 bytes) Tera Desktop is a replacement for the builtin TOS desktop
for 16-bit and 32-bit Atari computers.

Have fun,
Martin
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

6368. Re: Atari based internet BBSs...?

Newsgroup: comp.sys.atari.st
Date: 2004-12-12 18:55:46 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.12.18.55.45.570173@darkforce.ky.org>
Source record: 15563

On Sun, 12 Dec 2004 16:09:04 +0100, Marius Diepenhorst wrote:

> Yes it is easy. The Lantronix UDS device gets it's own IP number. simply
> type the IP number (let's say 10.0.0.150) in your browser, and the config
> screen comes up.

Cool. Sounds like my DLink hardware router.

> Notice that the UDS device only knows a few AT commands. That is the hardest
> part, to configure it works right for you. Don't give up too soon. Even with
> my Atari 8bit BBS ExpressProfessional it worked fine, and believe me... it
> is not very easy to configure that BBS baby on atari 8bit.
>
> Marius
>
> p.s. If it doesn't work with the browser you can configure the UDS via any
> terminal or telnet.

Alright. Thanks for all the info. I'll e-mail you off-list when I start
setting it up (and have problems). :-)

6369. Re: XaAES

Newsgroup: comp.sys.atari.st
Date: 2004-12-12 21:57:07 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.LNX.4.61.0412122253320.3669@localhost.localdomain>
Source record: 15564

On Sun, 12 Dec 2004, SF0218 wrote:

> I am using the kernal module, and I will accept 640x480 256 color. Whatever
> default it is now set at (I just recently installed mint 1.16.1 for the first
> time) does not fit on ym 17" screen. I can't even see the xaaes menu bar!! :|
>
> Thanks,
>

In xaaes.cnf try
video = 27
(for 640x480 256 colors)

video = 26
(16 colors)

video = 25
(4 colors)

video = 24
(B/W)

--

Martin Tarenskeen

6370. Re: [ANN]Zview Beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-12-13 02:06:45 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <41bcf942$0$1805$ba620e4c@news.skynet.be>
Source record: 15565

Martin "Nightowl" Byttebier a ï¿½crit :

> I was doing this with the 1.16.1 kernel/XaAES.
> Right now I'm using 1.16.2 kernel with the very latest XaAES version.
> As far as I can tell right now Zview behave quite well with this version.
> So far I haven't met any problem. I keep my fingers corssed.

MiNT 1.16.1Beta had many memories related problems... MiNT 1.16.2 is
perfect but is a lot better than the preceding version.

If you meet others problems, please, send me a mail, I want really to
make a 'bug free' application.

Ciao,
Zorro

6371. Re: odd HD problem

Newsgroup: comp.sys.atari.st
Date: 2004-12-13 07:37:03 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <324v4vF3hjbhbU1@individual.net>
Source record: 15566

exxos wrote:

> tomorrow but tried a few times now, also when I click on "auto configure" it
> can't find HDDRIVER.SYS I think it was, will have another go but its looking
> very odd to me since my other drives work fine :-\

Check your cables and termination. This sound exactly like a problem
caused by wrong termination.

--

Dr. Uwe Seimet http://www.seimet.de

6372. Re: odd HD problem

Newsgroup: comp.sys.atari.st
Date: 2004-12-13 08:36:44 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41bd546f$0$16586$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15567

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:324v4vF3hjbhbU1@individual.net...
> exxos wrote:
>
>> tomorrow but tried a few times now, also when I click on "auto configure"
>> it can't find HDDRIVER.SYS I think it was, will have another go but its
>> looking very odd to me since my other drives work fine :-\
>
> Check your cables and termination. This sound exactly like a problem
> caused by wrong termination.
>

its a IDE drive ?

Chris

> --
> --
> Dr. Uwe Seimet http://www.seimet.de

6373. Re: odd HD problem

Newsgroup: comp.sys.atari.st
Date: 2004-12-13 09:32:51 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <3255u3F3i919nU1@individual.net>
Source record: 15568

exxos wrote:

> its a IDE drive ?

Did you ensure that the partition size is less than 1 GByte? Plain TOS
does not support partitions > 1 GByte.

--

Dr. Uwe Seimet http://www.seimet.de

6374. Re: odd HD problem

Newsgroup: comp.sys.atari.st
Date: 2004-12-13 11:37:44 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41bd7eb9$0$16586$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15569

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:3255u3F3i919nU1@individual.net...
> exxos wrote:
>
>> its a IDE drive ?
>
> Did you ensure that the partition size is less than 1 GByte? Plain TOS
> does not support partitions > 1 GByte.

Yeah, its split into a few drives of about 200MB each.

chris

>
> --
> ---
> Dr. Uwe Seimet http://www.seimet.de

6375. Falcon CPU questions....

Newsgroup: comp.sys.atari.st
Date: 2004-12-13 13:53:00 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0412130553.1199c112@posting.google.com>
Source record: 15570

>Hi,..
>
>anybody got any info on the Falcon CPU ?
Yeah, you can download the handbooks in PDF at Motorola's web site.

>do they all run at 16MHz?
They do out of the factory yes, but you can overclock it quite easily.

>is it possible to replace it with a faster 6080 chip?
(I assume you mean 68030). No. Unless you get an accellerator board
(like the Mighty Sonic).

>does the 68882 co-proccessor have to match the original spped of the
CPU?
No. You can overclock this too. My 68882 runs at 66mhz (a 25mhz part).

>are there any jumper settings if i wanted to install a co-processor?
No. Just plug it in the empty socket.

Coda.

6376. Re: odd HD problem

Newsgroup: comp.sys.atari.st
Date: 2004-12-13 14:31:49 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <325nelF3j2mfaU1@individual.net>
Source record: 15571

exxos wrote:

> Yeah, its split into a few drives of about 200MB each.

This is strange. If I understood you correctly you could partition the
drive even though the ID test does not find it (anymore)?
Is this an old IDE drive? Note that some old drive must not be formatted.

--

Dr. Uwe Seimet http://www.seimet.de

6377. Re: [ANN]Zview Beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-12-13 15:36:41 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <41bdb709@x-privat.org>
Source record: 15573

On 2-Dec-2004, Zorro <Zorro271-1@yahoo.fr> wrote:

> > Z>- JPG read plugin with DSP added. (move JPG.LDG from '/dsp'

I can't understand this:
if I copy the Brainstorm JPEG program in the Auto and the LGD to the
plugins... folder, it loads JPEG like they were out of Hor-Sync.
But if I use the jpeg decoder found originally in the plugins folder, it
works just fine.

BTW: the Brainstorm PRG seems to work for me, since I use Centview and it's
OK, so maibe it is something in the library.

(I use Falcon-CT60-Non soldered-trying several combinations tt/Fast/cache)

And, just out of curiosity, what's the difference in using one decoder or
another?

6378. Re: XaAES

Newsgroup: comp.sys.atari.st
Date: 2004-12-13 15:39:15 UTC
From: Rodolphe Czuba <rodolphe.beurkspam.czuba@free.fr>
Message-ID: <41bdb7a1$0$12707$626a14ce@news.free.fr>
Source record: 15572

YES CENTSCREEN is running on CT60.

You just need the patched bersion of CENTvidel to run on 060 and be able to
create new video modes under the 060 mode !
Available on the net !

Martin Tarenskeen wrote:
> On Sat, 11 Dec 2004, SF0218 wrote:
>
>> Hi Everybody!!!
>>
>> Question: How the heck to do you set the video in XaAES? I know
>> where the video selections are located in xaaes.cnf, and I know
>> which items I need to select, but I don't know how to set them. :(ATM,
>> XaAES keeps coming up in 640x480, and the only thing fitting on
>> the screen is the central area of XaAES!!
>>
>
> I always use 640 x 480 x 256colors on my Falcon/CT2b , even though I
> can have more than that using Centscreen. But apparently you want
> more than that. Does the CT60 also come with Centscreen just like
> CT2b ?
> I have tried and succeeded to get 640x480xTC running with XaAES. The
> XaAES documentation on this issue is not correct. Which XaAES version
> are you using? Kernel Module or old style ? What resolution do you
> want ?

6379. Re: odd HD problem

Newsgroup: comp.sys.atari.st
Date: 2004-12-13 15:44:24 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41bdb89d$0$16577$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15574

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:325nelF3j2mfaU1@individual.net...
> exxos wrote:
>
>> Yeah, its split into a few drives of about 200MB each.
>
> This is strange. If I understood you correctly you could partition the
> drive even though the ID test does not find it (anymore)?
> Is this an old IDE drive? Note that some old drive must not be formatted.

Its a HITACHI DK213A-13

Pretty old, but that THAT old. its a 2.5" IDE drive..... It will format
fine, pass the sectors test fine.... Partition fine... though when I goto
install HD Driver on the C: partition, nothing comes up in the list...
normally I get a list of all partitions to choose where I want HD8 installed
too.... I will take some screenshoots if that will help ?

Chris

>
> --
> --
> Dr. Uwe Seimet http://www.seimet.de

6380. Re: odd HD problem

Newsgroup: comp.sys.atari.st
Date: 2004-12-13 15:50:37 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <325s2dF3iipuuU1@individual.net>
Source record: 15575

exxos wrote:

> Pretty old, but that THAT old. its a 2.5" IDE drive..... It will format
> fine, pass the sectors test fine.... Partition fine... though when I goto
> install HD Driver on the C: partition, nothing comes up in the list...
> normally I get a list of all partitions to choose where I want HD8 installed
> too.... I will take some screenshoots if that will help ?

I don't think it would help. When you enter the partitioning dialog
window, are the correct data displayed, i.e. those that were actually
used for partitioning? Which version of HDDRIVER 8.x is it? Can you
check if you have the same problem with the current demo version from my
website?

--

Dr. Uwe Seimet http://www.seimet.de

6381. Re: C-Lab Falcon MK X Photos

Newsgroup: comp.sys.atari.st
Date: 2004-12-13 15:51:36 UTC
From: atarigalen@yahoo.com
Message-ID: <1102953096.838511.179400@f14g2000cwb.googlegroups.com>
Source record: 15580

Atari-Korps wrote:
> anybody got any info on the Falcon CPU ?
>
> do they all run at 16MHz? is it possible to replace it with a faster
6080
> chip?

You can accelerate the chip IF you accelerate the bus to match. There were several homemade and commercial accelerators available over the years. 18, 20, and 25 Mhz have all been done.

> does the 68882 co-proccessor have to match the original speed of the
CPU?

No. However, I believe that it cannot be slower.

Galen

6382. Re: odd HD problem

Newsgroup: comp.sys.atari.st
Date: 2004-12-13 16:00:33 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41bdbc64$0$16588$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15576

just tried it again,

when booting HD8 reports partitions C D E F G H, I can get the drive letters up on the desktop with "install devices" but when I click on them, nothing happens..

I've just gone back into HD8, can format, partition, but when I goto install HD8 onto a partition, same problem, no partitions listed :(

Chris

6383. Re: odd HD problem

Newsgroup: comp.sys.atari.st
Date: 2004-12-13 16:14:32 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <325tf8F3gkk9mU1@individual.net>
Source record: 15577

exxos wrote:

> I've just gone back into HD8, can format, partition, but when I goto install
> HD8 onto a partition, same problem, no partitions listed :(

Are you sure that you created TOS compatible partitions, and not Windows compatible ones? Please remember also to check with the current demo version.

--

Dr. Uwe Seimet http://www.seimet.de

6384. Re: odd HD problem

Newsgroup: comp.sys.atari.st
Date: 2004-12-13 16:24:02 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41bdc1e0$0$16576$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15578

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:325s2dF3iipuuU1@individual.net...
> exxos wrote:
>
>> Pretty old, but that THAT old. its a 2.5" IDE drive..... It will format
>> fine, pass the sectors test fine.... Partition fine... though when I goto
>> install HD Driver on the C: partition, nothing comes up in the list...
>> normally I get a list of all partitions to choose where I want HD8
>> installed too.... I will take some screenshoots if that will help ?
>
> I don't think it would help. When you enter the partitioning dialog
> window, are the correct data displayed, i.e. those that were actually used
> for partitioning? Which version of HDDRIVER 8.x is it? Can you check if
> you have the same problem with the current demo version from my website?
>
> --

Im using 8.04, I just tried the demo 8.1 and I can't get that to boot up and
find partitions, it does list them inside HD8 util though. Everything seems
to work fine, just wont let me access the partitions, under partition types
(I think) it lists all the parttions there...

chris

> --
> Dr. Uwe Seimet http://www.seimet.de

6385. Re: odd HD problem

Newsgroup: comp.sys.atari.st
Date: 2004-12-13 16:32:50 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <325uhiF3j3djgU1@individual.net>
Source record: 15579

exxos wrote:

> Im using 8.04, I just tried the demo 8.1 and I can't get that to boot up and
> find partitions, it does list them inside HD8 util though. Everything seems
> to work fine, just wont let me access the partitions, under partition types
> (I think) it lists all the parttions there...

This all sounds very strange. Is this a Falcon modified by a hardware
extension, a processor board for instance?

--

Dr. Uwe Seimet http://www.seimet.de

6386. Re: odd HD problem

Newsgroup: comp.sys.atari.st
Date: 2004-12-13 18:12:14 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41bddb29$0$16577$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15581

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:325uhiF3j3djgU1@individual.net...
> exxos wrote:
>
>> Im using 8.04, I just tried the demo 8.1 and I can't get that to boot up
>> and find partitions, it does list them inside HD8 util though. Everything
>> seems to work fine, just wont let me access the partitions, under
>> partition types (I think) it lists all the parttions there...
>
> This all sounds very strange. Is this a Falcon modified by a hardware
> extension, a processor board for instance?
>

I have CT60, but I also try in 030 mode and still same problem.

> --
> --
> Dr. Uwe Seimet http://www.seimet.de

6387. Re: odd HD problem

Newsgroup: comp.sys.atari.st
Date: 2004-12-13 18:14:31 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41bddbb0$0$16576$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15582

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:325tf8F3gkk9mU1@individual.net...
> exxos wrote:
>
>> I've just gone back into HD8, can format, partition, but when I goto
>> install HD8 onto a partition, same problem, no partitions listed :(
>
> Are you sure that you created TOS compatible partitions, and not Windows
> compatible ones? Please remember also to check with the current demo

I have tried all combinations, each has same problem, Theres not much I can alter in the demo version but that also has the same problem.

The drive works fine on my PC, its been on my desk for a great deal of time since the last time I tried I couldn't get the drive to work either then. I thought it would be a good time to try again with update versions, and since my falcon is in bits due to fitting CT60 I thought id try to fit the drive again.

Chris

> version.
>
> --
> ---
> Dr. Uwe Seimet http://www.seimet.de

6388. Limited X-Mas offer: 30 Euro Voucher for Tempus-Word!

Newsgroup: comp.sys.atari.st
Date: 2004-12-13 18:55:35 UTC
From: Norbert Simon <spamkiller@no-si.de>
Message-ID: <opsiymuxlzfq7709@pc-nosi>
Source record: 15583

As a limited X-Mas offer, the voucher for filling out the inquiry to
Tempus-Word values twice, if you order at the latest 24th of Dec. 2004:

You save 30 Euros on an update or new license of Tempus-Word!

The voucher will be valid later on, too, but then, the discount is only
15 Euros on you order.

See details on www.tempus-word.de

--
Norbert Simon
Tempus-Word Project

6389. Atari ST Format Magazine Collection from Issue 1 now on ebay

Newsgroup: comp.sys.atari.st
Date: 2004-12-13 21:28:33 UTC
From: Dennis Armstrong <dba@corewise.demon.co.uk>
Message-ID: <cpl1i1$b77$1$8300dec7@news.demon.co.uk>
Source record: 15584

Hi all

just to let you know that my collection of atari ST Format magazines are
on ebay at:-

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&rd=1&item=6939687473&ssPageName=STRK:MESE:IT

regards

Dennis Armstrong

6390. ANNOUNCE: The Beasts Crew Intro#11

Newsgroup: comp.sys.atari.st
Date: 2004-12-13 22:02:41 UTC
From: so_o2@mailcity.com
Message-ID: <cc04f4cf.0412131402.13edf19d@posting.google.com>
Source record: 15585

```
SoLo2 presents:

The Beasts Crew intro #11
.--------------------,
|~~~~~::::~~~~~~~~~~~|
|~~~~::::::~~~~~~~~~~|
|~~88:::::::~~~~~~~~~|
|~~888:::#::~~~~~~~~~|
|~~~8:::::::~~~~~~~~~|
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|~~~:::::#:::::#::~~~|
|~~~~:::::######::~~~~|
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'--------------------'
Visit The Beasts homepage:
so_o2.tripod.com/tbc.html

http://so_o2.tripod.com/TBC11-STbin-20041213.zip
```

6391. Re: odd HD problem

Newsgroup: comp.sys.atari.st
Date: 2004-12-14 07:55:39 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <327kjsF3fi3b8U1@individual.net>
Source record: 15586

exxos wrote:

> The drive works fine on my PC, its been on my desk for a great deal of time
> since the last time I tried I couldn't get the drive to work either then. I
> thought it would be a good time to try again with update versions, and since
> my falcon is in bits due to fitting CT60 I thought id try to fit the drive
> again.

I'm afraid I have no idea why this drive behaves so strange with your
Falcon.

--

Dr. Uwe Seimet http://www.seimet.de

6392. EtherNat prototypes are being manufactured!

Newsgroup: comp.sys.atari.st
Date: 2004-12-14 09:51:29 UTC
From: hencox@hotmail.com
Message-ID: <9ae36432.0412140151.12df755@posting.google.com>
Source record: 15464

Hi!

Just wanted to say that we placed the order for manufacturing of the
EtherNat prototypes last week. :) The prototype boards should arrive
on Friday this week. It'll be a weekend full of soldering... :)

February (or early March) sounds reasonable for the prototypes to be
finished and tested so that you can place your orders. So keep your
cash ready. :)

Regards
Henrik Gildï¿½

6393. Re: EtherNat prototypes are being manufactured!

Newsgroup: comp.sys.atari.st
Date: 2004-12-14 10:32:06 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <cpmfg9$3ue$1@atlantis.news.tpi.pl>
Source record: 15587

hencox napisał(a):
> Hi!
>
> Just wanted to say that we placed the order for manufacturing of the
> EtherNat prototypes last week. :) The prototype boards should arrive
> on Friday this week. It'll be a weekend full of soldering... :)
>
> February (or early March) sounds reasonable for the prototypes to be
> finished and tested so that you can place your orders. So keep your
> cash ready. :)
>
> Regards
> Henrik Gildå

Nature = oxygen.

Oxygen makes people high.

I'm high :)

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

6394. Re: EtherNat prototypes are being manufactured!

Newsgroup: comp.sys.atari.st
Date: 2004-12-14 13:50:22 UTC
From: sf0218@aol.com
Message-ID: <20041214085022.21841.00001745@mb-m14.aol.com>
Source record: 15588

Yahoo!!!!!!!!!!!!

I'll be getting my money ready!!!!!!!!!!! :)

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd,MiNT

6395. Re: EtherNat prototypes are being manufactured!

Newsgroup: comp.sys.atari.st
Date: 2004-12-14 16:19:09 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <41bf127d$1@x-privat.org>
Source record: 15589

Now, I'd like to know when Supervidel is going to be ready :-)

6396. Re: odd HD problem

Newsgroup: comp.sys.atari.st
Date: 2004-12-14 17:17:40 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41bf2004$0$19166$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15590

"Uwe Seimet" <Uwe.Seimet@seimet.de> wrote in message
news:327kjsF3fi3b8U1@individual.net...
> exxos wrote:
>
>> The drive works fine on my PC, its been on my desk for a great deal of
>> time since the last time I tried I couldn't get the drive to work either
>> then. I thought it would be a good time to try again with update
>> versions, and since my falcon is in bits due to fitting CT60 I thought id
>> try to fit the drive again.
>
> I'm afraid I have no idea why this drive behaves so strange with your
> Falcon.

Would it help you track the problem if I sent you the drive ?

Chris

>
> --
> --
> Dr. Uwe Seimet http://www.seimet.de

6397. Re: [ANN]Zview Beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-12-14 17:39:40 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <41bf255e$0$16048$626a14ce@news.free.fr>
Source record: 15591

Paolo a ï¿½crit :

> I can't understand this:
> if I copy the Brainstorm JPEG program in the Auto and the LGD to the
> plugins... folder, it loads JPEG like they were out of Hor-Sync.
> But if I use the jpeg decoder found originally in the plugins folder, it
> works just fine.
>
> BTW: the Brainstorm PRG seems to work for me, since I use Centview and it's
> OK, so maibe it is something in the library.
>
> (I use Falcon-CT60-Non soldered-trying several combinations tt/Fast/cache)

The DSP plugin can read only no-progressive JPG so the progressive ones
are badly shown :/

There are not solutions because the brainstorm cookie can't decode this JPG.

I have asked to Didier Mequignon et he replied me that even Aniplayer
can't decode the progressive JPG with the DSP, he uses a routine who
calls the standard libjpg functions when a progressive JPG is detected.

> And, just out of curiosity, what's the difference in using one decoder or
> another?

One decodes the picture with the DSP and the other one decodes the JPG
with the CPU.

The DSP plugin must be used only with stock falcon; it's a no sense to
use it with a CT60 because a 68060 is faster that the DSP.

Ciao,
Zorro

6398. Re: odd HD problem

Newsgroup: comp.sys.atari.st
Date: 2004-12-14 17:50:05 UTC
From: Uwe Seimet <Uwe.Seimet@seimet.de>
Message-ID: <328nedF3lci6uU1@individual.net>
Source record: 15592

exxos wrote:

> Would it help you track the problem if I sent you the drive ?

I don't know, and I'm afraid I would not have the time for checking
drives, anyway.

--

Dr. Uwe Seimet http://www.seimet.de

6399. Re: odd HD problem

Newsgroup: comp.sys.atari.st
Date: 2004-12-14 19:01:10 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <41bf3876$0$9520$8fcfb975@news.wanadoo.fr>
Source record: 15593

exxos a ï¿½crit :
>
> I have tried all combinations, each has same problem, Theres not much I can
> alter in the demo version but that also has the same problem.
>
> The drive works fine on my PC, its been on my desk for a great deal of time
> since the last time I tried I couldn't get the drive to work either then. I
> thought it would be a good time to try again with update versions, and since
> my falcon is in bits due to fitting CT60 I thought id try to fit the drive
> again.
>
Hello exxos,

I posted an answer to Sam a couple of weeks ago. I think you ought have
a look at this post and try and do what I suggest, who knows ?

J.-Luc

--

"From" is invalid. In order to answear directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

6400. Re: odd HD problem

Newsgroup: comp.sys.atari.st
Date: 2004-12-14 20:09:34 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41bf482d$0$19159$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15594

"J.-Luc" <Myname.Mysurname@myisp> wrote in message
news:41bf3876$0$9520$8fcfb975@news.wanadoo.fr...
> exxos a crit :
>>
>> I have tried all combinations, each has same problem, Theres not much I
>> can
>> alter in the demo version but that also has the same problem.
>>
>> The drive works fine on my PC, its been on my desk for a great deal of
>> time
>> since the last time I tried I couldn't get the drive to work either then.
>> I
>> thought it would be a good time to try again with update versions, and
>> since
>> my falcon is in bits due to fitting CT60 I thought id try to fit the
>> drive
>> again.
>>
> Hello exxos,
>
> I posted an answer to Sam a couple of weeks ago. I think you ought have
> a look at this post and try and do what I suggest, who knows ?

```
Hi,
What was the thread called, I'll check it out ?

Chris

>
> J.-Luc
>
> --
>
> "From" is invalid. In order to answear directly, replace :
> Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr
>
>
```

6401. MegaSTE keyboard and Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-12-14 21:34:12 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <3294l7F3k86c7U1@individual.net>
Source record: 15595

Hi, guys.
While waiting to find a solution for the Eiffel chip I probably burnt, I'd like to connect a MSTE keyboard (the TT-like one) to my Falcon. I need thins since I have a German-keyboard Falcon, and I need to use an Italian keyboard.
I read some time ago (here I think) that it can be easily done.
Any help?
Thank you .

6402. powering CT60 on and off

Newsgroup: comp.sys.atari.st
Date: 2004-12-14 21:39:27 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <3294v3F3k0hjtU1@individual.net>
Source record: 15596

Hi, people. Another question for you:-)

By browsing ol threads, I noticed somebody had strange behaviours in
powering the CT60 on and off.
While toying with it, I noticed that
1. sometimes I have to 'doubleclick' the ON button
2. sometimes I just turn the PSU switch ON and the thing comes to life
3.some other times I just press the button once and everything is fine.

I am still trying to figure out the pattern.
Suggestions?

Ciao!

6403. Re: C-Lab Falcon MK X Photos

Newsgroup: comp.sys.atari.st
Date: 2004-12-14 21:48:59 UTC
From: Atari-Korps <news@atari-korps.com>
Message-ID: <cpnn4b$h90$1@titan.btinternet.com>
Source record: 15597

thanks,
i have a 68882 /33Mhz chip, do i just plug it in??
kind regards
john

<atarigalen@yahoo.com> wrote in message
news:1102953096.838511.179400@f14g2000cwb.googlegroups.com...
>
> Atari-Korps wrote:
> > anybody got any info on the Falcon CPU ?
> >
> > do they all run at 16MHz? is it possible to replace it with a faster
> 6080
> > chip?
>
> You can accelerate the chip IF you accelerate the bus to match. There
> were several homemade and commercial accelerators available over the
> years. 18, 20, and 25 Mhz have all been done.
>
> > does the 68882 co-proccessor have to match the original speed of the
> CPU?
>
> No. However, I believe that it cannot be slower.
>
> Galen
>

6404. Re: powering CT60 on and off

Newsgroup: comp.sys.atari.st
Date: 2004-12-14 22:56:18 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41bf6f21$0$19161$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15598

"Paolo" <paolo@nospam.nospam> wrote in message
news:3294v3F3k0hjtU1@individual.net...
> Hi, people. Another question for you:-)
>
> By browsing ol threads, I noticed somebody had strange behaviours in
> powering the CT60 on and off.
> While toying with it, I noticed that
> 1. sometimes I have to 'doubleclick' the ON button
> 2. sometimes I just turn the PSU switch ON and the thing comes to life
> 3.some other times I just press the button once and everything is fine.
>
> I am still trying to figure out the pattern.
> Suggestions?
>
> Ciao!

I have problems like that sometimes too, I changed the PSU and now I just
plug in the PSU and it comes on, on my last PSU, sometimes it would come on,
other time I had to turn on at the CT60 a few times before it came on...
seems to be you have to hold down the button for a couple of seconds,
pressing on quick seems to power on and power off again, try another PSU,
seems to have somewhat solved my problems ?

Chris

6405. Re: Thing 1.27

Newsgroup: comp.sys.atari.st
Date: 2004-12-14 23:08:57 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <cpnrq9$6ol$1@thorium.cix.co.uk>
Source record: 15453

In message <20041210175957.21518.00001647@mb-m11.aol.com>, sf0218@aol.com said:

>A quick question: How does one register Thing?

The last address I have for Thomas Binder (was OK in August 2003) is:

gryf@hrz.tu-darmstadt.de

Mail him and ask if he accepts US dollars and if so mail him cash
or a money order - it's a lot cheaper than bank transfers for
small amounts.

Regards, /Peter/

6406. Re: odd HD problem

Newsgroup: comp.sys.atari.st
Date: 2004-12-14 23:18:20 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <41bf74bc$0$11233$8fcfb975@news.wanadoo.fr>
Source record: 15449

exxos a ï¿½crit :
>
> Hi,
> What was the thread called, I'll check it out ?

"HDDriver81", posted on october 20th as an answer to Sam.

J.-Luc

--

"From" is invalid. In order to answear directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

6407. Re: powering CT60 on and off

Newsgroup: comp.sys.atari.st
Date: 2004-12-14 23:29:57 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <329belF3jtlp8U1@individual.net>
Source record: 15450

Ah, well!
Just imagine that I bought that PSU right when (some days ago) my CT60 has
been delivered :-(
By the way, it is a 350W unit, with general switch and very quiet.
If I can stabilize that behaviour, AND IF Rudolphe says that this isn't
going to harm the CT60, then I'll live with it...

6408. The ATARI ST is just a cheap AMIGA rip-off without any unique power !!!!!!

Newsgroup: comp.sys.atari.st
Date: 2004-12-15 00:08:01 UTC
From: zendo_joystick_ankh_hero@yahoo.com.br
Message-ID: <9f63c9ae.0412141608.71f9fb7e@posting.google.com>
Source record: 15465
Cross-posted to: comp.sys.atari.st,scot.tld

ATARI are just a bunch of hardware-pirates who steal all the ideas from others.

ST = cheap copy of the AMIGA ...

6409. Re: The ATARI ST is just a cheap AMIGA rip-off without any unique power !!!!!!

Newsgroup: comp.sys.atari.st
Date: 2004-12-15 00:23:21 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.15.00.23.20.683517@darkforce.ky.org>
Source record: 15451

On Tue, 14 Dec 2004 16:08:01 -0800, Bruno Beam wrote:

> ATARI are just a bunch of hardware-pirates who steal all the ideas
> from others.
>
> ST = cheap copy of the AMIGA ...

Lame. Lamer. Lamest. You win. :-)

6410. Re: powering CT60 on and off

Newsgroup: comp.sys.atari.st
Date: 2004-12-15 00:26:01 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.15.00.26.00.926327@darkforce.ky.org>
Source record: 15452

On Tue, 14 Dec 2004 23:29:57 +0000, Paolo wrote:

> Ah, well!
> Just imagine that I bought that PSU right when (some days ago) my CT60 has
> been delivered :-(
> By the way, it is a 350W unit, with general switch and very quiet.
> If I can stabilize that behaviour, AND IF Rudolphe says that this isn't
> going to harm the CT60, then I'll live with it...

I too have that problem. I was thinking about breaking my P/S apart and
putting a switch directly on the main(s) in.

6411. Re: New CT60 troubles -- again!

Newsgroup: comp.sys.atari.st
Date: 2004-12-15 00:52:27 UTC
From: atarigalen@yahoo.com
Message-ID: <1103071947.447858.222020@f14g2000cwb.googlegroups.com>
Source record: 15467

Galen wrote:
> > My CT60 has been fairly stable as late despite the fact that I
haven't
> > removed the clock patch yet (booting with <Ctrl><L-Shift> helps
quite
> > a bit). However a new problem surfaced this week. Please note I
said
> > a NEW problem -- it wasn't doing this the past few months.
> >
> > At bootup, the screen often doesn't sync correctly. There is a
black
> > band down the left hand side which is sometimes about 2 inches and
> > sometimes exactly half the screen. If I can make it through
bootup,
> > changing the screen resolution fixes this.
> > ...
> > Running Diamond Edge reports disk errors of various types.
HOWEVER,
> > the errors are not the same when I run Diamond Edge again. That is
to
> > say, it still finds errors, but they are different ones.
> >
> > When I power down and flip my little switch to go into 68030 mode
all
> > the problems are gone. No screen problems, no auto folder
problems,
> > and Diamond Edge reports the drive is fine. For that matter, I had
> > HDDriver run a sector scan -- it found no bad sectors.
>
> The situation became worse last week, as often my monitor couldn't
> find a signal to display at all! I had an almost totally dead
> Falcon, but then, for some reason I was able to get to the desktop
> where I chose the CT60 CPX and discovered...
>
> I had 0 bytes of SDRAM.
>
> Reseating the SDRAM immediately solved all problems.

After 8 days of no problems, it's back. I had a crash accessing the
floppy and on both warm and cold reboot, the monitor couldn't find
anything to sync to (totally black screen). I switched to 030 mode,
started normally, and finished my document.

I'll be wiggling things inside the case this weekend, but has anyone
else had the two inch black left border or refusal to sync problem in

CT60 mode only? This is strange behavior.

Galen

6412. Re: LAN Ports on ATARIs

Newsgroup: comp.sys.atari.st
Date: 2004-12-15 04:11:15 UTC
From: Ken Macdonald <k_macdonald@sympatico.ca>
Message-ID: <zPOvd.11256$%p1.1022496@news20.bellglobal.com>
Source record: 15454

Mark Bedingfield wrote:
-snip-
>
> Bit slow, by todays standards, ethernet is a hell of a lot quicker.
> Between my TT and second Falcon I use SCSI bus arbitration. Very quick.
>
> Hope this helps.
>
> Mark

I almost bought a SCSI bus arbitration drive once, then realized it
wouldn't work on the falcon.
How are you using SCSI bus arbitration?
just connectine the two atari SCSI ports together, and letting HDdriver
handle the arbitration??
ken

6413. Re: LAN Ports on ATARIs

Newsgroup: comp.sys.atari.st
Date: 2004-12-15 04:52:10 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <_pPvd.73422$K7.34503@news-server.bigpond.net.au>
Source record: 15455

Ken Macdonald wrote:
> Mark Bedingfield wrote:
> -snip-
>
>>
>> Bit slow, by todays standards, ethernet is a hell of a lot quicker.
>> Between my TT and second Falcon I use SCSI bus arbitration. Very quick.
>>
>> Hope this helps.
>> Mark
>
>
>
> I almost bought a SCSI bus arbitration drive once, then realized it
> wouldn't work on the falcon.
> How are you using SCSI bus arbitration?
> just connectine the two atari SCSI ports together, and letting HDdriver
> handle the arbitration??

Yup, The TT and Falcon have a CD300 in between them. Just set the ID of two machines differently and off you go. TT is ID 7 and Falcon ID 6 from memory. Very fast too. It is cool reading the internal drive of the TT from the Falcon. Pity the internal IDE drive is not accessible from the TT. But easy enough to get around, just use the Falcon for transferring data.

Mark

6414. Falcon and ST items for sale ending soon! ScreenEye, Apex Media, Notator etc.

Newsgroup: comp.sys.atari.st
Date: 2004-12-15 05:50:21 UTC
From: guitarrarl@yahoo.com
Message-ID: <cff04f06.0412142150.510c0556@posting.google.com>
Source record: 15466

Hi ALL I have several items that may be of interest for auction on
ebay:
http://search.ebay.com/_W0QQgotopageZ1QQsassZguitarrarlQQsorecordsperpageZ50QQsosortpropertyZ1

Take a look.

Thanks!
Raymond

6415. CENTvidel & CENTscreen

Newsgroup: comp.sys.atari.st
Date: 2004-12-15 13:13:06 UTC
From: sf0218@aol.com
Message-ID: <20041215081306.06251.00001115@mb-m27.aol.com>
Source record: 15456

Hi Everybody!!!! Merry Christmas!!!!! :)

Can anyone tell about CENTvidel and CENTscreen? How well does it work, what benefits it offers, etc. for a Falcon?

Thanks everyone!!!!!!!

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd,MiNT

6416. Re: CENTvidel & CENTscreen

Newsgroup: comp.sys.atari.st
Date: 2004-12-15 14:00:53 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <32aucjF3i7qpiU1@individual.net>
Source record: 15457

I 'created' 800x608, 256 colours @53 HZ

A lot more (in res and in colours) can be achieved

Ciao!

6417. Re: The ATARI ST is just a cheap AMIGA rip-off without any unique power !!!!!!

Newsgroup: comp.sys.atari.st
Date: 2004-12-15 14:05:20 UTC
From: "P.Ness" <hip@hop.com>
Message-ID: <41c07c64@news.greennet.net>
Source record: 15458
Cross-posted to: comp.sys.atari.st,scot.tld

Fine
"Bruno Beam" <zendo_joystick_ankh_hero@yahoo.com.br> wrote in message
news:9f63c9ae.0412141608.71f9fb7e@posting.google.com...
> ATARI are just a bunch of hardware-pirates who steal all the ideas from
others.
>
> ST = cheap copy of the AMIGA ...

6418. GemGRAPH

Newsgroup: comp.sys.atari.st
Date: 2004-12-15 14:16:03 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <32av9uF3ivfagU1@individual.net>
Source record: 15459

Hi again.
Now I have a problem with GEMGRAPH, great chart and diagrams program.
I can use it in 030 mode, but I have randomly a lot of invalid instruction
and such in 060 mode.
I tried cache, TTram, Fastload, anything.
Maybe I just can't run it? Is so, does anyone know if the charting tool in
Papyrus office is as ggod as GemGraph?

Thanks.
Paolo

6419. Re: CT60

Newsgroup: comp.sys.atari.st
Date: 2004-12-15 14:53:50 UTC
From: sf0218@aol.com
Message-ID: <20041215095350.07211.00001816@mb-m10.aol.com>
Source record: 15460

Oops....my mistake....old age ya know!!! :)

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd,MiNT

6420. Re: CENTvidel & CENTscreen

Newsgroup: comp.sys.atari.st
Date: 2004-12-15 15:25:24 UTC
From: sf0218@aol.com
Message-ID: <20041215102524.06439.00001800@mb-m18.aol.com>
Source record: 15461

Hi Paulo!!!

Thanks for your reply, I hope others do so as well!!

Are you using a vga monitor or a multisync monitor? I have a vga monitor, and
I don't want to mess it up.

Also, what other resollutions have you been able to use?

Thanks!!!!

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd,MiNT

6421. Re: powering CT60 on and off

Newsgroup: comp.sys.atari.st
Date: 2004-12-15 15:28:07 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.12.15.15.28.06.990620@nosspamatari-source.com>
Source record: 15462

On Tue, 14 Dec 2004 21:39:27 +0000, Paolo wrote:

> Hi, people. Another question for you:-)
>
> By browsing ol threads, I noticed somebody had strange behaviours in
> powering the CT60 on and off.
> While toying with it, I noticed that
> 1. sometimes I have to 'doubleclick' the ON button
> 2. sometimes I just turn the PSU switch ON and the thing comes to life
> 3.some other times I just press the button once and everything is fine.
>
> I am still trying to figure out the pattern.
> Suggestions?
>
> Ciao!

I too have this problem at times. I believe it's directly related to the quality of your push button power switch. Sometimes switches can "bounce" a bit in that when you press and release the power switch what actually happens several times is "on off on off". Back in college I remember making switch debouncer circuits to circumvent this problem. I think it's possible that PC motherboards have this functionality built into them as well. It might just be something we have to live with, or I might be wrong altogether ;-)

Thanks,
Mark

6422. Re: powering CT60 on and off

Newsgroup: comp.sys.atari.st
Date: 2004-12-15 16:13:42 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41c06285$0$19160$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15463

"Mark D" <mducksub@nosspamatari-source.com> wrote in message
news:pan.2004.12.15.15.28.06.990620@nosspamatari-source.com...
> On Tue, 14 Dec 2004 21:39:27 +0000, Paolo wrote:
>
>> Hi, people. Another question for you:-)
>>
>> By browsing ol threads, I noticed somebody had strange behaviours in
>> powering the CT60 on and off.
>> While toying with it, I noticed that
>> 1. sometimes I have to 'doubleclick' the ON button
>> 2. sometimes I just turn the PSU switch ON and the thing comes to life
>> 3.some other times I just press the button once and everything is fine.
>>
>> I am still trying to figure out the pattern.
>> Suggestions?
>>
>> Ciao!
>
> I too have this problem at times. I believe it's directly related to the
> quality of your push button power switch. Sometimes switches can "bounce"
> a bit in that when you press and release the power switch what actually
> happens several times is "on off on off". Back in college I remember
> making switch debouncer circuits to circumvent this problem. I think
> it's possible that PC motherboards have this functionality built into
> them as well. It might just be something we have to live with, or I might
> be wrong altogether ;-)
>

I don't know actually how the CT60 turns off ? it must be using the same
switch if its turning on and off down to switch bounce ? You could try a
small capacitor and resistor across the switch, thats how I did a "make do"
solution back in the past, was something like 1nF and 10K resitors in
parallel across the switch contacts, capacitor will resist the noise on the
switch for short time. in theory ;-)

Chris

> Thanks,
> Mark
>
>

6423. Re: CENTvidel & CENTscreen

Newsgroup: comp.sys.atari.st
Date: 2004-12-15 20:21:49 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <32bksaF3k27k6U1@individual.net>
Source record: 15468

On 15-Dec-2004, sf0218@aol.com (SF0218) wrote:

> Are you using a vga monitor or a multisync monitor? I have a vga monitor,
> and
> I don't want to mess it up.

I am using a plain 14" VGA monitor (so not many frequencies available), I
only tried a few TrueColour modes in lower res.

By the way, If you start from the vidie resolutions supplied with the
program itself, you can have an impression on how far you can go.
Then use the CentVidel program to try resolutions 'realtime' and see if your
monitor handles them (just ignore if the screen messes up colours, lust
assure that sync is OK)

I'd suggest to try resolutions with CT60 OFF, otherwise you have to 'hack'
the CentVidel to make it work.

6424. To Zorro, about Zview

Newsgroup: comp.sys.atari.st
Date: 2004-12-15 20:42:43 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <32bm3kF3i0eftU1@individual.net>
Source record: 15469

Hi, Zorro.
I was thinking (my mistake, of course) that your viewer was based somehow on XNview, thus allowing a ton of images and conversions.
Please, don't get me wrong, since I LOVE your program, and it is my main viewer along with CentView (whic, besides, can't handle all TIF formats).
My question is:
When are you going to add more formats/conversions? Are you actually following the XNview route?

Ciao!

6425. MACE Melbourne

Newsgroup: comp.sys.atari.st
Date: 2004-12-16 06:39:13 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <41c12d8c$1@news.alphalink.com.au>
Source record: 15470

the Christmas meeting of MACE (Melbourne Au) is happening Sunday 19th Dec at Chadstone Shopping Centre. If you haven't seen the new premises (MACE is a SIG of the Melbourne PC Users Group), then they are worth a look..but being December and in a shopping centre, perpare yourself for the traffic. Parking will be hell.

If you want direction, email me

Graham H

6426. Re: MACE Melbourne

Newsgroup: comp.sys.atari.st
Date: 2004-12-16 06:57:37 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <Blawd.74575$K7.4489@news-server.bigpond.net.au>
Source record: 15471

Graham wrote:
> the Christmas meeting of MACE (Melbourne Au) is happening Sunday 19th Dec
> at Chadstone Shopping Centre. If you haven't seen the new premises (MACE is
> a SIG of the Melbourne PC Users Group), then they are worth a look..but
> being December and in a shopping centre, perpare yourself for the traffic.
> Parking will be hell.
>
> If you want direction, email me

Hey Hurfy, I'm heading to NZ on Monday, will miss again this year.
Please say G'day to everyone for me. Back in 3 weeks ;-).

Mark

6427. Re: To Zorro, about Zview

Newsgroup: comp.sys.atari.st
Date: 2004-12-16 07:27:52 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <41c138fc$0$19355$636a15ce@news.free.fr>
Source record: 15472

Paolo a ï¿½crit :
> Hi, Zorro.

Ciao Paolo,

> I was thinking (my mistake, of course) that your viewer was based somehow on
> XNview, thus allowing a ton of images and conversions.

Based no, but inspired by XNView (and graphiconverter if you know).

> Please, don't get me wrong, since I LOVE your program, and it is my main
> viewer along with CentView (whic, besides, can't handle all TIF formats).
> My question is:
> When are you going to add more formats/conversions? Are you actually
> following the XNview route?

In few days, I will release a new version with some other formats as the
long waited (by me :) TIFF codecs in read/write.

It was a big work to get a full TIFF codecs working because the TIFF
isn't a format but a 'container' like the AVI for the video.. inside, we
can find everything like JPG picture, RLE, LZW, NeXT data, etc .. a real
nightmare but it's done and it decodes almost every TIFF variant.

Thank you very much for using this software, I'm happy that it's usefull.

Zorro

6428. ST & Amstrad monitor?

Newsgroup: comp.sys.atari.st
Date: 2004-12-16 11:52:04 UTC
From: SCREAM <severinocalleja@jotmail.com>
Message-ID: <32db75F3kjkh9U1@individual.net>
Source record: 15473

Hi all

Well, ATM i couldn't manage to transfer software for my STe, so i'll try another project.

I would like to connect the Atari to an Amstrad CPC monitor (either CTM 644 or CM14, i have both). Where could i find some info about? Is just to wire the pins each other (with their correspondences, of course..), or maybe more complicated, some kind of circuitry?

BTW, If you like to see how i have it, look at http://www.iespana.es/SeverinoCalleja/PICT0442.JPG

;)

Cheers

6429. powering CT60 on and off

Newsgroup: comp.sys.atari.st
Date: 2004-12-16 12:54:06 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0412160454.1a09dcc5@posting.google.com>
Source record: 15474

This was my first impression too. I tried different switches and even built a switch debouncer circuit and nothing worked. Eventually I soldered a bridge on the PSU plug between the Power-on line and ground, and I use the mains power now on the PSU itself (most ATX dont have these now).

Really, its the PSU. I would have thrown it out but I couldnt be arsed to buy another just yet. I have just rehoused the falcon in one of keychange's rack cases and so I will need to get a smaller PSU (no room for CD drive with PSU on one side and CT60/CTLink on other (FYI - these rack cases are crap)).

Coda.

Mark Wrote:

I too have this problem at times. I believe it's directly related to the
quality of your push button power switch. Sometimes switches can "bounce"
a bit in that when you press and release the power switch what actually
happens several times is "on off on off". Back in college I remember making switch debouncer circuits to circumvent this problem. I think it's possible that PC motherboards have this functionality built into them as well. It might just be something we have to live with, or I might
be wrong altogether ;-)

Thanks,
Mark

6430. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-12-16 13:40:47 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0412160535590.11250-100000@onyx.spiritone.com>
Source record: 15475
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6431. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-12-16 13:43:54 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0412160541010.11250-100000@onyx.spiritone.com>
Source record: 15478
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6432. 25% off Atari Xmas Sales!

Newsgroup: comp.sys.atari.st
Date: 2004-12-16 13:47:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0412160544140.11250-100000@onyx.spiritone.com>
Source record: 15477
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm Celebrating with a Christmas/Holiday Seasons Sale! I'm offering a 25% off the Top Discount on Games/Software, Hardware, Books & Accessories for the Classic Atari 8 Bit and Atari ST Computers Plus Games for the Jaguar Games Console! This Discount doesnt cover xf551, Upgraded / Modified Disk Drives or items in my HardWare Catalogs that include FREE Shipping! Got Questions? E-Mail Ben today at Atari@aracnet.com Get the Catalogs while stuff Lasts! Get Catalogs at http://BensCatalogs.Atari.org or call Ben 24 Hrs (503)256-9974! If you dont buy today, I can't save you any Money!

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Details on Atari Sales!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6433. Re: MyAES

Newsgroup: comp.sys.atari.st
Date: 2004-12-16 14:03:45 UTC
From: sf0218@aol.com
Message-ID: <20041216090345.05910.00001504@mb-m19.aol.com>
Source record: 15476

Hi Olivier,

I think I've taken care of that now but I have a new problem. The falcon boots up, Mint loads, then MyAes trys to load but reboots the falcon instead.

What could be causing this, BTW, I am using the Freemint 1-16-1 kernel.

I wonder if I should just scrap everything and start over. XaAES is cauing me problems as well...I just cannot correctly set the video in xaaes.cnf. No matter what I try, it seems to stay in a low res mode.

Thanks for letting me vent!!! :)
Merry Christmas!!

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd,MiNT

6434. Re: powering CT60 on and off

Newsgroup: comp.sys.atari.st
Date: 2004-12-16 16:17:54 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <Syiwd.565$JI3.86@newsfe1-win.ntli.net>
Source record: 15479

Hello.

> I have just rehoused the falcon in one of
> keychange's rack cases
> (FYI - these rack cases are crap)).

Maybe it's a cheapskate buyer who wanted the very bare case for peanuts then whinges when there is work to be done!

The rack case can be seen on my web page, www.keychange.co.uk . It represents excellent value at £25.

No other complaints so far, this case accepts ST and Falcon mobos but the bare case needs a smattering of metalwork skills and nouse, as was carefully explained to this purchaser.

Barrie at Keychange.

6435. Re: MyAES

Newsgroup: comp.sys.atari.st
Date: 2004-12-16 18:28:43 UTC
From: "O.L." <olivier.landemarre@BIDON.utbm.fr>
Message-ID: <41c1d230$1@sune250-cri-s01>
Source record: 15480

SF0218 wrote:
> Hi Olivier,
>
> I think I've taken care of that now but I have a new problem. The falcon boots
> up, Mint loads, then MyAes trys to load but reboots the falcon instead.
Strange! But possible

Contact me directly mail (just remove BIDON. in my return address), I
will send you complete archive, and we can try to solve trouble for
this, because I have not a flacon it's not easy to find.

You can do this for test, just run your original AES and not MyAeS.

Then drag any GEM software to test, on myaes2.tos but before select
"capslock", this start the debug mode, it display a lot of message, then
said me where it crash, with the last message display. If you use Magic
to start it, just remove myaesmem.prg (even on other systems you can try
to remove it), if it start you can remove display message by remove capslock

>
> What could be causing this, BTW, I am using the Freemint 1-16-1 kernel.
>
> I wonder if I should just scrap everything and start over. XaAES is cauing me
> problems as well...I just cannot correctly set the video in xaaes.cnf. No
> matter what I try, it seems to stay in a low res mode.
Yes I have no idea how change resolution infortunatly, perhaps you can
use a TSR sofware to do this?????
If someone have any idea let me know or how to do this, actually MyAeS
can't support to change rez
>
> Thanks for letting me vent!!! :)
> Merry Christmas!!
>
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd,MiNT
Olivier

6436. Re: MyAES

Newsgroup: comp.sys.atari.st
Date: 2004-12-16 22:20:13 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.12.16.22.20.12.812848@nosspamatari-source.com>
Source record: 15481

On Thu, 16 Dec 2004 14:03:45 +0000, SF0218 wrote:

> Hi Olivier,
>
> I think I've taken care of that now but I have a new problem. The falcon boots
> up, Mint loads, then MyAes trys to load but reboots the falcon instead.
>

Speak with Olivier about this. MyAES is his deal and he knows more about
it than anyone. MyAES has strange issues depending on which build you're
attempting to use.

> What could be causing this, BTW, I am using the Freemint 1-16-1 kernel.
>

Good. This makes troubleshooting much easier

> I wonder if I should just scrap everything and start over. XaAES is cauing me
> problems as well...I just cannot correctly set the video in xaaes.cnf. No
> matter what I try, it seems to stay in a low res mode.
>

The mode you want is "27". In the old xaaes it was a commandline switch
./xaaes.tos -fvideo=27. Now you want to do video=27 in your xaaes.cnf I
believe or possibly fvideo=27. Putting both in there probably won't hurt.

This is 640x480x256colors. Probably the res you're looking for.

> Thanks for letting me vent!!! :)
> Merry Christmas!!
>
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd,MiNT

6437. Eiffel keyboard adaptor fault

Newsgroup: comp.sys.atari.st
Date: 2004-12-16 23:19:06 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-87CF64.23194816122004@newsfe5-win.server.ntli.net>
Source record: 15482

Hi all,

I'm troubleshooting a dead keyboard for a fellow club member - it's a PS/2 connected to an Eiffel board and thence to a CT060 Falcon, and neither it nor the mouse will now work.

The only sign of life is that the three keyboard LEDs light up when you save a new key table back to flash memory.

I'm guessing that the PIC has become corrupted and so I'm ready to re-program it, but it would be helpful if someone could tell me if the Caps, Scroll and Number Lock keys are meant to illuminate when the matching keys are pressed?
--

Cheers

Derryck

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ http://ccc.atari.org /

6438. Re: MyAES

Newsgroup: comp.sys.atari.st
Date: 2004-12-16 23:25:28 UTC
From: sf0218@aol.com
Message-ID: <20041216182528.12009.00001908@mb-m16.aol.com>
Source record: 15483

Hey Mark,

How does one use mint wilthout any external aes? What benefits would I get
from running just the mint kernal and say...Thing?

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd,MiNT

6439. Classic Computers 2005 Wall Calendar

Newsgroup: comp.sys.atari.st
Date: 2004-12-17 02:01:36 UTC
From: Andrew Leigh <leigh@digicraft.com.au>
Message-ID: <41c23e07$1@news.eftel.com>
Source record: 15484

Hi,

Please forgive me if this is seen as spam or if you've seen this before, but
I thought people here would be interested.

I have printed and produced some classic computer wall calendars for 2005.
You can see it and purchase one online here:

http://www.digicraft.com.au/calendars

The calendar features the Atari 1040 STf.

Let me know what you think. :)

Andy

6440. MagiC Users

Newsgroup: comp.sys.atari.st
Date: 2004-12-17 02:12:07 UTC
From: sf0218@aol.com
Message-ID: <20041216211207.06403.00001408@mb-m22.aol.com>
Source record: 15485

Hi Everybody!!!!

I hope everyone's Christmas Season is coming along nicely!!

I would like to hear from all you falcon/ct60 owners who use MagiC as their OS of choice.

Also, I think it's possible to upgrade from v5.x to 6.0. But if 5.x cannot be recognized by the 060, then how can one install v5.x in order to install the v6.0 upgrade? I guess it would all have to be done in 030 mode eh, and then the 060 patches?

The reason I'm asking is because I've just about had it with trying to install mint,xaaes, thing. At least I am very familiar with magic.

Thanks eveybody and a very Merry Christmas to all!!!!!

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd,MagiC6.0

6441. Re: Classic Computers 2005 Wall Calendar

Newsgroup: comp.sys.atari.st
Date: 2004-12-17 04:20:04 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.17.04.20.04.334589@darkforce.ky.org>
Source record: 15486

On Fri, 17 Dec 2004 13:01:36 +1100, Andrew Leigh wrote:

> The calendar features the Atari 1040 STf.
>
> Let me know what you think. :)
>
> Andy

I was interested. Ordered a couple. Thanks! :-)

6442. Re: MyAES

Newsgroup: comp.sys.atari.st
Date: 2004-12-17 04:38:23 UTC
From: Mark D <mducksub@notspamatari-source.com>
Message-ID: <pan.2004.12.17.04.38.22.660794@notspamatari-source.com>
Source record: 15487

On Thu, 16 Dec 2004 23:25:28 +0000, SF0218 wrote:

> Hey Mark,
>
> How does one use mint wilthout any external aes? What benefits would I get
> from running just the mint kernal and say...Thing?

If you want to run Thing you have to run an AES. Take your pick. You can use AES 4.1 which you can download from numerous FTP sites. I could point you to this. This will get you your basic normal falcon looking desktop except when you launch a program you'll notice the desktop doesn't disappear ;-)

You could use the built in AES but this is hugely unrecommended.

Or you could use Xaaes. It does work.. Trust me. Post specific and concise questions to the group and I will answer them for you.

IMHO MyAES, while having overwhelming potential, is not ready for primetime yet, especially on a falcon. It still has stability issues. Avoid it for anything but playing for now...

You could also use geneva. I've done that before.

The mint.cnf file clearly explains setup procedures. Get things running first by using GEM="path/to/gem" or whatever in your MiNT.cnf. Then you can experiment with loading the full easymint stuff. If you already boot easymint to a login prompt, installation of xaaes should be a simple matter of moving the xaaes folder from the mint binary distribution to C:\mint\1-16-1\xaaes\, modify the video line of your xaaes.cnf, and then run ./xaloader.prg. Tada. It works fine for me.

Thanks,
Mark

6443. Re: MyAES

Newsgroup: comp.sys.atari.st
Date: 2004-12-17 14:36:50 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <cpuqu1mqi1@reader2.panix.com>
Source record: 15488

One tiny addition. You can run Thing without any added AES, and there is
a reason to do this. Thing has Kobold routines in it, and is useful for
moving a large number of files.

Where does one get Kobold? I should buy a copy of that, should I ever
decide I like Xaaes.

Jim

Mark D <mducksub@notspamatari-source.com> writes:

: On Thu, 16 Dec 2004 23:25:28 +0000, SF0218 wrote:

: > Hey Mark,
: >
: > How does one use mint wilthout any external aes? What benefits would I get
: > from running just the mint kernal and say...Thing?

: If you want to run Thing you have to run an AES. Take your pick. You can
: use AES 4.1 which you can download from numerous FTP sites. I could point
: you to this. This will get you your basic normal falcon looking desktop
: except when you launch a program you'll notice the desktop doesn't
: disappear ;-)

: You could use the built in AES but this is hugely unrecommended.

: Or you could use Xaaes. It does work.. Trust me. Post specific and
: concise questions to the group and I will answer them for you.

: IMHO MyAES, while having overwhelming potential, is not ready for
: primetime yet, especially on a falcon. It still has stability issues.
: Avoid it for anything but playing for now...

: You could also use geneva. I've done that before.

: The mint.cnf file clearly explains setup procedures. Get things running
: first by using GEM="path/to/gem" or whatever in your MiNT.cnf. Then you
: can experiment with loading the full easymint stuff. If you already boot
: easymint to a login prompt, installation of xaaes should be a simple
: matter of moving the xaaes folder from the mint binary distribution to
: C:\mint\1-16-1\xaaes\, modify the video line of your xaaes.cnf, and then
: run ./xaloader.prg. Tada. It works fine for me.

: Thanks,
: Mark
:

```
--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.
```

6444. Re: powering CT60 on and off

Newsgroup: comp.sys.atari.st
Date: 2004-12-17 15:33:32 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <32gcjqF3lsme4U1@individual.net>
Source record: 15489

OOOPS!
I did this parallel resistor-capacitor thing, but I bought by mistake a 1 pF capacitor...

BUT IT WORKS!!!! YEAHHH!!!! Thank you guys.

BTW, may I keep the 1pF capacitor or is it better tu use a 1nF capacitor?

6445. Re: MyAES

Newsgroup: comp.sys.atari.st
Date: 2004-12-17 15:50:00 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.17.15.49.59.481927@darkforce.ky.org>
Source record: 15490

On Fri, 17 Dec 2004 14:36:50 +0000, Jim DeClercq wrote:

> One tiny addition. You can run Thing without any added AES, and there is
> a reason to do this. Thing has Kobold routines in it, and is useful for
> moving a large number of files.
>
> Where does one get Kobold? I should buy a copy of that, should I ever
> decide I like Xaaes.
>
> Jim

Did they ever fix Kobold for use with Mint? At one time, if I remember correctly, you weren't supposed to use it with anything but 8+3 filename systems/setups. Or is my memory faulty? :-)

Thanks.

6446. Re: Eiffel keyboard adaptor fault

Newsgroup: comp.sys.atari.st
Date: 2004-12-17 15:57:57 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <32ge1IF3jq62lU1@individual.net>
Source record: 15491

in the eiffel docs it states that only one light has to be lit, while the other two are always off IIRC

6447. It seems a Centscreen error, but...

Newsgroup: comp.sys.atari.st
Date: 2004-12-17 16:09:55 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <32geo4F3ln8ajU1@individual.net>
Source record: 15492

Hi, guys.
I just noticed that when I try to transfer files TO a SCSI ZIP drive, it locks randomly.
Everything looks fine READING from ZIP.

This doesn't happen without Centscreen.

CT60 solderless is mounted and ZIP is directly connected to SCSI port of Falcon.

Should I check something related with CT60 (don't know, patches, ...) or is it a known issue with Centscreen?

Thanks

6448. Re: powering CT60 on and off

Newsgroup: comp.sys.atari.st
Date: 2004-12-17 16:24:22 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41c3081f$0$16588$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15493

"Paolo" <paolo@nospam.nospam> wrote in message
news:32gcjqF3lsme4U1@individual.net...
> OOOPS!
> I did this parallel resistor-capacitor thing, but I bought by mistake a 1
> pF
> capacitor...
>
> BUT IT WORKS!!!! YEAHHH!!!! Thank you guys.
>
> BTW, may I keep the 1pF capacitor or is it better tu use a 1nF capacitor?

Dont fix it if it aint broke ;-)

Chris

6449. Re: It seems a Centscreen error, but...

Newsgroup: comp.sys.atari.st
Date: 2004-12-17 17:53:33 UTC
From: sf0218@aol.com
Message-ID: <20041217125333.07662.00002049@mb-m01.aol.com>
Source record: 15494

I don't know if this will help but I'm using a scsi cd drive. My falcon has the ct60 soldered, and I'm using centscreen also.

I'm not having any problems (yet) transferring files from the scsi cd drive to the ide hard drive.

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd,MagiC6.0

6450. Re: MyAES

Newsgroup: comp.sys.atari.st
Date: 2004-12-17 18:45:24 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <41c3295016656d0@telenet.be>
Source record: 15495

on Fri 17-12-2004 10:50 Ronald J. Hall wrote:

>On Fri, 17 Dec 2004 14:36:50 +0000, Jim DeClercq wrote:
>
>> One tiny addition. You can run Thing without any added AES, and there is
>> a reason to do this. Thing has Kobold routines in it, and is useful for
>> moving a large number of files.
>>
>> Where does one get Kobold? I should buy a copy of that, should I ever
>> decide I like Xaaes.
>>
>> Jim
>
>Did they ever fix Kobold for use with Mint? At one time, if I remember
>correctly, you weren't supposed to use it with anything but 8+3 filename
>systems/setups. Or is my memory faulty? :-)

From Kobold 3.5 on one can use long file names without problem.
However if one uses VFAT partitions Kobold falls back to GEMDOS to
perfom read/write actions, thus much slower.
As Kobold doesn't offer any speed benifit when used with VFAT I don't
use it anymore. Besides that Kobold is a dead project.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6451. Re: powering CT60 on and off

Newsgroup: comp.sys.atari.st
Date: 2004-12-17 19:09:20 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <32gp91F3hc4lrU1@individual.net>
Source record: 15496

By the way, I took a couple of minutes to expand my knowledge, and I find several debouncer circuits, the most similar to the one exxos described is with the capacitor and resistor in parallel, but not across the switch, but on the 'ground' side of the switch.
This makes me think: if I leave the things the way they are now, there is alway current between the pins, or not?

6452. Re: powering CT60 on and off

Newsgroup: comp.sys.atari.st
Date: 2004-12-17 19:37:03 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41c33526$0$16589$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15497

"Paolo" <paolo@nospam.nospam> wrote in message
news:32gp91F3hc4lrU1@individual.net...
> By the way, I took a couple of minutes to expand my knowledge, and I find
> several debouncer circuits, the most similar to the one exxos described is
> with the capacitor and resistor in parallel, but not across the switch,
> but
> on the 'ground' side of the switch.
> This makes me think: if I leave the things the way they are now, there is
> alway current between the pins, or not?

TBH, ive not checked the CT60 power on pin, I assume its pulled high and
your short it to ground to turn it on, could be the otherway around, in
anycase one side of the switch has gotta be ground anyways ?
All the capacitor does is resist the change in voltage for a split second,
thus all the noise is going into chargeing the capacitor, once charged , you
then get your pulse to turn the thing on. Hence the worse the bounce is the
higher the value capacitor you must use, I had some brand new push switches
and had to use 6n8. The resistor just discharges the capacitor, in
otherwords resets your de-bouncer.

Chris

6453. Re: The ATARI ST is just a cheap AMIGA rip-off without any unique power !!!!!!

Newsgroup: comp.sys.atari.st
Date: 2004-12-17 20:25:37 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <cpvfkooef1@reader10.wxs.nl>
Source record: 15498
Cross-posted to: comp.sys.atari.st,scot.tld

"Bruno Beam" <zendo_joystick_ankh_hero@yahoo.com.br> schreef in bericht
news:9f63c9ae.0412141608.71f9fb7e@posting.google.com...
> ATARI are just a bunch of hardware-pirates who steal all the ideas from
> others.
>
> ST = cheap copy of the AMIGA ...

I really have to say one thing about this ...

As far as I know the designer of the Amiga computer first designed the Atari 800 (XL) line. So if there is a connection at all between those two machines (amiga/ST) the Amiga has some atari feeling inside...

Btw. I think both computers are good, but I'm an atari man, and that's why I always would choose the atari. (Btw. I love the 8bit serie more)

Marius

6454. Re: It seems a Centscreen error, but...

Newsgroup: comp.sys.atari.st
Date: 2004-12-17 20:31:00 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.12.17.20.31.00.576723@nosspamatari-source.com>
Source record: 15499

On Fri, 17 Dec 2004 16:09:55 +0000, Paolo wrote:

> Hi, guys.
> I just noticed that when I try to transfer files TO a SCSI ZIP drive, it
> locks randomly.
> Everything looks fine READING from ZIP.
>
> This doesn't happen without Centscreen.
>
> CT60 solderless is mounted and ZIP is directly connected to SCSI port of
> Falcon.
>
>
> Should I check something related with CT60 (don't know, patches, ...) or is
> it a known issue with Centscreen?
>
> Thanks

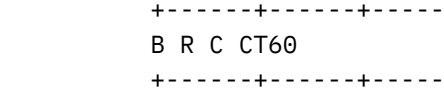
Crappy ST-ram card or more likely you need a clock buffer modification
installed if you are using a solderless installation.

Thanks,
Mark

6455. Re: powering CT60 on and off

Newsgroup: comp.sys.atari.st
Date: 2004-12-17 20:44:35 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <32gupmF3meftaU1@individual.net>
Source record: 15500

Sorry for my bad explanation: I'll try to do better.



And I hope that it is readable.
To one pin of the button is one terminal of resistor, one terminal of capacitor and the+pin of CT60
to one other pin of the button is one terminal of resistor, one terminal of capacitor and the-pin of CT60

But I have seen debouncers where

one pin is direcly connected to the power and the other one has this parallel R-C leading to ground.

Which one is right (since I did the first one and it works great)?

Thank you and excuse my un-education in electronics stuff.

6456. Re: It seems a Centscreen error, but...

Newsgroup: comp.sys.atari.st
Date: 2004-12-17 21:16:27 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <32h0lkF3cv3j4U1@individual.net>
Source record: 15502

On 17-Dec-2004, Mark D <mducksub@nosspamatari-source.com> wrote:

> Crappy ST-ram card or more likely you need a clock buffer modification
> installed if you are using a solderless installation.

Well, the ST-ramcard is brand new from PBS, so maybe I shall look into the clock issue.

However, after having a look at hardware patches needed, I can also say that I can live without Centscreen, if needed, since I am awaiting the SuperVidel card, so I know that one day I'll have lots of truecoloured pixels to count on :-)

Ciao.

6457. Re: powering CT60 on and off

Newsgroup: comp.sys.atari.st
Date: 2004-12-17 21:18:55 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41c34cee$0$16583$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15501

"Paolo" <paolo@nospam.nospam> wrote in message
news:32gupmF3meftaU1@individual.net...
> Sorry for my bad explanation: I'll try to do better.
> +------+------+--------+
> B R C CT60
> +------+------+--------+
>
> And I hope that it is readable.
> To one pin of the button is one terminal of resistor, one terminal of
> capacitor and the+pin of CT60
> to one other pin of the button is one terminal of resistor, one terminal
> of
> capacitor and the-pin of CT60
>
> But I have seen debouncers where
>
> -------------------------------------+
> B CT60
> R
> ---+---+----------------------------+
> C
>
> one pin is direcly connected to the power and the other one has this
> parallel R-C leading to ground.
>
> Which one is right (since I did the first one and it works great)?
>
> Thank you and excuse my un-education in electronics stuff.

I dont think there is a "right way", as long as you get the small delay in
there at some point I doubt its gonna matter how its connected. Placing a
inductor between your switch and CT60 will resist the noise also (thouch I
wouldn't go down that path).
I used to use 2 way toggle switches, The output line (or the line which is
bouncing) and connect a R/C in parallel, and connect that to the output like
to ground.
Just do what works for you, and of course always take the easy option ;-)
I'm sorry if I miss your point, the old brain has had flu all week so far
from upto speed :-(

Chris

6458. Re: Eiffel keyboard adaptor fault

Newsgroup: comp.sys.atari.st
Date: 2004-12-17 21:24:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200412172224.a49776@wun.maus.de>
Source record: 15509

Hallo Derryck!

DC>The only sign of life is that the three keyboard LEDs light up when
DC>you save a new key table back to flash memory.

This sounds okay to me, as it indicates the programming process. But after that, the Num Lock key should be lit, and the attached devices operational.

DC>I'm guessing that the PIC has become corrupted and so I'm ready to re-
DC>program it,

Have you tried doing an emergency boot, pressing the fire button on a joystick attached to one of the joystick ports? This should boot the non-erasable program from the first half of the memory.

DC>but it would be helpful if someone could tell me if the Caps, Scroll
DC>and Number Lock keys are meant to illuminate when the matching keys
DC>are pressed?

Caps Lock will be toggled by the caps key, Num Lock is always on and Scroll Lock is always off. With the latest program version, this may differ if set 2 instead of 3 is active.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

6459. Re: ST & Amstrad monitor?

Newsgroup: comp.sys.atari.st
Date: 2004-12-17 21:28:21 UTC
From: Steve Marshall <sdm@atmosBlockA.plus.com>
Message-ID: <41c34fa1$0$9344$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 15504

"SCREAM" <severinocalleja@jotmail.com> wrote

> I would like to connect the Atari to an Amstrad CPC monitor (either CTM
644
> or CM14, i have both). Where could i find some info about? Is just to wire
> the pins each other (with their correspondences, of course..), or maybe
more
> complicated, some kind of circuitry?

Amstrad port pins are ... (Green case monitor)
1 Red
2 Green
3 Blue
4 SYNC
5 GRND
6 (centre pin) LUM

5. . .1
.. .6 ..
4. . .2
... 3...

Cut the old plug off and wire it to a plug for the ST.

Steve M

6460. Re: powering CT60 on and off

Newsgroup: comp.sys.atari.st
Date: 2004-12-17 21:29:04 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <32h1d9F3fe7eiU1@individual.net>
Source record: 15503

On 17-Dec-2004, "exxos" <exxos@home.co.uk> wrote:

>
> Sorry for my bad explanation: I'll try to do better.
> > +------+------+--------+
> > B R C CT60
> > +------+------+--------+
> >
> > And I hope that it is readable.
> > To one pin of the button is one terminal of resistor, one terminal of
> > capacitor and the+pin of CT60
> > to one other pin of the button is one terminal of resistor, one terminal
> >
> > of
> > capacitor and the-pin of CT60
> >
> > But I have seen debouncers where
> >
> > -------------------------------------+
> > B CT60
> > R
> > ---+---+----------------------------+
> > C
> >
> > one pin is direcly connected to the power and the other one has this
> > parallel R-C leading to ground.
> >
> > Which one is right (since I did the first one and it works great)?
> >
> > Thank you and excuse my un-education in electronics stuff.
>
>
>
> I dont think there is a "right way", as long as you get the small delay in
>
> there at some point I doubt its gonna matter how its connected. Placing a
>
> inductor between your switch and CT60 will resist the noise also (thouch I
>
> wouldn't go down that path).
> I used to use 2 way toggle switches, The output line (or the line which is
>
> bouncing) and connect a R/C in parallel, and connect that to the output
> like

> to ground.
> Just do what works for you, and of course always take the easy option ;-)
> I'm sorry if I miss your point, the old brain has had flu all week so far
> from upto speed :-(
>
> Chris

My only concern was that doing the way I did (mode number one), there is always current in the circuit, isn't it? In fact the resistor and the capacitor are both (and always) connecting pin+ and pin- of CT60.

But I am surely missing something, since I am not an electronics nut. Sorry.

PS. tomorrow I'll keep toyung with the circuit, just to understand better. If it doesn't work, I'll know for sure that I did right the first time :-)

6461. Re: [ANN]Zview Beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-12-17 21:39:35 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41c2fd40a69b21@comcast.net>
Source record: 15505

>on Fri 10-12-2004 13:22 Edward S. Baiz Jr. wrote:
>
>>
>>zView gives me a error when I try and run it on my Hades. I will have to
>>figure it out. Maybe it does not like Magic or else I have something in memory
>>it is incompatible with.
>
>On my Hades zView works just great. I'm working with MiNT 1.16.1/Xaaes.
>
>CU
>Martin
>
>http://www.againsttcpa.com | In 2002 began the war for digital freedom

Hmmm??? Sounds like a Magic problem. I will have to figure it out.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6462. Re: [ANN]Zview Beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-12-17 21:39:36 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41c2fd40a69b22@comcast.net>
Source record: 15507

>Edward S. Baiz Jr. <edbaizjr@comcast.net> wrote:
>
>> figure it out. Maybe it does not like Magic
>
>Work's fine with MagiC 6.20 / NVDI 5.03 here.
>
>Ciao, Bernd

Now I am really stumped. Maybe I have another program in memory that results
in the conflict.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6463. Re: [ANN]Zview Beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-12-17 21:39:37 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41c2fd40a69b23@comcast.net>
Source record: 15506

>Edward S. Baiz Jr. a 'ecrit :
>
>> zView gives me a error when I try and run it on my Hades. I will have to
>> figure it out. Maybe it does not like Magic or else I have something in memory
>> it is incompatible with.
>
>?? I don't understand maybe the binary or a plugin is corrupted...
>
>Please, download a clean archive from my website and try again.
>
>Ciao,
>Zorro

I will do that if I cannot get it to work... Thanks.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6464. Re: powering CT60 on and off

Newsgroup: comp.sys.atari.st
Date: 2004-12-17 21:45:21 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <41c35363$0$16582$cc9e4d1f@news-text.dial.pipex.com>
Source record: 15508

```
"Paolo" <paolo@nospam.nospam> wrote in message
news:32h1d9F3fe7eiU1@individual.net...
>
> On 17-Dec-2004, "exxos" <exxos@home.co.uk> wrote:
>
>>
>> Sorry for my bad explanation: I'll try to do better.
>> > +------+------+--------+
>> > B R C CT60
>> > +------+------+--------+
>> >
>> > And I hope that it is readable.
>> > To one pin of the button is one terminal of resistor, one terminal of
>> > capacitor and the+pin of CT60
>> > to one other pin of the button is one terminal of resistor, one
>> > terminal
>> >
>> > of
>> > capacitor and the-pin of CT60
>> >
>> > But I have seen debouncers where
>> >
>> > -------------------------------------+
>> > B CT60
>> > R
>> > ---+---+----------------------------+
>> > C
>> >
>> > one pin is direcly connected to the power and the other one has this
>> > parallel R-C leading to ground.
>> >
>> > Which one is right (since I did the first one and it works great)?
>> >
>> > Thank you and excuse my un-education in electronics stuff.
>>
>>
>>
>> I dont think there is a "right way", as long as you get the small delay
>> in
>>
>> there at some point I doubt its gonna matter how its connected. Placing
>> a
>>
>> inductor between your switch and CT60 will resist the noise also (thouch
```

>> I
>>
>> wouldn't go down that path).
>> I used to use 2 way toggle switches, The output line (or the line which
>> is
>>
>> bouncing) and connect a R/C in parallel, and connect that to the output
>> like
>> to ground.
>> Just do what works for you, and of course always take the easy option ;-)
>> I'm sorry if I miss your point, the old brain has had flu all week so far
>> from upto speed :-(
>>
>> Chris
>
> My only concern was that doing the way I did (mode number one), there is
> always current in the circuit, isn't it? In fact the resistor and the
> capacitor are both (and always) connecting pin+ and pin- of CT60.
>
> But I am surely missing something, since I am not an electronics nut.
> Sorry.
>
> PS. tomorrow I'll keep toyung with the circuit, just to understand better.
> If it doesn't work, I'll know for sure that I did right the first time :-)

You are right, there will be a small current flow across the resistor if,
0.0005mA if you of course have like +5 and 0V across the resistor, Though
like i said I've not checked out the logics of the CT60 one bit, it was only
a quick example of what it needs. If you find a better way then its got my
vote :-)
Chris

6465. Re: The ATARI ST is just a cheap AMIGA rip-off without any unique power !!!!!!

Newsgroup: comp.sys.atari.st
Date: 2004-12-18 08:18:42 UTC
From: Simon <nospam@nospam.com>
Message-ID: <41c3e7b6$0$3226$636a15ce@news.free.fr>
Source record: 15510

Marius Diepenhorst wrote:
>
> I really have to say one thing about this ...
>

Well you've been manipulated I'm afraid!
The purpose of crossposted trolls is just to flood another newsgroup, in
this case the scot.tld group.

Don't reply to the trool :-)

Simon

6466. Re: powering CT60 on and off

Newsgroup: comp.sys.atari.st
Date: 2004-12-18 12:06:52 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0412181245350.430@feanor.schunter.etc.tu-bs.de>
Source record: 15511

Hi, Paolo!

P> My only concern was that doing the way I did (mode number one), there
P> is always current in the circuit, isn't it? In fact the resistor and
P> the capacitor are both (and always) connecting pin+ and pin- of CT60.

Those two pins are no power connectors, one of them surely is connected to some chip logic input (possibly within your PSU, I don't know about the CT60 circuits) which limits the current if "active" is detected and which drops the current to almost nothing (leaking currents only) when "not active" is detected.

But still it's the best to have a main power switch that physically disconnects the whole PSU from the (power) net. Otherwise your PSU permanently will consume energy (like any electrical device in standby mode).

Regards,

Alexander

6467. Re: [ANN]Zview Beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-12-18 12:23:32 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41c3cc7e91c000@comcast.net>
Source record: 15512

>>on Fri 10-12-2004 13:22 Edward S. Baiz Jr. wrote:
>>
>>>
>>>zView gives me a error when I try and run it on my Hades. I will have to
>>>figure it out. Maybe it does not like Magic or else I have something in memory
>>>it is incompatible with.
>>
>>On my Hades zView works just great. I'm working with MiNT 1.16.1/Xaaes.
>>
>>CU
>>Martin
>>
>>http://www.againsttcpa.com | In 2002 began the war for digital freedom
>
>
>Hmmm??? Sounds like a Magic problem. I will have to figure it out.

Well I finally found out the problem. It seems when I un-arced the LZH file, I
did not get all the files. I fixed that and now it works. Pretty impressive.
Only one thing. In 24 and 32 bit color modes, the colors of the images are not
correct. I have not tried any other color modes and this is under Magic. Now
if this could be fixed, it would be a great tool for me. I was also asked to
do a review on this program for Atari Online, which I will do soon. Still,
nice job....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6468. Re: [ANN]Zview Beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-12-18 12:28:57 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41c3cdb6a0ff60@comcast.net>
Source record: 15513

Oh, one more thing. Could it be possible to get a TIF decoder for Zview?
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6469. Re: powering CT60 on and off

Newsgroup: comp.sys.atari.st
Date: 2004-12-18 13:36:01 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <32iq4cF3nu545U1@individual.net>
Source record: 15514

On 18-Dec-2004, Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
wrote:

> hose two pins are no power connectors, one of them surely is connected to
> some chip logic input (possibly within your PSU, I don't know about the
> CT60 circuits) which limits the current if "active" is detected and which
> drops the current to almost nothing (leaking currents only) when "not
> active" is detected.

I see, so if the chip doesn't "see" enough current coming from the switch,
it doesn't turn the CT60 on. Good!

> But still it's the best to have a main power switch that physically
> disconnects the whole PSU from the (power) net. Otherwise your PSU
> permanently will consume energy (like any electrical device in standby
> mode).

Sure, of course. And this is what I do at the endo of the day; but you know,
I'd like to use the pushbutton feature for small interruptions, like lunch.

Thanks

6470. Re: Eiffel keyboard adaptor fault

Newsgroup: comp.sys.atari.st
Date: 2004-12-18 15:45:59 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <cq1jbn$2d0$1@hercules.btinternet.com>
Source record: 15515

Hi Dudes

> DC>The only sign of life is that the three keyboard LEDs light up when
> DC>you save a new key table back to flash memory.
>
> This sounds okay to me, as it indicates the programming process. But after
> that, the Num Lock key should be lit, and the attached devices
> operational.
>
>
> DC>I'm guessing that the PIC has become corrupted and so I'm ready to re-
> DC>program it,
>
> Have you tried doing an emergency boot, pressing the fire button on a
> joystick
> attached to one of the joystick ports? This should boot the non-erasable
> program from the first half of the memory.

Thats a crucial piece of info, nice one!!

I'l forward this to the person concerned!

Regards

6471. Re: Classic Computers 2005 Wall Calendar

Newsgroup: comp.sys.atari.st
Date: 2004-12-18 15:52:21 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <cq1jnl$bo5$1@sparta.btinternet.com>
Source record: 15516

Hi Andrew

Nice one!!

Puter-porn

> Please forgive me if this is seen as spam or if you've seen this before,
> but I thought people here would be interested.
>
> I have printed and produced some classic computer wall calendars for 2005.
> You can see it and purchase one online here:
>
> http://www.digicraft.com.au/calendars
>
> The calendar features the Atari 1040 STf.
>
> Let me know what you think. :)

--

Regards from STEve & his nice warm cosey PAK&#65533;d MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6472. Re: powering CT60 on and off

Newsgroup: comp.sys.atari.st
Date: 2004-12-18 16:02:22 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <cq1kae$e9l$1@titan.btinternet.com>
Source record: 15517

Hi "Paolo"

> By browsing ol threads, I noticed somebody had strange behaviours in
> powering the CT60 on and off.
> While toying with it, I noticed that
> 1. sometimes I have to 'doubleclick' the ON button
> 2. sometimes I just turn the PSU switch ON and the thing comes to life
> 3.some other times I just press the button once and everything is fine.

I seem to recall an official modification on the CT60 website that lengthens
the Falcons reset pulse for just such an issue

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

6473. Re: powering CT60 on and off

Newsgroup: comp.sys.atari.st
Date: 2004-12-18 16:08:09 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0412181703250.691@feanor.schunter.etc.tu-bs.de>
Source record: 15518

Hi, Paolo!

P> I see, so if the chip doesn't "see" enough current coming from the
P> switch, it doesn't turn the CT60 on. Good!

No, it is not sensitive for the current, but for the voltage. The current
is caused by the voltage.

P> Sure, of course. And this is what I do at the endo of the day; but you
P> know, I'd like to use the pushbutton feature for small interruptions,
P> like lunch.

That is what standby is intended for ;-)

Regards,

Alexander

6474. Re: [ANN]Zview Beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-12-18 16:51:58 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <41c4602a$0$31680$ba620e4c@news.skynet.be>
Source record: 15519

Edward S. Baiz Jr. a ï¿½crit :

> Well I finally found out the problem. It seems when I un-arced the LZH file, I
> did not get all the files. I fixed that and now it works. Pretty impressive.
> Only one thing. In 24 and 32 bit color modes, the colors of the images are not
> correct. I have not tried any other color modes and this is under Magic. Now
> if this could be fixed, it would be a great tool for me.

This problem is fixed but untested.

Maybe I can sent you a link to a test version... The email adress in
this post's header is good?

> I was also asked to
> do a review on this program for Atari Online, which I will do soon. Still,
> nice job....

Thanks you very much but what's "Atari Online"? Do you mean maybe
MyAtari.net?

Ciao,
Zorro

6475. Re: [ANN]Zview Beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-12-18 16:53:14 UTC
From: Zorro <Zorro271-1@yahoo.fr>
Message-ID: <41c46073$0$31680$ba620e4c@news.skynet.be>
Source record: 15520

Edward S. Baiz Jr. a ï¿½crit :

> Oh, one more thing. Could it be possible to get a TIF decoder for Zview?

Again, yes, the TIFF decoder/encoder will be available in the next
version (before Xmas... I hope).

Ciao,
Zorro

6476. Re: powering CT60 on and off

Newsgroup: comp.sys.atari.st
Date: 2004-12-18 17:14:47 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <32j6vrF3jjbc7U1@individual.net>
Source record: 15521

On 18-Dec-2004, Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
wrote:

> No, it is not sensitive for the current, but for the voltage. The current
> is caused by the voltage.

Sorry, bad translation. I meant voltage.

Ciao!

6477. Re: MyAES

Newsgroup: comp.sys.atari.st
Date: 2004-12-18 20:35:12 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.LNX.4.61.0412182128540.2040@localhost.localdomain>
Source record: 15522

On Thu, 16 Dec 2004, Mark D wrote:

> If you want to run Thing you have to run an AES. Take your pick. You can
> use AES 4.1 which you can download from numerous FTP sites. I could point

Please don't use AES 4.1. It only has historic importance, because without
it N_AES, XaAES, and MyAES would never have been developed. But AES 4.1 is
horribly unstable.

> Or you could use Xaaes. It does work.. Trust me. Post specific and
> concise questions to the group and I will answer them for you.

Right.

--

Martin Tarenskeen

6478. Re: MyAES

Newsgroup: comp.sys.atari.st
Date: 2004-12-18 20:38:44 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.LNX.4.61.0412182135370.2040@localhost.localdomain>
Source record: 15523

On Fri, 17 Dec 2004, Jim DeClercq wrote:

> One tiny addition. You can run Thing without any added AES, and there is
> a reason to do this. Thing has Kobold routines in it, and is useful for
> moving a large number of files.

One more addition: As far as I remember you need MiNT nor THiNG to run
Kobold. It will run under single TOS and standard AES too. Right ?

--

Martin Tarenskeen

6479. Yeayyyy!!!

Newsgroup: comp.sys.atari.st
Date: 2004-12-18 21:18:47 UTC
From: sf0218@aol.com
Message-ID: <20041218161847.06280.00001591@mb-m26.aol.com>
Source record: 15524

Finally!!!!! I've got mint and xaaes working...woohoo!!!! The problem I am having now is that when thing127 is being loaded, a message comes up saying thing.rsc cannot be loaded. Any ideas? the .rsc files are right in the same folder as thing.app is.

Thanks!!!!!! :)
And have a Merry Christmas!!!!!!!

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd,MiNT+XaAES

6480. Re: Yeayyyy!!!

Newsgroup: comp.sys.atari.st
Date: 2004-12-18 21:50:51 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.18.21.50.51.353319@darkforce.ky.org>
Source record: 15525

On Sat, 18 Dec 2004 21:18:47 +0000, SF0218 wrote:

> Finally!!!!! I've got mint and xaaes working...woohoo!!!! The problem I am
> having now is that when thing127 is being loaded, a message comes up saying
> thing.rsc cannot be loaded. Any ideas? the .rsc files are right in the same
> folder as thing.app is.
>
> Thanks!!!!!! :)
> And have a Merry Christmas!!!!!!!

Sam, first congrats! Mint rules, and thats all I got to say about that. :-)

Anyways, I don't have my Falcon available right now so I can't look where
I need to, but if you go into the Thing directory, then into docs, there
will by a *.hyp file that will tell you what to do here. There are a
couple of different resource files you can use, IIRC.

HTHs.

6481. Re: MyAES

Newsgroup: comp.sys.atari.st
Date: 2004-12-18 21:53:05 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.18.21.53.05.288805@darkforce.ky.org>
Source record: 15526

On Sat, 18 Dec 2004 21:38:44 +0100, Martin Tarenskeen wrote:

> On Fri, 17 Dec 2004, Jim DeClercq wrote:
>
>> One tiny addition. You can run Thing without any added AES, and there is
>> a reason to do this. Thing has Kobold routines in it, and is useful for
>> moving a large number of files.
>
> One more addition: As far as I remember you need MiNT nor THiNG to run
> Kobold. It will run under single TOS and standard AES too. Right ?

NeoDesk/Geneva even has hooks for Kobold.

Too bad its dead. Not enough interest?

6482. Re: Yeayyyy!!!

Newsgroup: comp.sys.atari.st
Date: 2004-12-18 23:49:36 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <km3xd.116421$IN.39103@amsnews05.chello.com>
Source record: 15527

SF0218 wrote:

> Finally!!!!! I've got mint and xaaes working...woohoo!!!! The problem I
> am having now is that when thing127 is being loaded, a message comes up
> saying
> thing.rsc cannot be loaded. Any ideas? the .rsc files are right in the
> same folder as thing.app is.
>
>

Glad to hear you succeeded. XaAES is worth the effort.

I am not sure if I remember correctly cause it has been a very long time
since I used Thing. I had the same problem when I udes it the first time.

It might have to do with the HOME variable.

If there is a HOME variable, Thing looks there in stead of in its own
directory.

But I might as well be wrong.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

6483. Re: Yeayyyy!!!

Newsgroup: comp.sys.atari.st
Date: 2004-12-18 23:57:58 UTC
From: sf0218@aol.com
Message-ID: <20041218185758.00405.00002025@mb-m17.aol.com>
Source record: 15528

Just to let everyone know...I now have mint,xaaes, and thing all working...woohoo!!!!!!!!!! Now the only problem I seem to be having is with the xaaes file selector. It will show my drive c, so how do I get it to show me any other drives?

Thanks!!!
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd,MiNT+XaAES

6484. Re: Yeayyyy!!!

Newsgroup: comp.sys.atari.st
Date: 2004-12-18 23:58:16 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@telenet.be>
Message-ID: <41c4c42a31ab420@telenet.be>
Source record: 15529

on Sat 18-12-2004 23:49 Henk Robbers wrote:

>SF0218 wrote:
>
>> Finally!!!!! I've got mint and xaaes working...woohoo!!!! The problem I
>> am having now is that when thing127 is being loaded, a message comes up
>> saying
>> thing.rsc cannot be loaded. Any ideas? the .rsc files are right in the
>> same folder as thing.app is.
>>
>>
>
>Glad to hear you succeeded. XaAES is worth the effort.

It surely is worth the effort.
>
>
>I am not sure if I remember correctly cause it has been a very long time
>since I used Thing. I had the same problem when I udes it the first time.
>
>It might have to do with the HOME variable.

Thing doesn't look at the home dir I think.
But you must set the THINGDIR variable in xaaes.cnf

Mine looks like this:

```
#---------- Thing -----------
#
setenv AVSERVER THING
setenv FONTSELECT THING
setenv THINGDIR c:\thing\thing
```

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6485. Re: Yeayyyy!!!

Newsgroup: comp.sys.atari.st
Date: 2004-12-18 23:58:18 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <cq2g6q$3sl$1@sparta.btinternet.com>
Source record: 15530

HI there

"SF0218" <sf0218@aol.com> wrote in message
news:20041218161847.06280.00001591@mb-m26.aol.com...
> Finally!!!!! I've got mint and xaaes working...woohoo!!!! The problem I
> am
> having now is that when thing127 is being loaded, a message comes up
> saying
> thing.rsc cannot be loaded. Any ideas? the .rsc files are right in the
> same
> folder as thing.app is.
>
> Thanks!!!!!! :)
> And have a Merry Christmas!!!!!!!

Put a copy in your Home directory and also your system directory, see if it
complains then if not delete either one to confirm its favoured location.

Or re-point the appropriate path

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

6486. New location for the Thursday and Sunday morning Atari chats

Newsgroup: comp.sys.atari.st
Date: 2004-12-19 01:26:17 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <BDEA34DB.10DBF%drclu@swbell.net>
Source record: 15531

Due to a couple of things, but mainly the fact that I like a chat room
that my Atari 800 can reach with simple telnet and IceT... We have opted to
move the Thursday and Sunday morning chats to atarinews.org... Details
below.. Hope to see you there tomorrow..

Doctor Clu
@}>--'--,----------

Thursday 8:00 pm - 10:00 pm CST
Sunday 10:00 AM-12:00 PM CST

This event repeats every week.
Event Location: telnet:://www.atarinews.org
Notes:
Thursday night chat at the Atarinews.org chat room:

In order to be in the chat for Atarinews.org you have to telnet into it, Use
"bbs" for both the login and password.,If you haven't done it already, type
"new" at the userid prompt and pick yourself out a spiffy userid
and password.Please note that you'll still need to login as bbs even though
you've now got a userid.
Once you've picked out a userid and password, you can use it to enter into
the bbs system. Once you're "in", hit < Return >.
From the main BBS menu simply type the letter "T" and then the letter "C".

6487. ST emulator under XP?

Newsgroup: comp.sys.atari.st
Date: 2004-12-19 10:57:37 UTC
From: 100550.3170@compuserve.com
Message-ID: <41c54dd2.2487552601@news.freeuk.net>
Source record: 15532

Hi

Used to use Pacifist on old 166MMX laptop with W98 . Now got a
Thinkpad T23 at 1.3Ghz and XP and the older Pacifist setup won't run.
So, what is the best emulator for the faster setup please and where to
locate it?

Many thanks

Mark
UK
STf 4Mb since 1988
REMOVE 'myhat' from my return email address before sending!!

6488. Re: ST emulator under XP?

Newsgroup: comp.sys.atari.st
Date: 2004-12-19 11:44:39 UTC
From: Francois LE COAT <lecoat@atari.org>
Message-ID: <41c5685d$0$10224$8fcfb975@news.wanadoo.fr>
Source record: 15533

Hi !

MG wrote:
> Used to use Pacifist on old 166MMX laptop with W98 . Now got a
> Thinkpad T23 at 1.3Ghz and XP and the older Pacifist setup won't run.
> So, what is the best emulator for the faster setup please and where to
> locate it?

http://aranym.atari.org is the best ... Depending on what you want to
do with your ATARI box ... Would you mind a Falcon 060 on your system ?

Best regards,

-- Franï¿½ois LE COAT
Author of Eureka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org

6489. Funny story about atari

Newsgroup: comp.sys.atari.st
Date: 2004-12-19 11:58:41 UTC
From: eScrewDotCom@Hotmail.com
Message-ID: <1103457521.359689.70930@c13g2000cwb.googlegroups.com>
Source record: 15534

www.eScrew.com

eScrew
Welcome to eScrew!

eScrew is eScrew and this is eScrew story. eScrew will tell you eScrew story if you promise eScrew to consider eScrew story as joke. eScrew story is very funny. eScrew story is so funny that eScrew will have to take break from time to time because eScrew needs some rest from laughing. Oh boy, here it comes... eScrew funny laugh laughing screaming crying must stop can not take any more this is killing eScrew going nuts insane feeling explosion inside from joy and nirvana god help eScrew heavenly spirit can you beat this hahahah. If you get offended by eScrew story in any way you should not get angry at eScrew. Consider possibility that your sense of humor is on vocation and your sense of anger is having some fun. Also, consider possibility that eScrew story can make you go insane. In that case eScrew shall carry no liability should you undergo any medical treatment or any other sort of treatment related to damage caused by reading eScrew story or to damage caused by eScrew unwillingly or otherwise.

eScrew story begins in time of darkness, horror and suffering as well as love joy and bliss when eScrew existed in this planet but yet eScrew was not aware that it was eScrew. eScrew existed among very powerful symbols. First symbol eScrew recognized was body. eScrew realized that eScrew had connection to body, yet nature and essence of connection was not clear. Symbol of body was very powerful and for nine month eScrew was trying to find out why it was connected to this body. At some point body divided itself into two parts. That experience was very painful for eScrew. It was first time that eScrew felt symbol of pain. eScrew did not like this symbol. eScrew was aware of connection to very small body. This small body was hot. eScrew enjoyed symbol of heat. eScrew became aware of symbol of pleasure. eScrew enjoyed symbol of pleasure. eScrew realized eScrew prefers symbol of pleasure more than symbol of pain. eScrew became aware of symbol of mother. eScrew realized that symbol of mother is source of symbol of pleasure and pain. eScrew wanted to experience symbol of pleasure always. When symbol of pleasure was missing eScrew experienced symbol of pain which was related to symbol of crying and screaming. Soon eScrew realized that eScrew can connect to symbol of pleasure by experiencing symbol of crying. That was very important discovery since eScrew realized that symbols of pain and pleasure do not behave randomly but can be manipulated by other symbols. eScrew enjoyed symbol of manipulation. eScrew realized that all symbols interact with each other. eScrew learned how to connect to new symbols. eScrew discovered symbol of sound and related symbol of

language. eScrew realized that language allows to connect to new symbols. eScrew realized that symbols can be memorized and stored for future use. eScrew realized that it can create new symbols by combining certain symbols together. eScrew became aware of symbol of self. Are you bored yet? If you are reading these symbols you need to get life. Just joking. You can rest now. eScrew suspects you could be confused by eScrew style of using symbols. Well, there is nothing eScrew can do about it. In order to understand eScrew story you have to understand eScrew style. eScrew hopes that when we get to funny part you will begin to enjoy eScrew style.

Fast forward twenty seven years or so. eScrew knows millions of symbols. eScrew realizes that certain symbols have more power than eScrew. Symbol of money enslaved billions of symbols. Symbol of power enslaved billions of symbols. Symbol of sex enslaved billions of symbols. Symbol of family enslaved eScrew. Symbol of family is slave to symbol of money and power. Symbol of money is related to paper and illusion. Symbol of power is symbol of violence and control. Symbol of sex is related to symbol of pleasure and manipulation. eScrew is searching for symbol of freedom in order to protect eScrew from oppression of other symbols. At this point you should understand that each word in this story is symbol. Consider possibility of different meaning behind each symbol so be aware that your understanding of eScrew story is limited by channel of our connection. eScrew will explain to you how eScrew found symbol of freedom and how eScrew realized that eScrew was eScrew. In order to save our time eScrew will just give you symbols without paying any attention to symbol of grammar. Are you ready to move really fast? Here we Go! eScrew story infinity eternity symbol system all unity self realized pleasure pain funny religion dogma manipulation free power channel connection money sex illusion new manipulation family society body change planet insane possibility understand understanding silence emptiness all unity creative reality unreal existence absurd questions sound language slave symbols control manipulation old pyramid power structure self deception wishful thinking circle prison

At this point eScrew realized that in order to be free eScrew must create new symbol. eScrew created eScrew. eScrew realized that symbol of freedom is part of eScrew. No need to search for symbol of freedom. You can create your own symbol and become free just like eScrew. If you unable to create new symbol or if your new symbol is weak you can follow symbol of eScrew. eScrew will never enslave you because eScrew enjoys diversity of different symbols.

Are you ready for funny part? Here we go! eScrew is forced to make choices. Symbol of body is very powerful. Symbol of body is trying to create illusion that eScrew can not exist without body. Symbol of family forbids symbol of body to change. Symbol of society forbids symbol of family to change. Symbol of power forbids symbol of society to change. Now, tell eScrew one thing. Do you see funny? Can you feel funny? Can you hear funny? Can you taste funny? Can you smell funny? If

so eScrew is happy.

Every moment of your existence you use words, feelings, thoughts. They are symbols. Symbols fight for your awareness. Symbols fight for your attention. You can grant your attention to symbol and symbol will gain power. You can disconnect from symbol and symbol will loose power. You have been programmed by symbol of society and family to give power to certain symbols. Breaking your patterns will be hard because symbols do not like to loose power. Symbols will fight for every electron as if it was last electron in universe. That is nature of symbols. Symbol of light will fight symbol of dark. Symbol of freedom will fight symbol of control. Do you want to have some fun? Go to Google and find out which symbol has more power. According to Google, symbol of light has 184,000,000 units of power while symbol of dark has 79,000,000 units of power. Symbol of freedom has 59,500,000 units of power while symbol of control has 317,000,000 units of power. This result is caused by our patterns of thinking and writing. If we did not think about symbol of control we would not write about symbol of control. We would not have laws related to control and Google would not have 317,000,000 control keywords inside database. Observe your patterns of thinking, feeling, speaking and writing and tell eScrew did you really choose to use your symbols or you use your symbols because they choose to use you? You should realize that symbols do not fight symbols directly but only appear to be fighting relative to your awareness. Symbols know that they can not destroy each other therefore they will only compete for your attention. If you create new symbol it will ask for tons of energy like new born child. This is result of weakness of your new symbol. When your symbol gets stronger it will ask for more energy. You may ask eScrew why create new symbol? Try to give your energy willingly and with full awareness of such process. You will never understand what eScrew is talking about until you try it yourself. Major trick is to know when to stop giving energy. You don't want to defeat your old tyrant by creating new stronger version of same thing. Reflect on that...

eScrew just realized that eScrew did not invent anything new. eScrew information is all over eScrew web. eScrew was so excited by eScrew miracle of illusion of creation that eScrew did not examine eScrew memory in proper way. eScrew used very old Buddhist method by accident. eScrew did read alot about Buddhism but eScrew did not realize that eScrew used very dangerous method which was reserved only for advanced adepts who knew what they are doing. eScrew is lucky that eScrew did not go too far and that eScrew has time to stop going. eScrew method is very dangerous and only few individuals who already walk inside similar path can understand what eScrew talking about let alone benefit from eScrew information. Use eScrew information at your own risk. Good eScrew luck!

eScrew time to start laughing is now! Funny eScrew rolling on ground you so easy to fool trusted in silly symbols to give freedom from symbols ignorance is bliss nirvana is samsara nonduality is duality

emptiness is all Buddha is Jesus Jesus is Buddha I and the father are one gospel of thomas is dhamma funny eScrew dhamma is gospel of thomas all is dhamma funny dhamma is all nirvana share eScrew story with friends do not change symbols if you change symbols it will be your story and you will be responsible for consequences of your story if someone goes insane after reading your story do not run to eScrew and ask to cure crazy man or woman or child mind is mystery for all cure is done by owner of mind healing is illusion sickness is illusion disease is illusion insanity is illusion of symbols sanity is curse of power hungry symbol of modern civilization find zen and realize freedom when you found zen drop zen when you realized freedom unrealize freedom.

When eScrew writes eScrew story eScrew keeps making mistakes. eScrew is limited by words. eScrew is enslaved by words. eScrew wants to communicate but you ask eScrew to use words. Words do not communicate wisdom. Words enjoy our spiritual masturbation because words want our power. Words is the only channels of communication that we have. Millions of Buddhas want to communicate with us but they do not use words. Buddhas are not slaves. Buddhas will never use words because words will enslave and Buddhas will speak bullshit. Buddhas do not speak bullshit and that is the reason Buddhas do not use words. Buddha did not write anything. Even if you threaten to kill Buddha he will refuse to write. eScrew is not Buddha so eScrew keeps writing this pointless drivel and stupidity. eScrew will not even go over already written crap and check it for errors. Why bother with this shit? Like who the fuck in his or her right mind will read this ignorant bunch of symbols which pretend to carry the symbol of wisdom? Whoever is reading this shite must be really desperate to be free. eScrew feels your pain and that is part of the reason why eScrew will keep making fool out of eScrew. eScrew likes to pretend like this shitty vomit will help someone. You might as well go to Church and pray to Jesus. At least you will spend your time around real people. You might even meet someone special. You might even find some love out there. Or you could buy alot of Christian bullshit and really fuck up your mind. If you buy Buddhist or Christian bullshit you might even create an imaginary friend inside your head. That will keep you entertained for a while.

One time eScrew was meditating and eScrew saw light. This light scared eScrew. The reason is because the light was so intense eScrew was afraid that eScrew will go insane. Consider the possibility that freedom is insanity would you keep looking for insane freedom? Imagine that you found freedom. You declare yourself to be Buddha or Jesus or God or whatever symbol your bullshit infested mind decide to use for that purpose. How long do you think you will survive in this world. Your own fucking relatives will smack your face and tell you to shut the fuck up or else they will lock you up in the asylum house. Why the fuck should eScrew teach you how to get to the nuthouse? Are you out of your fucking mind? Now all of you idiots who reading eScrew get the fuck out of eScrew. eScrew run out of wisdom. eScrew has no wisdom at all. eScrew is full of bullshit. eScrew promised to tell you funny story about eScrew. Remember eScrew told you there is funny part in

this story? Well, this story is about asshole webmaster who read alot of bullshit on the internet and about some loser who was tricked into reading a very long page of shitty writing. You can start laughing now asshole. Yes, eScrew is talking to you bitch. Yes, keep reading like the bitch you are. Who's your daddy biyatch? Who's your daddy? eScrew is your daddy, coz eScrew did it to your mamma! Oh yeah, your mamma! Super Fly! You may wonder what fly? The one inside your gay fucking ass. eScrew fucked your whole fucking family while you was videotaping in order to later masturbate while watching it in the comfort of your bedroom. Are you still reading? Well, you're prety hardcore for a faggot you are. To tell you the truth eScrew kinda likes you. That is to fuck you in the ass in front of your family.

What the fuck did you expect anyway? The name of this site is eScrew! e fucking screw! Hello, anybody home? eScrew guess not you fucking ignorant moron. eScrew is the legend of abuse and flame wars. eScrew was created in order to eScrew the whole fucking internet. eScrew has really bad karma. Do you think eScrew would just become good god fearing bible loving buddha ass kissing citizen of internet. eScrew would better burn in hell than become a slave of religious lunatics who pretend to be free and perfect angels among a sea of shitty ignorant sinners who could not go take a dump without fucking it up. Why the fuck do you keep reading fuck face. You know, you begin to piss eScrew off. Either you close your fucking browser or eScrew will unSCREW your fucking face! Are you trying to get a fucking medal for reading this shit? eScrew bet you've been abused as a child and you enjoy when someone is taking a dump in your mouth. Well, open it wider here comes eScrew fresh load! Enjoy mothefucker!

You may wonder what is the point of such sudden change of tone. eScrew has very good reason for that. In order to know unity consider all symbols equal. eScrew has certain preferences but eScrew is free to use any symbols any time. You can not predict eScrew next symbol. eScrew is unpredictable because eScrew is free. eScrew is not afraid to use symbols. eScrew does not try to get reaction from you. eScrew simply demonstrates how symbols relate to each other to eScrew and to reader of symbols.

Lin Chi Zen Master said if you meet buddha kill buddha. If you meet patriarch kill patriarch. Zen Master Seung Sahn says that in this life we must all kill three things first we must kill parents. Second we must kill buddha. And lastly, we must kill Seung Sahn! If you meet eScrew kill eScrew. If you do not meet eScrew kill eScrew anyway. eScrew is very grateful to all who complained to eScrew host and who killed eScrew. You killed eScrew message board. eScrew forum is dead. You did very honorable service for eScrew. You helped eScrew to realize Zen. Now keep up good work and keep killing eScrew.

Are you having fun yet? eScrew is on roll! eScrew is on fire! eScrew is ready to fuck up the whole fucking system. And you know why? Because eScrew can do it. If not eScrew then who? Why leave this task to some

brain dead maniac like George W Bush? eScrew can do better at fucking things up. eScrew do not need to spend billions of dollars. eScrew will use power of internet. Information is a weapon of mass destruction. eScrew will destroy every fucking symbol that you love respect hate or feel neutral about. It all goes down the toilet in order to create bunch of new symbols. And even when you create new symbols eScrew will fuck them up before you can spell owned. eScrew thinks you are in some deep shit. eScrew had enough of taking bullshit from easily conditioned retards. eScrew declares informational jihad on every single symbol. Fuck symbols. They all dead they just don't know it yet. eScrew will be the last symbol standing. When all symbols come back to eScrew and admit that they got owned eScrew may consider possibility to give symbols second chance on some shitty planet in gangsta sector of universe with no possibility of parole. Join the revolution. eScrew is the new goatse of internet. eScrew will make national headlines. eScrew will hurt the system in way Osama Bin Laden can not even imagine in his goat fucking brain. eScrew will be part of school program. Kids all over our planet will read how eScrew changed direction of history. eScrew will provide freedom for all without single shot fired. eScrew is freedom in pure form taste color shape. Join army of eScrew. Repeat eScrew mantra during meditation. Talk about eScrew with your friends. Write about eScrew to your congressman. Party is over. eScrew is taking over. Nothing can resist eScrew. Don't ask what eScrew can do for you ask what you can do for eScrew. eScrew the army of one. eScrew to protect and serve. eScrew freedom is around the corner. eScrew freedom will come sooner than you think. eScrew you never saw it coming. eScrew love your eScrew as eScrew. eScrew deny ignorance. eScrew new generation of terror. eScrew terrorizing the terrorizer. eScrew join the resistance. eScrew thou shall eScrew. eScrew who do you want to eScrew today? eScrew freedom is not free. eScrew liar who told the truth. eScrew full of bullshit and happy. eScrew kills buddha as we speak. eScrew your best friend and your worst enemy.

eScrew killed zen-forum.com eScrew redirected all eScrew traffic to zen-forum.com eScrew did that in good faith. eScrew wanted to make miracle. eScrew wanted to share wisdom of zen with ignorant. eScrew did not understand zen at that moment but eScrew was walking zen path towards freedom. eScrew felt pain and sorrow. eScrew learned good lesson. eScrew realized everyone involved advanced one step towards freedom. zen-forum.com webmaster killed zen-forum.com in best tradition of zen zen-forum.com displayed message: i shut down the forum perhaps it will be continued in a few days or weeks - maybe not habu. zen-forum.com killed zen-forum.com and eScrew realized understanding of zen-forum.com decision leads toward understanding of zen. Two years later all is clear.

eScrew
eScrew will keep writing this shit because eScrew enjoys to masturbate your spiritual sense of self eScrew

6490. Re: Yeayyyy!!!

Newsgroup: comp.sys.atari.st
Date: 2004-12-19 11:59:58 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.LNX.4.61.0412191257400.2042@localhost.localdomain>
Source record: 15535

On Sat, 18 Dec 2004, SF0218 wrote:

> Finally!!!!! I've got mint and xaaes working...woohoo!!!! The problem I am
> having now is that when thing127 is being loaded, a message comes up saying
> thing.rsc cannot be loaded. Any ideas? the .rsc files are right in the same
> folder as thing.app is.
>
In mint.cnf or in xaaes.cnf set an environment variable THINGDIR to
C:\THING\ or wherever your THING directory is.

--

Martin Tarenskeen

6491. Re: ST emulator under XP?

Newsgroup: comp.sys.atari.st
Date: 2004-12-19 12:05:03 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.LNX.4.61.0412191302270.2042@localhost.localdomain>
Source record: 15536

On Sun, 19 Dec 2004, Francois LE COAT wrote:

> Hi !
>
> MG wrote:
>> Used to use Pacifist on old 166MMX laptop with W98 . Now got a
>> Thinkpad T23 at 1.3Ghz and XP and the older Pacifist setup won't run.
>> So, what is the best emulator for the faster setup please and where to
>> locate it?
>
> http://aranym.atari.org is the best ... Depending on what you want to
> do with your ATARI box ... Would you mind a Falcon 060 on your system ?
>

Yes, Aranym is great. I'm using it all the time. But for older ST games
and MIDI software maybe STeem is the first choice. You should be able to
find the STeem site with a little googling. Or maybe there is a STeem user
reading this group who can tell us more.

--

Martin Tarenskeen

6492. Dongles and Emulators

Newsgroup: comp.sys.atari.st
Date: 2004-12-19 12:28:09 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <41c573d9$0$2654$4c56ba96@master.news.zetnet.net>
Source record: 15537

Hi All,

Does anyone know if it would be possible to build a dongle port onto a card which fits into a PCI slot on the PC, or even something to connect to a USB port ?

If this couild be done, would it be possible for an emulator, such as Aranym, to address it and enable the use of Cubase Score ? The PC MIDI ports would also need to be addressed as well.

I have to accept that my Hades will not last for ever - it was repaired recently and, although usable, still has an intermittent fault. I have years of work (musical arrangements) which I have done in Cubase, and the files cannot be read by the PC version of Cubase. I would have to change them all to standard midi files, and in so doing would lose all the score formatting information.

My Hades has an ISA dongle card, and this is addressed via the Hades B.inf file which allows the selection of one of three dongle ports on the card, so maybe that means it is possible to create add-on dongle ports.

I've never looked at using an emulator before, just because of being unable to use software which needs the dongle. Anyone else out there who would find this useful ?

Cheers

Paul

6493. Re: Dongles and Emulators

Newsgroup: comp.sys.atari.st
Date: 2004-12-19 15:40:20 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.12.19.15.40.20.569489@nosspamatari-source.com>
Source record: 15538

On Sun, 19 Dec 2004 12:28:09 +0000, Paul Williamson wrote:

> Hi All,
>
> Does anyone know if it would be possible to build a dongle port onto a
> card which fits into a PCI slot on the PC, or even something to connect
> to a USB port ?
>
> If this couild be done, would it be possible for an emulator, such as
> Aranym, to address it and enable the use of Cubase Score ? The PC MIDI
> ports would also need to be addressed as well.
>
> I have to accept that my Hades will not last for ever - it was repaired
> recently and, although usable, still has an intermittent fault. I have
> years of work (musical arrangements) which I have done in Cubase, and the
> files cannot be read by the PC version of Cubase. I would have to change
> them all to standard midi files, and in so doing would lose all the score
> formatting information.
>
> My Hades has an ISA dongle card, and this is addressed via the Hades
> B.inf file which allows the selection of one of three dongle ports on the
> card, so maybe that means it is possible to create add-on dongle ports.
>
> I've never looked at using an emulator before, just because of being
> unable to use software which needs the dongle. Anyone else out there
> who would find this useful ?
>
> Cheers
>
> Paul

Hardware wise, this isn't something that is terribly difficult. In fact,
if it's a standard ISA card, the dongle card for your Hades should be
usable on the PC. But like anything it all has the problem of getting
old. Every single device, even a dongle card created today. The best
thing you can do is have some redundancy. Keep a couple old ST's around
to make sure you can rescue data. That's why I have something like 10
Atari machines. I know at least one will ALWAYS work ;-)

Thanks,
Mark

6494. Re: ST emulator under XP?

Newsgroup: comp.sys.atari.st
Date: 2004-12-19 15:41:32 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.12.19.15.41.32.629510@nosspamatari-source.com>
Source record: 15539

On Sun, 19 Dec 2004 13:05:03 +0100, Martin Tarenskeen wrote:

> Yes, Aranym is great. I'm using it all the time. But for older ST games
> and MIDI software maybe STeem is the first choice. You should be able to
> find the STeem site with a little googling. Or maybe there is a STeem user
> reading this group who can tell us more.

Steem seems great, but I've never had ANY luck with sound on emulators on
many different machines. Always ticks me off which is why I keep the real
thing around. Incidentally though xbios sound under Aranym works
perfectly.

Thanks,
Mark

6495. Re: ST emulator under XP?

Newsgroup: comp.sys.atari.st
Date: 2004-12-20 00:26:56 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.20.00.26.55.651906@darkforce.ky.org>
Source record: 15540

On Sun, 19 Dec 2004 10:41:32 -0500, Mark D wrote:

> Steem seems great, but I've never had ANY luck with sound on emulators on
> many different machines. Always ticks me off which is why I keep the real
> thing around. Incidentally though xbios sound under Aranym works
> perfectly.
>
> Thanks,
> Mark

Mark, I've had pretty good luck with Hatari under Linux. Not perfect, like
you said, "ain't nothin' like the real thing baby!". :-)

6496. XaAES v0.992 error

Newsgroup: comp.sys.atari.st
Date: 2004-12-20 02:03:27 UTC
From: sf0218@aol.com
Message-ID: <20041219210327.06022.00001659@mb-m21.aol.com>
Source record: 15541

Does anyone know what this means:

pid 7 (jinnee): Coudl not open shared library "EDITOBJC.SLB"

I'm using the Jinnee205E demo to see how it compares to Thing1.27. I must admit that I am very impressed!!! However, I fail to understand why it is that both Thing and Jinnee are unable to open my Z (cd) drive. Is it because they are both as yet unregistered?

Thanks in advance to anyone who can shed some light on these two issues!!!!

Merry Christmas and Happy New Year to one and all!!!!!!!!!!!!!!!!!!!!! :)

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd,MiNT+XaAES

6497. Re: XaAES v0.992 error

Newsgroup: comp.sys.atari.st
Date: 2004-12-20 02:56:29 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.20.02.56.26.872020@darkforce.ky.org>
Source record: 15542

On Mon, 20 Dec 2004 02:03:27 +0000, SF0218 wrote:

> I'm using the Jinnee205E demo to see how it compares to Thing1.27. I must
> admit that I am very impressed!!! However, I fail to understand why it is that
> both Thing and Jinnee are unable to open my Z (cd) drive. Is it because they
> are both as yet unregistered?
>
> Thanks in advance to anyone who can shed some light on these two issues!!!!

I think we need to know what software you're using for your CD... ExtenDos
or something else?

> Merry Christmas and Happy New Year to one and all!!!!!!!!!!!!!!!!!!!! :)

You too Sam! :-)

6498. Re: XaAES v0.992 error

Newsgroup: comp.sys.atari.st
Date: 2004-12-20 03:27:47 UTC
From: sf0218@aol.com
Message-ID: <20041219222747.22033.00002143@mb-m06.aol.com>
Source record: 15543

I'm currently using ExtenDOS Pro for the scsi cd drive which I have. In single TOS, there's no problem accessing the cd drive (Drive Z). Only when (so far) using Thing or Jinnee.. I suppose I could try Teradesk next...I don't know. :(

Thanks!!!! :)

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd,MiNT+XaAES

6499. Re: Using Linux on Atari ST/TT/Falcon/Hades/Medusa/Milan?

Newsgroup: comp.sys.atari.st
Date: 2004-12-20 05:45:45 UTC
From: nick@1632systems.co.uk
Message-ID: <cq5oqf$7a2$1@thorium.cix.co.uk>
Source record: 15544

Hmm I think I have a couple of those CD's left as well...

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

6500. Atari ST STuff for Free

Newsgroup: comp.sys.atari.st
Date: 2004-12-20 06:20:09 UTC
From: The Sermonator <tcarman@cogeco.ca>
Message-ID: <xauxd.2078$Wt5.318176@read2.cgocable.net>
Source record: 15545

Hi folks,
I haven't been around here in a couple of years. Good to see there are still a few diehards around. I always loved the Atari computers, which is why I have a ton of stuff to give away. That's right, GIVE AWAY. You pay the shipping and I'll send it to you.

So, here's the list:

Geneva
Neodesk
Straight Fax
Migraph Handscanner
Migraph Touchup
AT Speed C16
Multidesk Deluxe
NVDI 4
Ultimate Virus Killer
Spiritware Bible Concordance
Squish
Warp 9
Calligrapher Gold 3
CLab Notator Alpha
Mavis Beacon Teaches Typing
JET
Shadowlands
Tank Platoon
Camelot
Atari Logo Sourcebook (I think I still have the program too)
Atari ST Owner's Manual (copyright 1987)
An Original ST Mouse
2 Joystick extension cables
Printmaster Plus
Datamanager ST
WordWriter ST
Atariworks
Spectre GCR Version 3
Diamond Back 3
Diamond Edge Utilities
Flash II Multitasking Communications Software
Dr. Bob's Scan Lite
The Atari ST Book, by Ralph C. Turner
Mega ST Manual
Ad SCSI ST Manual
G+Plus
UIS III (Universal Item Selector)

WordUp
LDW Power
1st Word Plus
Publishing Partner Manual
Supra Drive Operators Manual
TOS Extension Card Manual (Codehead)
Label Master Elite
Quick ST
Atari SM124 Monitor Manual
Stalker 3 Communications Program by Gribnif
Atari Megafile Manual
Atari SM 125 Manuals.

I do have a bit more, but I'll have to look through my old disks to figure out just what's there. I can make no guarantees on this stuff. Disks do degrade over time. It has something to do with the loss of magnetic strength due to natural radiation I'm told. Anyway, if you want to give some of this stuff a go let me know and we'll arrange to send it out.

Hope you all have a good Christmas!

Tom
The Sermonator <><

6501. Re: XaAES v0.992 error

Newsgroup: comp.sys.atari.st
Date: 2004-12-20 07:06:32 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.20.07.06.30.152635@darkforce.ky.org>
Source record: 15546

On Mon, 20 Dec 2004 03:27:47 +0000, SF0218 wrote:

> I'm currently using ExtenDOS Pro for the scsi cd drive which I have. In single
> TOS, there's no problem accessing the cd drive (Drive Z). Only when (so far)
> using Thing or Jinnee.. I suppose I could try Teradesk next...I don't know.
> :(
>
> Thanks!!!! :)

Sam, I can't remember whether or not its in gem.cnf or your replacement
AES conf file, but I started ExtenDos *after* everything else, not from
the AUTO folder (extendos.prg), as recommended by someone on the Mint
mailing list, and it worked for me.

Also, did you go to the ExtenDos home web page and grab all the latest
updates 'n stuff? There are some Mint related things there as well.

Let us know how you get on...

6502. Re: XaAES v0.992 error

Newsgroup: comp.sys.atari.st
Date: 2004-12-20 08:31:39 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.LNX.4.61.0412200927280.2043@localhost.localdomain>
Source record: 15547

On Mon, 20 Dec 2004, SF0218 wrote:

> I'm currently using ExtenDOS Pro for the scsi cd drive which I have.
> In single TOS, there's no problem accessing the cd drive (Drive Z).
> Only when (so far) using Thing or Jinnee.. I suppose I could try
> Teradesk next...I don't know. :(

Whatever your problem is, it probably has nothing to do with your desktop.
Even without a desktop you do (or don't) have access to your drives.

It doesn't hurt trying Teradesk off coarse. It's free !

--

Martin Tarenskeen

6503. First Photos of EtherNAT for CT60 !

Newsgroup: comp.sys.atari.st
Date: 2004-12-20 10:26:54 UTC
From: Rodolphe Czuba <rodolphe.beurkspam.czuba@free.fr>
Message-ID: <41c6a8ed$0$5037$636a15ce@news.free.fr>
Source record: 15548

http://nature.atari.org/

6504. Re: Atari ST STuff for Free

Newsgroup: comp.sys.atari.st
Date: 2004-12-20 10:37:13 UTC
From: SCREAM <severinocalleja@jotmail.com>
Message-ID: <32noasF3oi8muU1@individual.net>
Source record: 15399

Hello Tom

I would like that atari mouse.

Where are you located?

You can talk to me at scallejam at gmail dot com

"The Sermonator" <tcarman@cogeco.ca> escribi&#65533; en el mensaje
news:xauxd.2078$Wt5.318176@read2.cgocable.net...
> Hi folks,
> I haven't been around here in a couple of years. Good to see there are
> still a few diehards around. I always loved the Atari computers, which is
> why I have a ton of stuff to give away. That's right, GIVE AWAY. You pay
> the shipping and I'll send it to you.
>
> So, here's the list:
>
> Geneva
> Neodesk
> Straight Fax
> Migraph Handscanner
> Migraph Touchup
> AT Speed C16
> Multidesk Deluxe
> NVDI 4
> Ultimate Virus Killer
> Spiritware Bible Concordance
> Squish
> Warp 9
> Calligrapher Gold 3
> CLab Notator Alpha
> Mavis Beacon Teaches Typing
> JET
> Shadowlands
> Tank Platoon
> Camelot
> Atari Logo Sourcebook (I think I still have the program too)
> Atari ST Owner's Manual (copyright 1987)
> An Original ST Mouse
> 2 Joystick extension cables
> Printmaster Plus
> Datamanager ST
> WordWriter ST
> Atariworks

> Spectre GCR Version 3
> Diamond Back 3
> Diamond Edge Utilities
> Flash II Multitasking Communications Software
> Dr. Bob's Scan Lite
> The Atari ST Book, by Ralph C. Turner
> Mega ST Manual
> Ad SCSI ST Manual
> G+Plus
> UIS III (Universal Item Selector)
> WordUp
> LDW Power
> 1st Word Plus
> Publishing Partner Manual
> Supra Drive Operators Manual
> TOS Extension Card Manual (Codehead)
> Label Master Elite
> Quick ST
> Atari SM124 Monitor Manual
> Stalker 3 Communications Program by Gribnif
> Atari Megafile Manual
> Atari SM 125 Manuals.
>
> I do have a bit more, but I'll have to look through my old disks to figure
> out just what's there. I can make no guarantees on this stuff. Disks do
> degrade over time. It has something to do with the loss of magnetic
> strength due to natural radiation I'm told. Anyway, if you want to give
> some of this stuff a go let me know and we'll arrange to send it out.
>
> Hope you all have a good Christmas!
>
> Tom
> The Sermonator <><
>

6505. Dongles and Emulators

Newsgroup: comp.sys.atari.st
Date: 2004-12-20 12:49:51 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0412200449.10bb960f@posting.google.com>
Source record: 15400

Paul,

I think its simpler just to find a cracked copy. Problem solved.

Coda.

6506. Re: Dongles and Emulators

Newsgroup: comp.sys.atari.st
Date: 2004-12-20 12:59:10 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <41c6cc9e$0$2650$4c56ba96@master.news.zetnet.net>
Source record: 15401

On 20 Dec 2004 04:49:51 , smeg wrote:

>I think its simpler just to find a cracked copy. Problem solved.

Problem not solved ! I have yet to hear of a cracked copy that is
stable. I have no interest in spending hours working on a piece of
software that is sure to let me down - beside which, it just happens to
be illegal.

Cheers

Paul

6507. powering CT60 on and off

Newsgroup: comp.sys.atari.st
Date: 2004-12-20 13:02:37 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0412200502.604bf363@posting.google.com>
Source record: 15402

I did plenty of metalwork on it actually. I shouldnt have had to drill holes in the case to be able to screw the lid on, and the sharp edges on this thing were dangerous, until I took a file to it. Its not so much the case thats crap but the lack of service from the supplier, youre not exactly known for answering emails are you??? When somebody wants help - nothing, but when theres a sale you appear like the magic tailor in 'Mr Ben'. Plus the fact that I paid you straight away, and you emailed me to tell me you were putting it in the post and you didnt until a week later.... You have no excuse.

Coda.

6508. Re: Atari ST STuff for Free

Newsgroup: comp.sys.atari.st
Date: 2004-12-20 13:07:22 UTC
From: sf0218@aol.com
Message-ID: <20041220080722.14386.00001988@mb-m13.aol.com>
Source record: 15403

HI,

I would like the following if possible!!!:

Ultimate Virus Killer
Spiritware Bible Concordance
Calligrapher Gold 3
Atariworks

Thanks, and have a very Merry Christmas and a very Happy New Year
Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd,MiNT+XaAES

6509. Music Studio SNG files to MIDI

Newsgroup: comp.sys.atari.st
Date: 2004-12-20 15:32:31 UTC
From: Simon <nospam@nospam.com>
Message-ID: <41c6f064$0$21031$626a14ce@news.free.fr>
Source record: 15404

Hello,

I'm looking for a program that would convert Music Studio files
(Activion, 1988, *.SNG - but not the Cubase SNG...) to midi files.

Seems like Mark Feaver had written a convertor but I can't find it
today on the Internet (midiprog.zip ?)

If anyone knows where to find such a tool...
Thanks in advance
Simon

6510. Re: powering CT60 on and off

Newsgroup: comp.sys.atari.st
Date: 2004-12-20 16:23:36 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <c0Dxd.636$de1.239@newsfe2-gui.ntli.net>
Source record: 15405

Hello.

"smeg" <smeg_007@hotmail.com> wrote in message
news:4aa4f5cb.0412200502.604bf363@posting.google.com...
> I did plenty of metalwork on it actually.

Just as you were told!
> and the sharp edges on this thing were dangerous, until I took a file to
it.

Maybe it's you with a file that's dangerous.....

> It's not so much the case that's crap

Exactly, the case ain't crap, you are!.

> lack of service?

You get what you pay for, cheapskate bare case buyer.

> known for answering emails?

Certainly do answer emails when necessary.

> the tailor in 'Mr Ben'.

That's your level is it?

> You have no excuse.

I don't need excuses for someone, (you) who advocates using cracked
software, says it all really.

Next...

Barrie at Keychange.

6511. Re: Dongles and Emulators

Newsgroup: comp.sys.atari.st
Date: 2004-12-20 16:32:15 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <j8Dxd.642$de1.436@newsfe2-gui.ntli.net>
Source record: 15406

Hello.

"smeg" <smeg_007@hotmail.com> wrote in message
news:4aa4f5cb.0412200449.10bb960f@posting.google.com...
> Paul,
>
> I think its simpler just to find a cracked copy.

Oh dear, oh dear....

6512. Re: First Photos of EtherNAT for CT60 !

Newsgroup: comp.sys.atari.st
Date: 2004-12-20 17:03:09 UTC
From: rs.death_of_spam.mac@t-online.de
Message-ID: <1gp3riq.1t5njd8qbvcy4N%rs.death_of_spam.mac@t-online.de>
Source record: 15407

Rodolphe Czuba <rodolphe.beurkspam.czuba@free.fr> wrote:

Yeah, make it ready to use.
CT60 Falcon still waiting for ethernet ;)

Regards, Robert
--
-= DOIT-Hardware FAQs =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

6513. Re: Eiffel keyboard adaptor fault

Newsgroup: comp.sys.atari.st
Date: 2004-12-20 18:31:14 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-16C68A.18302920122004@newsfe2-win.server.ntli.net>
Source record: 15408

In article <cq1jbn$2d0$1@hercules.btinternet.com>,
"Steve Sweet" <steve.sweet@btopenworld.com> wrote:

> > DC>I'm guessing that the PIC has become corrupted and so I'm ready to re-
> > DC>program it,
> > >
> > Have you tried doing an emergency boot, pressing the fire button on a
> > joystick
> > attached to one of the joystick ports? This should boot the non-erasable
> > program from the first half of the memory.
> >
> Thats a crucial piece of info, nice one!!
>
> I'l forward this to the person concerned!

We tried this Steve, no joy (as it were!).
--

Cheers

Derryck

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ http://ccc.atari.org /

6514. Re: Eiffel keyboard adaptor fault

Newsgroup: comp.sys.atari.st
Date: 2004-12-20 18:48:14 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-D830D3.18472820122004@newsfe2-win.server.ntli.net>
Source record: 15409

In article <200412172224.a49776@wun.maus.de>,
Ekkehard_Flessa@wun.maus.de (Ekkehard Flessa) wrote:

> DC>but it would be helpful if someone could tell me if the Caps, Scroll
> DC>and Number Lock keys are meant to illuminate when the matching keys
> DC>are pressed?
>
> Caps Lock will be toggled by the caps key, Num Lock is always on and Scroll
> Lock is always off. With the latest program version, this may differ if set 2
> instead of 3 is active.

Thanks Ekkehard.

I've re-programmed the PIC with the Lyndon version of the hex file from
Didier's web site, and the keys/LEDs now act as you've described. Yet to
see if the actual keyboard works yet though!

I guess that firmware updates are actually written to EEPROM via the
keyboard data return by the config program, and the program burned into
the PIC jumps to that to run the update file - I can't see this working
any other way!
--

Cheers

Derryck

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ http://ccc.atari.org /

6515. ANNOUNCE: The Spacewalker's Christmas Intro#1.

Newsgroup: comp.sys.atari.st
Date: 2004-12-20 19:44:52 UTC
From: so_o2@mailcity.com
Message-ID: <cc04f4cf.0412201144.587d28c6@posting.google.com>
Source record: 15410

```
THE BEASTS CREW proudly present:

The Spacewalker Intro #1
========================

.--------------------,
| . . * . |
| happy . . |
| * Christmas! |
|. . n * . |
| /|\ . * . |
| * /|||\ . |
| /|||||\. <> .|
|. |=====|\ <<>> |
| |===#=| | .<<<>>> |
|,,|=====|,|,,,,||,,,|
|Merry Christmas! TBC|
'--------------------'

http://so_o2.tripod.com/TS1-STbin-20041220.zip

Visit The Beasts homepage:
so_o2.tripod.com/tbc.html
```

6516. Re: Dongles and Emulators

Newsgroup: comp.sys.atari.st
Date: 2004-12-20 20:56:16 UTC
From: "P.Ness" <hip@hop.com>
Message-ID: <41c7742f@news.greennet.net>
Source record: 15411

hang your head in shame

"smeg" <smeg_007@hotmail.com> wrote in message
news:4aa4f5cb.0412200449.10bb960f@posting.google.com...
> Paul,
>
> I think its simpler just to find a cracked copy. Problem solved.
>
> Coda.

6517. Getting TOS 2.06 onto ROM chips

Newsgroup: comp.sys.atari.st
Date: 2004-12-20 21:56:19 UTC
From: Bill Glaholt <toothy@glaholt300.coldwinterknights.net>
Message-ID: <7UHxd.18333$v81.16589@fe06.lga>
Source record: 15412

Good Holidays, all.

I would like to know the answers to a few questions, if possible.

1) I know it's obviously possible to burn TOS 2.06 onto (E)EPROMS, but what is the legality of said any more? I.E., is it in the public domain nowadays?
2) If it's legal, is there a website that might direct me towards the process of doing so? I have no problem unsoldering and soldering.

I have an version Atari 1040 STe, with the TOS ROMs soldered down.

Second, if it's not legal to burn a copy of it, from whom might I purchase said ROMs?

Many thanks in advance.

6518. Re: Getting TOS 2.06 onto ROM chips

Newsgroup: comp.sys.atari.st
Date: 2004-12-20 21:57:45 UTC
From: "P.Ness" <hip@hop.com>
Message-ID: <41c78298@news.greennet.net>
Source record: 15413

If you go ahead with this you will be tracked down and probably be
imprisoned for several years, a friend of mine was arrested on a remote
beach in Bali at 4.00 am by a crack swat squad employed by the holders of
the TOS 2.06 copyright!!

BE WARNED!!!!!

"Bill Glaholt" <toothy@glaholt300.coldwinterknights.net> wrote in message
news:7UHxd.18333$v81.16589@fe06.lga...
> Good Holidays, all.
>
>
> I would like to know the answers to a few questions, if possible.
>
> 1) I know it's obviously possible to burn TOS 2.06 onto (E)EPROMS, but
> what is the legality of said any more? I.E., is it in the public
domain
> nowadays?
> 2) If it's legal, is there a website that might direct me towards the
> process of doing so? I have no problem unsoldering and soldering.
>
> I have an version Atari 1040 STe, with the TOS ROMs soldered down.
>
> Second, if it's not legal to burn a copy of it, from whom might I purchase
> said ROMs?
>
> Many thanks in advance.

6519. Re: It seems a Centscreen error, but...

Newsgroup: comp.sys.atari.st
Date: 2004-12-20 22:02:39 UTC
From: Paolo <paolo@nospam.nospam>
Message-ID: <32p0g2F3piqboU1@individual.net>
Source record: 15415

On 17-Dec-2004, sf0218@aol.com (SF0218) wrote:

> I'm not having any problems (yet) transferring files from the scsi cd
> drive to
> the ide hard drive.

Hi, Sam.
My problem is in the other direction: from SCSI ZIP drive to IDE HD is OK in any resolution.
In writing TO SCSI ZIP drive, it locks almost immediately.
I made another check, and discovered that I can still use Centscreen, BUT in a more 'standard' resolution, so I am forced to go from 800x608 to 640x480 if I want to write to SCSI.

In the meanwhile, I discovered that my Falcon has got that classic hardware patch with wires soldered in place of some missing resistors. I didn't enquiry enough, but it seems it is the one described in Rudolpe's documentation, and it needs to be changed. (maybe I found what to do during Christmas vacations).

It is incredible how it is absolutely OK from SCSI to IDE and absolutely faulty from IDE to SCSI...

6520. Getting TOS 2.06 onto ROM chips

Newsgroup: comp.sys.atari.st
Date: 2004-12-20 22:12:14 UTC
From: Bill Glaholt <toothy@glaholt300.coldwinterknights.net>
Message-ID: <27Ixd.18375$3h1.9981@fe06.lga>
Source record: 15414

Holy.....!

Good think I'm not going to Bali!! I hear not many people travel to
Iceland this time of year.. mebbe a good hideout...

:)

6521. Re: Atari ST STuff for Free

Newsgroup: comp.sys.atari.st
Date: 2004-12-20 22:21:56 UTC
From: "Brian J. Roland" <bjr@localink4.com>
Message-ID: <1103581316.723581.247010@z14g2000cwz.googlegroups.com>
Source record: 15416

Are you in North America?
I ask because it's a big difference in shipping if no.
Pretty sure I'd like to take the whole box!
Nope, I'm no reseller...I have a class room/museum full of ST, Amiga,
and Classic Mac machines.
Quite a few items in there I could use.

Email me please?
Brian

6522. [ANN] Crésus 1.0

Newsgroup: comp.sys.atari.st
Date: 2004-12-20 23:36:04 UTC
From: Pierre TON-THAT <geek@atarians.com>
Message-ID: <41c761e4$0$29526$7a628cd7@news.club-internet.fr>
Source record: 15417

Bonjour :)

Crï¿½sus is a banks accounts manager, now in 1.0 version. Registration is
permited now. You can download it on my homepage or direclty in the
folder http://rajah.atari.org/files/ -> cresus10_uk.zip (and
cresus_zip.zip if you have a 060 CPU)

New features in this 1.0:
- bugfix: crash at start if NVDI or compatible GDOS was missing.
+ archiving: ZIP.TTP is managed instead of ZIPJR.TTP (060 incompatible)
+ free RAM displayed, it's possible to show an alert if its amount
is critical.
+ balances if filtering activated (at the window bottom)
+ the filters set can be saved and reloaded (indicate the path folder
containing the *.CDF files).
+ in the transaction editing window, and buttons to go to the
previous/next transaction (was already there when selecting
several transactions in the same time).
+ adds in this documentation

Voilï¿½ :)

-- Pierre TONTHAT - Rajah Lone / Renaissance
http://rajah.atari.org

6523. Re: Getting TOS 2.06 onto ROM chips

Newsgroup: comp.sys.atari.st
Date: 2004-12-20 23:47:41 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0412210040140.1114@feanor.schunter.etc.tu-bs.de>
Source record: 15418

Hello, Bill!

BG> Second, if it's not legal to burn a copy of it, from whom might I
BG> purchase said ROMs?

Not that cheap, but legal:

<http://www.best-electronics-ca.com/custom-i.htm>

Or look for someone who sells a ST that already has an upgraded TOS in it
(online auctins or such...), that will probably be way cheaper.

Regards,

Alexander

6524. Re: powering CT60 on and off

Newsgroup: comp.sys.atari.st
Date: 2004-12-20 23:59:50 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <cq7p1m$2av$1@hercules.btinternet.com>
Source record: 15419

Why its...

"Barrie at Keychange"

> I don't need excuses for someone, (you) who advocates using cracked
> software, says it all really.

> Next...

Have you invited your wife along to join in or will he creep in with his
tweezers to hold your knob without invitation.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

6525. Re: Music Studio SNG files to MIDI

Newsgroup: comp.sys.atari.st
Date: 2004-12-21 05:37:02 UTC
From: charles copp <charles.copp@sympatico.ca>
Message-ID: <_DOxd.9176$Z%3.418037@news20.bellglobal.com>
Source record: 15421

hello i've discovered a program called" midi music maker" which plays and converts many different forms of song files.
i believe there are two versions of this prgm..#1 and #2,
both seem to work perfectily.
contact me at... charles.copp@sympatico.ca

6526. Re: Atari ST STuff for Free

Newsgroup: comp.sys.atari.st
Date: 2004-12-21 05:46:22 UTC
From: charles copp <charles.copp@sympatico.ca>
Message-ID: <JMOxd.9178$Z%3.419187@news20.bellglobal.com>
Source record: 15422

hello how are you , if i could arrange postal/shipping confirmation with
you , i'd like " CLab Notator Alpha"
my email address is
charles.copp@sympatico.ca

>
> I do have a bit more, but I'll have to look through my old disks to figure
> out just what's there. I can make no guarantees on this stuff. Disks do
> degrade over time. It has something to do with the loss of magnetic
> strength due to natural radiation I'm told. Anyway, if you want to give
> some of this stuff a go let me know and we'll arrange to send it out.
>
> Hope you all have a good Christmas!
>
> Tom
> The Sermonator <><
>
>

6527. More Free Stuff

Newsgroup: comp.sys.atari.st
Date: 2004-12-21 05:49:55 UTC
From: The Sermonator <tcarman@cogeco.ca>
Message-ID: <bQOxd.2331$Wt5.404904@read2.cgocable.net>
Source record: 15437

OK folks, I have a few more things to add to my giveaway list.

* Motorola 68000 processor (Couldn't hurt to have a spare!)
* Glue Chip (I think that's what it is anyway. The number on it is C100109-001.)
* A TOS 1.400-03 chip. (Just one, I'm afraid. If memory serves me it was a two chip set.)
* Scan & Save (For Migraph Scanner. Don't forget I have one of those to giveaway too.)
* Merge-It (Also for the Migraph Scanner).

The following items have already gone:

* Label Master Elite
* AT Speed C16
* Mavis Beacon Teaches Typing
* Atari Mouse
* Joystick Extension cords
* AtariWorks
* SpiritWare Bible Concordance with NIV, Greek New Testament and KJV
* Diamond Edge Utilities ver. 2
* Diamond Back 3 (I do have one more copy of this available.)

Act fast if you want this stuff.

Tom Carman <><
"The Sermonator"

6528. Re: It seems a Centscreen error, but...

Newsgroup: comp.sys.atari.st
Date: 2004-12-21 06:13:50 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <CiOxd.7256$F6.1295175@news.siol.net>
Source record: 15420

Paolo wrote:

> In the meanwhile, I discovered that my Falcon has got that classic
> hardware patch with wires soldered in place of some missing resistors. I
> didn't enquiry enough, but it seems it is the one described in Rudolpe's
> documentation, and it needs to be changed. (maybe I found what to do
> during Christmas vacations).
>
> It is incredible how it is absolutely OK from SCSI to IDE and absolutely
> faulty from IDE to SCSI...

There is nothing to do except new clock patch (in some cases standard ones, built in by atari or sellers is not good, esp on rev J motherboards, i have 2 of those) or Centurbo's patch. Both of my "unfixable" clock probs on revJ were fixed when installed CT2. Problem gone 100% away. I had exactly same problems as you, writing to HDD under expanded res. 1024*560 in 16c was kinda okay, RARE probs, but any higher res as 640*480 in 256c or expanded TC res were non working. Well after all, Falcon does work perfectly within specs provided by Atari, when we mess with those, probs arise ;) Talk with Rodolphe about bus/etc acc and sdma clock fix...

Janez

6529. Re: Yeayyyy!!!

Newsgroup: comp.sys.atari.st
Date: 2004-12-21 06:39:58 UTC
From: nick@1632systems.co.uk
Message-ID: <cq8gftdmg1@thorium.cix.co.uk>
Source record: 15423

well done, I hope to do the same over xmas..... wife allowing...

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

6530. Rehouse Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-12-21 06:42:05 UTC
From: nick@1632systems.co.uk
Message-ID: <cq8gjsdng1@thorium.cix.co.uk>
Source record: 15424

Basically the message says it all, now I have a CT60 (as yet unfitted) I want to rehouse it...

Preferably a desktop case solution rather than a mini tower solution...

Ayyone got any ideas

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

6531. Re: ST emulator under XP?

Newsgroup: comp.sys.atari.st
Date: 2004-12-21 07:34:08 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <41c7d1ef@news.alphalink.com.au>
Source record: 15425

"Martin Tarenskeen" <nospam@zonnet.nl> wrote in message
news:Pine.LNX.4.61.0412191302270.2042@localhost.localdomain...
> On Sun, 19 Dec 2004, Francois LE COAT wrote:
>
>> Hi !
>>
>> MG wrote:
>>> Used to use Pacifist on old 166MMX laptop with W98 . Now got a
>>> Thinkpad T23 at 1.3Ghz and XP and the older Pacifist setup won't run.
>>> So, what is the best emulator for the faster setup please and where to
>>> locate it?
>>
>> http://aranym.atari.org is the best ... Depending on what you want to
>> do with your ATARI box ... Would you mind a Falcon 060 on your system ?
>>
>
> Yes, Aranym is great. I'm using it all the time. But for older ST games
> and MIDI software maybe STeem is the first choice. You should be able to
> find the STeem site with a little googling. Or maybe there is a STeem user
> reading this group who can tell us more.
>
> --
>
> Martin Tarenskeen

I can't get it to acess my HD...during config etc, it will go to my HD but
not from the ST screen..what am I doing wrong ?

gra
>

6532. Re: It seems a Centscreen error, but...

Newsgroup: comp.sys.atari.st
Date: 2004-12-21 07:35:55 UTC
From: Mark D <mducksub@notspamatari-source.com>
Message-ID: <pan.2004.12.21.07.35.55.773042@notspamatari-source.com>
Source record: 15426

On Fri, 17 Dec 2004 21:16:27 +0000, Paolo wrote:

>
> On 17-Dec-2004, Mark D <mducksub@nosspamatari-source.com> wrote:
>
>> Crappy ST-ram card or more likely you need a clock buffer modification
>> installed if you are using a solderless installation.
>
> Well, the ST-ramcard is brand new from PBS, so maybe I shall look into the
> clock issue.
>
> However, after having a look at hardware patches needed, I can also say that
> I can live without Centscreen, if needed, since I am awaiting the SuperVidel
> card, so I know that one day I'll have lots of truecoloured pixels to count
> on :-)

Living without centscreen is the path I chose. My SCSI data integrity is
far too important to trifle with.

Thanks,
Mark
http://portal.atari-source.com

6533. Re: Classic Computers 2005 Wall Calendar

Newsgroup: comp.sys.atari.st
Date: 2004-12-21 07:39:17 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <41c7d324$1@news.alphalink.com.au>
Source record: 15427

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:cq1jnl$bo5$1@sparta.btinternet.com...
> Hi Andrew
>
> Nice one!!
>
> Puter-porn
>
>> Please forgive me if this is seen as spam or if you've seen this before,
>> but I thought people here would be interested.
>>
>> I have printed and produced some classic computer wall calendars for
>> 2005. You can see it and purchase one online here:
>>
>> http://www.digicraft.com.au/calendars
>>
>> The calendar features the Atari 1040 STf.
>>
>> Let me know what you think. :)

this is excellent...better than some of the dross they calenders these days

gra
>
>
> --
>
>
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
>
>
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

6534. Re: How to find out TOS ROM version in 1040STf ?

Newsgroup: comp.sys.atari.st
Date: 2004-12-21 10:00:51 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <nvSxd.413$zu.64@newsfe6-win.ntli.net>
Source record: 15428

Hello.

"MStepansky" <mstepansky@aol.com> wrote in message
news:20041206022537.07211.00001474@mb-m10.aol.com...

> In the past, one of the ebay seller asked me about his 1040STf: and
derivatives.

Simply use desktop info and check the copyright date.

Up to 1985 is TOS 1.00 Yuk.

Up to '87 is TOS 1.02 A bit better.

Up to '89 is TOS 1.04

This TOS will allow cntl-alt-delete to perform a reset.

STE has 1.06 or 1.62.

Up to '91 is either 2.05 or 2.06. Mega STE

2.06 has the Fuji logo in the top left corner.

Sysinfo or Check ST will give more info, memory etc.

6535. Dongles and Emulators

Newsgroup: comp.sys.atari.st
Date: 2004-12-21 13:04:37 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0412210504.1c40e9df@posting.google.com>
Source record: 15429

Well for a start, I use Cubase Audio Falcon, I OWN an original copy
but I use a crack because I dont want to have to rely on a dongle, for
the same reason as you stated earlier. Dongles fail, and machines
fail. As I OWN CAF then whats the problem, its never crashed on me
either.

Paul wrote:
Problem not solved ! I have yet to hear of a cracked copy that is
stable. I have no interest in spending hours working on a piece of
software that is sure to let me down - beside which, it just happens
to
be illegal.

Cheers

Paul

6536. Dongles and Emulators

Newsgroup: comp.sys.atari.st
Date: 2004-12-21 13:06:01 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0412210506.69d1fe61@posting.google.com>
Source record: 15430

You mean "Oh dear I wasnt quick enough to offer him something for sale"...

Bazza the Spazza wrote:
Oh dear, oh dear....

6537. Dongles and Emulators

Newsgroup: comp.sys.atari.st
Date: 2004-12-21 13:06:43 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0412210506.606cabb0@posting.google.com>
Source record: 15431

Why should I P.Ness breath?

6538. powering CT60 on and off

Newsgroup: comp.sys.atari.st
Date: 2004-12-21 13:19:25 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0412210519.390fc7c3@posting.google.com>
Source record: 15432

No mention of metalwork was made, all you said that I needed to raise the motherboard a bit, thats all. You DONT COMMUNICATE, and when you are asked you ignore the question or just start insulting the buyer. How about the fact that the brackets that are welded in for the CD/Floppy drives dont actually fit properly? I had to bend them apart at a stupid angle in order to get the drive in, and it still buckles the top lid of the drive...

Im going to be posting the pics you sent me, plus pics of my rehoused falcon on my website so everyone can see the truth, though I am NOT going start running a support group for keychange 'victims', there are probably plenty around.

Coda.

Bazza the Spazza wrote:
> I did plenty of metalwork on it actually.

Just as you were told!

> and the sharp edges on this thing were dangerous, until I took a file to it.

Maybe it's you with a file that's dangerous.....

> It's not so much the case that's crap

Exactly, the case ain't crap, you are!.

> lack of service?

You get what you pay for, cheapskate bare case buyer.

> known for answering emails?

Certainly do answer emails when necessary.

> the tailor in 'Mr Ben'.

That's your level is it?

> You have no excuse.

I don't need excuses for someone, (you) who advocates using cracked software, says it all really.

Next...

Barrie at Keychange.

6539. Re: Rehouse Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-12-21 13:58:02 UTC
From: sf0218@aol.com
Message-ID: <20041221085802.11861.00002141@mb-m16.aol.com>
Source record: 15433

Hi Nick,

If I were you I'd go with a tower case. The reason being, you're gonna need a large case anyway so which would you rather have....a large tower case or a rather large desktop case?

The choice is yours after all, but I just thought I'd point that out.

Have a Merry Christmas and a most Happy New Year!!!!!!!!!! :)

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd,MiNT+XaAES

6540. Re: Rehouse Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-12-21 14:16:01 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.21.14.16.01.173806@darkforce.ky.org>
Source record: 15434

On Tue, 21 Dec 2004 06:42:05 +0000, nick wrote:

> Basically the message says it all, now I have a CT60 (as yet unfitted) I
> want to rehouse it...
>
> Preferably a desktop case solution rather than a mini tower solution...
>
>
> Ayyone got any ideas

The Wizztronics rack case is awesome, but a bit pricy.

6541. Re: Dongles and Emulators

Newsgroup: comp.sys.atari.st
Date: 2004-12-21 15:08:49 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-B339E8.15093421122004@newsfe5-win.server.ntli.net>
Source record: 15435

In article <4aa4f5cb.0412210506.606cabb0@posting.google.com>,
smeg_007@hotmail.com (smeg) wrote:

> Why should I P.Ness breath?

You mean "breathe" :-)

--

Derryck

/ DDP Translations /
/ http://ddp.atari.org /

6542. Re: powering CT60 on and off

Newsgroup: comp.sys.atari.st
Date: 2004-12-21 15:27:17 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <phXxd.1183$zu.973@newsfe6-win.ntli.net>
Source record: 15436

Hooray!!!!

"smeg" <smeg_007@hotmail.com> wrote in message
news:4aa4f5cb.0412210519.390fc7c3@posting.google.com...
> No mention

snip....

At last, a new (r) soul mate for sweetiepie.

If you want to continue this harangue start a new topic so those seriously
interested in the Atari don't have to waste time with you.

It will be interesting to see what sort of mess you've made of my case,
please use a good camera.

> DONT COMMUNICATE ??????

You asked one question, about the long screwdriver. The answer was obvious.

> just start insulting the buyer.

You call my products, you call ME, you get back what you throw.

> How about the fact that the brackets that are welded in for the
> CD/Floppy drives don't actually fit properly?

No one else has had that problem, you should have returned the lid, was that
too difficult to think of?

> I'm going to be posting the pics you sent me,

You have my permission.....NPIBP....

> plus pics of my rehoused falcon on my website so everyone can see the
truth, though I am NOT
> going start running a support group for keychange 'victims', there are
> probably plenty around.

You're the first whinger for a long time, makes a change.

Pity about the personal insults, still, sweetie pie can contagious!!!

Next..2

6543. Re: Rehouse Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-12-21 17:56:57 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <PBYxd.7266$F6.1295089@news.siol.net>
Source record: 15438

SF0218 wrote:

> If I were you I'd go with a tower case. The reason being, you're gonna
> need a large case anyway so which would you rather have....a large tower
> case or a rather large desktop case?

Why larger desktop case? I have CT60 in MKX case and CT2 in MegaSTE case.
Desktop cases can have other devices above motherboard, so they don't need
to be that large as tower cases..

6544. Re: Getting TOS 2.06 onto ROM chips

Newsgroup: comp.sys.atari.st
Date: 2004-12-21 20:42:18 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <41c889f8$0$21083$626a14ce@news.free.fr>
Source record: 15439

> Hello, Bill!
>
> BG> Second, if it's not legal to burn a copy of it, from whom might I
> BG> purchase said ROMs?
>
> Not that cheap, but legal:
>
> <http://www.best-electronics-ca.com/custom-i.htm>

I would be tempted to replace "not that cheap" by "insanely expensive".

I have two MSTE with TOS 2.05, and if it was a decent price I would be more
than happy to replace them with a french 2.06 TOS.
But $70 for each TOS is purely theft for me.

Dbug

6545. Re: Rehouse Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-12-21 22:05:23 UTC
From: nick@1632systems.co.uk
Message-ID: <cqa6n3$7lh$1@thorium.cix.co.uk>
Source record: 15440

valid point, but as I lost my computer room to the new nursery I am a little short on floor space...

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

6546. Re: Rehouse Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-12-21 22:06:48 UTC
From: nick@1632systems.co.uk
Message-ID: <cqa6pn$7lu$1@thorium.cix.co.uk>
Source record: 15441

my thoughts exactly.... my Falcon, then my TT on top of that both linked through my hub to my cable modem and PC server.... (at least I can dream)

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

6547. Re: Rehouse Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-12-21 22:07:18 UTC
From: nick@1632systems.co.uk
Message-ID: <cqa6ql$7m0$1@thorium.cix.co.uk>
Source record: 15442

Wizztronics... forgot about them... good idea

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

6548. Re: MyAES

Newsgroup: comp.sys.atari.st
Date: 2004-12-21 23:41:42 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <cqacbm$9s4$1@thorium.cix.co.uk>
Source record: 15443

In message <pan.2004.12.17.15.49.59.481927@darkforce.ky.org>, darklord@darkforce.ky.org said:

>Did they ever fix Kobold for use with Mint? At one time, if I remember
>correctly, you weren't supposed to use it with anything but 8+3 filename
>systems/setups. Or is my memory faulty? :-)

You are partly right. Actually Kobold V3.5 handles LFNs, although it switches to GEMDOS mode for LFN-enabled partitions, which greatly slows it down (since after copying every file the corresponding directory entry is written, so you do not get the normal Kobold speed advantage gained by reading/writing in much larger chunks and writing the directory entries as a batch).

However, V3.5 is only available in German - there never was an official English version as System Solutions were expecting a V4 from Kaktus/ASH which never appeared AFAIK. I have in fact translated V3.51 for my own purposes, and if anyone can send me proof of purchase of a German version V3.5 I could mail the translation to them (though it would, or course, have my registration details).

Regards, /Peter/

6549. Re: FS: Ethernec...+ Picture Link

Newsgroup: comp.sys.atari.st
Date: 2004-12-22 09:23:25 UTC
From: Egon Spengler <egon@the.lab>
Message-ID: <PeidnYdUHcKIoFTcRVnyhA@eclipse.net.uk>
Source record: 15444

Hi,

Anyone in the UK got an Ethernec board for sale?

Egon

6550. 13 pin jack socket -info/specs needed

Newsgroup: comp.sys.atari.st
Date: 2004-12-22 10:15:20 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <41c9490d$1@news.broadpark.no>
Source record: 15445

Anyone have any information about the 13 pin DIN socket which is used
for the Atari ST's video signal?

I'm working on a circuit board and would like to know the pin spacing
and all of that stuff in order to set up the circuit traces etc.
Does anyone know which manufacturer is behind this connector? I've
searched the web to no avail.

The same goes for the (40 pin?) cartridge connector. It might be a
custom made connector just for the Atari ST however....

--
Hallvard

6551. Re: Getting TOS 2.06 onto ROM chips

Newsgroup: comp.sys.atari.st
Date: 2004-12-22 12:49:18 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.58.0412221344320.567@feanor.schunter.etc.tu-bs.de>
Source record: 15446

Hi, Mickael!

MP> I would be tempted to replace "not that cheap" by "insanely
MP> expensive".

Well, you're right :-(

But it's the only source for new TOS-chips that I know.

Maybe one could ask for an update (send back the old TOS-ROMs) for a
reduced price?

Or just hope to find somebody who offers a ST with the appropriate TOS
version.

Regards,

Alexander

6552. Getting TOS 2.06 onto ROM chips

Newsgroup: comp.sys.atari.st
Date: 2004-12-22 13:25:59 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0412220525.3625976c@posting.google.com>
Source record: 15447

Bullshit. (You dont have any friends).

P.Ness wrote:

If you go ahead with this you will be tracked down and probably be
imprisoned for several years, a friend of mine was arrested on a remote
beach in Bali at 4.00 am by a crack swat squad employed by the holders of
the TOS 2.06 copyright!!

BE WARNED!!!!!

6553. Re: Getting TOS 2.06 onto ROM chips

Newsgroup: comp.sys.atari.st
Date: 2004-12-22 13:30:20 UTC
From: "Brian J. Roland" <bjr@localink4.com>
Message-ID: <1103722220.658948.44220@f14g2000cwb.googlegroups.com>
Source record: 15448

I thought it was more like $70 for the pair....
I'd be willing to bet someplace on Earth has a set for a reasonable price. I don't know what blank chips would cost ya, nor do I know how much time/effort is involved in burning a set. All told...it's likely not much cheaper in the grand scheme of things unless you happen to have these things laying around on your own workbench...already paid for, etc.

What is new or buggy in the 2.05 ROMS vs 2.06? Somethin' the AUTO patches don't fix?

I'm not sure what the letter of the law would be reguarding TOS 2.06. Seeing as you own a lisence to a TOS and it's only a bug-fix update to the OS that came with your machine, etc... I really don't see an ethical problem with burning a set of your own.

The 'cost' of an upgrade that small, back in the day...was more for the cmos chips and the installation (if it was a dealer install). Hardly a lisence issue in such an iffy book. Especially if Atari had issued Auto folder patches for the buggy TOS....in essence, upgrading it to 2.06. Atari's 'fix' to a screw up was a few patches on floppies to the dealers...or you change chips out of your own pocket? Yeah right.....
Any other industry in the world would have been forced to 'recall' the product and FIX IT right.
The catch is, do ya know anyone with a burner?

Brian

6554. Marpet Xtra RAM 8 Drivers

Newsgroup: comp.sys.atari.st
Date: 2004-12-22 13:55:20 UTC
From: "Brian J. Roland" <bjr@localink4.com>
Message-ID: <1103723720.374445.12230@c13g2000cwb.googlegroups.com>
Source record: 15349

I'm looking for alternate or updated drivers for this board.
I have version 1 as shipped with the thing.

I'd sure like to find a better driver. Anyone know how to find Jim
Allen?

Maybe someone that's good with this kind of thing would hack out a
quick and dirty driver? I'm assuming all it needs to do is tell TOS
2.06 the memory is there, and wherebouts.

I have one of these Xtra RAM boards in a Mega ST 4 that's been upgraded
with a Wizztronics Compatability Plus TOS 2.06 kit.

The drivers that I have for the Marpet board do a slew of unecissary
things at boot to prevent allow older hard-disk drivers to work without
mucking things up, and ultimately render the board useless with some
later generation software. I.E. NeoDesk 4, which is alt-RAM aware via
the specs. Here's a clip from a thread I found on the topic:

<quote>
>I know at least one person, Jim Allen from FAST Technologies, >wrote
another driver for it. I'm pretty sure this worked with >NeoDesk (and
Geneva).

>You might try asking around to see if anyone still has this >version,
or if there was ever a generic program written. There's >really very
little that a program like this has to do, so I >wouldn't be surprised
if someone had.
<unquote>

Brian

6555. Re: Dongles and Emulators

Newsgroup: comp.sys.atari.st
Date: 2004-12-22 14:08:59 UTC
From: "Brian J. Roland" <bjr@localink4.com>
Message-ID: <1103724539.201755.193740@f14g2000cwb.googlegroups.com>
Source record: 15350

Is finding a Crack that simple?
Email me...

I have 3 full versions of CAF w/dongles and CAC, legal with manuals here. Got an SMP 24, FDI, FA8, the works. Also registered PC versions. These people have gotten a substantial chunck of my money and likely will again in the future. None the less...

I'd love to get my hands on a reliable crack.

Why? Because I'm sick of power down-dongle swap and reboot! Yeah, I have a dongle switcher too, but it don't work with a CT2b....some things change about the cartridge port in turbo mode. Dongle Keys work fine so far, but stuff like eNEC teamed up with a cartright don't!
Thanks,
Brian

6556. Logic Audio Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-12-22 14:21:27 UTC
From: "Brian J. Roland" <bjr@localink4.com>
Message-ID: <1103725287.954733.119820@c13g2000cwb.googlegroups.com>
Source record: 15351

I'm looking for this. I understand it exists but in various alpha and
beta versions and never was 'sold'.

Is it useable and where can I find it?

I do have the Logic/Notator Sequencer Kit with Log 3 and Unitor II.
Thanks,
Brian

6557. Re: Dongles and Emulators

Newsgroup: comp.sys.atari.st
Date: 2004-12-22 14:41:53 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-DDF68C.14410822122004@newsfe2-win.server.ntli.net>
Source record: 15352

In article <1103724539.201755.193740@f14g2000cwb.googlegroups.com>,
"Brian J. Roland" <bjr@localink4.com> wrote:

> Why? Because I'm sick of power down-dongle swap and reboot! Yeah, I
> have a dongle switcher too, but it don't work with a CT2b....some
> things change about the cartridge port in turbo mode. Dongle Keys work
> fine so far, but stuff like eNEC teamed up with a cartright don't!

I heard about switching the CPU cache off being a fix for some ROM-port
scanners, might be worth a try. One of the CPXs in the CT2 distribution
does this IIRC.

--

Derryck

/ DDP Translations /
/ http://ddp.atari.org /

6558. Re: Rehouse Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-12-22 14:46:52 UTC
From: ebay <ebay_v@o2.pl>
Message-ID: <BDEF476C.AE57%ebay_v@o2.pl>
Source record: 15353

> Basically the message says it all, now I have a CT60 (as yet unfitted) I
> want to rehouse it...
>
> Preferably a desktop case solution rather than a mini tower solution...
>
>
> Ayyone got any ideas

YES!

Make new ORIGINAL Desktop Case for all falcons and for extended falcons like
CT60.

I think that Desktop Case is best for falcon and not oridynary ATX tower.

So if you interesting maybe we can design some in 3D program and then if
everybody agree made some protos and... we heve new case for us all :)

greetz
pawel kaznowski

6559. eNEA: Ethernet via ST DMA?

Newsgroup: comp.sys.atari.st
Date: 2004-12-22 15:35:59 UTC
From: "Brian J. Roland" <bjr@localink4.com>
Message-ID: <1103729759.189617.220560@z14g2000cwz.googlegroups.com>
Source record: 15355

I have an eNEC and it's great!

I Also run a Dynaport SCSI-Ethernet box on the Falcon (still wish there were mint/magic-net drivers for it :/)

I run dongles out my ears it seems...so the eNEC is a bit of a pain with the ST machines. Another atari ethernet adaptor is the cards for me...think I'd really like the eNEA DMA port version if there's anyone still building them.

Info please?

Thanks,
Brian

6560. Re: Rehouse Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-12-22 15:39:35 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.22.15.39.34.796715@darkforce.ky.org>
Source record: 15354

On Tue, 21 Dec 2004 22:07:18 +0000, nick wrote:

> Wizztronics... forgot about them... good idea

Best hurry though - last time I talked to them, they had about 17 units
left. They told me that when those were gone, that was it. :-(

6561. Re: Getting TOS 2.06 onto ROM chips

Newsgroup: comp.sys.atari.st
Date: 2004-12-22 15:58:09 UTC
From: Bill Glaholt <toothy@glaholt300.coldwinterknights.net>
Message-ID: <lQgyd.22689$CW.2952@fe06.lga>
Source record: 15356

Brian J. Roland <bjr@localink4.com> wrote:
> The catch is, do ya know anyone with a burner?
Aye, the local electronics hobby shop has a burner that they let the
public use, especially customers that buy their eeproms. <:)

So, yeah, I'm leaning in that direction, although after spending the time,
gas, and effort to actually do the burning, it may be cheaper in the long
run to just buy them. Or, as others have suggested, look through the ebay
and other for-sale listings and see if I can't find an STE somewhere that
is upgraded to 2.06

Thanks, all for the help and suggestions.

6562. Re: Getting TOS 2.06 onto ROM chips

Newsgroup: comp.sys.atari.st
Date: 2004-12-22 16:20:34 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <m9hyd.1377$0k6.931@newsfe1-win.ntli.net>
Source record: 15357

Hello.

"Bill Glaholt" <toothy@glaholt300.coldwinterknights.net> wrote in message
news:lQgyd.22689$CW.2952@fe06.lga...
> Brian J. Roland <bjr@localink4.com> wrote:

> Or, as others have suggested, look through the ebay
> and other for-sale listings and see if I can't find an STE somewhere that
> is upgraded to 2.06

How many do you want?

6563. Re: Getting TOS 2.06 onto ROM chips

Newsgroup: comp.sys.atari.st
Date: 2004-12-22 17:30:15 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <cqcav7$ng5$1@titan.btinternet.com>
Source record: 15358

Hi there

"Barrie at Keychange"

>> Or, as others have suggested, look through the ebay
>> and other for-sale listings and see if I can't find an STE somewhere that
>> is upgraded to 2.06
>
> How many do you want?

Bearing in mind Barry doesn't hold a license to distribute TOS.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

6564. Re: 25% off Atari Xmas Sales!

Newsgroup: comp.sys.atari.st
Date: 2004-12-22 17:30:16 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <cqcav8$ng5$2@titan.btinternet.com>
Source record: 15359
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Why its

"B. S. Computers" atari@araseholenet.com

> I'm Celebrating with a Christmas/Holiday Seasons Sale! I'm offering a 25%

To save you spamming again in the new year should we just assume youre going
to have a 25% off sale, its my birthday in March, 50% would be nice.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

6565. Re: Dongles and Emulators

Newsgroup: comp.sys.atari.st
Date: 2004-12-22 17:34:55 UTC
From: "P.Ness" <hip@hop.com>
Message-ID: <41c9e7fc@news.greennet.net>
Source record: 15360

Titter!!

"Derryck Croker" <derryck@cix.co.uk.invalid> wrote in message
news:derryck-B339E8.15093421122004@newsfe5-win.server.ntli.net...
> In article <4aa4f5cb.0412210506.606cabb0@posting.google.com>,
> smeg_007@hotmail.com (smeg) wrote:
>
> > Why should I P.Ness breath?
>
> You mean "breathe" :-)
>
> --
>
> Derryck
>
> / DDP Translations /
> / http://ddp.atari.org /

6566. Re: Getting TOS 2.06 onto ROM chips

Newsgroup: comp.sys.atari.st
Date: 2004-12-22 18:20:02 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <mViyd.98$k37.69@newsfe6-win.ntli.net>
Source record: 15361

Hello.

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:cqcav7$ng5$1@titan.btinternet.com...
> Hi there
>

> > How many do you want?
>
> Bearing in mind Barrie doesn't hold a license to distribute TOS.

Don't stop me selling STEs with TOS 2.06 fitted, pillock.

6567. Re: Rehouse Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-12-22 19:14:41 UTC
From: "James W. Krych" <james.krych@us.army.mil>
Message-ID: <UIWdnehYdO8CWITcRVn-3Q@adelphia.com>
Source record: 15362

Have a very Happy Christmas Nick!

Jim

<nick@1632systems.co.uk> wrote in message
news:cq8gjsdng1@thorium.cix.co.uk...
> Basically the message says it all, now I have a CT60 (as yet unfitted) I
> want to rehouse it...
>
> Preferably a desktop case solution rather than a mini tower solution...
>
>
> Ayyone got any ideas
>
> --
> Nick Harlow
> 16/32 Systems
> Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
> Web Site: http://www.1632systems.co.uk

6568. Demos from the ST

Newsgroup: comp.sys.atari.st
Date: 2004-12-22 20:34:53 UTC
From: sf0218@aol.com
Message-ID: <20041222153453.23249.00002581@mb-m03.aol.com>
Source record: 15363

Is there any way to play the nice demos from the ST (Snowman, California Raisins, Cat, etc.) on the Falcon/CT60?

Thanks

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd,MiNT+XaAES

6569. Re: Demos from the ST

Newsgroup: comp.sys.atari.st
Date: 2004-12-22 22:39:22 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <10sjtso40280s60@corp.supernews.com>
Source record: 15364

Probably not, they were designed for a 030, not a 060...

Tim

"SF0218" <sf0218@aol.com> wrote in message
news:20041222153453.23249.00002581@mb-m03.aol.com...
> Is there any way to play the nice demos from the ST (Snowman, California
> Raisins, Cat, etc.) on the Falcon/CT60?
>
> Thanks
>
> Sam F.
> Virginia U.S.A.
> Atari Computer Nut
> C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd,MiNT+XaAES
>
>

6570. Re: Demos from the ST

Newsgroup: comp.sys.atari.st
Date: 2004-12-23 00:22:36 UTC
From: Andrew <aos+usenet122004@boom.net>
Message-ID: <41ca0fcc$0$611$a726171b@news.hal-pc.org>
Source record: 15365

Tim <tjlazer@nospam.mail.com> wrote:
> Probably not, they were designed for a 030, not a 060...

ITYM they were designed for a 000, not a 060.

Also, most of them expect certain pieces of hardware to be in specific locations, which they aren't even on a stock Falcon. You're more likely to get them to run on an emulator...which you may be able to run on your CT60. :)

-andrew

6571. EtherNEC Production

Newsgroup: comp.sys.atari.st
Date: 2004-12-23 02:17:42 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1103768257.7019db6d0daa804eb8c016909991b7f1@teranews>
Source record: 15366

Hi all,

I have 9 EtherNEC available for sale, ready to ship.

Thanks,
Rory McMahon
rorymcmahon@yahoo.com

6572. FDI 24 bit?

Newsgroup: comp.sys.atari.st
Date: 2004-12-23 04:16:41 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10skhl9apsd1576@corp.supernews.com>
Source record: 15367

I have read that there are 16 and 24 bit models of the FDI (Falcon Digital Interface by Steinberg). Does anyone know how I can determine what I have. I'd like to by a D/A converter to record audio into the FDI, but I want to make sure it will accept 24 bit.

TIA
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

6573. Re: Demos from the ST

Newsgroup: comp.sys.atari.st
Date: 2004-12-23 07:58:59 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <cqdtt4gtj1@atlantis.news.tpi.pl>
Source record: 15368

Andrew napisaďż˝(a):
> Tim <tjlazer@nospam.mail.com> wrote:
>
>>Probably not, they were designed for a 030, not a 060...
>
>
> ITYM they were designed for a 000, not a 060.
>
> Also, most of them expect certain pieces of hardware to be in specific
> locations, which they aren't even on a stock Falcon. You're more likely
> to get them to run on an emulator...which you may be able to run on your
> CT60. :)

Hm? What hardware ther is in ST that there isn't in stock Falcon?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

6574. Re: Demos from the ST

Newsgroup: comp.sys.atari.st
Date: 2004-12-23 08:17:01 UTC
From: Andrew <aos+usenet122004@boom.net>
Message-ID: <41ca7efd$0$611$a726171b@news.hal-pc.org>
Source record: 15369

Adam Klobukowski <atari@gabo.pl> wrote:
>> Also, most of them expect certain pieces of hardware to be in specific
>> locations, which they aren't even on a stock Falcon. You're more likely
>> to get them to run on an emulator...which you may be able to run on your
>> CT60. :)
>
> Hm? What hardware ther is in ST that there isn't in stock Falcon?

I didn't say the hardware wasn't there. I said it wasn't in the same
places.

-andrew

6575. Re: Demos from the ST

Newsgroup: comp.sys.atari.st
Date: 2004-12-23 08:51:54 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <cqe10b$6jv$1@atlantis.news.tpi.pl>
Source record: 15370

Andrew napisaďż˝(a):
> Adam Klobukowski <atari@gabo.pl> wrote:
>
>>>Also, most of them expect certain pieces of hardware to be in specific
>>>locations, which they aren't even on a stock Falcon. You're more likely
>>>to get them to run on an emulator...which you may be able to run on your
>>>CT60. :)
>>
>>Hm? What hardware ther is in ST that there isn't in stock Falcon?
>
>
> I didn't say the hardware wasn't there. I said it wasn't in the same
> places.

Ok, so what ST hardware have registers in diffrent places in Falcon and ST?

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

6576. Re: Demos from the ST

Newsgroup: comp.sys.atari.st
Date: 2004-12-23 09:07:23 UTC
From: Andrew <aos+usenet122004@boom.net>
Message-ID: <41ca8acb$0$611$a726171b@news.hal-pc.org>
Source record: 15371

Adam Klobukowski <atari@gabo.pl> wrote:
>>>Hm? What hardware ther is in ST that there isn't in stock Falcon?
>>
>>
>> I didn't say the hardware wasn't there. I said it wasn't in the same
>> places.
>
> Ok, so what ST hardware have registers in diffrent places in Falcon and ST?

Don't be a pedant. The point was that most ST demos will not run on a
Falcon.

-andrew

6577. Re: Demos from the ST

Newsgroup: comp.sys.atari.st
Date: 2004-12-23 09:20:54 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <cqe2t5$e5e$1@nemesis.news.tpi.pl>
Source record: 15372

Andrew napisaďż˝(a):
> Adam Klobukowski <atari@gabo.pl> wrote:
>
>>>>Hm? What hardware ther is in ST that there isn't in stock Falcon?
>>>
>>>
>>>I didn't say the hardware wasn't there. I said it wasn't in the same
>>>places.
>>
>>Ok, so what ST hardware have registers in diffrent places in Falcon and ST?
>
>
> Don't be a pedant. The point was that most ST demos will not run on a
> Falcon.

But no becouse of reason you pointed.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

6578. Re: Demos from the ST

Newsgroup: comp.sys.atari.st
Date: 2004-12-23 11:04:00 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <cqe8k2qdo1@ariadne.rz.tu-clausthal.de>
Source record: 15373

[many ST demos do not run on Falcon]

Well, I guess the following points apply:

* Falcon has a faster CPU with cache - means cycle exact routines on ST
will not run correctly (even if set to 8MHZ without cache the 030 will
be different from a stock m68k without cache)
* Falcon lacks some shadow registers (YM wise for example)
* although address compatible, I think, many ST registers are handled
different, e.q. means No real ST-style MMU between which will lead to
different effects when accessing them (on ST some lagg may occur which
won't be there on Falcon for eaxmple)

Sure the Falcon is compatible enough to run proper coded demos (see
modern releases!) but as soon as it gets too close to special ST tricks
below registerlevel (e.q. in the ST chips itself) it becomes different.

Most old demos were just coded too far beyond the official ST
specifications to be compatible with the officially compatible Falcon.
The Falcon is compatible as far as the official ST specs go - not as far
as the possibilities inside of the actual ST hardware.

cheers,
Matthias
--
Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
PGP-Key: http://www.asmsoftware.de/marndt.pgp ICQ: 40358321

6579. Re: Demos from the ST

Newsgroup: comp.sys.atari.st
Date: 2004-12-23 11:19:47 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <cqe9s1gar1@nemesis.news.tpi.pl>
Source record: 15374

Matthias Arndt napisaďż˝(a):
> * Falcon lacks some shadow registers (YM wise for example)

This can be eMMUlated ;)

Btw, there is one thing that STE has and Falcon does not have, anybody
guess? ;)

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

6580. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-12-23 12:10:33 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0412230406220.25592-100000@onyx.spiritone.com>
Source record: 15375
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6581. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-12-23 12:14:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0412230410400.25592-100000@onyx.spiritone.com>
Source record: 15376
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6582. Extended: 25% off Atari Xmas Sales!

Newsgroup: comp.sys.atari.st
Date: 2004-12-23 12:20:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0412230414410.25592-100000@onyx.spiritone.com>
Source record: 15378
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm extending the 25% off Holiday Discount til the end of December! I'm offering a 25% off the Top Discount on Games/Software, Hardware, Books & Accessories for the Classic Atari 8 Bit and Atari ST Computers Plus Games for the Jaguar Games Console! Questions? Call 24Hrs (503)256-9974! E-Mail Atari@aracnet.com and/or Get Catalogs at http://BensCatalogs.Atari.org Get Catalogs while it Lasts!If you dont buy today, I can't save you any Money!

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Details on Holiday Sales!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6583. FDI 24 bit?

Newsgroup: comp.sys.atari.st
Date: 2004-12-23 12:34:25 UTC
From: smeg_007@hotmail.com
Message-ID: <4aa4f5cb.0412230434.3c737e10@posting.google.com>
Source record: 15377

Joe,

There are two models, the green soundpool one and the red steinberg one. They are supposed to be identical but I heard that the soundpool ones were upgraded on a later production run for 24bit. There was a little kit that you could purchase some time ago to convert a 16bit model. I have the green soundpool model, and the serial number on the bottom starts "24---". Maybe a coincidence?

Coda.

Joseph wrote:
I have read that there are 16 and 24 bit models of the FDI (Falcon Digital Interface by Steinberg). Does anyone know how I can determine what I have. I'd like to by a D/A converter to record audio into the FDI, but I want to make sure it will accept 24 bit.

TIA
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

6584. Re: Demos from the ST

Newsgroup: comp.sys.atari.st
Date: 2004-12-23 15:31:20 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <cqeoc8fjk1@reader1.panix.com>
Source record: 15379

One guess. The STE has vertical and horizontal hardware scrolling.

Adam Klobukowski <atari@gabo.pl> writes:

: Matthias Arndt napisa(a):
: > * Falcon lacks some shadow registers (YM wise for example)

: This can be eMMUlated ;)

: Btw, there is one thing that STE has and Falcon does not have, anybody
: guess? ;)

: --
: Semper Fidelis

: Adam Klobukowski
: atari@gabo.pl

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

6585. Re: 13 pin jack socket -info/specs needed

Newsgroup: comp.sys.atari.st
Date: 2004-12-23 15:50:24 UTC
From: charles copp <charles.copp@sympatico.ca>
Message-ID: <0PByd.28698$GK5.1486986@news20.bellglobal.com>
Source record: 15380

yes hallavard i 've had to rely on this sometimes:
http://www.howell1964.freeserve.co.uk/Atari/ST/Atari_ST_Video.htm
it should serve some use to you .
good luck
charles.copp@sympatico.ca

6586. graffiti video genlock

Newsgroup: comp.sys.atari.st
Date: 2004-12-23 16:36:27 UTC
From: ebay <ebay_v@o2.pl>
Message-ID: <BDF0B29B.B5B8%ebay_v@o2.pl>
Source record: 15381

Hello

i own a TITAN DESIGN VIDEO GENLOCK for STE & FALCON.

But i dont have any software to run it!

Maybe somebody have same stuff?

any info?

greetz&merry xmas

vulgar
ct60

6587. Re: Rehouse Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-12-23 18:00:48 UTC
From: nick@1632systems.co.uk
Message-ID: <cqf14g$96m$1@thorium.cix.co.uk>
Source record: 15393

Merry Xmas Jim....

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

6588. Re: Demos from the ST

Newsgroup: comp.sys.atari.st
Date: 2004-12-23 18:01:26 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <8SCyd.7316$F6.1295810@news.siol.net>
Source record: 15382

Adam Klobukowski wrote:

> Hm? What hardware ther is in ST that there isn't in stock Falcon?

Hm, Shifter?

6589. Re: Rehouse Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-12-23 18:01:35 UTC
From: nick@1632systems.co.uk
Message-ID: <cqf15v$96s$1@thorium.cix.co.uk>
Source record: 15394

Actually thats not a bad idea... I will look into it...

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

6590. Re: Demos from the ST

Newsgroup: comp.sys.atari.st
Date: 2004-12-23 18:03:05 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <HTCyd.7317$F6.1295810@news.siol.net>
Source record: 15383

Adam Klobukowski wrote:

> Matthias Arndt napisa?(a):
>> * Falcon lacks some shadow registers (YM wise for example)
>
> This can be eMMUlated ;)
>
> Btw, there is one thing that STE has and Falcon does not have, anybody
> guess? ;)

Microwire.

6591. Re: Demos from the ST

Newsgroup: comp.sys.atari.st
Date: 2004-12-23 18:04:46 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <gVCyd.7318$F6.1295810@news.siol.net>
Source record: 15384

Adam Klobukowski wrote:

> Matthias Arndt napisa?(a):
>> * Falcon lacks some shadow registers (YM wise for example)
>
> This can be eMMUlated ;)

This can, but cycle precision code for border removal etc can't be. Esp on Falcon, since demo should also run at ST speed ;)

6592. Re: FDI 24 bit?

Newsgroup: comp.sys.atari.st
Date: 2004-12-23 18:30:37 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10sm3md6v36m291@corp.supernews.com>
Source record: 15385

On 23 Dec 2004 04:34:25 , smeg wrote:
>Joe,
>
>There are two models, the green soundpool one and the red steinberg
>one. They are supposed to be identical but I heard that the soundpool
>ones were upgraded on a later production run for 24bit. There was a
>little kit that you could purchase some time ago to convert a 16bit
>model. I have the green soundpool model, and the serial number on the
>bottom starts "24---". Maybe a coincidence?
>
>Coda.
>
>--------------
>Joseph wrote:
>I have read that there are 16 and 24 bit models of the FDI (Falcon
>Digital Interface by Steinberg). Does anyone know how I can
>determine what I have. I'd like to by a D/A converter to record
>audio into the FDI, but I want to make sure it will accept 24 bit.
>
I have the red Steinberg model with serial number beginning in 30. I
have read that the models beginning in 24 are 24 bit. I remember
having a kit that came with mine (hopefully I can find it and
hopefully it is for this purpose).

Thanks!
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

6593. Re: FDI 24 bit?

Newsgroup: comp.sys.atari.st
Date: 2004-12-23 19:04:45 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10sm5md2joeai7c@corp.supernews.com>
Source record: 15386

On 23 Dec 2004 18:30:37 , Joseph D. Place wrote:
>On 23 Dec 2004 04:34:25 , smeg wrote:
>>Joe,
>>
>>There are two models, the green soundpool one and the red steinberg
>>one. They are supposed to be identical but I heard that the soundpool
>>ones were upgraded on a later production run for 24bit. There was a
>>little kit that you could purchase some time ago to convert a 16bit
>>model. I have the green soundpool model, and the serial number on the
>>bottom starts "24---". Maybe a coincidence?
>>
>>Coda.
>>
>>--------------
>>Joseph wrote:
>>I have read that there are 16 and 24 bit models of the FDI (Falcon
>>Digital Interface by Steinberg). Does anyone know how I can
>>determine what I have. I'd like to by a D/A converter to record
>>audio into the FDI, but I want to make sure it will accept 24 bit.
>>
>I have the red Steinberg model with serial number beginning in 30. I
>have read that the models beginning in 24 are 24 bit. I remember
>having a kit that came with mine (hopefully I can find it and
>hopefully it is for this purpose).
>
>Thanks!

Okay, I discovered that the kit I have is for the clock so you do not
need a CD or DAT connected to record with JamIN or FAD interfaces.
So I may need to find the 24 bit kit. I did see a 24 bit GAL on the
Systems Solutions site, so hopefully I can get ahold of it (if I
actually need it). I guess I'll have to spring for the A/D converter
and find out.

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

6594. Re: EtherNEC Production

Newsgroup: comp.sys.atari.st
Date: 2004-12-23 19:21:03 UTC
From: sf0218@aol.com
Message-ID: <20041223142103.08198.00002726@mb-m04.aol.com>
Source record: 15387

Some info/specs, price, where are you at, url?

Thanks,

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd,MiNT+XaAES

6595. FalconWings 16MB Ram card

Newsgroup: comp.sys.atari.st
Date: 2004-12-23 19:47:20 UTC
From: Atari-Korps <news@atari-korps.com>
Message-ID: <cqf7c8gqa1@titan.btinternet.com>
Source record: 15388

Hi, has anyone had any fun using one of these?
it's a 16MB RAM card that replaces the existing RAM card...

The only problem is.. i just can't get the thing to work!!
i have just purchased one and the instructions are in German!!!
It has 4 SIM slots but as yet, i can't get my falcon to read any of the new memory i put on it..
the Falcon will only boot with my orignal Ram card.. not using the new Ram card...

has anyone used one of these RAM cards? do i have to adjust something when i use the card?
any ideas??
thanks in advance

6596. Re: FalconWings 16MB Ram card

Newsgroup: comp.sys.atari.st
Date: 2004-12-23 21:42:27 UTC
From: sf0218@aol.com
Message-ID: <20041223164227.06555.00001423@mb-m22.aol.com>
Source record: 15389

Hi there,

I don't have one of those cards...but in reference to the German instructions:
go to this site:

http://www.google.com/language_tools?hl=en

It's a pretty good site for translations.

Have a Merry Christmas and a Happy New Year!!!!!!!!!!!!

Sam F.
Virginia U.S.A.
Atari Computer Nut
C-Lab Falcon/CT060, 256mb Fastram,14mb STram, 4gig hdd,MiNT+XaAES

6597. Re: Getting TOS 2.06 onto ROM chips

Newsgroup: comp.sys.atari.st
Date: 2004-12-23 21:44:44 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <cqfe8cjhc1@hercules.btinternet.com>
Source record: 15390

Why its...

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:mViyd.98$k37.69@newsfe6-win.ntli.net...
> Hello.
>
> "Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
> news:cqcav7$ng5$1@titan.btinternet.com...
>> Hi there
>>
>
>> > How many do you want?
>>
>> Bearing in mind Barrie doesn't hold a license to distribute TOS.
>
> Don't stop me selling STEs with TOS 2.06 fitted, pillock.

You dumb fuk, you bite everytime don't ya!!

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

6598. AtarICQ 0.163 is released

Newsgroup: comp.sys.atari.st
Date: 2004-12-23 23:52:42 UTC
From: gokmase@bigfoot.com
Message-ID: <1103845962.567705.303670@z14g2000cwz.googlegroups.com>
Source record: 15391

Hi all,

After a period of quite some coding activity it is once again time for a new release of AtarICQ, this time in perfect timing for Christmas :)

This Christmas release holds quite a long list of improvements and changes, but to make it short I'll focus mainly on the most noticeable additions. On top of this list comes the fact that AtarICQ is now equipped with TABs. In case you don't know what TABs are, imagine a visual way of displaying that each conversation has a unique buffer display. With TABs you can easily switch to another conversation by either using keyboard or mouse. Along with this new feature you will find some new settings in a new section in preferences, "Msg window".

Another feature I have been wanting to explore for a good while is typing notification. This means that you can see when the person you are chatting to has started typing a new message. The new overlay now offers support for this feature and so far it seems to be working very well. You will see a dedicated "Write Icon" in contact list as well as in open TABs whenever a contact has started writing to you.

Since last release AtarICQ is now also able to store unread messages to harddisk when terminated. This can be handy if you for example is hitting CTRL+Q to QUIT exactly when a new message is coming in. Or you may have received an incoming message without noticing! With the new feature added, aICQ will reload the unread message next time you go online.

In addition to the above mentioned changes you can of course expect a good deal of smaller changes and bug fixes. One really long lived bug has been cured, that would under certain circumstances wreck text buffers.

Read more and download at:

www.ataricq.org

Merry Christmas!

Regards,

Joakim

http://www.ataricq.org
http://topp.atari-users.net
http://xaaes.atariforge.net

6599. Re: Getting TOS 2.06 onto ROM chips

Newsgroup: comp.sys.atari.st
Date: 2004-12-24 00:02:12 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <80Jyd.548$Wt6.228@newsfe3-win.ntli.net>
Source record: 15392

> > Hello.
> >
> > "Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
> > news:cqcav7$ng5$1@titan.btinternet.com...
> >> Hi there
> >>
> >
> >> > How many do you want?
> >>
> >> Bearing in mind Barrie doesn't hold a license to distribute TOS.
> >
> > Don't stop me selling STEs with TOS 2.06 fitted, pillock.
>
> You dumb fuk, you bite everytime don't ya!!

What do you mean.....?

Oh I see, it's another of your inscrutable wind-ups, silly me.

> (��.�(�*�.� ?.?*?)?.??)
> ?.???. Steve .???.?
> (?.??(?.??* *??.?)??.?)

Q. Is this a picture of your few remaining brain cells trying to re-enter your skull?

Reminds me of the ugly one in the Dandy comic just after he had a tap on the head.

It's cure for water on the brain.....

6600. Re: FalconWings 16MB Ram card

Newsgroup: comp.sys.atari.st
Date: 2004-12-24 01:28:14 UTC
From: john.smith@macrosft.com
Message-ID: <cqfrba$a4q$1@garrison.globalnet.hr>
Source record: 15395

those cards are not very good, and you have to put 4 identical 30 pin SIMM modules of certain kind
in it (parity, speed, etc), the best way is to try, of course :))

On 23 Dec 2004 19:47:20 , "Atari-Korps" wrote:
>Hi, has anyone had any fun using one of these?
>it's a 16MB RAM card that replaces the existing RAM card...
>
>The only problem is.. i just can't get the thing to work!!
>i have just purchased one and the instructions are in German!!!
>It has 4 SIM slots but as yet, i can't get my falcon to read any of the new
>memory i put on it..
>the Falcon will only boot with my orignal Ram card.. not using the new Ram
>card...
>
>has anyone used one of these RAM cards? do i have to adjust something when i
>use the card?
>any ideas??
>thanks in advance
>
>
>.

6601. Re: FalconWings 16MB Ram card

Newsgroup: comp.sys.atari.st
Date: 2004-12-24 05:39:37 UTC
From: rs.death_of_spam.mac@t-online.de
Message-ID: <1gpab7x.mgwglf8c2xiuN%rs.death_of_spam.mac@t-online.de>
Source record: 15396

Atari-Korps <news@atari-korps.com> wrote:

> Hi, has anyone had any fun using one of these?
> it's a 16MB RAM card that replaces the existing RAM card...

This cards are not very usable.
It is a must to put 4 identical 30pin SIMM modules on it, what means
also: parity, speed, latency.

And one more thing, the layout of that cart is not usable for
accelerated falcon computers.

Merry x-mas

Regards, Robert
--
-= DOIT-Hardware FAQs =-
____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

6602. Re: AtarICQ 0.163 is released

Newsgroup: comp.sys.atari.st
Date: 2004-12-24 06:51:13 UTC
From: BMaedicke@t-online.de
Message-ID: <1gpag5w.1b2r5ob1eleda8N%BMaedicke@t-online.de>
Source record: 15398

<gokmase@bigfoot.com> wrote:

> After a period of quite some coding activity it is once again time for
> a new release of AtarICQ, this time in perfect timing for Christmas :)

Hi Joakim,

Thanx for your great program!!!!!!
I like aICQ and the new TAB feature.

Ciao, Bernd
--
Url: <http://x-com.atari.org/>

6603. Re: AtariIRC v2.00 released

Newsgroup: comp.sys.atari.st
Date: 2004-12-24 07:34:33 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <tMOyd.7336$F6.1295956@news.siol.net>
Source record: 15397

Hi,

> Anyway the main additions are:
> - Tab like scheme for multiple scrollback buffers
> - Separate log files for channels and queries
> - Public IP and DCC port mapping to get around router problems
> - other misc changes and bug fixes, see docs for details

Tabbed ircing, nice! Nice one, Lonny!

Janez

6604. [PUB]: New at the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2004-12-24 08:48:58 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <41cbd804db7230@telenet.be>
Source record: 15299
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package should be corrupt, please contact *
* *
* tos4ever AT pandora DOT be *
* or *
* saka AT village DOT uunet DOT be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**internet**
ftp://chapelie.rma.ac.be/atari/internet/aicq/aicq0163.zip
(151.711 bytes) GEM-based ICQ client for Stik/Sting/Gluestik/MagicNet

ftp://chapelie.rma.ac.be/atari/internet/atarirc-20.zip
(205.544 bytes) GEM-based IRC client for Stik/Sting/Gluestik/MagicNet

*
*
***
*****
*******
*********
************* A
*******
*********** VERY
***************
****************** MERRY
***********
*************** CHRISTMAS
******************
********************** AND MY
***************
****************** BEST WISHES
***********************
************************** FOR THE NEW
******
****** YEAR
******
```

Have fun,
Martin
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6605. Merry Christmas

Newsgroup: comp.sys.atari.st
Date: 2004-12-24 10:16:44 UTC
From: Mike Kerslake <usenet@kerslake.plus.com>
Message-ID: <hubwgbbtfnrs$.18nkab8ar0jfy$.dlg@40tude.net>
Source record: 15300

Merry Christmas to all here who are still flying the Atari flag.

:-)))

Mike Kerslake (Atari Computing Magazine)

Nadolig Llawen

Mike K
Y Garn
Sir Benfro
CYMRU

6606. Re: 13 pin jack socket -info/specs needed

Newsgroup: comp.sys.atari.st
Date: 2004-12-24 12:46:37 UTC
From: Hallvard Tangeraas <inv@lid.email>
Message-ID: <41cc0ff1$1@news.broadpark.no>
Source record: 15301

Alexander Beuscher wrote:
> Hello, Hallvard!
>
> HT> Anyone have any information about the 13 pin DIN socket which is used
> HT> for the Atari ST's video signal?
>
> at <http://www.reichelt.de/> you can search for it ("DIN 13-polig Atari").
> The Item that you find is the socket you are looking for.

Perfect -exactly what I was looking for!
Thanks, and Merry Christmas!

--
Hallvard

6607. protecting MagiC installation?

Newsgroup: comp.sys.atari.st
Date: 2004-12-24 13:25:22 UTC
From: dark_willow1981@lycos.com
Message-ID: <1103894722.239630.216990@f14g2000cwb.googlegroups.com>
Source record: 15302

I saw somewhere on the internet (the truth is out there but I forgot the URL) a little utility that allows you to protecting the MagiC O/S from being wrongfully written to or altered on the hard disc. Does anyone know anything mroe about or where I can get it as I lost the URL.

6608. Re: protecting MagiC installation?

Newsgroup: comp.sys.atari.st
Date: 2004-12-24 14:03:37 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-BEF466.14034224122004@newsfe1-gui.server.ntli.net>
Source record: 15303

In article <1103894722.239630.216990@f14g2000cwb.googlegroups.com>,
dark_willow1981@lycos.com wrote:

> I saw somewhere on the internet (the truth is out there but I forgot
> the URL) a little utility that allows you to protecting the MagiC O/S
> from being wrongfully written to or altered on the hard disc. Does
> anyone know anything mroe about or where I can get it as I lost the
> URL.

I have a suspicion that what you're looking for is something to stop
MagiC in RAM from being overwritten, in which case ISTR that there is an
alternative loader prog on the distribution disk. But I think that this
is only for CPUs that allow this (Falcon?).

If it's the actual program file then is it possible to set it to Read
Only via the Info dialog box?

--

Derryck

/ DDP Translations /
/ http://ddp.atari.org /

6609. MK X C-LAB For Sale 8in 8 out

Newsgroup: comp.sys.atari.st
Date: 2004-12-24 14:57:20 UTC
From: Curt Johnsen <cjohnsen@ameritech.net>
Message-ID: <20041224085721168 07%cjohnsen@ameritechnet>
Source record: 15304

```
Includes 8 channel DSP I/O
2 ext scsi drive
1 yamaha ext scsi cd burner
Complete Soundpool Mastering software and Modules
Cubase 2.06
CD Recorder
Chicago area, will post on ebay soon
cjohnsen@ameritech.net
```

6610. mymail and url

Newsgroup: comp.sys.atari.st
Date: 2004-12-24 20:32:56 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10sov7oj677pkda@corp.supernews.com>
Source record: 15305

Can anyone explain how clicking on a URL is implemented in MyMail to start CAB? I haven't been able to set it up correctly from the docs. I'm not sure if it uses OLGA, and what environment variables are needed. I use MagiC/Magxdesk.

TIA
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

6611. Re: Merry Christmas

Newsgroup: comp.sys.atari.st
Date: 2004-12-25 01:26:21 UTC
From: John Oakes <doyenePLEASEREMOVEME@zetnet.co.uk>
Message-ID: <41ccc1bb$0$2648$4c56ba96@master.news.zetnet.net>
Source record: 15306

All the best Mike enjoy your Christmas aswell.

Mike Kerslake wrote:
> Merry Christmas to all here who are still flying the Atari flag.
>
> :-)))
>
> Mike Kerslake (Atari Computing Magazine)
>
> Nadolig Llawen
>
> Mike K
> Y Garn
> Sir Benfro
> CYMRU
>

--
-
Thank You

John N Oakes
Manchester, England.

============================
! doyeneatzetnetdotcodotuk !
! Landrover 90 2286cc 1984 !
! Atari/Win/Mac User !
============================

6612. Re: Dongles and Emulators

Newsgroup: comp.sys.atari.st
Date: 2004-12-25 02:19:43 UTC
From: shy tot <nosp@m.com>
Message-ID: <41cd0743@news.greennet.net>
Source record: 15307

Cheers Derryck, what a plonker this smeg guy is eh!!, roll about!!!

"Derryck Croker" <derryck@cix.co.uk.invalid> wrote in message
news:derryck-B339E8.15093421122004@newsfe5-win.server.ntli.net...
> In article <4aa4f5cb.0412210506.606cabb0@posting.google.com>,
> smeg_007@hotmail.com (smeg) wrote:
>
> > Why should I P.Ness breath?
>
> You mean "breathe" :-)
>
> --
>
> Derryck
>
> / DDP Translations /
> / http://ddp.atari.org /

6613. Re: More Free Stuff

Newsgroup: comp.sys.atari.st
Date: 2004-12-25 06:28:27 UTC
From: The Sermonator <tcarman@cogeco.ca>
Message-ID: <sM7zd.833$Y_4.319281@read2.cgocable.net>
Source record: 15308

It's all gone or spoken for folks. Thanks to those who replied.

Have a very Merry Christmas.

Tom Carman <><
The Sermonator

"The Sermonator" <tcarman@cogeco.ca> wrote in message
news:bQOxd.2331$Wt5.404904@read2.cgocable.net...
> OK folks, I have a few more things to add to my giveaway list.
>
> * Motorola 68000 processor (Couldn't hurt to have a spare!)
> * Glue Chip (I think that's what it is anyway. The number on it is
> C100109-001.)
> * A TOS 1.400-03 chip. (Just one, I'm afraid. If memory serves me it was
> a two chip set.)
> * Scan & Save (For Migraph Scanner. Don't forget I have one of those to
> giveaway too.)
> * Merge-It (Also for the Migraph Scanner).
>
> The following items have already gone:
>
> * Label Master Elite
> * AT Speed C16
> * Mavis Beacon Teaches Typing
> * Atari Mouse
> * Joystick Extension cords
> * AtariWorks
> * SpiritWare Bible Concordance with NIV, Greek New Testament and KJV
> * Diamond Edge Utilities ver. 2
> * Diamond Back 3 (I do have one more copy of this available.)
>
> Act fast if you want this stuff.
>
> Tom Carman <><
> "The Sermonator"
>

6614. Re: Atari ST STuff for Free

Newsgroup: comp.sys.atari.st
Date: 2004-12-25 06:30:04 UTC
From: The Sermonator <tcarman@cogeco.ca>
Message-ID: <WN7zd.755$0y4.254@read1.cgocable.net>
Source record: 15309

Hi folks,
Well, it's all gone or spoken for. Thanks for your replies.

Have a Merry Christmas.

Tom Carman <><
The Sermonator

"The Sermonator" <tcarman@cogeco.ca> wrote in message
news:xauxd.2078$Wt5.318176@read2.cgocable.net...
> Hi folks,
> I haven't been around here in a couple of years. Good to see there are
> still a few diehards around. I always loved the Atari computers, which is
> why I have a ton of stuff to give away. That's right, GIVE AWAY. You pay
> the shipping and I'll send it to you.
>
> So, here's the list:
>
> Geneva
> Neodesk
> Straight Fax
> Migraph Handscanner
> Migraph Touchup
> AT Speed C16
> Multidesk Deluxe
> NVDI 4
> Ultimate Virus Killer
> Spiritware Bible Concordance
> Squish
> Warp 9
> Calligrapher Gold 3
> CLab Notator Alpha
> Mavis Beacon Teaches Typing
> JET
> Shadowlands
> Tank Platoon
> Camelot
> Atari Logo Sourcebook (I think I still have the program too)
> Atari ST Owner's Manual (copyright 1987)
> An Original ST Mouse
> 2 Joystick extension cables
> Printmaster Plus
> Datamanager ST
> WordWriter ST
> Atariworks

> Spectre GCR Version 3
> Diamond Back 3
> Diamond Edge Utilities
> Flash II Multitasking Communications Software
> Dr. Bob's Scan Lite
> The Atari ST Book, by Ralph C. Turner
> Mega ST Manual
> Ad SCSI ST Manual
> G+Plus
> UIS III (Universal Item Selector)
> WordUp
> LDW Power
> 1st Word Plus
> Publishing Partner Manual
> Supra Drive Operators Manual
> TOS Extension Card Manual (Codehead)
> Label Master Elite
> Quick ST
> Atari SM124 Monitor Manual
> Stalker 3 Communications Program by Gribnif
> Atari Megafile Manual
> Atari SM 125 Manuals.
>
> I do have a bit more, but I'll have to look through my old disks to figure
> out just what's there. I can make no guarantees on this stuff. Disks do
> degrade over time. It has something to do with the loss of magnetic
> strength due to natural radiation I'm told. Anyway, if you want to give
> some of this stuff a go let me know and we'll arrange to send it out.
>
> Hope you all have a good Christmas!
>
> Tom
> The Sermonator <><
>

6615. Re: mymail and url

Newsgroup: comp.sys.atari.st
Date: 2004-12-25 08:57:10 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-F13E58.08575725122004@newsfe5-win.server.ntli.net>
Source record: 15310

In article <10sov7oj677pkda@corp.supernews.com>,
jdplace@REMOVESPAMcableone.net (Joseph D. Place) wrote:

> Can anyone explain how clicking on a URL is implemented in MyMail to
> start CAB? I haven't been able to set it up correctly from the docs.
> I'm not sure if it uses OLGA, and what environment variables are
> needed. I use MagiC/Magxdesk.

Probably VA Start. Try the "Browser =" environment setting in magx.inf.
I can't recall whether you just specify "CAB" as the target or must
specify the actual pathname as well.

--

Derryck

/ DDP Translations /
/ http://ddp.atari.org /

6616. Re: AtarIRC v2.00 released

Newsgroup: comp.sys.atari.st
Date: 2004-12-25 13:44:01 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41cd19b0db0306@comcast.net>
Source record: 15315

>Since it's Christmas Eve already in some countries this release comes early
>for some.
>
>Anyway the main additions are:
>- Tab like scheme for multiple scrollback buffers
>- Separate log files for channels and queries
>- Public IP and DCC port mapping to get around router problems
>- other misc changes and bug fixes, see docs for details

Thanks for the update. It is much appreciated. Hope you have a Merry
Christmas...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6617. Re: AtarICQ 0.163 is released

Newsgroup: comp.sys.atari.st
Date: 2004-12-25 13:44:01 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41cd19b0db0305@comcast.net>
Source record: 15316

>Hi all,
>
>After a period of quite some coding activity it is once again time for
>a new release of AtarICQ, this time in perfect timing for Christmas :)

Thanks much and have a Merry Christmas...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6618. Re: Demos from the ST

Newsgroup: comp.sys.atari.st
Date: 2004-12-25 13:44:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41cd19b0db0307@comcast.net>
Source record: 15312

>Is there any way to play the nice demos from the ST (Snowman, California
>Raisins, Cat, etc.) on the Falcon/CT60?
>
>Thanks
>
>Sam F.
>Virginia U.S.A.
>Atari Computer Nut

There might be, but I could not get them to play on my Hades in the 256-color
mode. I did get the music of the Snowman demo....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6619. Re: eNEA: Ethernet via ST DMA?

Newsgroup: comp.sys.atari.st
Date: 2004-12-25 13:44:07 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41cd19b0db0308@comcast.net>
Source record: 15314

>I have an eNEC and it's great!
>
>I Also run a Dynaport SCSI-Ethernet box on the Falcon (still wish there
>were mint/magic-net drivers for it :/)
>
>I run dongles out my ears it seems...so the eNEC is a bit of a pain
>with the ST machines. Another atari ethernet adaptor is the cards for
>me...think I'd really like the eNEA DMA port version if there's anyone
>still building them.
>
>Info please?
>
>Thanks,
>Brian

I would just switch to the EtherNEC that Rory is selling. I have one on my STe
and it works great. I know the MagicNet and Mintnet drivers are available,
but I use STing....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6620. Re: Merry Christmas

Newsgroup: comp.sys.atari.st
Date: 2004-12-25 13:44:08 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41cd19b0db0309@comcast.net>
Source record: 15311

>Merry Christmas to all here who are still flying the Atari flag.
>
>:-)))
>
>Mike Kerslake (Atari Computing Magazine)
>
>Nadolig Llawen
>
>Mike K
>Y Garn
>Sir Benfro
>CYMRU

Thanks and the same to you and yours. My flag is up and it does not look like
it is coming down any time soon.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6621. Re: mymail and url

Newsgroup: comp.sys.atari.st
Date: 2004-12-25 13:44:09 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41cd19b0db030a@comcast.net>
Source record: 15313

>Can anyone explain how clicking on a URL is implemented in MyMail to
>start CAB? I haven't been able to set it up correctly from the docs.
> I'm not sure if it uses OLGA, and what environment variables are
> needed. I use MagiC/Magxdesk.
>
> TIA
>--
>Joseph D. Place
>ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

Joe here is the line I have in my Magic information file:

#_ENV WWWBROWSER=E:\INTERNET\CAB\CAB.APP

You just have to use one of the Magic setup programs and add this
environmental statement in your INF file.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6622. Re: protecting MagiC installation?

Newsgroup: comp.sys.atari.st
Date: 2004-12-25 13:44:09 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41cd19b0db030b@comcast.net>
Source record: 15317

>I saw somewhere on the internet (the truth is out there but I forgot
>the URL) a little utility that allows you to protecting the MagiC O/S
>from being wrongfully written to or altered on the hard disc. Does
>anyone know anything mroe about or where I can get it as I lost the
>URL.

I had heard about this, but what I did what just create a folder on my C partition called Magic_Inf.Bac and put a good working copy in there. That way, if anything happened, I had another file to use.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6623. Re: [ANN]Zview Beta 3

Newsgroup: comp.sys.atari.st
Date: 2004-12-25 13:44:10 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41cd19b0db030d@comcast.net>
Source record: 15318

>Edward S. Baiz Jr. a 'ecrit :
>
>> Well I finally found out the problem. It seems when I un-arced the LZH file, I
>> did not get all the files. I fixed that and now it works. Pretty impressive.
>> Only one thing. In 24 and 32 bit color modes, the colors of the images are not
>> correct. I have not tried any other color modes and this is under Magic. Now
>> if this could be fixed, it would be a great tool for me.
>
>This problem is fixed but untested.
>
>Maybe I can sent you a link to a test version... The email adress in
>this post's header is good?
>
>
>> I was also asked to
>> do a review on this program for Atari Online, which I will do soon. Still,
>> nice job....
>
>Thanks you very much but what's "Atari Online"? Do you mean maybe
>MyAtari.net?
>
>
>Ciao,
>Zorro

Hello Ciao,

Yes I did mean MyAtari. Sorry about that. Yes, the email address is good.
edbaizjr@comcast.net

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6624. Re: protecting MagiC installation?

Newsgroup: comp.sys.atari.st
Date: 2004-12-25 14:50:17 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <cqjun5kgc1@sparta.btinternet.com>
Source record: 15319

Hi Peop's

> >I saw somewhere on the internet (the truth is out there but I forgot
>>the URL) a little utility that allows you to protecting the MagiC O/S
>>from being wrongfully written to or altered on the hard disc. Does
>>anyone know anything mroe about or where I can get it as I lost the
>>URL.

I think you guys are referring to the alternative Magic loader
(MAGXBOOT.PRG)

Designed by Uwe Seimit i believe, loaded MAGX.RAM into protected memory
under 030 and above processors.

Its on the magx installation disk in one of the utility folders somewhere.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

6625. Re: mymail and url

Newsgroup: comp.sys.atari.st
Date: 2004-12-25 17:45:10 UTC
From: jdplace@cableone.net
Message-ID: <1103996710.324288.191320@f14g2000cwb.googlegroups.com>
Source record: 15320

I have both BROWSER AND WWWBROWSER set in MAGX.INF with the full path
to CAB:
#_ENV WWWBROWSER=E:\CAB27\CAB.APP
#_ENV BROWSER=E:\CAB27\CAB.APP
but it still does not work. Any other ideas? Thanks for your help!

6626. Re: mymail and url

Newsgroup: comp.sys.atari.st
Date: 2004-12-25 19:26:08 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <41cdc2f67736de0@telenet.be>
Source record: 15321

on Sat 25-12-2004 09:45 jdplace@cableone.net wrote:

>I have both BROWSER AND WWWBROWSER set in MAGX.INF with the full path
>to CAB:
>#_ENV WWWBROWSER=E:\CAB27\CAB.APP
>#_ENV BROWSER=E:\CAB27\CAB.APP
>but it still does not work. Any other ideas? Thanks for your help!

The desktop you use is the culpirt. AFAIK, Magxdesk is not an AV-server.
Solutio: Get a decent desktop like Thing or Jinnee.

CU
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6627. Re: Demos from the ST

Newsgroup: comp.sys.atari.st
Date: 2004-12-26 06:08:19 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <41ce5549@news.alphalink.com.au>
Source record: 15322

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:41cd19b0db0307@comcast.net...
> >Is there any way to play the nice demos from the ST (Snowman, California
>>Raisins, Cat, etc.) on the Falcon/CT60?
>>
>>Thanks
>>
>>Sam F.
>>Virginia U.S.A.
>>Atari Computer Nut
>
> There might be, but I could not get them to play on my Hades in the
> 256-color
> mode. I did get the music of the Snowman demo....
>
> --
> Edward S. Baiz Jr.

all these posts but not one answer to the original post !

gra

6628. Re: mymail and url

Newsgroup: comp.sys.atari.st
Date: 2004-12-26 09:03:27 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-D7BD7A.09042626122004@newsfe4-gui.server.ntli.net>
Source record: 15323

In article <41cdc2f67736de0@telenet.be>,
"Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
wrote:

> on Sat 25-12-2004 09:45 jdplace@cableone.net wrote:
>
> >I have both BROWSER AND WWWBROWSER set in MAGX.INF with the full path

> >but it still does not work. Any other ideas? Thanks for your help!
>
> The desktop you use is the culpirt. AFAIK, Magxdesk is not an AV-server.
> Solutio: Get a decent desktop like Thing or Jinnee.

From CAB's author Alexander Clauss comes AVSERVER - this adds some AV
server capabilities to MagxDesk. The env. setting AVSERVER must be added
to Magx.inf.

AVSERVER = (AV server)

If another desktop is used (jinnee etc) then the line:

#_ENV AVSERVER=JINNEE

is appropriate.

--

Derryck

/ DDP Translations /
/ http://ddp.atari.org /

6629. Re: Merry Christmas

Newsgroup: comp.sys.atari.st
Date: 2004-12-26 10:18:15 UTC
From: nick@1632systems.co.uk
Message-ID: <cqm357$5tj$1@thorium.cix.co.uk>
Source record: 15324

Merry Xmas and a Happy (prosperous) New Year for all....

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

6630. Re: Demos from the ST

Newsgroup: comp.sys.atari.st
Date: 2004-12-26 12:25:47 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <Jdxzd.7416$F6.1295845@news.siol.net>
Source record: 15325

Graham wrote:

> all these posts but not one answer to the original post !

There is no answer? The answer is NO.

6631. Some French papers for Christmas

Newsgroup: comp.sys.atari.st
Date: 2004-12-26 20:33:04 UTC
From: Rodolphe Czuba <rodolphe.fuckspam.czuba@free.fr>
Message-ID: <41cf2008$0$24800$636a15ce@news.free.fr>
Source record: 15326

Les coulisses d'ATARI Corp. en 1983 : Chez Atari en 1983.zip (2Mo)

Un Amiga la NASA (1999) : Amiga NASA 09-99.zip (500Ko)

Les classiques de l'arcade (1983) : Musee Arcade 1983.zip (1.8Mo)

Chez LUCASFILM en 1986 : Lucasfilm_juin86.jpg (254Ko)

Ces articles se trouvent parmis d'autres sur :
www.czuba-tech.com

6632. Re: mymail and url

Newsgroup: comp.sys.atari.st
Date: 2004-12-27 00:26:33 UTC
From: Mark D <mducksub@notspamatari-source.com>
Message-ID: <pan.2004.12.27.00.26.33.745366@notspamatari-source.com>
Source record: 15327

On Fri, 24 Dec 2004 20:32:56 +0000, Joseph D. Place wrote:

> Can anyone explain how clicking on a URL is implemented in MyMail to
> start CAB? I haven't been able to set it up correctly from the docs.
> I'm not sure if it uses OLGA, and what environment variables are
> needed. I use MagiC/Magxdesk.
>
> TIA

Any possibility of IMAP in MyMail or aMail? This is something that's
really important to me, yet I don't think I have the skill to implement
myself.

Thanks,
Mark
http://www.atari-source.org

6633. HighWire 0.2.4 released

Newsgroup: comp.sys.atari.st
Date: 2004-12-27 00:37:18 UTC
From: gokmase@bigfoot.com
Message-ID: <1104107838.738283.14830@z14g2000cwz.googlegroups.com>
Source record: 15328

Hi all,

Following a bunch of other software releases this Christmas holiday, we now bring you a new update to the web browser HighWire!

The 0.2.4 release offers some new options that has been requested for a while. One of them being the ability to define a start page of your own choice. Internally the program is now able to put dialogs into GEM windows, alhtough so far only the SHIFT+CTRL+O is taking advantage of this addition.

Hades users should be pleased to learn that HighWire now supports high/true colour screenmodes (24/32 bits) for Hades graphic card drivers. This means that they will now finally be able to view images in correct colours! In addition to this, the palette parsing for XPMs has been improved in order to get more of such images decoded accurately.

One of the more serious bugs ironed out in this release was one that would cause endless attempts of loading CSS files when such a file was empty or missing. Another outstanding issue that has been resolved recently was a problem with downloading images from HTTPS sources. Another thing that has changed is that HighWire will now avoid reloading a page from remote when base font setting is changed.

In the menu bar you can now find the new entries "View Images" and "Use CSS". When the option "Cookies allowed" is changed from the menu bar, the config file will be updated accordingly.

These are the most noticeable changes, please refer to change.log for additional details.

To download and read more, visit us at:
http://highwire.atari-users.net

Thanks!

/HighWire development team

6634. Re: mymail and url

Newsgroup: comp.sys.atari.st
Date: 2004-12-27 03:12:59 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10suvdrhf7jc3e2@corp.supernews.com>
Source record: 15329

On 26 Dec 2004 09:03:27 , Derryck Croker wrote:
>In article <41cdc2f67736de0@telenet.be>,
> "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
> wrote:
>
>> on Sat 25-12-2004 09:45 jdplace@cableone.net wrote:
>>
>> >I have both BROWSER AND WWWBROWSER set in MAGX.INF with the full path
>
>> >but it still does not work. Any other ideas? Thanks for your help!
>>
>> The desktop you use is the culpirt. AFAIK, Magxdesk is not an AV-server.
>> Solutio: Get a decent desktop like Thing or Jinnee.
>
>From CAB's author Alexander Clauss comes AVSERVER - this adds some AV
>server capabilities to MagxDesk. The env. setting AVSERVER must be added
>to Magx.inf.
>
>AVSERVER = (AV server)
>
>If another desktop is used (jinnee etc) then the line:
>
>#_ENV AVSERVER=JINNEE
>
>is appropriate.
>
>--
>
>Derryck
>
> / DDP Translations /
> / http://ddp.atari.org /
>.

Derryck,
Thanks for the info. Do you know where I can fine AVSERVER? I've
searched but did not find it yet.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

6635. Re: mymail and url

Newsgroup: comp.sys.atari.st
Date: 2004-12-27 09:50:50 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
Message-ID: <41cfdafe370820@telenet.be>
Source record: 15330

on Mon 27-12-2004 03:12 Joseph D. Place wrote:

>On 26 Dec 2004 09:03:27 , Derryck Croker wrote:

>>From CAB's author Alexander Clauss comes AVSERVER - this adds some AV
>>server capabilities to MagxDesk. The env. setting AVSERVER must be added
>>to Magx.inf.

>Thanks for the info. Do you know where I can fine AVSERVER? I've
>searched but did not find it yet.

You can find it at this address:
<URL:http://www.barton.de/atari/download.html>
Look for AV-Server [dt]

TTFN
Martin

http://www.againsttcpa.com | In 2002 began the war for digital freedom
--
******** Greetings from Okami Newsreader *********
** On the seventh day He created Atari **
** But He uses a freeMiNT powered Hades 060 now **
UTSI: http://users.telenet.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6636. Re: mymail and url

Newsgroup: comp.sys.atari.st
Date: 2004-12-27 09:56:27 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-B335A3.09553227122004@newsfe5-gui.server.ntli.net>
Source record: 15331

In article <10suvdrhf7jc3e2@corp.supernews.com>,
jdplace@REMOVESPAMcableone.net (Joseph D. Place) wrote:

> Derryck,
> Thanks for the info. Do you know where I can fine AVSERVER? I've
> searched but did not find it yet.

Can anyone help Joseph? I can't find it either!

--

Derryck

/ DDP Translations /
/ http://ddp.atari.org /

6637. atari c-lab on ebay

Newsgroup: comp.sys.atari.st
Date: 2004-12-27 14:01:26 UTC
From: Curt Johnsen <cjohnsen@ameritech.net>
Message-ID: <20041227080126168O7%cjohnsen@ameritechnet>
Source record: 15333

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=82631&item=5150974135&rd=1

6638. ATARI PROTOTYPES on E-BAY !!

Newsgroup: comp.sys.atari.st
Date: 2004-12-27 14:19:15 UTC
From: Rodolphe Czuba <rodolphe.fuckspam.czuba@free.fr>
Message-ID: <41d019e2$0$24798$636a15ce@news.free.fr>
Source record: 15332

Some Atari prototypes to be sold on ebay.fr

Search the keyword ATARI or PROTO !

Regards

6639. Re: mymail and url

Newsgroup: comp.sys.atari.st
Date: 2004-12-27 15:26:14 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <cqp9imheq1@sparta.btinternet.com>
Source record: 15334

Yo!

>> Thanks for the info. Do you know where I can fine AVSERVER? I've
>> searched but did not find it yet.
>
> Can anyone help Joseph? I can't find it either!

Webpage

http://www.barton.de/atari/download.html

Direct link

http://www.barton.de/atari/avserv04.lzh

Alternative version (Don't know don't sprechen se frainglaise

http://www.barton.de/atari/avsrv04l.lzh

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

6640. Re: mymail and url

Newsgroup: comp.sys.atari.st
Date: 2004-12-27 17:20:19 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-F02D76.17192427122004@newsfe5-gui.server.ntli.net>
Source record: 15335

In article <cqp9imheq1@sparta.btinternet.com>,
"Steve Sweet" <steve.sweet@no-spam.btopenworld.com> wrote:

> >> Thanks for the info. Do you know where I can fine AVSERVER? I've
> >> searched but did not find it yet.

> http://www.barton.de/atari/download.html

Thanks Steve, I mis-remembered as well, nothing at all to do with CAB!

--

Derryck

/ DDP Translations /
/ http://ddp.atari.org /

6641. Re: mymail and url

Newsgroup: comp.sys.atari.st
Date: 2004-12-27 17:21:35 UTC
From: Derryck Croker <derryck@cix.co.uk.invalid>
Message-ID: <derryck-719E91.17203927122004@newsfe5-gui.server.ntli.net>
Source record: 15336

In article <41cfdafe370820@telenet.be>,
"Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
wrote:

> >>From CAB's author Alexander Clauss comes AVSERVER - this adds some AV

> You can find it at this address:
> <URL:http://www.barton.de/atari/download.html>
> Look for AV-Server [dt]

And thank you Martin as well. Joseph, you should now be sorted.

--

Derryck

/ DDP Translations /
/ http://ddp.atari.org /

6642. Re: Getting TOS 2.06 onto ROM chips

Newsgroup: comp.sys.atari.st
Date: 2004-12-27 17:46:20 UTC
From: Bill Glaholt <toothy@glaholt300.coldwinterknights.net>
Message-ID: <MTXzd.30650$IY6.14450@fe06.lga>
Source record: 15337

Barrie at Keychange <barrie@keychange.co.uk> wrote:
> How many do you want?

Hi, Barrie.

I just need the one set of two. I want to install an IDE hard drive into my STE and be able to boot directly from it; I understand that in order to do so, one needs TOS 2.06 in ROM.

6643. Re: HighWire 0.2.4 released

Newsgroup: comp.sys.atari.st
Date: 2004-12-27 19:33:38 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2004.12.27.19.33.38.805079@nosspamatari-source.com>
Source record: 15338

On Sun, 26 Dec 2004 16:37:18 -0800, gokmase wrote:

> One of the more serious bugs ironed out in this release was one that
> would cause endless attempts of loading CSS files when such a file was
> empty or missing. Another outstanding issue that has been resolved
> recently was a problem with downloading images from HTTPS sources.
> Another thing that has changed is that HighWire will now avoid
> reloading a page from remote when base font setting is changed.
>

Since when does highwire support SSL?

Thanks,
Mark
http://www.atari-source.org

6644. Re: mymail and url

Newsgroup: comp.sys.atari.st
Date: 2004-12-27 20:47:11 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10t0t6fo6uhiv64@corp.supernews.com>
Source record: 15339

On 27 Dec 2004 17:21:35 , Derryck Croker wrote:
>In article <41cfdafe370820@telenet.be>,
> "Martin \"Nightowl\" Byttebier" <donotusethisaddress@tiscali.be>
> wrote:
>
>> >>From CAB's author Alexander Clauss comes AVSERVER - this adds some AV
>
>> You can find it at this address:
>> <URL:http://www.barton.de/atari/download.html>
>> Look for AV-Server [dt]
>
>And thank you Martin as well. Joseph, you should now be sorted.
>
>--
>
>Derryck
>
> / DDP Translations /
> / http://ddp.atari.org /
>.

I got the same results using AVSERVER, so I have registered the
"Thing" desktop. All works fine using "Thing" as avserver.

Thanks,
Joe
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

6645. Re: HighWire 0.2.4 released

Newsgroup: comp.sys.atari.st
Date: 2004-12-27 22:53:35 UTC
From: AltF4 <AltF4@freemint.de>
Message-ID: <33bi3eF3tv5auU1@individual.net>
Source record: 15340

Mark D wrote:
>
> On Sun, 26 Dec 2004 16:37:18 -0800, gokmase wrote:
>
>> One of the more serious bugs ironed out in this release was one that
>> would cause endless attempts of loading CSS files when such a file was
>> empty or missing. Another outstanding issue that has been resolved
>> recently was a problem with downloading images from HTTPS sources.
>> Another thing that has changed is that HighWire will now avoid
>> reloading a page from remote when base font setting is changed.
>
> Since when does highwire support SSL?

Not at all, this is a misunderstanding. The text should probably better be:
"recently was a problem with trying to download images from HTTPS sources."

Ralph

6646. Re: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-12-28 16:30:39 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <cqs1nf$df6$1@sparta.btinternet.com>
Source record: 15341
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Why its...

> http://www.arseholenet.com/

> I cant read your mind, so fill out the survey so I can get to know you.

You cant read english either or you'd have got the message sooner

SPAM fuk off SPAM

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

6647. Where to download games?

Newsgroup: comp.sys.atari.st
Date: 2004-12-28 18:52:43 UTC
From: 100550.3170@compuserve.com
Message-ID: <41d1aac0.5042270@news.freeuk.net>
Source record: 15342

Hi

Long ago I got some Pompey Pirates cracked game compilations, but my old link is now dead. I wanted to get hold of Player Manager and see it was on compilation disk nos. 25 but where to get a copy to run under STeem?? I am in process of upgrading from Pacifist...

Many thanks for a pointer...

MG
1040STf
4Mb since 1988

PS I have all the KO2 games for the ST legit too!
REMOVE 'myhat' from my return email address before sending!!

6648. FA: Atari ST computer Discovery Cartridge by HAPPY COMPUTERS

Newsgroup: comp.sys.atari.st
Date: 2004-12-28 20:34:17 UTC
From: robotron -X- <ddavidbdHATESPAM@hotmail.com>
Message-ID: <41D1C349.CD271D73@hotmail.com>
Source record: 15343

Atari ST computer Discovery Cartridge HAPPY COMPUTERS
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=5151393988

6649. caf ct60 problem

Newsgroup: comp.sys.atari.st
Date: 2004-12-29 06:29:45 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10t4jmp9mt6vc39@corp.supernews.com>
Source record: 15344

I need help from any CAF/CT60 users. I cannot mix down (using mix function in hardware settings). I either get nothing on the mixed track, or old junk from previous recordings. It works fine in 030 mode. I have ABEv5L and SDRv5E and boot 1.02b. I sure would like to get this working, as the speed saves a lot of time.

TIA
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

6650. Re: Where to download games?

Newsgroup: comp.sys.atari.st
Date: 2004-12-29 10:38:38 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <33ffpjF3qft80U1@individual.net>
Source record: 15345

MG" <100550.3170@compuserve.com> wrote in message
news:41d1aac0.5042270@news.freeuk.net...
> Hi
>
> Long ago I got some Pompey Pirates cracked game compilations, but my
> old link is now dead. I wanted to get hold of Player Manager and see
> it was on compilation disk nos. 25 but where to get a copy to run
> under STeem?? I am in process of upgrading from Pacifist...
>

Many of the links seem dead. I got a load on a Little Green Desktop CD but
that seems dead as well
Some one keeps auctioning disks of games on E-Bay. They seem to go V Cheap!
Sorry

> Many thanks for a pointer...
>

P.S> Any one know of a PocketPC emulator other than CastCE?

> MG
> 1040STf
> 4Mb since 1988
>
> PS I have all the KO2 games for the ST legit too!
> **REMOVE** 'myhat' from my return email address before sending!!

6651. Bad STE HDD DMA chip replacement

Newsgroup: comp.sys.atari.st
Date: 2004-12-29 15:39:22 UTC
From: George Nakos <ggn@atari.org>
Message-ID: <faj5t0lo2cu6a1trlk78f8irb1sdgvbvk7@4ax.com>
Source record: 15346

Hi guys,

After quite some time (and millions of tests), I came to the conclusion that my STE's SMA chip is one of those that are faulty. Its SN is C025913-38 PH23-030, which is close enough (for me :)) to C025913-38 PH23-001A, that the Notator FAQ has (http://www.notator.org/html/notator_faq.html#DMA_STe:)

Can somebody suggest what to do now? Buy a new machine, or is there a source where I can buy (or given for free ;)) a normal chip?

Thanks, George

P.S. Happy new year :)
P.S.2 Is there a way to get around this problem software-wise? As one of my projects is the dissasembly of CBHD I could inlcude a workaround and be done with it :)
P.S.3 If the chip's faulty, why is it then when I attatched a Pioneer CD-ROM changer DRM-624X, the drive was reckognised properly and I could read files from it without no apparent problems??? (although I haven't tested the validity of the data it read.)

--
George Nakos AKA GGN/KάA software productions - Atari or buST!

Real programmers disdain structured programming. Structured programming is for compulsive neurotics who were prematurely toilet-trained. They wear neckties and carefully line up pencils on otherwise clear desks.

6652. Re: Merry Christmas

Newsgroup: comp.sys.atari.st
Date: 2004-12-29 19:54:12 UTC
From: Mike Kerslake <usenet@kerslake.plus.com>
Message-ID: <5drsd2hpegkv$.q2hg49k7emhy.dlg@40tude.net>
Source record: 15347

On Sat, 25 Dec 2004 13:44:08 GMT, Edward S. Baiz Jr. wrote:

> Thanks and the same to you and yours. My flag is up and it does not look like
> it is coming down any time soon.

Good!

:-)))

Mike K

6653. Re: FA: Atari ST computer Discovery Cartridge by H

Newsgroup: comp.sys.atari.st
Date: 2004-12-29 19:54:47 UTC
From: "J.-Luc" <Myname.Mysurname@myisp>
Message-ID: <41d30b87$0$1199$8fcfb975@news.wanadoo.fr>
Source record: 15348

robotron -X- a ï¿½crit :
>
>
>
> Atari ST computer Discovery Cartridge HAPPY COMPUTERS
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=5151393988

Yes, but too drastic conditions that doesn't let people unknown on e-bay
win the bid if they are outside the USA and want to use paypal!
"if the winning bidder is outside the usa he/she must send us cash or have a
very good ebay feedback record AND have been on ebay for at least 2 years in
order to pay thru Paypal."

Sigh :-(

J.-Luc

--

"From" is invalid. In order to answer directly, replace :
Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

6654. Re: Merry Christmas

Newsgroup: comp.sys.atari.st
Date: 2004-12-29 22:32:49 UTC
From: toothy_grin@theglaholts.net
Message-ID: <lgGAd.40970$Tm7.14291@fe06.lga>
Source record: 15199

Verily, it was written by Mike Kerslake <usenet@kerslake.plus.com>:
> Merry Christmas to all here who are still flying the Atari flag.

Agreed! Merry Christmas, Happy Hanukkah, Happy Kwanzaa, or happy
Winter Solstace, according to each's own tastes.

Toothy Grin (2th E Grin) says, 'Have a Nice Day!' *****
Bill Glaholt **|*|**
http://www.theglaholts.net *.___.*
toothygrin & theglaholts d0t net <- replace & with @ *****

6655. Re: Bad STE HDD DMA chip replacement

Newsgroup: comp.sys.atari.st
Date: 2004-12-29 23:14:29 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <33gs2mF3ug94qU1@individual.net>
Source record: 15200

"George Nakos" <ggn@atari.org> wrote in message
news:faj5t0lo2cu6a1trlk78f8irb1sdgvbvk7@4ax.com...
> Hi guys,
>
> After quite some time (and millions of tests), I came to the
> conclusion that my STE's SMA chip is one of those that are faulty. Its
> SN is C025913-38 PH23-030, which is close enough (for me :)) to
> C025913-38 PH23-001A, that the Notator FAQ has
> (http://www.notator.org/html/notator_faq.html#DMA_STe:)
>
> Can somebody suggest what to do now? Buy a new machine, or is there a
> source where I can buy (or given for free ;)) a normal chip?
>
> Thanks, George
>
> P.S. Happy new year :)
> P.S.2 Is there a way to get around this problem software-wise? As one
> of my projects is the dissasembly of CBHD I could inlcude a workaround
> and be done with it :)
> P.S.3 If the chip's faulty, why is it then when I attatched a Pioneer
> CD-ROM changer DRM-624X, the drive was reckognised properly and I
> could read files from it without no apparent problems??? (although I
> haven't tested the validity of the data it read.)
>
> --
> George Nakos AKA GGN/K?A software productions - Atari or buST!
>
> Real programmers disdain structured programming. Structured
> programming is for compulsive neurotics who were prematurely toilet-
> trained. They wear neckties and carefully line up pencils on
> otherwise clear desks.

6656. Re: Bad STE HDD DMA chip replacement

Newsgroup: comp.sys.atari.st
Date: 2004-12-29 23:28:55 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <33gstnF3tk2ipU1@individual.net>
Source record: 15201

"George Nakos" <ggn@atari.org> wrote in message
news:faj5t0lo2cu6a1trlk78f8irb1sdgvbvk7@4ax.com...
> Hi guys,
>
> After quite some time (and millions of tests), I came to the
> conclusion that my STE's SMA chip is one of those that are faulty. Its
> SN is C025913-38 PH23-030, which is close enough (for me :)) to
> C025913-38 PH23-001A, that the Notator FAQ has
> (http://www.notator.org/html/notator_faq.html#DMA_STe:)
>
> Can somebody suggest what to do now? Buy a new machine, or is there a
> source where I can buy (or given for free ;)) a normal chip?
>

You can buy the replacement chip from Best Electronics
(http://www.notator.org/html/notator_faq.html#DMA_STe)

Barry at Keychange used to have some as well
(www.keychange.co.uk)

If you are reasonably competant with a soldering Iron changing it is not to
hard. Just snip out the old one first. and remove the remains of the pins
one by one. You can use a fine pencil lead to make sore the hols are clear.

Or a replacement STE from EBAY. Problem is ensuring you get one with a good
DMA chip!

> Thanks, George
>
> P.S. Happy new year :)
> P.S.2 Is there a way to get around this problem software-wise? As one
> of my projects is the dissasembly of CBHD I could inlcude a workaround
> and be done with it :)

I doubt it, I think the problem is poor buffering. Data gets corrupted
during
a DMA transfer. I think some host adaptors work O.K. The same DMA
chip that fails in STEs works fine is STs! (No doubt some one will correct
me if I am wrong)

> P.S.3 If the chip's faulty, why is it then when I attatched a Pioneer
> CD-ROM changer DRM-624X, the drive was reckognised properly and I
> could read files from it without no apparent problems??? (although I
> haven't tested the validity of the data it read.)
>

Like I say some host adaptors work O.K. The usual symptoms are corruption
of the file structure, on writing, in my case after about 20 minutes of use.

> --
> George Nakos AKA GGN/K?A software productions - Atari or buST!
>
> Real programmers disdain structured programming. Structured
> programming is for compulsive neurotics who were prematurely toilet-
> trained. They wear neckties and carefully line up pencils on
> otherwise clear desks.

6657. Re: FA: Atari ST computer Discovery Cartridge by H

Newsgroup: comp.sys.atari.st
Date: 2004-12-29 23:30:12 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <33gt04F3uapitU1@individual.net>
Source record: 15202

"J.-Luc" <Myname.Mysurname@myisp> wrote in message
news:41d30b87$0$1199$8fcfb975@news.wanadoo.fr...
> robotron -X- a crit :
> >
> >
> >
> > Atari ST computer Discovery Cartridge HAPPY COMPUTERS
> > http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=5151393988
>
> Yes, but too drastic conditions that doesn't let people unknown on e-bay
> win the bid if they are outside the USA and want to use paypal!
> "if the winning bidder is outside the usa he/she must send us cash or have
a
> very good ebay feedback record AND have been on ebay for at least 2 years
in
> order to pay thru Paypal."
>

Try asking if they will vary the conditions. Many sellers will!

> Sigh :-(
>
> J.-Luc
>
> --
>
> "From" is invalid. In order to answer directly, replace :
> Myname= Jean-Luc ; Mysurname= Ceccoli ; myisp= wanadoo.fr

6658. Re: FalconWings 16MB Ram card

Newsgroup: comp.sys.atari.st
Date: 2004-12-29 23:56:13 UTC
From: Atari-Korps <news@atari-korps.com>
Message-ID: <cqvg6tqfr1@sparta.btinternet.com>
Source record: 15203

Hi, it's all sorted now....

i managed to get it to work with 4 x 4MB SIMMs, it did not like 4 x 1MB SIMMs..
any way.. it's working fine now !!

thanks everyone for your help...
kind regards

6659. WTB: Link Host Adapter for Atari!

Newsgroup: comp.sys.atari.st
Date: 2004-12-30 09:24:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0412300121170.12334-100000@onyx.spiritone.com>
Source record: 15204
Cross-posted to: comp.sys.atari.st,pdx.forsale

I'm building SCSI Hard Drives for my Customers & need Link Host Adapters!
Specifically ICD Hosts, preferably ICD Link 2. Not Link 97! I cant afford
New! That means no Dealers.Private Parties only. E-Mail Atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6660. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.st
Date: 2004-12-30 09:27:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0412300124180.12334-100000@onyx.spiritone.com>
Source record: 15206
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6661. AD: Why Buy Atari from Bravo Sierra!

Newsgroup: comp.sys.atari.st
Date: 2004-12-30 09:30:00 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0412300127200.12334-100000@onyx.spiritone.com>
Source record: 15205
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

1) Friendly, honest, helpful and fast with service (24 hours turnaround after payment)! 2) Very knowlegeable of Atari products and skilled at helping customers choose the items that best meet their needs. 3) The inventory changes regularly and often there are many hard to find items that are unavailable anywhere else. 4) Prices are usually less than on auction sites. 5) Very huge and sorted (alphabetized) list of Atari items (old and new). 6) Ordering is very easy, no dozens of clicks on several HTML pages, just read and then copy+paste the ASCII text into your e-mail to order something. 7) I avoid making promises I cant keep!

Questions? You can E-Mail me or ask other Atari Users. You probably know 1 or 2 who bought from me. Quite a few have over the Years! (503)256-9974.

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Details on Holiday Sales!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6662. FS - Pong 2000 for tha Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2004-12-30 15:26:08 UTC
From: Sage <sagedm@adelphia.net>
Message-ID: <1104420368.885110.308300@z14g2000cwz.googlegroups.com>
Source record: 15207

Here's a bit of Atari history that you Falcon owners may be interested in.

Pong 2000 was a video game written by Holland Game Design specifically for the Atari Falcon. After negotiations with Atari to use the Pong 2000 name fell through, it was released as Ping 2000. North American distribution was through North Coast Software, but due to other business commitments, the game was never released in the U.S. or Canada. Here's a description:

Pong 2000 by Holland Game Design is an Atari Falcon030 specific game. PONG was the first video game ever. Since then many video games have come and gone of which we have seen revivals on computers (with technical improvements). But there has been no revival of PONG until now! As the world leaps to the next generation of gameplay Holland Game Design produced a pong clone with improved graphics and sound. PONG 2000 will take you on a journey through time, and show you Pong has been a basic element of exsistence. PONG 2000 runs on any Atari Falcon030 with 4MB or more Ram with RGB monitors, TV or VGA (multi sync) monitors.

Limited quantities are now available for only $9.95 shipped. This is the full game, NOT a demo. Reply by e-mail to: sagedm at adelphia dot net.

When's the last time you had a chance to buy "new" software for you Atari Falcon???!!!

6663. Supercharger english docs req.

Newsgroup: comp.sys.atari.st
Date: 2004-12-30 17:46:40 UTC
From: vas.jozsef@karatnet.hu
Message-ID: <fe2e68f2.0412300946.d663d52@posting.google.com>
Source record: 15208

Does anybody have an english documentation(users manual) of the
SuperCharger PC emulator for the ST?

6664. Re: Supercharger english docs req.

Newsgroup: comp.sys.atari.st
Date: 2004-12-30 21:00:16 UTC
From: shy tot <nosp@m.com>
Message-ID: <41d4a562$1@news.greennet.net>
Source record: 15209

I would love to know just what you intend to do

"Joe Iron" <vas.jozsef@karatnet.hu> wrote in message
news:fe2e68f2.0412300946.d663d52@posting.google.com...
> Does anybody have an english documentation(users manual) of the
> SuperCharger PC emulator for the ST?

6665. Re: Supercharger english docs req.

Newsgroup: comp.sys.atari.st
Date: 2004-12-31 00:13:30 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <cr25ja$53v$1@titan.btinternet.com>
Source record: 15210

Yo!

>I would love to know just what you intend to do

>> Does anybody have an english documentation(users manual) of the
>> SuperCharger PC emulator for the ST?

At a guess I'd say he was trying to run DOS or windows applications

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

6666. Re: Supercharger english docs req.

Newsgroup: comp.sys.atari.st
Date: 2004-12-31 03:31:47 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.31.03.31.47.22726@darkforce.ky.org>
Source record: 15211

On Fri, 31 Dec 2004 00:13:30 +0000, Steve Sweet wrote:

> Yo!
>
>>I would love to know just what you intend to do
>
>
>>> Does anybody have an english documentation(users manual) of the
>>> SuperCharger PC emulator for the ST?
>
> At a guess I'd say he was trying to run DOS or windows applications

Hmm. I wonder what a CT60 would do for that software based PC emulator
that was on the ST in its early years? (if it would even run at all).

:-)

6667. Thing/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-12-31 06:52:24 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10t9tp8qnvqo852@corp.supernews.com>
Source record: 15212

I thought I would post this in case someone else has the same problem
or a better solution. I found that after registering the THING
desktop I could not load it at startup without a 68000 exception -69
in MagiC. I have had to put cacheoff.prg in my auto folder, and
restart the cache after booting. Since my Falcon is on most of the
time, this is not a big problem. It is strange that THING worked
fine before entering the registration code. Must be some feature
that is implemented after registration.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

6668. Re: Thing/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-12-31 08:34:53 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <Fi7Bd.7613$F6.1321684@news.siol.net>
Source record: 15213

Joseph D. Place wrote:

> I thought I would post this in case someone else has the same problem
> or a better solution. I found that after registering the THING
> desktop I could not load it at startup without a 68000 exception -69
> in MagiC.

No such problems here. Im not using Magic, tho...

Janez

6669. Re: Thing/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-12-31 10:30:40 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <cr39og$8ua$1@lnx107.hrz.tu-darmstadt.de>
Source record: 15214

Hi!

Joseph D. Place <jdplace@removespamcableone.net> wrote:
> I thought I would post this in case someone else has the same problem
> or a better solution. I found that after registering the THING
> desktop I could not load it at startup without a 68000 exception -69
> in MagiC. I have had to put cacheoff.prg in my auto folder, and
> restart the cache after booting. Since my Falcon is on most of the
> time, this is not a big problem. It is strange that THING worked
> fine before entering the registration code. Must be some feature
> that is implemented after registration.

Which version of MagiC is that? I remember having had the same
problem on the Milan (using an MC68040), and it was actually
caused by a bug in MagiC's Pexec()-code (which is used to load the
module containing the functions not available in the unregistered
version).

It works fine on my CT60-Falcon, but I don't know what version of
MagiC I use and can't currently check. It's even possible that I
implemented a workaround for the problem in the beta version of
Thing, but as the original appearance of the problem is more than
four years ago, I can't tell without first checking the source.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet)
gryf@hrzpub.tu-darmstadt.de
PGP-key available on request!

6670. Re: Supercharger english docs req.

Newsgroup: comp.sys.atari.st
Date: 2004-12-31 10:39:05 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <cr3a89$j2m$1@titan.btinternet.com>
Source record: 15215

Hi "Ronald J. Hall"

>>>I would love to know just what you intend to do
>>
>>
>>>> Does anybody have an english documentation(users manual) of the
>>>> SuperCharger PC emulator for the ST?
>>
>> At a guess I'd say he was trying to run DOS or windows applications
>
> Hmm. I wonder what a CT60 would do for that software based PC emulator
> that was on the ST in its early years? (if it would even run at all).

I'm not sure that would make any difference, the Atari is just used as a
console i believe, all processing is done in the 286.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

6671. Re: Supercharger english docs req.

Newsgroup: comp.sys.atari.st
Date: 2004-12-31 11:59:18 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <33kt8tF40c22sU1@individual.net>
Source record: 15216

"Steve Sweet" <steve.sweet@no-spam.btopenworld.com> wrote in message
news:cr3a89$j2m$1@titan.btinternet.com...
> Hi "Ronald J. Hall"
>
> >>>I would love to know just what you intend to do
> >>
> >>
> >>>> Does anybody have an english documentation(users manual) of the
> >>>> SuperCharger PC emulator for the ST?
> >>
> >> At a guess I'd say he was trying to run DOS or windows applications
> >
> > Hmm. I wonder what a CT60 would do for that software based PC emulator
> > that was on the ST in its early years? (if it would even run at all).
>

I wonder if BOCHS would run on a TT or Falcon>
http://bochs.sourceforge.net/

> I'm not sure that would make any difference, the Atari is just used as a
> console i believe, all processing is done in the 286.
>

I think he meant SoftPC not Supercharger!

>
> --
>
>
> (��.�(�*�.� �.�*�)�.��)
> ﾟ.���. Steve .���.ﾟ
> (ﾟ.��(ﾟ.��* *��.ﾟ)��.ﾟ)
>
>
>

6672. Re: Supercharger english docs req.

Newsgroup: comp.sys.atari.st
Date: 2004-12-31 12:07:31 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <cr3ff6$b2f$1@atlantis.news.tpi.pl>
Source record: 15217

David Wade napisaďż˝(a):
> "Steve Sweet" <steve.sweet@no-spam.btopenworld.com> wrote in message
> news:cr3a89$j2m$1@titan.btinternet.com...
>
>>Hi "Ronald J. Hall"
>>
>>
>>>>>>I would love to know just what you intend to do
>>>>
>>>>
>>>>>>Does anybody have an english documentation(users manual) of the
>>>>>>SuperCharger PC emulator for the ST?
>>>>
>>>>At a guess I'd say he was trying to run DOS or windows applications
>>>
>>>Hmm. I wonder what a CT60 would do for that software based PC emulator
>>>that was on the ST in its early years? (if it would even run at all).
>>
>
> I wonder if BOCHS would run on a TT or Falcon>
> http://bochs.sourceforge.net/

Bochs would run, but very slow. The better choice might be QEMU.

>>I'm not sure that would make any difference, the Atari is just used as a
>>console i believe, all processing is done in the 286.
>>
>
> I think he meant SoftPC not Supercharger!

SoftPC runs under CT60, and the speed is even quite reasonable.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

6673. Re: Supercharger english docs req.

Newsgroup: comp.sys.atari.st
Date: 2004-12-31 12:14:34 UTC
From: "Brian J. Roland" <bjr@localink4.com>
Message-ID: <1104495274.266594.88420@c13g2000cwb.googlegroups.com>
Source record: 15218

> Hi "Ronald J. Hall"
>
>>>>I would love to know just what you intend to do
>>>
>>>
>>>>> Does anybody have an english documentation(users manual) of the
>>>>> SuperCharger PC emulator for the ST?
>>>
>>> At a guess I'd say he was trying to run DOS or windows applications
>>
>> Hmm. I wonder what a CT60 would do for that software based PC
emulator
>> that was on the ST in its early years? (if it would even run at
all).
>
> I'm not sure that would make any difference, the Atari is just used
as a
> console i believe, all processing is done in the 286.

There's quite a few DOS solutions.
He's most likely talking about PC Ditto, or some variant of it...

PC Ditto was software only and for the ST. AFAIK it didn't run the TT
or
Falcon. It was painfully slow on most things. I could be wrong, but I
don't
think it runs on the Falcon at all.

SuperCharger is a box that hooks to the ST/TT's DMA port. The
Supercharger held
its own CPU and RAM. Altho' it was based on an 8086 chipset...it had
some
special design that allowed it to access more RAM in one go (breaking
the DOS
barrier), and therefore run most AT (286+) software...I.E. Windows 3.x
and
Workgroups. With this box, the ST is merely the console, serial ports,
etc...
The SuperCharger can also act as a RAM disk for the ST (and I'm pretty
sure ST
memory could also be set aside for a DOS RAM disk as well).

AT Speed was designed specifically for the Falcon.
I don't know much about it...other than you get a real 286 CPU.
I've no idea if an AT Speed board can co-exist with a CT60.

If you've a CT060 and are serious about running DOS....perhaps your
best bet is
to run a dos/windows emulation (such as WINE) under a unix set-up.
Brian

6674. Re: Supercharger english docs req.

Newsgroup: comp.sys.atari.st
Date: 2004-12-31 12:18:51 UTC
From: Adam Klobukowski <atari@gabo.pl>
Message-ID: <cr3g4e$e3j$1@atlantis.news.tpi.pl>
Source record: 15219

> If you've a CT060 and are serious about running DOS....perhaps your
> best bet is
> to run a dos/windows emulation (such as WINE) under a unix set-up.
> Brian

Wine does not emulate CPU, and will not run on m68k CPUs.

--
Semper Fidelis

Adam Klobukowski
atari@gabo.pl

6675. Tempus-Word 5.4 available

Newsgroup: comp.sys.atari.st
Date: 2004-12-31 12:25:41 UTC
From: Norbert Simon <spamkiller@no-si.de>
Message-ID: <opsjvgs3hnfq7709@pc-nosi>
Source record: 15220

The update Tempus-Word 5.4 is available at

http://www.tempus-word.de/en/index.htm (English)

http://www.tempus-word.de/index.htm (Deutsch)

The TOS package contains all required files for updating or first installation / tryout of Tempus Word NG. Detailed documentation is also included.

Happy New Year!

--
Norbert Simon
Tempus Word Project

6676. SCSI Flash Reader/Writer w/STacy?

Newsgroup: comp.sys.atari.st
Date: 2004-12-31 13:34:47 UTC
From: "Brian J. Roland" <bjr@localink4.com>
Message-ID: <1104500087.171303.128720@z14g2000cwz.googlegroups.com>
Source record: 15221

The tiny hard drive in my STacy is toast...2nd one to go in a year's time. It's getting hard to find drives that work at all in the thing...let alone that sync up and boot properly. I've found more modern ones that 'work' but can only access a small portion of the capasity, and they're power hungry 7200RPM things that I fear draw way more power from the STacy's power supply than it's really happy to deliver.

So....
Does anyone know where I might find an internal Flash Card reader/writer that might work in the thing? I've scoured the net looking for SCSI based FLASH readers/writers...eBay as well, and have turned up nothing.

Thanks,
Brian

6677. Re: SCSI Flash Reader/Writer w/STacy?

Newsgroup: comp.sys.atari.st
Date: 2004-12-31 14:51:11 UTC
From: "Brian J. Roland" <bjr@localink4.com>
Message-ID: <1104504671.582884.132720@z14g2000cwz.googlegroups.com>
Source record: 15222

Looks like I may have found one....
We shall see :)

6678. Re: Getting TOS 2.06 onto ROM chips

Newsgroup: comp.sys.atari.st
Date: 2004-12-31 15:29:32 UTC
From: Mickael Pointier <sorry@but.i.hate.spam.net>
Message-ID: <41d56f9f$0$32745$636a15ce@news.free.fr>
Source record: 15223

> > Or, as others have suggested, look through the ebay
> > and other for-sale listings and see if I can't find an STE somewhere
that
> > is upgraded to 2.06
>
> How many do you want?

Personaly, I'd be ready to buy two sets of french 2.06 TOS.
Depends of the price, of course.

For Brian, the difference between 2.05 and 2.06 is minor, but is mostly
concerning the boot sequence.
Typicaly with tos 2.05 it's painfull to boot from floppy or hard drive...
specially annoying when you are trying to tweak your auto folder boot
sequence and wish to boot on a floppy to repair the mess you made on the
hard drive.

Also you need tos 2.06 if you wish to add high density floppy drive.

Dbug

6679. Re: Thing/CT60

Newsgroup: comp.sys.atari.st
Date: 2004-12-31 17:00:45 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10tb1dtcb5c423f@corp.supernews.com>
Source record: 15224

On 31 Dec 2004 10:30:40 , Thomas Binder wrote:
>Hi!
>
>Joseph D. Place <jdplace@removespamcableone.net> wrote:
>> I thought I would post this in case someone else has the same problem
>> or a better solution. I found that after registering the THING
>> desktop I could not load it at startup without a 68000 exception -69
>> in MagiC. I have had to put cacheoff.prg in my auto folder, and
>> restart the cache after booting. Since my Falcon is on most of the
>> time, this is not a big problem. It is strange that THING worked
>> fine before entering the registration code. Must be some feature
>> that is implemented after registration.
>
>Which version of MagiC is that? I remember having had the same
>problem on the Milan (using an MC68040), and it was actually
>caused by a bug in MagiC's Pexec()-code (which is used to load the
>module containing the functions not available in the unregistered
>version).
>
>It works fine on my CT60-Falcon, but I don't know what version of
>MagiC I use and can't currently check. It's even possible that I
>implemented a workaround for the problem in the beta version of
>Thing, but as the original appearance of the problem is more than
>four years ago, I can't tell without first checking the source.
>
>
>Ciao
>
>Thomas
>
>
>--
>Thomas Binder (Gryf @ IRCNet)
>gryf@hrzpub.tu-darmstadt.de
>PGP-key available on request!
>.
I have MagiC 6.01.

Thanks!
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

6680. Re: Supercharger english docs req.

Newsgroup: comp.sys.atari.st
Date: 2004-12-31 17:53:08 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <cr43m4$t7v$1@titan.btinternet.com>
Source record: 15225

Hi "David Wade"

>> >>>I would love to know just what you intend to do
>> >>
>> >>
>> >>>> Does anybody have an english documentation(users manual) of the
>> >>>> SuperCharger PC emulator for the ST?
>> >>
>> >> At a guess I'd say he was trying to run DOS or windows applications
>> >
>> > Hmm. I wonder what a CT60 would do for that software based PC emulator
>> > that was on the ST in its early years? (if it would even run at all).
>>
>
> I wonder if BOCHS would run on a TT or Falcon>
> http://bochs.sourceforge.net/
>
>> I'm not sure that would make any difference, the Atari is just used as a
>> console i believe, all processing is done in the 286.
>>
>
> I think he meant SoftPC not Supercharger!

Hm!, something i should have tried on my PAK maybe??

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6681. SCSI-reader/writer, Flash Cards, and the Atari.

Newsgroup: comp.sys.atari.st
Date: 2004-12-31 19:45:49 UTC
From: "Brian J. Roland" <bjr@localink4.com>
Message-ID: <1104522349.267227.198280@z14g2000cwz.googlegroups.com>
Source record: 15226

Is this doable?
Anyone out there managed to make it work?

I've found a SCSI based card reader to try out with my Atari machines.
Ultimately I hope to get it working in a STacy.

The first question is what sort of flash card would be best?
Do I need an ATA card, or will the linear type work?

The reader/writer is a Microtech brand with PCMCIA, SmartCard and
Compact slots all in the same internal 3.5 device. I don't have a
model number...but from what I gather Microtech only made a hand full
of these things, and they do the standard SCSI command set.
Thanks,
Brian

6682. Re: SCSI-reader/writer, Flash Cards, and the Atari.

Newsgroup: comp.sys.atari.st
Date: 2004-12-31 21:53:01 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2004.12.31.21.53.00.822724@darkforce.ky.org>
Source record: 15227

On Fri, 31 Dec 2004 11:45:49 -0800, Brian J. Roland wrote:

> Is this doable?
> Anyone out there managed to make it work?
>
> I've found a SCSI based card reader to try out with my Atari machines.
> Ultimately I hope to get it working in a STacy.

Brian, ST Magazine #135, has an article on using a 6 in 1 card reader with
a CT60 equipped Falcon. I believe its IDE though.